

"Mangaka" Life

Mangaka life is a simulation game where you create manga, release chapters, and receive critiques that shape your reputation and career vitality. Positive reviews boost your status and help secure funding for future manga projects.

This documentation covers the basic functionality and important points necessary to understand the project.

Features:

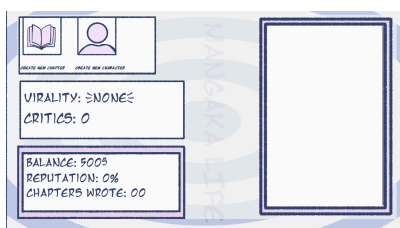
Main Menu and Customization

The project includes a main menu and the ability to assign a custom name to the narrative.



Game Interface

The game interface displays essential information, such as a counter that tracks the level of virality, the number of critiques received, the amount of money available to write new chapters, the reputation based on the critiques, and the number of chapters written.



Critique Panel

On the right side of the screen, there is a panel displaying the critiques received since the first chapter was written.



Buttons and Chapter Creation

In the upper left corner, there are two buttons. One allows the creation of new chapters (250\$ of balance cost), with the option to view the number of chapters written and the names of those chapters. The chapter creation process is based on a questionnaire that guides the player on how to structure the plot of each chapter.



Character Creation

The second button enables the creation of characters (150\$ of balance cost). Similarly, there is a list displaying the names of the characters created by the player.



Mini-Games and Chapter Creation

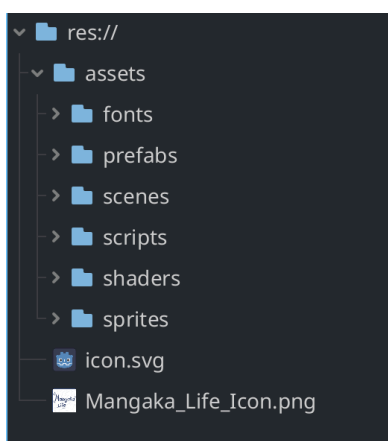
Chapter creation is carried out through mini-games (similar to WarioWare), which determine whether the characters will appeal to critics. Positive critiques lead to an increase in the player's balance, enabling the creation of more chapters and characters.

Project organization

The project is organized in a clear folder structure as follows:

- **res://**: The root directory containing all project files.
 - **assets/**: A folder grouping various resources.
 - **fonts/**: Contains classic manga font files used in the project.
 - **prefabs/**: Stores reusable game objects or templates.
 - **scenes/**: Contains the game's scene files.
 - **scripts/**: Holds all scripts related to the project's logic.
 - **shaders/**: Includes shader files for graphical effects.
 - **sprites/**: Stores image files used as sprites in the game.
 - **icon.svg**: Godot default icon (Not important).
 - **Mangaka_Life_Icon.png**: Main project Icon

This structure organizes assets and project files by type, making it easy to navigate and manage.



Main scene:

The main scene (Understand it as the main menu) that is automatically executed at startup upon exporting the project to the target platform is defined as:

res://assets/scenes/Menus/Main_Menu.tscn

Global Data:

All global data is located in the following path:

res://assets/scripts/Data/Global_Data.gd

This file contains variables related to GameUser opinions, including a total of **66 opinions** (23 positive and 43 negative) and **31 random names**. These values can be modified and expanded in future updates to enhance functionality, this data can be accessed from every script.