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In the week after soft opening, we were very busy with optimizing the application. The feedback from Soft mainly focuses on lagging performance. After analyzing the problem with Unity profiler, it was due to the difference between PC and iPad. We've been developing the App in our ETC super PC, which is too much more powerful than iPad. While when we build the project on to iPad, the problem obvious occurred. Even worse, our program immediately crashed on iPad mini.

Low frame rate! Made us frustrating!

We spent the whole week in dealing with this problem. By reducing the size of texture, rewriting upload scene, replacing old models, we eventually reduced the memory usage from 250Mb to 200Mb, which is an affordable number of both iPad and iPad mini. Our next plan was going to EFMS to give the top design course for kids. We were very nervous about this, because we had never try our app on student's devices. But meanwhile, we were very confident about it, because we actually did hundreds of test in house, there shouldn't be any problems.

We have scheduled the competition slot with teachers, thanks for their cooperation, compared with having 45mins course; we would have two hours to complete the contest.

Looking forward to bringing our program to live. Hope kids would love it. Hope they can do their designs very well.

Have to good rest, programmers!