PREPARATION FOR HALVES

NAKAJIMA SENSEI'S VISIT

On Monday we presented our project to Nakajima sensei from Tokyo Technology University, his feedback were mainly positive, though we should be more clear the demographics in our presentation. Since there was confusion on us developing one or two games, we are going to adjust our presentation flow so we can focus on the gameplay as a whole rather than individual mechanics separately.

GAME DEVELOPMENT

We are all working extra hard adding content into our game. This week we had implemented several key features into our game including capture system, GPS implementation, and new UI elements.

For capturing system, the player can now place trap wherever they want in between two stations and will also be able to retrieve them on the way back. We added finger swipe integration for the players to "cut-open" the traps to reveal what they've captured to convey the sense of opening a present box.

GPS has been fully implemented into the game and we had a chance to playtest among ourselves on the actual train line. The game played very well on the actual train line and could pick up our location with minimum hiccups.

More UI elements have been ported into the game as well as revisions on the current version. Now the game has a title screen, functional item inventory with item status page, option page, and a progress bar showing the player which two stations they are located in between as well as time remaining to arrive the next station.
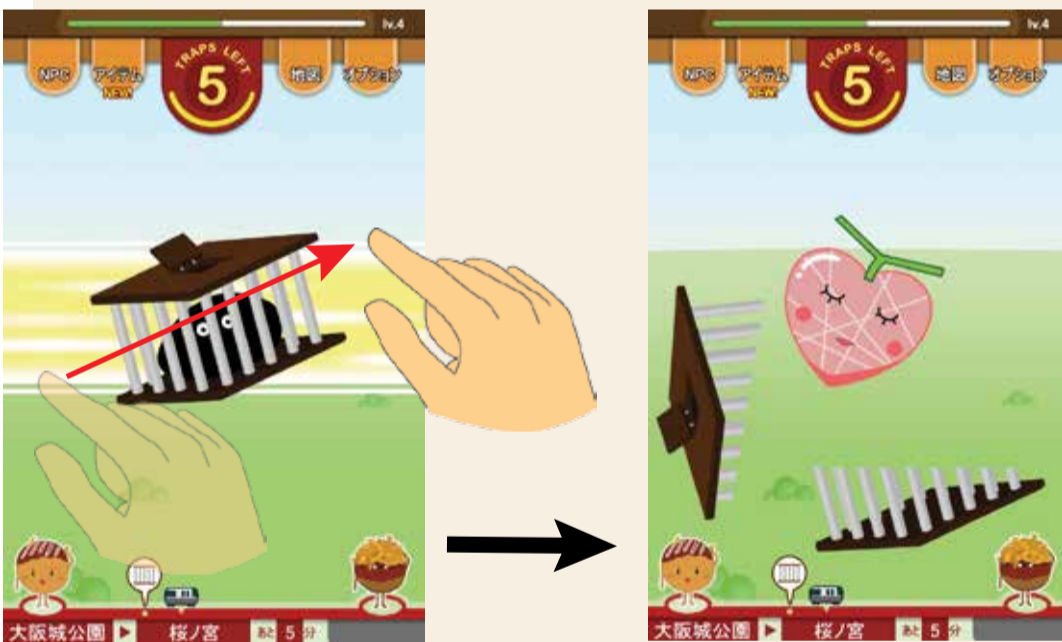
AFTER HALVES

For next week we will shift focus onto our second major mechanic, which is the NPC interaction gameplay. At the same time we will further polish on the capture system and get ready for our internal playtest as well as open playtest, which we are still trying to figure out a quick and convenient way to allow anybody to install our game directly into their phone.