

Dusk Never Goes Away

(Portfolio Showcase)

Background:

“Dusk Never Goes Away” is a visual novel game designed to address the deep themes of life's search for meaning, loss and self-discovery through the power of writing and art. The game follows the journey of a young writer, “Sandya”, who struggles with creative block and past trauma, while interacting with characters who serve as a source of inspiration and renewed strength.

This game was inspired by the author's belief that creativity and art have the ability to heal inner wounds, and the importance of expressing feelings through the medium of expression, especially in the form of writing. By incorporating interactive elements and choices that affect the course of the story, the game aims to provide a moving experience and encourage self-reflection for the player.

Objectives:

- 1. Conveying an Emotional Message:** The main objective of the game is to convey a deep emotional message about the importance of the healing process through self-expression. With themes of loss, trauma, and the search for meaning in life, the game aims to provide an experience that can make players feel and reflect on their own personal journey.
- 2. Delivering a Meaningful Interactive Experience:** Using an interactive visual novel format, the game invites players to be directly involved in the journey of the main character, “Sandya”. The choices made by the player will affect the course of the story, creating a different experience for each player, and giving them the opportunity to explore various emotional and reflective paths.
- 3. Raising Awareness of the Power of Art in Healing:** In addition to presenting an immersive narrative, the game also aims to introduce the idea that art-whether it be writing, music, or visual arts-is a powerful tool in dealing with and healing emotional wounds, and can help one rediscover direction in life.

Target Audience:

1. **Visual Novel Lovers:** This game is aimed at visual novel fans who are looking for an immersive story experience with choices that affect the flow of the narrative. Players who enjoy character exploration, emotion-based stories, and plot development involving multiple psychological layers will feel connected to this game.
2. **Fans of Stories with Reflective Themes:** Players interested in stories that explore heavy themes like loss, trauma, and self-discovery will find this game relevant and touching. Audiences who appreciate self-introspection and emotional writing will feel connected to Sandya's character and journey.
3. **18-35 Year Old Players:** This game is targeted at a younger audience, especially those who are in a phase of self-discovery or experiencing major life changes, such as the transition between education and work. Those who are struggling with issues related to creativity, pressure and loss will feel more connected to the main character.
4. **Art and Writing Lovers:** In addition to visual novel lovers, this game will also appeal to individuals who enjoy art and writing, as the main theme in this game focuses on self-expression through art. Those who have an interest in writing, painting, or music, and who value the creative process as a means of emotional healing, will feel more inspired by the story.

Character Design:

Main Character Name: Sandya

Age: Around 22 years old

Appearance:

1. **Height:** about 165 cm
2. **Hair:** Shoulder length, jet black color with slight waves at the ends.
3. **Eyes:** Dark brown with a dreamy or thoughtful gaze.
4. **Style:** Simple and warm. Sandya often wears oversized sweaters or clothes in twilight shades like mustard yellow, pastel orange and soft brown.

Personality:

1. **Melancholic and Reflective:** Sandya is often caught up in her own thoughts, analyzing feelings and actions to the point of appearing reserved. She often pours her feelings into her emotionally charged writing.
2. **Strong Empathy:** Good at reading other people's moods, Sandya is often a confidante for her friends, even though she herself has trouble expressing her emotions directly.
3. **Silent Resolve:** Sandya has a subtle courage. Even if she seems hesitant or insecure, she always manages to accomplish something she believes in through her perseverance and strength of mind.

Background:

1. Origin:

- Sandya was born in a small town near a beach that was often dotted with beautiful sunsets. This scene made an impression on her heart and became the initial inspiration for many of her works.

2. Family:

- She was the only child of a simple family. Her father was a little-known painter, and her mother was a teacher.
- Losing her father at the age of 12 left Sandya isolated from the outside world. She started writing as a way to remember her father and express the grief she could not share with others.

3. Relationship with Writing:

- After her father's passing, Sandya began writing letters that were never delivered and poems that described her feelings. Every word she wrote became a small window to face her hurt.
- In the story, Sandya is working on something bigger: a novel. The novel tells the story of a girl who searches for "Twilight Light" in the midst of a dark world. The story is a metaphor for her own journey to find meaning in loss.

Objectives and Motivation:

1. **Objective:** Sandya moved into the dormitory in search of new inspiration after months of creative deadlock. She wanted to finish her novel, which she saw as a form of release and a tribute to her father.

2. **Hidden Motivation:** Besides wanting to become a famous writer, Sandya subconsciously uses the novel as a bridge to reconcile with her past.

Pros:

1. **Creative:** Sandya has the ability to create evocative stories, mainly because she is able to observe and understand human emotions very well.
2. **High Empathy:** She is very sensitive to the feelings of others, which makes her a good friend and source of inspiration for her writing.
3. **Perseverance:** Despite frequent doubts, Sandya doesn't give up easily. She continues to write despite being haunted by the fear of failure.

Disadvantages:

1. **Low Self-Esteem:** Sandya often underestimates herself and feels that her work is not good enough.
2. **Conflict Avoidance:** She would rather give in or walk away than face difficult situations, even if it is to her own detriment.
3. **Perfectionist:** Sandya often focuses too much on small details, making it difficult for her to finish a piece of writing quickly.

Character Change:

1. Sandya will learn to accept that imperfections are part of life, both in writing and in herself.
2. She will face her past, including accepting her father's departure, as part of her journey to maturity.
3. With the help of her friends in the dormitory, Sandya will rediscover inspiration and motivation to write and build more meaningful relationships.

Story Premise:

1. Sandya, a young writer known by the pen name Senja, was facing the worst creative block of her career. The trauma of losing her father and the pressure to write a major novel have left her demotivated.
2. To escape the hustle and bustle of the city, she decides to live in an old dormitory in the suburbs that has a quiet atmosphere but holds many mysteries.

3. The deadline for his novel project was approaching. Her editor and readers are waiting for the masterpiece Sandya promises, but she doesn't even know how to begin.
4. In the midst of it all, Sandya finds mysterious letters in the upstairs room of the dormitory. The letters began to connect with Sandya. Sandya felt that what was in the letters was a manifestation of herself.

Story Snippets:

Prologue and Player Interactive Choices:

(Location: Sandya's room in the dormitory, late afternoon.)

Narration:

The dusk sky outside the window has always been a faithful spectator. Every day, its colors danced from red, to orange, to purple - as if trying to comfort my empty heart. But nothing could hide the emptiness that kept growing inside.

Typing sound:

Ctack... ctack... ctack...

Sandya's hands continue to move over her laptop keyboard, but her mind has long since drifted elsewhere.

Sandya (monologue):

“This story must be finished. Otherwise... what's left for me?”

(Brief flashback)

Narration:

Two years ago, I came to this dormitory with a simple hope: to escape from a world that was too harsh. Avoiding the memories that kept chasing me, and trying to find something- whatever it was-that could fill the void. But, even here, old wounds never really heal.

(Back to the present)

Sandya stopped typing. Her eyes darted to the corner of the room, where an old photograph lay on the table. It was the only memory she carried from the past—a picture of herself with a woman who now existed only in shadow.

Sandya (monologue):

“The day after tomorrow is my deadline... But why can't I write anything? Have I forgotten how to dream?”

(A knock on the door is heard.)

Narration:

The knock broke the silence that had long crept into my room. I sighed, taking a deep breath, trying to release the weight trapped in my chest.

Sandya:

(Player's Choice)

1. [Come in.]

Narration:

I nodded slowly, forcing a small smile on my face. “I’ll catch up.” In my heart, I knew that I had to go out, to simply escape the silence that was increasingly imprisoning my mind. I felt that there was something I needed to meet out there, even if it was just to distract myself for a moment.

2. [What's wrong?]

Narration:

I stared at the door, hesitating. “What's wrong?” My voice sounded drier than I expected. As if there was something I didn't want to touch, something too close to me. My friend frowned, but smiled lightly, as if understanding without words. I knew, even though I didn't want that interaction, I couldn't avoid the fact that I needed them—even if I wasn't ready for it.

(Door opens, revealing Nadia, one of the dorm residents)

Nadia:

“Are you still typing? Hey, we're all having dinner together. Don't get too lost in your own world.”

Sandya (pauses):

Dinner together? That sounds like a small thing. But these days, even such a small thing feels like climbing a mountain. Being around people, wading through small talk, trying to show them the side they wish I could see.

Prologue Closing Narrative:

And with hesitant steps, I left my room for the first time today. Maybe, behind that door, there were the answers I was looking for-or at least, a reason to try again.