TNU Visual Novel Notes:

If it hasn’t been by the time I’m starting the last game on the course I will make it. Obviously I’m no artist but I can program it and design the frame work of the game in Unity using placeholder art and some text from TNU.

There would be a menu, scene system and a way to open an in-game options menu at any time where you would save the game, mute the sound or whatever. The main menu one will have scene selection also.

There would be code that would go to the next scene if there is no next line or by using an on click next scene onto that text.

The one thing I know nothing about is saving games and having different save files.

The other key aspects have all been covered in some form already.