

INITIAL PREPARATIONS

One of the biggest pros of being in a pitch project team is having a smoother start since we already know what our goal is and what we are trying to achieve. In this week we had evaluated our work time and set down the goals we want to hit for quarters, but since the Unity license and test devices haven't been given to us yet, we are all trying to do initial preparations so we can start testing right away when the license has been issued to us.

PROGRESS SO FAR

Xun, our system programmer has been working on pulling the time data off from the JR website and convert the information to xml form in order to be read by our game system, and Xun also set up the asset server for the team in preparations of game development. Feiran has been putting together a design document, focusing on the having a full detailed description on what kind of NPC and items will the player be interacting and getting. Scott has been designing the Locomobio team identity, in the end he decided to use a clean, simple style to reflect some of the design theories of Japan. Since we are all designers, we all contributed in trying to make the game feel more coherent with the characters and a simple background story, and we will continuing doing that until quarters.

NEXT WEEK

We will continue in preparing before the test device comes. These are the things that we are aiming for the next week:

1. GPS simulator for testing
2. Start working on our project website
3. Initial UI mockup for implementation in Unity
4. Finish team identity
5. Have a better sense of what will we be delivering for quarters

