发走明到新哪儿游戏玩到哪儿

个人电脑可以玩游戏，手机可以玩游戏，掌上型电脑也能玩游戏。
但同一个游戏，如何在这三个媒介“穿梭”？

这几名大学生告诉你。

Neoplanet这项产品主要是为了实现现代都会人走入哪玩到哪的“愿望”。而它的主要用途是连接Mobile（手机）、PC（个人电脑）和PDA（掌上型电脑），让人们在不同时间、地点、与不同的人通过不同的方式玩游戏。你还可以将未结束的游戏从Mobile或PDA中传输到家里的PC上，继续进行。与Neoplanet配套的游戏将以创业或智力游戏为主。

Neoplanet没有特定的吸引对象。”冠丞解释道：“如果一定要画个
范围，那就应该算是每天搭地铁和巴士上下学的人了。”

在大学里有一间工作室

冠丞、文义及添扬三人因在一年多前参加一项Flash Game设计大赛，而组成现在的团队“Tyler”。TY代表添扬，LE代表Leonard，R代表Ronnie。之后，他们发现自己对这行很有趣，因此决定在在这方面继续发展。在研发Neoplanet之前，他们还与另一名同学李永胜、余思和陈文义一起创办了网络设计公司。一路上，他们陆续举办过4家公司设计了电脑软件，更获得了多项大奖。例如美国设计奖（American Design Award）和金网奖（Golden Web Award）。而Tyler也成为了公司的名称，并在新加坡管理大学内有间工作室。当他们拟定了Neoplanet的计划书后，便以Tyler的名义向标准、生产与创新局（SPRING）和学校申请经费，共筹得一万元资金。

半工半读 时间很紧

在他们全力开发Neoplanet期间，遇到了一些大大小小的问题，而时间分配是他们最大的障碍。因为他们是“半工半读”，所以时间分配得很紧，整整花了一年才完成Neoplanet的开发。

文义说：“我们时间本来就紧，工作方面就不分彼此，任何人遇到问题，我们都会尽可能伸出援手。”这一年间，冠丞的成果大受影响，也遭到家人的极力反对。尽管如此，他还是不轻易言败，继续专心研发Neoplanet。除此之外，为了收集更多关于游戏的资料，他们玩了各式各样的电脑游戏。冠丞还笑着说：“我们是在收集资料，并不是在玩。”

不管什么软件或游戏都需要宣传和推广，问到打算如何打响Neoplanet的知名度，他们风趣地回答：“我们会提供免费的网上试用版，除此之外，就得靠你们啦！”

未来的展望

“我们仍在继续开发Neoplanet，主要是以配套游戏为主。”冠丞表示。“很多东西是找不到尽头的，何况是网络这项现今最热门的领域。我个人认为创业这事，真的需要兴趣地推动。我是一个活在当下的人，只希望现在正在研发的东西能快点完成。”

文义对未来的希望就是能有一个很好的又有趣的工作环境。说来容易，但这对网络游戏和软件开发者来说，却是最重要的。添扬的理想更远大，充满憧憬，他说：“我希望能看到新加坡成为游戏发展方面的领头羊。”
Translation:

How would you normally kill your time when on the bus or MRT? Daydreaming or fiddle with those dated games on your mobile phones?

Three university students – Leonard Lin from SMU, Ronnie Neo and Ng Tianyang from NUS – have formed Tyler Projects and invented Neoplanet, a new gaming software that provides a new dimension to playing games.

You can play it anywhere

Neoplanet fulfils the desire of people living in the city who wants to be able to play their favourite computer games anywhere. The software’s ability is to connect the technology of mobile phones, personal computers and PDA handd holds and allow users to play computer games with anyone at any time and any place, on different platforms. Users can also save uncompleted games and transfer it to their PDA or PCs and continue on from there. Games compatible with Neoplanet are mostly business and mind challenges related.

“Neoplanet does not target any specific audience. But if we have to draw our sphere of business, it would have to be daily commuters on our public transport,” explained Leonard.

Innovation lab within SMU

Tyler Projects was formed when Leonard, Ronnie and Tianyang joined a Flash Game design competition more than a year ago. The initials in Tyler came from the names of the three guys – TY is Tianyang, LE is Leonard and R is Ronnie. Their passion ignited henceforth and they decided to develop further in this direction.

Before the birth of Neoplanet, the three partners has also set up a web design company together with three other students: Derek Lee, Shawn Fok and Jocelyn Tan. Since then, they have designed computer softwares for four compa nies and won several awards including the American Design Award and the Golden Web Award. Tyler was then adopted as the company’s official name and given an incubation space within SMU. When the business plan for Tyler was decided, the partners applied for and received $10,000 funding from SMU and Spring Singapore.

Tough juggling work and studies

In the starting off period, they experienced various types of difficulties especially with time management. Neoplanet took an entire year to be completed because the guys have to juggle between school work and time spent developing the software.

“Our time is already very stretched without Tyler Projects. We decided not to demarcate work responsibilities too strictly. Whoever needs a helping hand, we can come in to assist,” shared Ronnie on their team spirit. In the last year, Leonard was most challenged in terms of his university grades and faced opposition from his family. Nevertheless, he perseve red on and continued to develop Neoplanet. In order to gather as much information on game products in the market, the team played a wide range of computer games. “This is really research and not just pure fun,” emphasized Leonard.

When asked what their marketing strategies are for Neoplanet, the team quipped that they will provide free trial products on their website and as for the rest, it will have to depend on the media.

Future aspirations

“We will continue to improve on Neoplanet and we will focus on developing the range of Neoplanet-supported games. It is not always possible to define the limits to a venture especially in the ever-evolving Internet arena. Personally, I believe that you need passion and interest to start an enterprise. I live for the present and hope I can quickly complete whatever tasks I have at hand,” said Leonard.

Ronnie hoped for a more fun working environment in years to come. It may seem far-fetched but this is very important for games and software developers. Tianyang has bigger dreams. He has the vision of seeing Singapore become a leader in the area of gaming development.