



## Working on Steam Punk Evasion

This week our team continued to work on our Steam Punk Evasion Mini Game. Some changes were made to the artwork for the station and the enemy birds. This was so that the station would look more like it is floating in the sky and the perspective for the birds did not look mismatched with the perspective of the other sprites in the game. We also wanted the enemy birds to look more menacing, so that when players see them they will think that they should avoid them.



We plan to finish up the extra core aspects of the game next week and then have some external users play the game to get feedback on what works well and does not work well. All being well we should only need to add polish to the mini game.

## A Trip To Tokyo

Due to a trip to Tokyo for our Japanese elective class, our team only had 2 days (plus the weekend) to do work on the project this week.

From November 15 to 16, team INVOLution went to Tokyo to visit some of the game companies based in that location. We were fortunate enough to be given an opportunity to meet with members from Sony Computer Entertainment, Konami and Square Enix. The team was able to gain some insight into what it is like to work as a game developer in Japan and what some of the differences in terms of requirements would be between a Japanese work environment and US work environment. Our team was also able to discuss our project with Michael and Lionel from Kojima Studios and get some feedback from them about the app.

We were also given the opportunity to visit Keio University and speak with a professor there; he showed us some of the projects currently being worked on by students. Keio University has a PhD program in Media Design which is said to be similar to the program offered by the Entertainment Technology Center.