

1/2

FEEDBACK AND PROJECT RE-SCOPE

On Monday, we finished presenting our 1/2 presentation to guests from various industries including iMedio, Osaka University, CAT-REMIX. We received a lot of valuable feedbacks regarding to our game. One of the biggest feedback/request we received was that everyone expected some form of interaction between players who are playing the game and not just a single player experience. This is a very interesting request since we originally wanted our game to be able to enjoy without the need of interactions among other players, but since every person we presented to were interested in this feature, we decided to address this request by adding a brand new mechanic but at the same time not interfere with our original intention of being able to enjoy by one player himself.

Adding new mechanics also means we need to remove some features that were not as important. Immediately after our 1/2 presentation, we had a project re-scope meeting and decided which features needed to be cut, and which features we need to focus on developing before softs.

TOTTORI CULTURAL STUDY TRIP

ETC Osaka went on a trip to Tottori for two days, one picture says it all



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NEXT WEEK

We will continue our original plan on implementing the NPC interaction feature into the game. At the same time Xun will spend time looking into the possibilities to set up a server for our game in order to implement our newest feature into our game: Invisible player interaction. We will explain more about this feature in the next newsletter, until then!

