



BEFORE TGS WEEK

Since we are getting ready for Tokyo Game Show next week, the team's artist was busy in getting all of the promotional material ready by this week. Since we still haven't received our testing devices and Unity license for Android and iOS, the programmers have been setting up the basic structure in order to be ready for implementation when the devices come.

PROGRAMMING

Xun has been working on basic input system design and implementation for the game, so Unity now will be able to read all of the train schedules and station information pulled from the website. Xun has also built a GPS simulator for the game, so we will be able to run basic testing without needing to get on the train. Feiran, our gameplay programmer has started setting up the basic UI interface for the game, and will continue in doing so after TGS next week.

TEAM IDENTITY



We have a team logo now! The Japanese character is in a shape of a train, and the English name under the train is designed to look like the JR train line drawn on the train map. So our logo is literally a train running on the track!

Since we are going to TGS next week, we had our poster designed a week earlier. The poster is really different from the usual "project team poster" since there is little evidence of the virtual world, and it was designed like this intentionally because we want to stress the idea of a game that connects to the real world and into our daily lives, there's still a hint of virtual in the poster but it's not the focus of the poster. It seems there are a lot of random items in the poster, but they are all items related to the JR train. Hope you'll like it!



OUR GAME

Feiran has been busy working on the details of the first four items that the player will be able to capture in game, each item with 4 different variations and rarity. All items have its own personality and has the potential to be used as a cooking ingredient, more on that after quarters. As for the art for the items, our artist Scott, will be working on it and hopefully complete them for quarters.

