In week 11, the team is moving from playtest to soft openings. We have completed all the playtests and got lots of useful feedback. As for development, all the basic functions have finished. We are currently concentrating on polishing and making the game more complete.

Here are the features that we want to add to the game:

**random events** (We have random events according to the season to make the game world more authentic, like there will be snow storms in the winter. Random events will cause bill to the player)

**save/load** (If the player made a mistake, they cannot go back and make a change. Since our game is endless, we want to add a save/load function so the player can pick up where they left over.)

**avatar selection** (Not all players are male/female, we are adding a gender selection to the beginning in order to make the game connect to the player more)

**community donation**

**collectible items** (Collectible items are gifts from customers that the player has helped)

We are also polishing on UI/Visuals, bugs, and dialogues based on feedback from playtests.

Another change from the client is the stock round. The stock dialogue will change to the player visiting a startup trading company. The dialogue was happening in a stock trading hall before. However, the stock trading hall was a thing in the past, and our target audience probably have never heard of it. High schoolers interact with stock using the internet and apps instead of going to a physical location.

Overall we are confident with the game and we look forward to moving into the soft opening.