Hi Tofugu team! I’m happy to present to you my project/application to your internship. It’s a demo for a Japanese learning game, which I’ve dubbed Kotobatoru!

This a spin on a previous game I created within Gamkedo club, an online game development community. The original, called Spell Spiel, was a touch-typing game; now it’s a Japanese speaking game! The gameplay is simple; every turn you are shown a word in Japanese. Simply press and hold Shift to start recording your voice, and release Shift to stop your spell cast. If pronounced correctly, you’ll cast a sweet magic spell!

I made almost all this game myself, along with some assets from Gamkedo members and the voice recognition being a Unity purchased asset. You can beat it fairly quickly (10 min), and the gameplay isn’t fully fleshed out: the objective is really getting the player to repeat a few simple words in Japanese. It’s meant more as a teaser of what a Japanese learning RPG “could” be. The first enemy is a dummy so you can get warmed up. Good luck, hope you enjoy it!

(After victory)

Hey, you did it! Hope you enjoyed playing my little minigame. I’d be thrilled to work with you guys on Tofugu’s various projects. I’m a generalist developer and always pick up new stuff really quickly, so I’d gladly help out on anything: developing your learning apps (WaniKani, EtoEto), maintaining your site,

Being a student, I still have much to learn from you guys, not just from your engineering team but also in the art department and on the business side as well. Japanese is also a passion of mine; studied it for 5+ years with every resource known to man. Speaking is my weakest point, which is where the voice recognition idea came from. The downside is I can’t relocate to Oregon, since I live in Canada and my situation doesn’t allow for moving at the moment.

So yeah, I hope I managed to spark your interest. My contact info is in the email I sent you with my application. And if you don’t wanna hire me… keep the game, I guess? It’s a gift! 😉

Special thanks to:

Christopher McLaughlin: Eye monster sprite and animation

Cindy Rel Lee: Ghost Chicken sprite and animation

Dedrick Sarzaba: Battle music

Dana Alcala: Monster SFX

Christer Kaitila: Dummy sprite, background art inspiration

Playtesting:

Looking forward to hearing from you!