

SHORT WEEK WITH BIG PROGRESS

Due to the 2-day company visiting trip in Tokyo, we only had 3 days (plus weekend) to work on the project. Our goal is to deliver a playable demo before Tokyo Trip so we will be able to show it to people from the company we are visiting.

FINISHED DEMO

Thanks to our hardworking teammates, we were able to catch our deadline on finishing a playable demo on Wednesday. Now the player will be able to experience both item capture and NPC system in one play-through, and we hope use this demo to gather feedback in our upcoming playtest next week. These are the new features we added this week:

- The demo will simulate a fixed route with 3 stations, and the player will be able to ride the train back and forth between these 3 stations.
- The NPC system is mostly finished, and the player will be able to interact with the citizens and complete various requests given by them. Each station has a unique character living on it.

PLAYTEST AT KONAMI

We were really lucky to ask Michael and Lionel from Kojima Studios to playtest our newest demo. The game was fairly well received, and they made some suggestions on how to optimize performance of our game since it is visible that our game is suffering from it. Their suggestions are very helpful and we will use their suggestions to improve our game before final.

NEXT WEEK

Next week will be a really busy week since soft opening is right around the corner. We will continue on polishing the game, conduct playtests, finish our project promo video, and prepare our softs presentation. Our goal for softs is to successfully communicate to the audience what our game is about, and also explain clearly on the reasons behind our decisions in making this game.

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