

PACKAGING THE PROJECT

As soft opening is nearing, this week we've been working on the "packaging" for our project, which are presentational materials that best shows our project to the general audience.

PROMO VIDEO

We spent a lot of time shooting our promotional video since it is one of the most effective ways to demonstrate our game to everyone. In the video, we wanted to show our gameplay, to talk about our motivation, to reason our design intentions, and to give our contact information all in 3 minutes. In the end, we think we've done a great job on our video, and hopefully the information we want to communicate is clear and easy to understand for everyone.

GAME DEMO

For our soft opening, we will be letting the attendees to play our demo. The demo uses the train simulator so it will not require the player to be on the train in order to work properly. The demo will show our full game with both of our game mechanics: the item capture system, and the new player interaction feature with all of the dialogues in place.

DOCUMENTATION

We also have been preparing our documentations for the project. The documentation includes our development process, Unity-wiki notes, and post-mortem.

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SOFT OPENING

Locomobio had just finished softs this Wednesday; we hosted people from our neighbor companies Cat-Remix and iMedio over the course of the day, explaining the game we've made by showing them our promo video and hands-on demonstrations. The game was very well received, and all of the people who attended the presentation seemed to enjoy the game and fully understood our motivation and concept of creating this game.

Wednesday was also online soft opening, so we updated our website with the new promotional video and also put in more information about our game. We also updated all our project folders on Randon with the newest assets that we'd created over the course of the semester.

THE FINAL WEEK

Next week will be the last week before finals. Other than preparing for our final presentation, we are also going to be polishing our game as much as possible by adding sounds, effects, and animation. We are in the process of writing up the documentations for our project, which includes our development process and post-mortem for this project.

