梓銘在7/10與投資人接觸後的結果是我們以現階段完成度不太適合與投資人接洽. 因為有以下風險使得遊戲開發可能完成不了.

1. 團隊成員四散各地, 很難統籌… 投資者認為核心策畫, 美術跟程序都應當要在同一個環境下工作, 對他來講…現場看的到核心團隊成員在大陸開發.
2. 我們應該要找一個人在大陸的核心程序加入團隊, 這樣才能確保團隊的合作默契及質量
3. 再來萬一有核心成員中途離開, 拖延開發進度 …那麼投資者的期望要怎麼被保障.
4. 產品的完成度還是太低了, 期望看到更多遊戲內容展示. (我個人(Kun)會說至少再3個月兼職的工作量)
5. 如果還要繼續開發3個月再接觸投資人, 你會想繼續做下去嗎? (這問題Kun問的)

On 10th Jul, Ziming had an investor meeting with the real guy from Chinese game industry. He think we are still too weak to approach the $$ mainly for following reasons.

1. Our Core team members are spreading over the world, it is hard to manage the team and even impossible to check the team progress by stop by the office in China.

1. We must find a programmer in China joining our team and work at the same office with rest of the core members, so that we can secure the project progress better.
2. What if someone in the core team just left? How do we make sure the project run as investors expected?
3. The current prototype is still too much unfinished contents, they expect more in-game contents  
   (Kun, myself, recommend at least 3 months part time working hours to approach again)
4. If the project requires further 3 months dev, will you still with us? ( Kuns’ Question)