GAME DEVELOPMENT UPDATE

This week we've been mostly focusing on implementing the basic structure of the whole game in order to catch the beta deadline, which is 11/14. In this issue we will update on our progress on the game development.

ITEM CAPTURE SYSTEM

All features regarding to the item capture system is now completed and ready for playtest! Features we added since last week includes:

- The number of acquired items will reflect correctly in the inventory screen now. If you captured 2 shrimps, it will have the number 2 next to the shrimp.
- Database for all items are completed, each item will now have their related information displayed correctly.
- We can now set specific items to only be able to be captured at a certain area.

NPC SYSTEM

The process of implementing the NPC system has been going smoothly.

- The basic UI is finished and ready for implementation
- Data structure for all available NPCs were finished so each character will have their own dialogue, their preference on gifts, station of residence, and happiness meter.

NEW UI

The UI for the NPC menu has been finished, the menu will help the player to easily see all the NPCs living on each station, also showing their individual happiness meter.

SERVER

Server is now fully functional in game. If there is more than one player playing on the same train, there will be a number counter that reflects directly on the number of players.

WEBSITE

Website is updated once again with new gameplay screenshots, characters, poster, and half-sheet.

FOR NEXT WEEK

We will complete a fully playable beta, and this version will be used for playtests planned in the following weeks.