Hi Tofugu team! I’m happy to present to you my project for my 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 you pronounced correctly, you’ll cast a sweet magic spell!

(Fireball spawn)

There you go!

I made almost all of this game myself, along with some assets from Gamkedo collaborators and the voice recognition component being a Unity purchased asset. You can beat it fairly quickly (10 min), and the mechanics aren’t fully fleshed out considering I was one-manning this in my free time. Still, it’s more meant 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 had as much fun with this as I had making it. But seriously, I’d LOVE to contribute to Tofugu’s projects, especially EtoEto which was possibly going to be “gamified”? It doesn’t have to be games of course; I just love making them is all 😊. The downside is I can’t relocate to Oregon, since I live in Eastern Canada and my situation doesn’t allow for moving at the moment. I’m still a student and 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. Of course, 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. For all of those reasons, I think I’d be a good fit at Tofugu

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! 😉