Through this development process, I've come to realize that what truly impacts the experience of a work is not the strength of the materials or the scale, but rather the attention to detail and aesthetic appeal in every aspect.

This is an area we must strengthen and improve upon in the future, both in our development process and in our personal growth.

I also hope that players will scrutinize our work with high standards.

We aspire to continue growing and expanding while staying true to our original intentions. We aim to continuously improve and scale up our projects.

Even with the help of AI, we still need to make numerous adjustments and consider the cost implications.

Sometimes, during the production or drawing process, it's easy to overlook important details and rush through the work.

Combined with a somewhat impatient mindset at the time, always wanting to quickly get things done, we missed out on many details, and the style wasn't as visually pleasing.

We are fortunate to have the assistance and guidance of AI, which has significantly improved the quality compared to the beginning stages.

After giving it some thought... Initially, I didn't have much interest in drawing office lady (OL) characters, and I didn't find them particularly cute.

However, after completing the design of Lasling, I realized that OLs are actually awesome.

There's a certain allure to their sharpness and competence in the workplace that can be unexpectedly sexy.

Because many things can't be achieved overnight, this project has taught me a lot through the process.  
  
Upon reflecting on past projects, I've noticed a tendency to be preachy in the storytelling. Some negative feedback has also pointed out this issue, and I am truly grateful for their insights.  
  
Moving forward, I will pay close attention to these problems in future projects.

In terms of sound effects, this game incorporates a large number of crisp and delicate sound effects, such as "wind chimes."

Personally, I feel that wind chimes align perfectly with Lasling's temperament.

They convey a sense of freshness, lightness, and pleasing melodies that add a random beauty to the atmosphere.

Just like the lively and nimble Lasling, they can always surprise people unintentionally, while maintaining a delicate and gentle touch.

This game also includes some real-life footage as transitional scenes, such as forests, oceans, and icebergs.

Initially, the idea was to create animated scenes, but it would have been too costly and might not have been suitable. Upon reconsideration, I realized that animation often incorporates techniques involving real-life photography.

So, why not try incorporating actual footage? It turned out to be quite fitting!

Personally, I love traveling, and after this production experience, I'm considering exploring the use of drones to capture my own footage.

If you have any suggestions or recommendations for scenic locations (or good drones to use), feel free to let me know! XD

This is a story about love.

Although it contains elements of separation and melancholy, it is not purely a tragedy.

Perhaps, as Yang Siyang said, it represents a compromise in the world.

Maybe after a very long time, Lasling finds someone or something that can see her?

Or maybe she unravels the secrets of the universe?

Or perhaps, she reunites with Mofft once again.

Regardless of the possibilities, there is no absolute tragedy or complete happiness.

Perhaps it is through this that the depth and meaning of life can be truly embodied.

It would be our utmost honor if this work could evoke a tiny bit of the feeling that "as long as we're alive, there are infinite possibilities, and even in the ordinary, there is happiness,"

or if one day, during a leisurely afternoon, someone suddenly realizes,

"Ah, there are still works like this."

We also look forward to continuously improving and bringing various stories about "love" to everyone.