Hi Tofugu team! I’m happy to present to you the project for my application to your internship. It’s a demo for a Japanese learning game: !

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! Simply start recording and say the spell you wanna cast in your mic. Here, press Shift and say “hidama”!

(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 tool. 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 quite relocate to Oregon, since I live in Eastern Canada. 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. Combining my passions for software and Japanese would be a dream come true for me.

So yeah, I hope I managed to spark your interest. You can contact me