

# THE BEGINNING OF DEVELOPEMENT

## PIPELINE

Since we got our license, the first thing we did was to build a demo application to smartphones. The process to build the app on an android device was relatively easy and we got our demo running with touch input and GPS data on Wednesday. The iOS build took more time since it required a separate iOS developer license, certificates, app IDs, etc. Thanks to Steve's help, we got our game running on iOS device at the end of the week.

## TESTING THE GPS SYSTEM

For the past week Xun had spent a lot of time testing the smartphone's GPS capabilities on the train. Xun has built an application which would determine our location between which two stations by using our coordinates acquired by the GPS system. The results were pretty much expected, though the GPS could provide accurate data with minimum latency issues when there are no interference, it is still not ideal to fully assume GPS will work all the time. This further proves we need a second set of data to compare with the GPS data, which the train schedule will come in handy. We are designing the game system so that when GPS data was lost and became unreliable, the game will quickly switch to using the time schedule so the game could continue without any errors.

## USER INTERFACE DESIGN

Scott has been working on the basic design for the UI elements for this game for the past week. We now have the basic UI assets for the main menu, location bar, inventory list, and settings.



## GAMEPLAY PROGRAMMING

Gameplay-wise Feiran has been busy implementing the data structures for items and traps, as well as implementing the UI assets given from Scott.

## NEXT WEEK

For next week, we will keep on working on our game so it will be presentable for halves. We also have a special guest coming to give us feedbacks for our project so we will be giving a pre-halves presentation and hopefully receiving lots of feedbacks to further improve our game.

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