

Notice / Hello, this is Team CBC.

I'm writing to you today because our project has reached a new stage. Our current project, Tower Of Babel (TOB), started as a small study group. It was a simple project where we got together to study algorithms using Python and thought it would be a great way to get a broader experience.

As such, the first alpha version was built without any interface, using basic logic to run in a console window, It took less than a month from research to completing the work to the level we wanted to achieve.

In my opinion, programming is like an art, with many different ways to get to the same answer. And if we make it for ourselves and enjoy it for ourselves, it tends to die out. So we set out to take our little paper boat out into the open ocean. That's the first beta we're releasing to you.

During this first beta, we faced a big problem. It's a question of trusted distribution. We were trying to package it on multiple platforms to get a wider range of people to play it and get feedback, but we didn't know if anyone would trust us. The number one question we get back from people, internationally and domestically, is the "detected as a virus" issue on Windows. Linux had no related issues, and Macs were able to work around it because team members had developer accounts, but Windows did not. Despite this, we want to thank the users who were willing to participate in the beta and fill out the survey.

In parallel with preparing for the next beta, we did some research to address the issue, but in any case, we concluded that we couldn't easily fix the problem on Windows. Therefore, we started looking at changing our deployment platform to mobile and web. The review and work on that option has gotten to the point where it's causing issues with our next beta schedule, so we wanted to share this with you and talk about what's next.

Our project is using 'PyGame' as a game engine. When we started the project, we started lightly and were thinking about deployment on PCs, so we are confident that we made the right choice. 'PyGame' is an engine with a low barrier to entry and a lot of possibilities, but it is true that it is not universal across mobile, web, etc. While it's certainly possible to deploy to the web in some way, we're convinced that this is not the right solution. So we're thinking of changing the game engine to 'Ren`py' for a slightly better approach. This may seem like an odd choice compared to the direction we want to take the game in, but we've decided that 'Ren`py's strong multiplatform support and possibilities are worth the risk. However, we're not sure when we'll be able to share the results with the public, as it's not something that can be done quickly.

We're also working on a second beta. We still can't fix the "detected as a virus" issue on Windows, but a lot has changed, and a lot more is coming. We need another set of opinions from you guys so that we can go through the process of changing the engine together. In the near future, we'll be greeting you with new betas for Linux, Mac, and Windows.

Finally, TOB has become a new hobby, and everyone on the team has a lot more love and passion for it than when we started. We hope to see you soon, and hopefully in a better shape.

Thank you.

Thank you.

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4th November 2023

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