Collectibles and Localization

One of the biggest milestones for the team this week that we were able to accomplish, was to localize our app to Japanese. This way we could easily give our app to our guests at softs without needing to explain the UI to them. This would help us to know if we have a user friendly user interface.

Additionally we were able to get the basic functionality of using tokens at the gachapon machines in order to acquire information and a collectible working. Users can now also view pods that they have posted by going to their profile.

Softs Feedback

On Wednesday, November 28, our team presented our progress since halves and gave our guests a chance to use the mobile app and give us feedback on the changes we have made. We had guests from Cat Remix, iMedio and Osaka University come to try our app. They were pretty pleased with our app and found it to be cute and fun. Our team was also extremely pleased that they were able to easily understand the UI and our Japanese localization was a success. We also received feedback on things that were not very clear to them at first and ways in which we could make it a better experience:

- It is hard to know what the connection is between the gachapon avatars and the machine colors.
- When a pod is opened, they are not aware that is what they did. Some more visual feedback could help this.
- The User Interface is easy to navigate and understand.
- Mini game is fun and the art style for the collectibles is adorable.

www.etc.cmu.edu/projects/involution

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