

NewsLetter 7th week

This week was heavy on the development side of things. Programmers Yan and Fan worked hard together on putting together the basic game code; Our 3d artist MZ designed and created a lot of 3D prefabs as decorations in App. Keyin had been making great progress on UI design, and she collaborated with Yan in putting the UI in Unity. Then, on Friday, the team assembled to perform a mock play test, wherein we set up the various recording equipment we'll be using in the coming weeks, ran through a few play sessions, and acclimated ourselves to the testing process.

Looking ahead, next week will bring our first official round of playtest, the establishment of our design pipeline and further development of our App. After a lengthy gestation period, it is stirring to witness our 4 people team thrive and actualization of our long-held plans.

