1. Team Name: Spell-Shaded

Griffin Cecil gdcecil@wpi.edu

Craig Bursey crbursey@wpi.edu

Jonella Esposito jlesposito@wpi.edu

Jimmy Tran jntran@wpi.edu

2. Title: WPIn love

3. Logline:

Perspective makes a world of a difference, especially when it comes to losing your whole world.

4. Summary:

You've just moved into a new institute eager to start a new life. It's your first year and things are going great at WPI. Slowly being less shy, you befriend a new girl in class when she becomes your partner. Things start to hit off and you can't imagine anyway to make this a better first year. That is, until she starts to act in an unusual way. Fear, intimidation, rejection, all because of the things she said you have said and done. You try to figure it out, before your only friend disappears from your life. Is there something you did that you can't remember? Choose your actions wisely, and perhaps you can keep her from running away. Can you keep her?

- Be able to name your characters!
- Choose your actions!
- Unlock numerous endings depending on your choices!
- Beautiful scenes and artwork!
- Say and do the right things to win the girl!

5. Experience Goal:

We want our players to feel a sense of confusion and confliction with regards to the characters, as if they were actually making the decision in real life, in order to simulate how love can feel when gained or lost through misunderstandings as it affects the characters when an entity unknown to both protagonists is introduced.

6. World/Setting:

At the start of the new term at Worcester Polytechnic Institute, two people's lives seem to start anew with the upcoming academic year. The busy college campus is alive with students heading to classes or relaxing on the grass after a long day. The protagonists of our game are a man and a women, both freshman at the college and both taking their first class of advanced chemistry.

Main Male Protagonist:

The man is attempting to change his ways from his high school life. He hopes to cast off his introverted cloak and become more outgoing as he feels as though he missed quite a bit of high school life by staying in and playing video games most of the time. He views this time as a period of redemption! …but unfortunately, it's not going well as throughout his entire orientation he wasn't able to make any friends. When he is assigned to be partners with the cute girl in his class, he's determined to not let the chance pass him by and finally make his first friend. This man serves as one side to the same story, offering a unique perspective.

Main Female Protagonist:

The girl he ends up partnered with ends up being nearly the exact opposite. She's an extroverted, friendly person and she went to WPI for a sort of change of pace. In high school, she was constantly being dragged to parties by people who would call themselves her friend but probably didn't even know her last name. She's now determined to make new friends, but this time she wants to get it right. This female serves as the second side to the same story as the male, offering her own perspective on the relationship between the two as well as the troubles brewing with the male's twin brother.

Nick Juruso:

The twin brother is a brother to the male protagonist, although neither of them know of each other as they were separated at birth. They look almost completely identical to each other,

making it very difficult to tell them apart which leads to quite a bit of confusion on who is who. Having gone to an all guy's school, the twin is not accustomed to interacting with girls and comes off as both aggressive and conniving. Confusion rises when the twin is mistaken for his brother giving the male protagonist a bad reputation in some cases, especially with the female protagonist. Despite his inexperience with women, the twin seems to fall for the female lead and learns of his twin brother, the male protagonist. He uses this to his own advantage in furthering his own relationship while sabotaging his twin's, leading to the main female protagonist's feelings for both and eventual decision between the two. Due to this final choice, the players are made to like the twin brother. Perhaps not at first, but gradually as they come to see his reasoning and true feelings.

Image 1: Goddard Hall

Goddard Hall is the first place that the two protagonists really start to connect while doing their chemistry assignments. In order to give themselves a better space to think, the two go to the hall later during the day so that they'll be the only ones there and won't be distracted from their work.

The gift (necklace, ring etc) is an item given to the male character by the female character that eventually resolves the conflict of the story. Once the gift is given, the female begins to notice

the changes between the male protagonist and his twin much more clearly and eventually discovers the truth based on this gift.

Image 2: The Giant Tree on campus is a special meeting spot for both main characters

The tree outside of Riley Hall serves as a special place in both character's minds as their relationships develop. When first connecting, the two climbed the tree a bit while talking about themselves and their past lives. Later in the story the tree will return during important
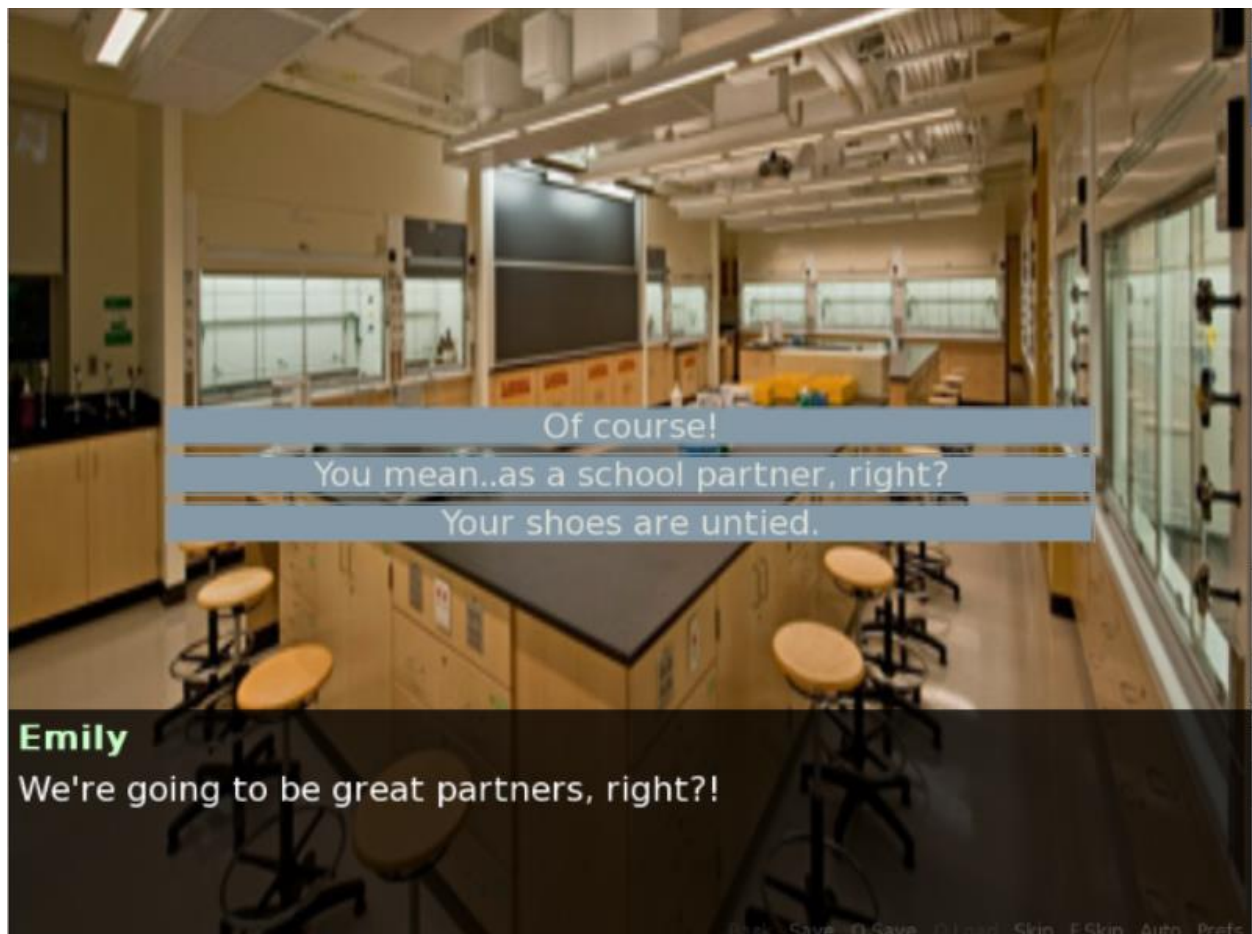
moments such as the confession of love between the two and the revelation of the twin brother.

The Bridge is an important location in the game which serves as the counterbalance to the main male character and main female character's tree. The bridge is the location special to Nick Juruso and the main female character which allows for the two to build their own relationship and present an internal struggle for the female and players.

7. Gameplay Description:

The gameplay of this visual novel is basic. One simply clicks or presses a key to advance into the story.

Image 3: Mockup of Choices

Of course!
You mean..as a school partner, right?
Your shoes are untied.

Emily
We're going to be great partners, right?!

The player will read and make a few choices affecting the ending of the story with their partner. You'll enter the game and choose whether or not you want to follow the male's or female's side of the story.

Image 4: Mockup of Choosing Your own Name

This is it! My name will be..

On the first play through you'll be able to name your characters as you please. These names will then stay for the other play sessions on the same save file. You'll be able to read what's going on in the novel and be given choices, such as whether or not you'll agree to do something or the order in which you do certain tasks in the day.

Some of these choices, you'll see, impacts the story and what the characters in the novel portray you as. There are some other choices you can make that won't change the main plot but can provide a bit of amusement, such as teasing the other character, saying awkward things, or merely complimenting them.

Image 5: Mockup Save Screen
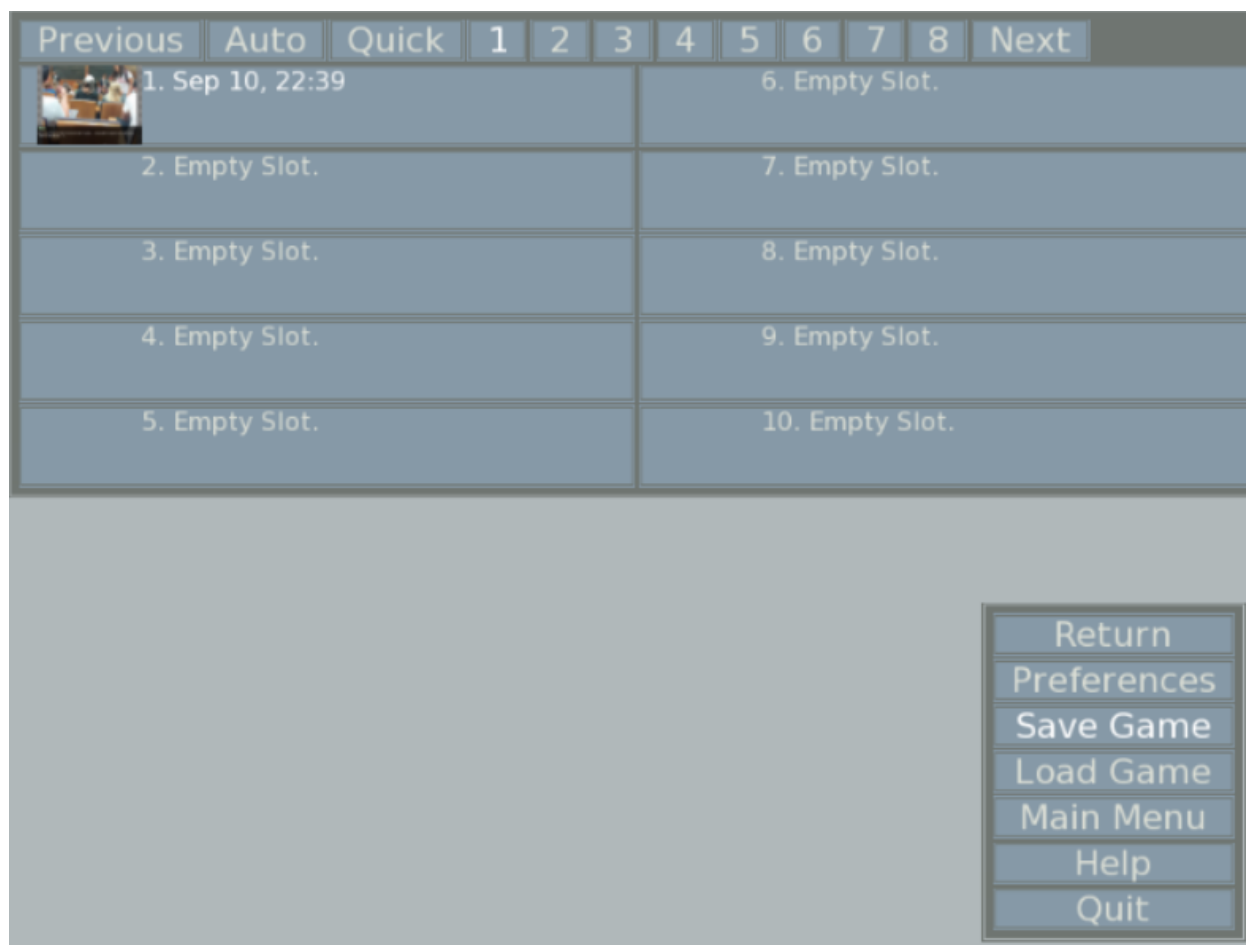
As you progress in the story, you'll be able to save anytime you wish, especially at decision points, allowing you to go through all branches of the story without a need to replay. You'll be

able to sense the frustrations that the characters face in their world of misunderstanding, especially when replayed while choosing the opposite gender. As you choose different decisions at crucial times, you can unlock new scenarios with the characters, learning new secrets, or ultimately ending up alone.

Concept Sketches:

Image 6: Early Sketch of Girl (Sportsy)
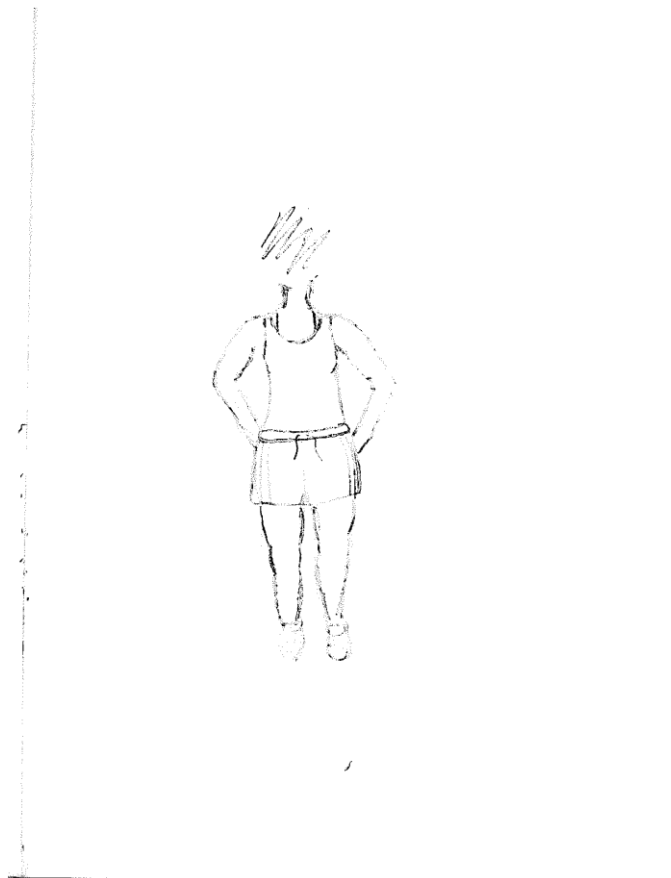
Image 7: Concept of Girl(Even more sportsy)

May 14 2013

8. Team Duties/Production Strategies:

Engineer: Craig Bursey

The main coder for the game. Craig will be responsible for producing the scenes using the program Ren'Py and for implementing the story, art and audio produced by the team into the game as desired

Artist: Jonella Esposito

The main artist for the game. Jonella will be in charge of character design as well as the editing and color of visuals used within the game. She will also design the logo and cover art for the final product.

Audio: Jimmy Tran

The main audio designer for the game. Jimmy will be orchestrating all music used within the game as well as sound effects and any voice acting implemented in the game. He will collaborate with other group members to fill voice acting requirements.

Minor helping hand in everything else.

Storyteller: Griffin Cecil

The main story designer for the game. Griffin will be writing the script and alternate endings including character dialogue, narration and voice acting segments included.

Expected Problems:

- Sound and Voice Acting: final inclusion will be dependent on remaining time until deadline. Our main focus will be to finish the game and if there is time remaining, these elements will be attempted
- Translation of Story: ensuring that the transfer from story to visual novel remains coherent and adheres to experience goals. Storyteller and Engineer will work
- Team cannot meet consistently:

- Create a time where everyone can meet, even if it's later in the night. Otherwise, make group meetings that relates to tasks.

- Program may not run correctly:
- Double check through the code for typos. Get a second, and a third look through by a second team member.

- Equipment not available:

  Look to use WPI resources to record/draw/edit etc. If not, forking out money may be needed.

- Project may not be completed on time:
- Work with team to create stricter milestones and to allocate more time to the project.

- Team member may not be contributing (overall) as much:
- Talk to them. Try to get them to participate/contribute more. If not, talk to Professor Moriarty.

Project Schedule:

September 17th 2015:

Artist: Final drawing (One Pose) for the three characters.

Audio: Choose backgrounds + Sound Effects

Engineer: Code the game in conjunction with Storyteller. Finish Name choosing, decisions and basic interactions.

Storyteller: Finish up main story (male)

EVERYONE: Ensure it meets experience goals.

September 24th 2015:

Artist: Finish another set of poses for reactions

Audio: Implement them into game

Engineer: Work with Storyteller to create branches based on decisions.

Storyteller: Finish up main story (female)

EVERYONE: Ensure it meets experience goals.

September 31st 2015:

Artist: Finishing touches on art + background scenes.

Audio: Help engineer with animations

Engineer: Animations and continuing to add branches.

Storyteller: Finish up branch stories + true ending.

EVERYONE: Ensure it meets experience goals.

October 7th:

Finish the game and playtest.

EVERYONE: Fix all present bugs. Make this gold master worthy. Also fix bugs.

EVERYONE: Ensure it meets experience goals.