Welcome to Stony Brook!

Visual identity through video games

Benjamin Shu
CSE 300

Admissions

- Why should people pick Stony Brook over any other college?
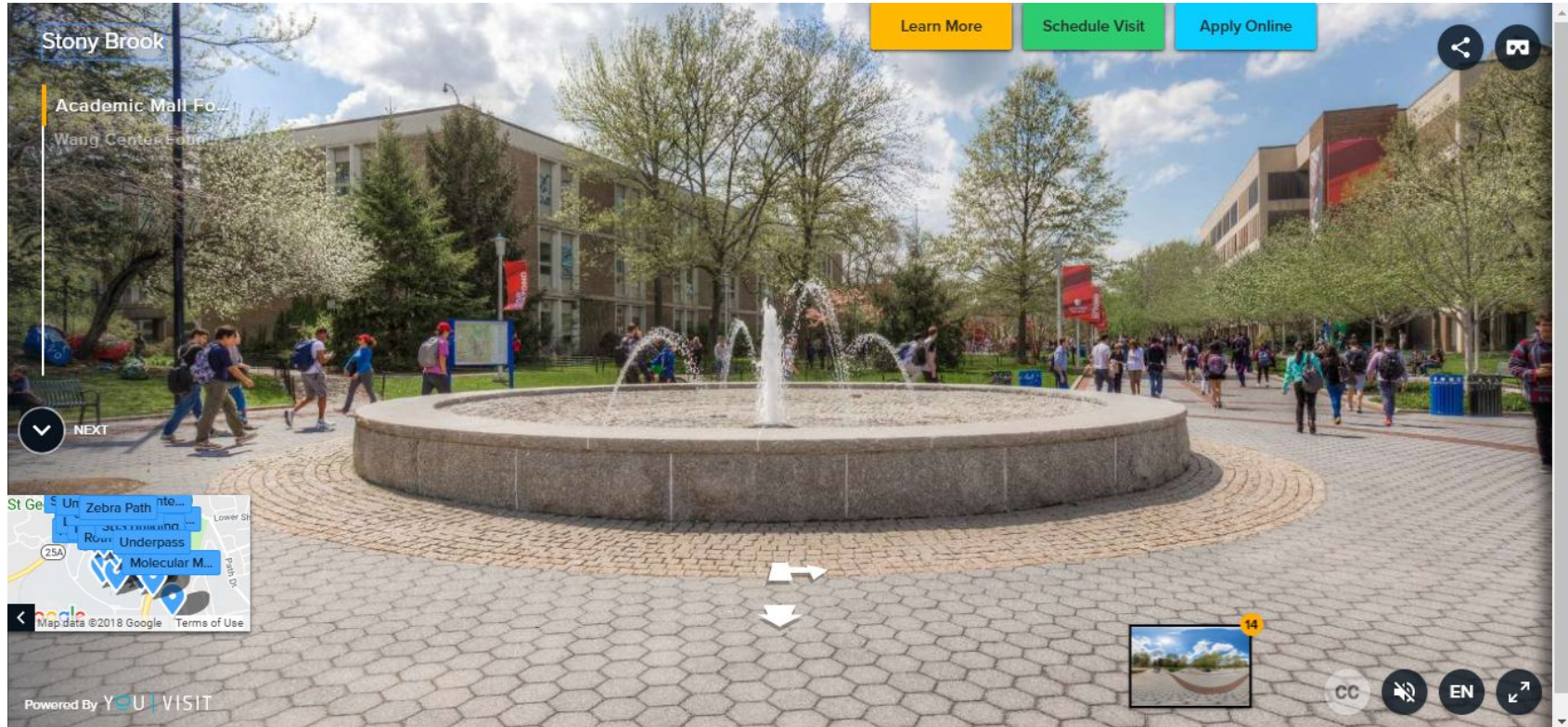
35,313
Applications

14,899
Accepted

3,167
Enrolled

The Virtual Tour

YOUR JOURNEY STARTS HERE.
VISIT 600+ COLLEGES FOR FREE.

Colleges Search

FILTERS

JOHNS HOPKINS UNIVERSITY

INDIANA UNIVERSITY-BLOOMINGTON

UNIVERSITY OF CALIFORNIA SAN DIEGO-RADY SCHOOL OF MANAGEMENT

# YOUR JOURNEY STARTS HERE.
VISIT 600+ COLLEGES FOR FREE.

"So, what are you going to *do* about it?"

- Make a video game set in Stony Brook University!
  - Intended for applying/admitted students
- Introduction through demonstration (i.e. showing off)
- Offer academic credit in exchange for working on this project

🤔

"What would this look like?"

- One possible choice - the visual novel format

ACCEL

Good game man, you're actually not bad. I assumed you were here for fun or something.
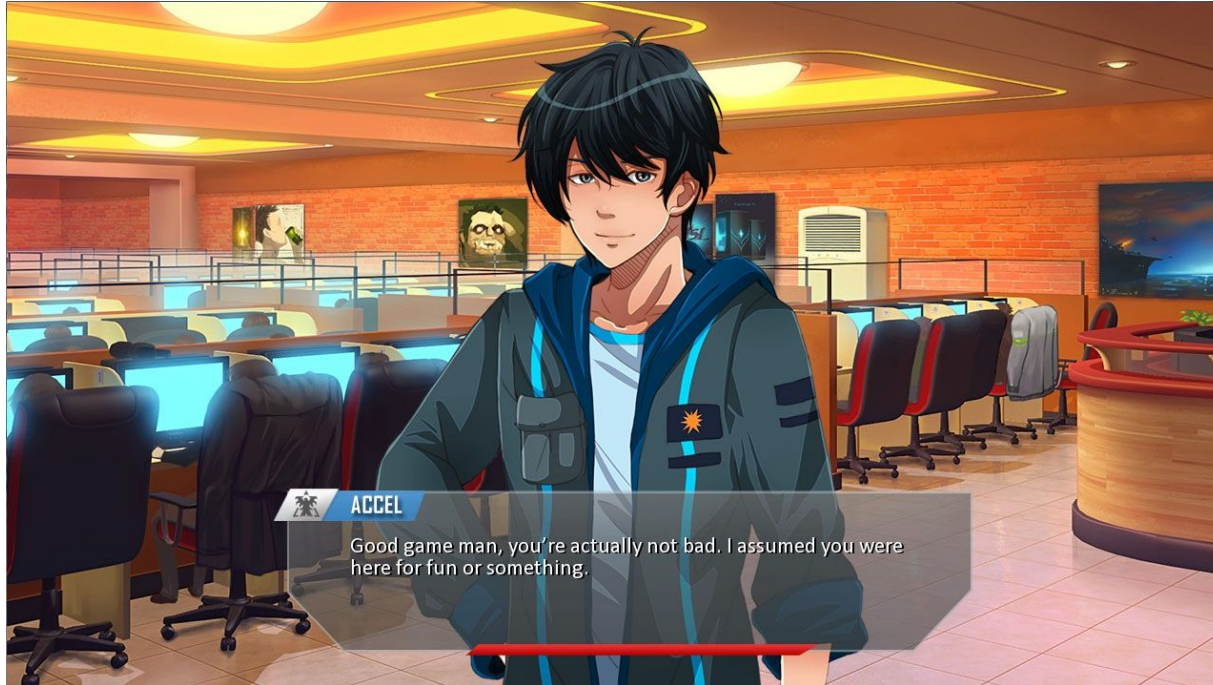
"What would this look like?" (contd.)

"What would this look like?" (contd.)

- Exploration through a map and building interiors

"What would this look like?" (contd.)

"Why waste your time on video games?"

- Video games are multimedia!
  - Demonstrations for computer science and digital arts
- Video games are accessible!
  - Interactive entertainment makes for a more engaging experience
- Video games have personality!
  - Potential for student-submitted content without real-world constraints
  - Reusable setting and relevant plot threads

"We have the right people!"

- Two clubs on campus which would be interested in this project:
- Stony Brook Gamer's Guild
  - Gaming enthusiasts who play/discuss video games
- Stony Brook Game Developers
  - Students interested in game development
  - Have already produced video games: http://www3.cs.stonybrook.edu/~games/

"We have the right people!" (contd.)

- Richard McKenna
  - Professor in the Computer Science Dept.
  - Introduced the Game Programming specialization
  - Coordinates CSE 380 and CSE 381
  - Coordinates the annual Game Competition

"We have the technology!"

- SINC sites on campus with creative programs already installed!

"We have the technology!" (contd.)

What is Ren'Py?

Ren'Py is a visual novel engine – used by thousands of creators from around the world – that helps you use words, images, and sounds to tell interactive stories that run on computers and mobile devices. These can be both visual novels and life simulation games. The easy to learn script language allows anyone to efficiently write large visual novels, while its Python scripting is enough for complex simulation games.

Ren'Py is open source and free for commercial use.

Why Ren'Py?

Where does it run?

| Android 2.3+ | Chrome OS | Linux x86/x86_64 | Windows XP+ | Mac OS X 10.6+ | iOS 7+ |

- An open-source engine for creating visual novels
- Free and easy-to-use

"What's this going to cost us?"

- The biggest investment will be time
- Not much cost, but not much profit either
- Trial period - if not satisfied, nothing lost