

Novellium

A simple browser-based visual novel engine where you can create and play interactive stories.

What is this?

Novellium lets you:

- **Create** visual novels using a simple web interface
- **Play** visual novels in your browser
- **Share** your stories as files

No downloads, no complex setup - just open it in your browser and start creating.

Quick Start

1. Start the server:

```
# Install http-server if you don't have it
npm install -g http-server

# Run the server
http-server -p 8000 -c-1
```

2. Open in browser:

- Go to <http://localhost:8000>
- Click "Builder" to create stories
- Click "Library" to play stories

How to Create a Story

1. **Open the Builder** ([build.html](#))
2. **Add your game info** - title, author, description
3. **Create characters** - give them names and colors
4. **Write events** - dialogue, choices, narration
5. **Deploy** - click "Deploy" to make it playable
6. **Test** - go back to the library and play your story

How Stories Work

Stories are made of **events** that link together:

- **Dialogue:** Characters talking
- **Narration:** Story text without a character
- **Choices:** Let players make decisions

- **Scene:** Change backgrounds or music

Each event can link to the next one, creating your story flow.

File Structure

```

Novellium/
├── index.html           # Main library page (play games)
├── build.html           # Game builder interface
├── styles.css           # Global styles and themes
├── package.json         # Project configuration
├── README.md            # This documentation
├──
├── src/                 # Core engine code
│   ├── engine.js        # Main game engine
│   ├── models/          # Data models
│   │   ├── Character.js  # Character class definition
│   │   ├── Event.js      # Story event class
│   │   └── GameState.js  # Game state management
│   ├── managers/        # System managers
│   │   ├── AssetLoader.js # Load images/audio assets
│   │   ├── ConditionEvaluator.js # Handle conditional logic
│   │   └── SaveManager.js # Save/load game progress
│   └── ui/              # User interface
│       └── Renderer.js   # Display engine for scenes
├── config/              # Configuration files
│   └── games-list.json   # Registry of available games
├──
├── scripts/             # Utility scripts
│   ├── check-game-data.js # Validate game data
│   └── navbar.html        # Shared navigation component
├──
├── gamefolder/          # Game storage directory
│   ├── adventure-game/  # Example adventure game
│   │   ├── config.json  # Game metadata
│   │   ├── characters.json # Character definitions
│   │   ├── story.json   # Story events and flow
│   │   ├── backgrounds/ # Background images
│   │   └── sprites/     # Character sprites
│   └── dating-game/     # Example dating sim
│       ├── config.json  # Game metadata
│       ├── characters.json # Character definitions
│       ├── story.json   # Story events and flow
│       ├── backgrounds/ # Background images
│       └── sprites/     # Character sprites
├──
├── NovelliumLogo/       # Brand assets and icons
│   ├── logo.png         # Main logo
│   ├── favicon.ico       # Browser icon
│   └── favicon.svg       # Vector browser icon

```

```
| | | apple-touch-icon.png      # iOS home screen icon
| | | favicon-96x96.png        # High-res favicon
| | | web-app-manifest-192x192.png # PWA icon (192x192)
| | | web-app-manifest-512x512.png # PWA icon (512x512)
| | | site.webmanifest         # PWA manifest
| |
| | docs/                     # Documentation
| | | README.pdf              # PDF version of docs
| |
| | .git/                     # Git repository data
```

Features

For Creators:

- Visual editor with forms
- JSON editor for advanced users
- Asset upload (images, music)
- Export/import game files
- Live preview

For Players:

- Save/load games
- Customizable themes
- Typewriter text effects
- Choice-driven stories

Tech Stuff

- **No dependencies** - pure HTML/CSS/JavaScript
- **Browser storage** - saves in localStorage
- **ES6 modules** - modern JavaScript
- **Canvas rendering** - for backgrounds
- **File exports** - share as ZIP files

Need Help?

- Check the builder's help sections
- Look at example games in [gamefolder/](#)
- File issues on GitHub if something breaks

License

Created by James Hill. Use it however you want.

Simple. Clean. It just works. 🎮