

## **Locomobio Newsletter**

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### **Settling In**

Greetings from Osaka!

We are team Locomobio, a pitched project team on making a location-based smartphone game that can only be played on the JR train system in Osaka. Our team members are:

**Szu Yuan Scott Chen:** Producer/Artist

**Feiran Li:** Programmer / Sound

**Xun Zhang:** Co-Producer / Programmer

Since we are a 3-person team, we all have multiple roles to fill, and we are all contributing in the design aspect of the game.

For our first week in Osaka, we spent quite some time settling in since we need to make sure the whole team has enough resources to survive in a foreign country for 4 months, so it was quite overwhelming in terms of trying to get everything settled. On the project side, we got to set up our workspace, had a meeting with our advisor, set our scrum meeting schedules, and researched on the JR train system.

### **The JR Loop Line**



Station	Official Schedule [arrive] [depart]	Actual Schedule [arrive] [depart]	Duration (second)
弁天町	16:46	16:46	27
	16:47	16:47	
西九条	16:49	16:49	28
	16:49	16:49	
野田	16:51	16:51	21
	16:51	16:51	
福島	16:53	16:53	21
	16:54	16:53	
大阪	16:55	16:55	115
	16:57	16:57	
天満	17:00	17:00	18
	17:00	17:00	
桜ノ宮	17:02	17:02	22
	17:02	17:02	
京橋	17:04	17:04	60
	17:05	17:05	
大阪城公園	17:07	17:07	21
	17:07	17:07	
森ノ宮	17:09	17:09	61
	17:10	17:10	
玉造	17:11	17:11	20
	17:12	17:12	
鶴橋	17:13	17:13	37
	17:14	17:14	
桃谷	17:15	17:15	21
	17:15	17:15	
寺田町	17:17	17:17	20
	17:18	17:18	
天王寺	17:19	17:19	195
	17:23	17:22	
新今宮	17:25	17:25	88
	17:26	17:26	
今宮	17:28	17:28	23
	17:28	17:28	
芦原橋	17:29	17:30	16
	17:30	17:30	
大正	17:31	17:32	28
	17:32	17:32	

On Thursday, we finally got to ride the JR Loop Line for the first time. On our first sit-through of the whole line, at each stop, we recorded the time on the train's arrival and departure, as well as how long the door stays open in each stop. Afterwards we compared our data with the official train schedule and found out that out of 19 train stations with a total of 38 time stamps (arrival and departure time), and there are only 3 instances where the train missed the official time by 1 minute. This proves that the schedule is rather reliable and it's a big possibility that we will utilize the data to design our game. The waiting time at each station was what we had predicted; more popular stations have much longer door opening time than stations with less traffic, and this will also be considered while designing the game. We also tested out the GPS on train and it shows very accurate results on position tracking. In conclusion, our first sit-through was really successful since it proved that the JR trains follow the time schedule strictly, and most importantly GPS work very well on the train.

### **Next Week**

Since we are a pitch project, we are ready to dive right into designing the game.

For our next week, we will...

- Collect more data of the JR line including its peak/off-time traffic, express/local trains, accurate GPS location of each station, and surrounding culture near each station.
- Working on getting the data of the train schedules and design the data structure for our game.
- Start creating the team's printed materials and website.
- Initial design meetings for the content and mechanics of the game.