* **Look of the Main Character – I don’t like the look of the main character; do you plan to change it?**
* Yes, we will keep working on the main character. We see it as a part of the creative process when developing the game, and we know there’s still some work to be done before he’s the way we want him to be. If you want to give us your feedback on the process, your thoughts will be very much appreciated!
* **PSN, XBLA and Steam – How do you want to get the game onto the target platforms PSN, XBLA and Steam?**
* We already established a great relationship with Sony and passed the IPA Stage 1. This basically means that Sony approved the game concept for their platform. Regarding XBLA and Steam, we can partner up with Reverb Publishing, who have the necessary connections and free slots to release a game on those platforms.
* **Console Experience – What’s your experience with console development?**
* Although Tink is our first console game, we have experience with developing optimized games for platforms that are weaker than your typical high end PC. When using Unity, it’s fairly easy to port the game to different hardware configurations – for example, it only took us one weekend to get our first prototype-level running on the PS3 without making any sacrifices to graphics.
* **PC Visuals – Will the game look better on the PC?**
* We usually generate very high quality assets and then make the necessary adjustments for the target platform. This enables us to use the power of each system to achieve the best possible visual quality. Our pipeline allows us to make the game look great on consoles and even better on modern PCs!
* **Gameplay Quality – How do you make sure that the game is fun to play?**
* At Mimimi Productions, we are convinced that playtesting is one of the most important parts of modern game development. Not only will we test alpha and beta builds at public conventions like gamescom in Cologne, we will also release builds via web browser to all our investors. This means you can always play the latest version of Tink without even downloading the game. In return, your feedback will help us to make Tink as good as it can possibly be!

Others:

* **Music and Sound – Hi guys congratulations for the project!. Do you have a sound designer and a music composer in your team?**
* For several years now we have a close working relationship with composer and sound designer Filippo Beck Peccoz. He did a marvelous job with the scores for daWindci (http://music.dawindci.com), the Tink prototype + pitch video as well as our most recent and still unannounced project. Naturally, we will team up once again for the final version of Tink!
* **Game humour – Hi guys, I like what I'm seeing thus far. Are you planning on utilising humour in this game? If so then how much of a role will it play?**
* Yes, the game will be funny! A lot of our characters seem to be very cute at first glance, but some of them can be quite crazy too. Especially the Tutorial-Sheep, which is always at your side, has a very "strong personality" :) You can compare the humor to that of the old "Rare" games on N64, although it's not going to be as brutal as in Conker's Bad Fur Day ;)
* **Price / Length of the Game? – Hi, I feel the price of only $ 8 might be too small to be ,taken seriously' as a full length (ca. 8 - 10 hours), high quality game . . . so, how long will it take to play through TINK and would you consider increasing the price?**
* Hi Jens, according to our business plan we are currently targeting a playtime of around 5-6 hours for the main game without the challenges. This enables us to increase the quality and production value of the game and suits the download platforms that we want to release Tink on.
* **any new demo ? – tech demo on youtube looks great but is a half year old, any new demo, updates regarding the development the past half year**
* Hi CEGamers, We spent the past months on pre-production: We ported the prototype to the PS3 and gathered experience on the platform with performance tests etc., to make sure that the game will run on the console. We also experimented with a lot of the new Unity 3D features like LODs, the new Occlusion Culling and Directional Lightmaps. The bottom line is that the game will look even better :) But most importantly our game designers layouted every single level and completed the game design documentation. We are now able to develop the game without having to think too much about structure or required content, since we can literallly read through the entire game like a director through a movie script.