Original Development Path:

1. Story
   1. Characters
   2. Plot/Subplots
   3. Concepts
   4. Themes
2. Interaction
   1. User Input
   2. ChoiceScript
   3. Book -> Game
3. Art Assets
   1. Sound
   2. Music
   3. Artwork
4. Learn IDEs
   1. Ren’Py
   2. VX Ace
5. Translate
   1. ChoiceScript
   2. Ren’Py
6. Limited Beta
   1. Ren’Py
   2. VX Ace
7. Full Release

Topics:

* Social Interaction
* Perception
* Acting (Method)
* Interests
* Desires
* Communication

Setting:

* Southwest, USA

Characters:

* Protagonist
  + Female
  + Sophomore
  + Gregarious
* Others
  + Highschoolers
    - Freshman – Senior
  + Teachers
* Significant Other
  + Male
  + Autistic (PDD-NOS)
  + Senior
* Antagonist
  + Male
  + Senior
  + ‘Perfect’

Time – August, 2005

Details

* Protagonist
  + Maya (Work in progress)
* Highschoolers
  + Names
    - Tom
    - Frank
    - Sam
    - Joe
    - Philip
* Teachers
  + Mr. Ed
  + Mr. Smith
  + Miss Watts
  + Mrs. Jones
  + Mrs. Cornell
  + Ms. Wellington
  + (These are working names)
* Antagonist
  + Leon
* Significant Other
  + John
  + “Uses Circled Rules”

Story Synopsis:

Maya is beginning her Sophomore year. She spends most of her time keeping up with the ins and outs of school life. To say she is outgoing would be a vast understatement; while she does well enough in school to have a decent/good GPA, Maya personally believed that school was more about social life and gossip than education.

Now that she was a Sophomore, she was in the best social position: she could know and interact with all of the upperclassmen without immediately being ignored but still identify and communicate/tolerate the Freshman. However, there was one problem; the social force was disrupted. One of the new Seniors, John, didn’t…fit in. And even that statement was a stretch and could even be considered a bold faced lie. Even still, something was weird. While John had been at the highschool since he was a Freshman, he’d somehow managed to stay fairly unknown, even to those whose lives centered on knowing everyone else. On the other hand, there was Leon. He was *the* Senior. He excelled in absolutely everything – including…extracurricular categories. Whatever the situation, Leon and John were very similar in many aspects, and yet they were so different. John even fit in well with his class, but also managed to not fit in at all. It was these kind of contradictions that Maya lived for, the reason she woke up in the morning. This was too tantalizing a problem for her *not* to need to solve. So began Maya’s Sophomore year, a year that would be far more than she could have ever asked.

Note from the Dev:

The notebook contained information that was either out of date or not valuable in that notebook. As such, here are my comments. VX Ace will probably not be used at this point; *Apples and Oranges* will probably be a Visual Novel. This will mean cleaner artwork and a story-driven approach, which is much easier to pull off than a free-roam retro RPG. I have already begun work with Ren’Py, but currently lack all manor of art assets; the game is about as exciting as reading *Moby Dick* via the SpaceBar. Artwork should probably be static, but simple Dynamic artwork could probably be incorporated as well. Backgrounds should be simple, yet communicative. In example, a classroom would have a blackboard and some chairs in it. A math room would look nearly identical but might have some basic formula written on the board. Less is more. Character Art should probably follow a similar trend: be simple and straightforward. As for music, the main criterion is theme/mood based. Music helps the player understand the tone in a non-textual format. A secondary criterion would be based on the time period and venue. So, what music style was popular a decade ago in an average highschool? Here, though, we should try and stick with instrumental. There might be a possibility for a single, full song, but that is just an idea at this point. For audio bytes, that is fairly simple. Doors sound like doors, textbooks sound like textbooks, etc. At one point so far, I have Maya singing the Solfège syllables. I would like that to be an audio clip. That basically covers Art Assets. Moving on to story, I really am writing this as I go. The reason for this is that a fair amount of the story is pulled from my life (I was diagnosed with PDD-NOS, and up until the story starts, John’s background is a fairly close copy of my earlier highschool years) as well as from other personal accounts of those with Autism, media discussing such, and just general observations of my own. Honestly, I hope that this Visual Novel will provide a fun, yet informative and revealing insight into those who seem separated in various ways (#TerribleAutismEuphemism) but I digress. I plan on finishing this during free time, as it is really important to me, but I also would love help working on it as well. If anyone feels they are willing (or knows someone else who is), then please let me know; I’d love to try and meet and/or discuss with them.