



Hi everyone! Since we had a really short week last week due to the TGS trip, I've decided to combine it with this week's newsletter and make it into a double week issue!

## THE WEEK OF TOKYO GAME SHOW

Week 4 was a really productive week for team Locomobio, in terms of learning Japanese culture and experiencing new gaming technology of course. We'd not only attended one of the most important game conference in Asia, we also had a little spare time to visit around Tokyo. At TGS, we helped in the ETC booth, explaining how the program works and also trying to network with people. We also got to see and play all of the latest games developed by big companies such as SEGA, CAPCOM, Konami, Sony, etc. As for visiting Tokyo on our spare time, we got to walk around in a lot of the famous areas such as Akihabara, Asakusa, Shibuya, and Harajuku.



## TEAM IDENTITY

Prior to the TGS trip which was on Wednesday to Sunday, we were busy in wrapping up the design for our team identity and poster design. We also set down some key goals we would like to hit before quarters:

- Solidify our 3 gameplay mechanics so people would understand easily
- Finish 16 different item designs (with art)
- Finish 3 different NPC designs (with art)
- Build a PC prototype to show how the capturing system would work
- Tech preparations for after quarters: Finish GPS simulator, GPS input of stations, and import of train schedule into Unity

## WEEK 5

## GAME DESIGN, ART AND TECH

It was again a really productive week for Locomobio. Feiran had finished designing all 16 items to be captured, each with its unique personality, dialogue, and rarity. Scott had finished most of the art for the items, and also had finished 3 NPC designs.

Feiran also built a demo showing how the capturing system would work. So we can now easily see how the traps would be dropped and be picked up by the player.

Xun finished coding our GPS simulator, so now we would be able to simulate a train ride without needing to go to the train station, and it is great for doing a quick test on a certain game mechanics.

## QUARTER PRESENTATION

Since we had a lot of things to show in quarters, Xun had spent some time organizing our contents and to be presented in a way so even non-English speakers would understand just by looking at images and bullet points. Our quarter presentation went really well and all of the invited guests (all Japanese speakers) liked our design and art of the game. We also now have some connections with local Japanese people, and it is really beneficial for us because we now not only have a doorway to potential play testers, we also have people to speak with and learn more about Japanese culture and their gaming habits.

