Epixar

Presentation’s report

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Introduction

The primary purpose of this report is to provide a comprehensive overview of the progress made since the validation of the specifications for the "Timeless Odyssey" project. As part of the project management process, it is crucial to evaluate the work completed, the challenges encountered, and the strategies implemented to address any delays in order to gain a clear understanding of the current project status.

"Timeless Odyssey" is an innovative video game project, coordinated by Epixar, a renowned animation company with a rich history in the entertainment industry. The video game aims to combine the artistic prowess of animation with cutting-edge gameplay mechanics, creating a compelling experience for players of all ages.

This report will delve into the various stages of development that have taken place since the project's inception. By documenting the work done, it aims to highlight the accomplishments achieved by the team, while also addressing the obstacles encountered during the development process.

Furthermore, this report will identify the steps taken to mitigate any delays. The development of Timeless Odyssey has faced certain challenges that have impacted the project timeline and it is crucial to reflect on these issues in order to better understand their causes and the solutions implemented to resolve them.

Ultimately, this report serves as both a reflection on the progress made thus far and a roadmap for the next steps in the development of Timeless Odyssey. By providing a detailed assessment of the current state of the project, it will inform the team's approach to the upcoming phases, ensuring that the project continues to move forward in a structured and effective manner.

Company overview : Epixar

Epixar, founded in 1998, is a world-renowned animation studio that caters to audiences of all ages. It has distinguished itself as a major player in international cinema since the rise of animation over the past twenty years. Since 2006, it has maintained significant influence in its core industry: the creation of animated films. Epixar remains at the top thanks to its unique artistic approach, which focuses on creativity, storytelling, and narrative.

Originally, the studio was a technical provider specializing in software development for animation creation. It offered its technological solutions to creators. Five years after the studio's founding, Henrry Laasse, a former Disney animator who had joined Epixar after the birth of his son, came up with the idea of creating CGI short films to demonstrate the effectiveness of the company's software. This is how Epixar changed the rules of animated feature film production by following Henry Laasse's principles: highlighting diverse stories and complex characters.

At Epixar, every story deserves to be told, whether it’s about the meeting of two friends or the journey of a loved one who triumphed over cancer while always holding onto hope. The studio has made it its mission to create animated works that tackle various themes such as family, adventure, and fantasy. Its goal is to touch hearts, inspire future generations, and convey essential values like sharing, respect, and kindness. For example, *"The Call of the Stars"* highlights the importance of pursuing one’s dreams, even when they seem out of reach. It is essential to believe in something and not let oneself get trapped in a boring routine.

One of Epixar's main competitors is Dreemwork, a large animation studio trying to make its mark in the industry. In 2008, the studio rose to the top with its film *"Shrek"*, a feature film for both children and adults that offers a great time with family or friends. However, this was before our heroes at Epixar stepped in and raised the bar even higher by creating an unprecedented project: *"The Timekeeper’s Secret"*, an adventure film set in a strange dimension where time intertwines. This sensational success brought all the spotlight to the studio, which has since remained at the forefront of the global animation film scene.

It was the sudden success of this film that inspired Epixar to open a new branch specializing in video games, starting with an innovative project drawn from this universe: *"Timeless Odyssey"*.

Team overview and roles

The Timeless Odyssey project is being managed and developed by a team of highly skilled individuals, each contributing their expertise to different areas of the project. Below is a breakdown of the roles and responsibilities:

- **Lilou**: Game Designer: Responsible for the design of the game, its mechanics, the player experience, and the gameplay. They define the rules, the story, the universe, and the objectives of the game.
- **Baptiste**: QA Tester (Quality Assurance): Tests the game throughout its development to identify bugs, performance issues, and ensure that all game mechanics function as intended. They also ensure that the player experience is smooth and enjoyable.
- **Timothy**: Developer: Responsible for programming the game. This includes implementing gameplay, technical systems (such as artificial intelligence or collision management), as well as integrating elements created by other team members.
- **Naïs :** Composer/Sound Designer: Responsible for creating the game's soundtrack, including music, sound effects, and voices. They ensure that the audio supports the game's atmosphere and enhances immersion.
- **Mehdi**: 3D/2D Artist: Creates the visuals for the game, whether 3D models, textures, animations, or 2D illustrations. This role may include creating characters, environments, and graphical interfaces.

Progress report

This section provides a detailed review of the tasks completed since the first defense, highlighting the progress made on the key components of the Timeless Odyssey project.

According to the requirements document, our progress is as below :

Tasks	%	Tasks	%
Main Menu	30	Sounds / Sound Effects	0
Network (Multiplayer)	10	Graphics of Rooms and Objects	25
Character Movement and Attacks	25	Character Graphics and Animations	25
Game Mechanics	20	Consistency of the Visual Universe (top-down view, pixel art, ...)	35
Music	0	Marketing / Website Creation	85

1. **Website Development (Baptiste)**

The development of the official website has been a fundamental step in establishing Timeless Odyssey's online presence. Not only does the website serve as a platform to inform stakeholders about the project, but it also functions as a marketing tool to engage potential players and build an audience around the game. Baptiste has played a crucial role in this aspect of the project, focusing on both the design and the user experience.

- **Design Phase :** The initial design phase of the website has been completed, which includes the layout and visual elements that represent the aesthetic of the game. Baptiste worked on creating a visually appealing and cohesive design that reflects the atmosphere and themes of Timeless Odyssey. This included selecting color schemes, fonts, and overall page layouts that align

with the game's visual identity. The homepage and key sections, such as "About the Game" and "Team" were structured to provide visitors with clear and accessible information about the game's development.

- **User Experience (UX) Focus** : Baptiste has also prioritized the user experience to ensure that visitors have an intuitive and enjoyable browsing experience. Navigation menus have been carefully designed to be straightforward, ensuring that users can easily access various sections of the website. Furthermore, attention has been given to the loading speed and responsiveness of the site, ensuring that it performs well on different devices, including mobile phones and tablets.
- **Functionality and Future Refinements** : While the basic structure and design of the website have been implemented, there is still work to be done to enhance its functionality. The next step will be to finalize the mobile and desktop optimization to ensure that the website adapts fluidly to different screen sizes. Baptiste is also working on incorporating interactive elements, such as progress updates, which will be added to the website in the next phase. Feedback from early users will be incorporated into the design, allowing for improvements to the user interface and overall usability.

2. Multiplayer Mode Development (Lilou)

The multiplayer mode is one of the core features of Timeless Odyssey and is essential to creating an engaging and dynamic experience for players. The development of the multiplayer system has been a major priority for the team, as it directly impacts the core gameplay experience. Lilou has been responsible for laying the groundwork for the multiplayer functionality, focusing primarily on coding the initial stages of the multiplayer system.

- **Initial Development** : The primary goal during this phase was to establish the basic framework for multiplayer functionality. This includes setting up the networking infrastructure required for players to connect to a central server and interact in real-time within the game world. Lilou has implemented basic mechanics such as player spawning and simple server-client communication, allowing players to enter the game world and interact with each other to a limited extent. These foundational elements are critical for ensuring that the multiplayer environment operates smoothly before more complex features are introduced.
- **Time Constraints and Basic Functionality** : Due to time constraints, only basic multiplayer mechanics were completed during this phase. The

system is functional but limited in terms of player interaction. Features such as in-game chat, player-to-player actions (like emotes or combat), and matchmaking have yet to be fully developed. While the system is operational, additional features that would enhance the multiplayer experience are still in the planning stages.

- **Next Phase Objectives** : The primary goal for the next phase is to expand the multiplayer functionality and allow for more complex interactions between players. This includes adding features like in-game chat, team coordination tools, and more diverse player interactions. Lilou will also focus on testing the multiplayer system under different network conditions to ensure stability, minimizing issues like lag or disconnections. In addition, optimization will be a key focus to improve the performance of the multiplayer mode and make sure it runs smoothly under various player loads.

3. Game Mechanics (Timothy)

The movement system is one of the most crucial components of Timeless Odyssey, as it directly influences the gameplay experience. The development of smooth and intuitive character movements has been a key focus for Timothy, and significant progress has been made in this area.

- **Development of Movement Mechanics :** Timothy has worked extensively on the character movement system, ensuring that the controls are responsive and fluid. This includes basic movements such as walking, running, and jumping, as well as more intricate mechanics like crouching, climbing. The movement system is designed to feel natural and immersive, with smooth transitions between actions and minimal input delay. Timothy has focused on the player's ability to navigate the world and interact with the environment in a way that feels intuitive and responsive, an essential element for any engaging game.
- **Testing and Refining the Mechanics** : Extensive testing has been carried out to ensure the movement feels realistic. During testing, minor glitches and inconsistencies in character animation were identified, leading to adjustments in the underlying code. The character's interactions with the environment were also refined, including handling objects, terrain obstacles, and other game elements. The testing process has been iterative, with tweaks being made to ensure the mechanics provide a seamless and enjoyable experience.

- **Ongoing Refinement** : Despite the significant progress, the movement mechanics are still a work in progress. Unforeseen challenges, such as difficulties with character physics and collision detection, have delayed the full integration of these systems into the game. These challenges require additional time and resources to resolve, as the movement system needs to function seamlessly within the entire game world. Further refinement is necessary to achieve the desired level of realism and to make the character movements as fluid and dynamic as possible.
- **Next Steps for Game Mechanics** : In the next phase, Timothy will focus on finalizing the movement system, resolving the remaining technical issues, and incorporating more complex features such as environmental interactions (e.g., climbing ladders, swimming, or interacting with various objects). A crucial step will be integrating the game's physics engine to simulate more natural player movements and reactions to the environment. This will also involve fine-tuning the collision detection system to ensure characters move through the world with the correct physical interactions.

4. Report and Presentation Coordination (Naïs and Mehdi)

Naïs and Mehdi played a pivotal role in coordinating and overseeing the preparation of the first defense report, a crucial task in ensuring the success of the project's first presentation. Their responsibilities encompassed several important aspects of both the content and structure of the report, as well as the organization of the presentation itself. Given that the defense report was a key opportunity for the team to showcase their progress and lay out the next steps, their collaboration was essential in creating a clear, compelling, and well-organized presentation.

Naïs and Mehdi worked closely together to collect and compile all the necessary information for the report. They ensured that all team members contributed relevant data and updates on their respective tasks, which allowed them to accurately report the current status of the project.

One of the key responsibilities was to structure the report logically. Naïs and Mehdi organized the content in a way that would be easy to follow, making sure that the report flowed naturally from one section to the next.

In their coordination efforts, Naïs and Mehdi focused on clearly demonstrating the progress made so far in the project. This meant not only showcasing completed tasks and milestones but also addressing any challenges

or obstacles the team had encountered. They were careful to highlight how these challenges were being addressed, ensuring the defense report painted an honest but optimistic picture of the project’s trajectory. They also emphasized the next steps in the development process, outlining what the team intended to focus on in the coming phases. This helped set clear expectations for the project's future and showed that the team had a solid plan in place for moving forward.

Challenges and delays

Unfortunately, the Timeless Odyssey project has experienced delays, which have impacted our ability to meet the original timeline. While significant progress has been made in certain areas, several key components of the project are behind schedule. These include the implementation of an artificial intelligence, the progression management, the lore, dialogue, and story comprehensibility, and the gameplay and bug testing. As a result, the team has had to reassess the timeline and set new priorities for the coming phases of the project. The causes of these delays can be attributed to several factors, each of which presented unique challenges that hindered the expected pace of progress. Below, we outline the primary reasons for these delays and the specific issues that arose during the development process.

1. Lack of Communication

When working on a video game project, especially in a team setting, communication is essential for coordinating tasks, ensuring alignment on goals, and resolving issues that arise. Without the ability to meet in person or collaborate effectively, a number of challenges can emerge that may prevent the completion of tasks.

- **Delays in Feedback:** In game development, it's important to get feedback from the team on the progress of various tasks. If feedback is not shared regularly or if team members can't easily reach each other to ask questions, delays in adjustments or improvements may occur. For example, if the AI system is implemented incorrectly and no one is available to review it, the issue might persist for a longer time, delaying progress on related tasks.
- **Difficulty in Collaboration Across Disciplines:** Video game development often involves multiple disciplines—designers, programmers, writers, artists, and sound designers—who need to collaborate closely. Without effective communication, it becomes difficult to coordinate the work between these different areas. For instance, if a level designer does not communicate clearly with the writer, the story elements might not fit well within the game's environment or progression, making it harder to implement things like lore and dialogue.
- **Misunderstandings of Roles and Responsibilities:** Without clear and consistent communication, team members may not fully understand their specific responsibilities or what is expected of them. This can lead to confusion over who is responsible for implementing certain features like AI,

progression management, or the storyline, resulting in some tasks being overlooked or left unfinished.

In summary, without effective communication, teams can face numerous issues that hinder progress, including unclear roles, misaligned priorities, delayed problem-solving, reduced morale, and poor collaboration. This often leads to unfinished tasks, which is why maintaining open, clear, and frequent communication is vital for successful game development.

2. Resource Constraints

Another significant challenge has been the limited resources available to the project, particularly in terms of the expertise required to tackle specific aspects of the game's development. While the team is highly skilled, the complexity of the tasks at hand stretched the available manpower and skills, resulting in slower-than-anticipated progress.

- **Task Complexity** : The complexity of the game's core features, such as multiplayer interaction and movement mechanics, was underestimated during the planning phase. Tasks such as creating smooth character movements, implementing physics, and ensuring balanced multiplayer interactions require an iterative approach, with frequent testing and fine-tuning. The complexity of these tasks demanded more attention and time than originally anticipated, further contributing to delays in the project.

As a result, the intricate nature of the tasks required reallocation of resources, causing delays in meeting initial milestones.

3. Unexpected Challenges

Throughout the development process, the team encountered unforeseen challenges that further slowed progress. These were primarily related to bugs and issues with the game's movement mechanics, which required additional time and effort to resolve.

- **Movement Mechanics and Physics** : The implementation of character movement systems, including walking, running, jumping, and interacting with the environment, encountered several unexpected challenges. Initial designs led to unanticipated issues with fluidity and responsiveness, which required the team to go back and rework key elements of the control system. The integration of realistic physics, such as gravity, collision detection, and character reactions to environmental elements, further complicated the process. These unforeseen issues led to additional

iterations, as the team worked to perfect the movement mechanics to meet the desired gameplay experience.

- **Bug Fixes** : As development progressed, bugs that had not been anticipated during the planning phase began to surface, particularly in areas related to the interaction between the game's physics engine and character controls. These bugs, though not initially expected, caused significant disruptions in gameplay, leading to delays as the team addressed each issue methodically. Each bug fix required testing, adjustments, and validation to ensure that no new issues were introduced.

These unexpected challenges further contributed to delays, as the team had to dedicate additional time to identify, address, and resolve each issue before continuing with further development.

4. Project Mismanagement

In any complex project, including game development, effective project management is essential for ensuring that tasks are properly prioritized, deadlines are met, and the team remains focused and aligned toward shared goals. Poor project management can create a range of problems that may delay progress, cause confusion, or lead to tasks being left unfinished. Here's how project mismanagement can manifest and the ways it can affect a game development project.

- **Unrealistic Time Estimates:** If the project manager fails to accurately estimate the time needed to complete tasks, deadlines can be missed, leading to rushed work or incomplete features. For example, underestimating the time required to implement an AI system could lead to an unfinished or buggy implementation that doesn't meet expectations. Missed deadlines might also have a cascading effect, delaying other tasks and pushing the entire project timeline back.

Ultimately, project mismanagement leads to inefficiencies, confusion, and delays. When priorities are misaligned or deadlines are missed, essential tasks like AI implementation, narrative design, or bug testing may remain incomplete, and the game's quality suffers. These issues may also have a snowball effect: delayed tasks can impact subsequent phases of development, leading to cascading delays and unfinished or subpar work. The overall project may be at risk of not meeting its objectives, which can lead to a release that's rushed, incomplete, or not aligned with the intended vision.

5. Reevaluating the Timeline

In light of the challenges mentioned above, the project's timeline had to be reevaluated. While the team had initially aimed to complete certain milestones by the end of the first phase, the unforeseen technical difficulties and resource constraints have required an adjustment to the timeline.

Despite these setbacks, the team remains fully committed to overcoming the obstacles and accelerating progress in the next phase of the project. The issues encountered thus far have provided valuable insights that will allow the team to adjust its approach moving forward. By streamlining workflows, prioritizing tasks, and ensuring more efficient use of resources, the team is confident that the next phase will see significant progress toward the completion of Timeless Odyssey.

The lessons learned during this phase will also enable the team to more accurately estimate the remaining work and improve the pace of development. Although delays are an unfortunate part of the project, the team's focus is now on addressing the challenges head-on and accelerating progress to ensure that Timeless Odyssey remains on track for its ultimate success.

Work completed by each team member

In this section, we provide a detailed breakdown of the specific tasks completed by each team member during the initial phase of the "Timeless Odyssey" project. Each member of the team has contributed their expertise to different aspects of the project, and together, they have made significant progress in various key areas. Below is a more in-depth look at the responsibilities and achievements of each team member:

Lilou : Multiplayer Development

Lilou has been primarily responsible for developing the multiplayer mode of Timeless Odyssey, which is one of the cornerstone features of the game. Her work has focused on building the initial multiplayer framework and ensuring that players can interact with each other in real-time.

Baptiste: Website Development

Baptiste played a key role in the creation and launch of the official website for Timeless Odyssey, which serves as a primary platform for promoting the game and providing information to potential players and stakeholders.

Timothy: Game Mechanics Development

Timothy focused on developing the foundational game mechanics for Timeless Odyssey, with a primary emphasis on the character movement system. This is a crucial aspect of the game, as smooth and intuitive movement is essential for creating an immersive experience.

Naïs and Mehdi: Report and Presentation Coordination

Naïs and Mehdi worked together to coordinate and oversee the preparation of the first defense report, ensuring that all necessary information was gathered and presented in a clear and organized manner. This was an important task, as the defense report served as a key opportunity to showcase the team’s progress and outline the next steps for the project.

Next steps and future work

In order to get back on track and ensure the successful completion of Timeless Odyssey, the team has carefully outlined a series of key objectives for the next phase of the project. These objectives are designed to address the delays we've encountered so far and to build on the work already completed. The team is fully committed to focusing on the following key areas of development, ensuring that each component of the project receives the necessary attention and resources for successful completion.

1. Main Menu

What to do: Design and implement the main menu of the game. This includes the overall layout, buttons for starting the game, accessing settings, and possibly viewing credits or tutorials.

Tasks:

- Create UI elements (buttons, text, background).
- Implement navigation between the main menu, settings, and the game scene.
- Design visual transitions (e.g., fade-in/out effects, button hover effects).
- Possibly add music and sound effects for interactions.

2. Multiplayer

What to do: Develop the multiplayer functionality of the game, including connecting multiple players over a local network.

Tasks:

- Synchronize the game state across multiple players (e.g., player positions, actions, and events).
- Handle multiplayer-specific issues like latency, disconnects, and reconnection.

3. AI

What to do: Develop the artificial intelligence for non-playable characters (NPCs), enemies, and other in-game entities.

Tasks:

- Design behavior trees or state machines for NPC decision-making.
- Implement pathfinding algorithms (e.g., A* or NavMesh) for movement.
- Program enemy AI to react to the player's actions, such as attacking, retreating, or patrolling.
- Ensure NPCs behave realistically and adapt to changing game situations.
- Implement difficulty scaling to adjust AI behavior based on the player's progress.

4. Character Movement and Attacks

What to do: Develop the core gameplay mechanics, including player and NPC character movement, attacks, and animations.

Tasks:

- Implement smooth and responsive character movement (walking, running, jumping, etc.).
- Develop attack mechanics (melee or ranged, combo systems, etc.).
- Program hit detection, damage calculation, and health management.
- Create character animations for movement, attack, and idle states.
- Ensure player and NPC actions are responsive and fun.

5. Game Mechanics

What to do: Design and implement the core mechanics that define how the game is played.

Tasks:

- Define rules for combat, progression, and objectives.
- Design gameplay systems like health, resource management and upgrades.
- Ensure that game mechanics align with the intended player experience and difficulty.
- Implement feedback systems for player actions (e.g., visual or auditory cues when attacking or taking damage).
- Balance the mechanics to create a challenging but fair game.

6. Music

What to do: Compose and integrate music that fits the atmosphere and tone of the game.

Tasks:

- Compose background music for different game areas (main menu, levels, boss fights, etc.).
- Design dynamic music that changes based on game events or player actions (e.g., music intensifies during combat).
- Ensure the music enhances the mood and immersion without becoming repetitive or distracting.
- Integrate the music into the game engine and ensure it triggers correctly.

7. Sounds / Sound Effects

What to do: Create and implement sound effects that enhance the game's atmosphere and player interactions.

Tasks:

- Create sounds for player actions (walking, jumping, attacking, taking damage).
- Design sound effects for environmental elements (doors opening, items being collected, etc.).
- Implement ambient sounds for different levels (e.g., wind, water, creatures).
- Ensure sound effects are balanced and do not overlap or distort each other.

8. Character Graphics and Animations

What to do: Create and animate the characters in the game, both playable and non-playable.

Tasks:

- Design character models (if 3D) or sprites (if 2D) for all playable and NPC characters.

- Implement animations for movement, attacks, special abilities, and idle states.
- Ensure that animations are smooth and consistent with the gameplay mechanics.
- Create animations for interaction with objects or environments (e.g., opening a door or climbing).

9. Progression Management (Save Files, Game Over, etc.)

What to do: Implement systems that manage the player's progression through the game.

Tasks:

- Develop save/load functionality so players can save their progress at key points.
- Implement checkpoints or autosave systems.
- Design the "Game Over" screen and conditions for player failure (e.g., losing all health, time running out).
- Track and display player progress, such as levels completed, high scores, or achievements.

10. Lore, Dialogue, and Story Comprehensibility

What to do: Develop the narrative of the game, including lore, characters' backstories, dialogues, and overall story progression.

Tasks:

- Create dialogues for NPCs and the main characters, ensuring they are engaging and enhance the story.
- Ensure the story is coherent and easily understood by players.
- Implement dialogue systems, allowing players to interact with NPCs or trigger story events.
- Provide clear story progression so players can follow the plot easily.

11. Gameplay and Bug Testing

What to do: Test the game's mechanics to ensure they function as intended and provide an enjoyable experience for the player.

Tasks:

- Playtest the game to identify issues with movement, combat, progression, and other gameplay systems.
- Test for bugs related to AI, character movement, game physics, and interaction systems.
- Address balancing issues to ensure the game is challenging but fair.
- Use feedback from testers to make adjustments to improve gameplay.

Conclusion

Despite the delays encountered during the initial phases of the Timeless Odyssey project, the team remains fully committed to delivering a high-quality and engaging final product. Although we are behind schedule, the work completed so far has laid a strong foundation for the upcoming phases of development, and we are confident that with a renewed focus, we will be able to catch up and meet our goals moving forward.

While progress has been slower than anticipated, the achievements made in this first phase are significant. The development of the website, the initial steps toward the multiplayer system, and the progress on the game's movement mechanics have all contributed to creating a solid groundwork for the project. These foundational elements are essential for the next steps and will serve as the building blocks upon which more advanced features will be added. The website now serves as a key point of contact for our audience, and the multiplayer system, though still in its infancy, has already been established as a central aspect of the gameplay experience. Additionally, the movement mechanics, which are crucial for gameplay fluidity, have been carefully tested and are steadily progressing toward integration.

This strong foundation not only reflects the hard work and dedication of the team but also provides confidence that the project is moving in the right direction. The elements developed thus far are aligned with the overall vision of Timeless Odyssey, and we are excited to continue building on these successes in the coming months.

Through the progress made so far, we have been able to clearly identify the areas that require further attention in order to get the project back on track. Specifically, there are certain technical challenges that need to be addressed, such as refining the multiplayer functionality, optimizing the website for mobile use, and finalizing the game mechanics. These issues, while setbacks, have provided valuable insights into where the team needs to focus its efforts.

Identifying these challenges early on allows us to address them strategically. We are confident that by focusing on these areas in the upcoming phases, we can overcome the setbacks and move forward with renewed momentum.

To address the delays and ensure that the project progresses efficiently, the team has developed a detailed strategic plan. A key component of the plan is establishing clearer, more specific milestones and deadlines for the next phase of development. By setting short-term goals with clear timelines, the team will be able to monitor progress more effectively and adjust plans as needed. Regular check-ins and progress evaluations will be held to ensure that we remain focused and address any emerging challenges promptly.

Although setbacks have caused us to fall behind schedule, the team is more determined than ever to complete Timeless Odyssey to the highest standards. The lessons learned during this phase—both technical and logistical—have prepared us to move forward with greater precision and focus.

In conclusion, while the project has faced delays, the progress made so far has proven that the Timeless Odyssey team has the capability to deliver a high-quality game. The groundwork laid in the website development, multiplayer functionality, and game mechanics provides a solid platform for continued progress. With a strategic plan in place and a clear vision for the future, the team is fully committed to overcoming the challenges and completing the project on time. We are excited about what lies ahead and confident that Timeless Odyssey will be an exceptional product that resonates with players around the world.