WE GOT OUR LICENSES!!!

Yes! we have received most of our software licenses including the most important Unity3d iOS/Android licenses, which means we will be moving from concept/pre-design phase into developing phase. Thanks for Steve and Salvador for acquiring these software for us.

WEBSITE REDESIGN

One of the challenges we are facing is how can we find potential playtesters to playtest our game. A feasible solution for us is to spread the word online using twitter and facebook, and lead them to our project website to download the game client. Thus, we had decided to redesign our website to be more visually appealing and approachable.

DESIGN CHANGE

After our design meeting on Wednesday, we had solidified a lot of our gameplay related designs, so does how randomization will work in our game.

One of the most important things we had decided upon was to combine the cooking mechanics with NPC interaction. There are two reasons which led us to this decision:

1. Our original intention for the cooking system is to recycle the items players had gathered so they have a reason to gather the same items repeatedly. But this fights with our NPC interaction mechanics since there will be item trading involve which also recycles players items and exchange for something new.
2. Cooking mechanic is a completely different thing compared to the other two mechanics. Gameplay doesn't take place on the train, and it will require a whole new set of art assets and tutorials for the mechanic to work.

Instead of having 3 different mechanics in our game, we'd decided to integrate cooking into our NPC interaction and make it more interesting and involving. The NPC will cook the ingredients for you instead of yourself combining items.

DATA STRUCTURE AND UI

Xun and Vera had started working on the data structure for our game. Since this step is really crucial for developing our game, they spent extra time making sure we had included all the function we need in the game, including potential item expansion and updates. The game will be heavily relying on menu systems and buttons to interact with things, so I spent some time laying out the UI structure for our game, and I will continue in drawing all of the rough art assets for Feiran to implement into the game next week.

GOALS FOR HALVES

We'd set our goals to hit before halves: Finish implementing item capture mechanic with playable iOS or Android prototype. We are planning to implement the NPC feature after halves but it would be nice to get a head start on it depending on our progress.

NEXT WEEK

For next week, since we got our licenses, we will be moving all assets and start developing in Unity (no pun intended). I will continue in preparing all of the rough UI assets and Feiran will be importing them into the game. Xun will continue support Feiran in coding the data structure, and doing actual GPS tests on the JR train.