

Squishy's Big Day

By Will Leitner



What is it?



AN EXPERIENCE

Squishy's Big Day is an interactive story about Squishy.
Your choices affect Squishy's day and, eventually, his life.
All visuals are made out of clay by me.

Background

Why did I do this?

Video Games

My chosen career path is game development/scoring.
This is great experience and resume material.

Clay

Claymation is really cool and Play-Doh is really fun!

Humor

If the project is fun, then I'll have fun making it.



Ren'Py

Ren'Py is a Python based engine used to make visual novels and choose-your-own-adventure type games.

It's incredibly easy to use!

1. Define character(s)
2. Write dialogue and direction
3. Insert images/music (optional)
4. Enjoy!

A large, stylized yellow quotation mark consisting of two separate, rounded shapes.

Let's try it out!

What works?



The Story

I'm incredibly happy with the story. It's simple and funny, but still has arcs and emotion at times.



The Mechanics

Everything works! No option in the game leads to bugs.



The Visuals

As goofy as they are at times, I'm pretty happy with the visuals I made. I think they are endearing.

What doesn't work as well?



Music

I was really hoping to do more with music/sound.



Specifics

While I think everything is great, there are definitely a few spots that are rough around the edges.

The Future



The Experience

This was very fun! It was great to program an entire game by myself, even if it was simple.



Improvements

I'd want to do more with the music for sure, as well as make the choices more intricate.



Mental Game

I procrastinated too much on this assignment, leaving little time for specifics I originally wanted to include.