

# THE PRESSURE IS ON!

## DEADLINES TO HIT

As we are getting closer towards the end of the semester, we laid down some hard deadlines for our project. After the meeting with our advisors Salvador and Mika, we know the most important thing we need to start doing is playtest, but since on-field playtest will require a major amount of time for the play testers, we will conduct several internal playtests and one or two on-field playtests. Internal playtests will start late next week, focusing mainly on the item capture system and user interface. For on-field playtest we want to build a variety of mechanics for the play testers to test on, so we set our fully playable demo to be finished at 11/14, and we will use the demo to conduct the on-field playtests.

## THE INVISIBLE INTERACTION

We are planning to implement a new mechanic called "invisible interaction", so instead of directly interact with other players, the player will be able to see how many people are playing the game on the same train you are on. Depending on how many people are playing at the same time, you will get a boost in the level of trap so you'll be able to capture rarer items. This mechanic will raise awareness of the player on who are playing next to them, and also this mechanic is just a nice bonus but not necessary for completing the game.

## SERVER + ITEM CAPTURE + CRASHES

Xun has been working really hard setting up a server for our game. Now the game will be able to recognize how many players are playing the game on the same train. Unfortunately for Vera, her computer encountered a big hardware failure and we spent some time saving all the data we could and reinstalling the computer. A little bit behind schedule, she had completed the item library so it can record how many items the player had captured.



## NPC

We decided to polish on 5 unique characters before finals, so they will have their own set of dialogues, requests, and appearance. Scott has been working on the overall user interface for NPC interaction, and now the first art pass is ready to be implemented into the game once the code is completed.

## NEXT WEEK

We will conduct some smaller playtests specifically focusing on user interface and item capture system. We will also continue in implementing the NPC interaction system.

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