KIMI NO MAMA

VISUAL NOVEL

EEE 111 - Design Project

Belen, A., Bernardo, H., Santos, C.

https://github.com/c-santos/kimi-no-mama

STORY

Outcomes/Endings

Outcome	Condition	Prerequisite
Miscarriage	Choose “Go apeshit” in MAJOR DECISION SCENE 1	-
Abortion	Choose “No” in MAJOR DECISION SCENE 2	-
Mom kills you in your sleep	Choose “Go back to sleep” in MAJOR DECISION SCENE 3	-
Die of food poisoning	Choose “Soup” in MAJOR DECISION SCENE 4	-
Die from commiting suicide	Choose “Go to cafeteria” in MAJOR DECISION SCENE 5	-
Die from commiting suicide	Choose “Put in bag” in MAJOR DECISION SCENE 6	Choose “Go to rooftop” in MAJOR DECISION SCENE 5
Alternate ending (Mom dies)	Choose “Play DotA” in MAJOR DECISION SCENE 7	Choose “Bring home” in MAJOR DECISION SCENE 7
Main ending (You meet your dad)	Choose “Study” in MAJOR DECISION SCENE 7	Choose “Bring home” in MAJOR DECISION SCENE 7

MAJOR DECISION SCENE 1:

“Move aggressively”: Story will continue

“Feel for surroundings”: Story will continue

“Go apeshit”: This will lead to death of the main character

MAJOR DECISION SCENE 2:

‘Yes”: Story will continue

“No”: Game Over

“Let devs choose”: Story will continue

MAJOR DECISION SCENE 3:

"Go back to sleep": Your mom will kill you in your sleep

"Get breakfast": Story will continue

"Play some Fortnite": Story will continue

MAJOR DECISION SCENE 4:

"Flash drive": Story will continue

"White brick": Story will continue

"Soup": You will die from food poisoning

MAJOR DECISION SCENE 5:

"Go to rooftop": Story will continue

"Go to cafeteria": You will commit suicide; game over.

"Let devs choose": Story will continue

MAJOR DECISION SCENE 6: (Must choose "Go to rooftop" in MAJOR DECISION SCENE 5)

"Put in bag": You will commit suicide; game over.

"Bring home": Story will continue

"Let devs choose": "Bring home" decision will be chosen

MAJOR DECISION SCENE 7:

"Play DotA": Story will continue to alternate ending

"Study": Story will continue to main ending

"Let devs choose": "Study" decision will be chosen

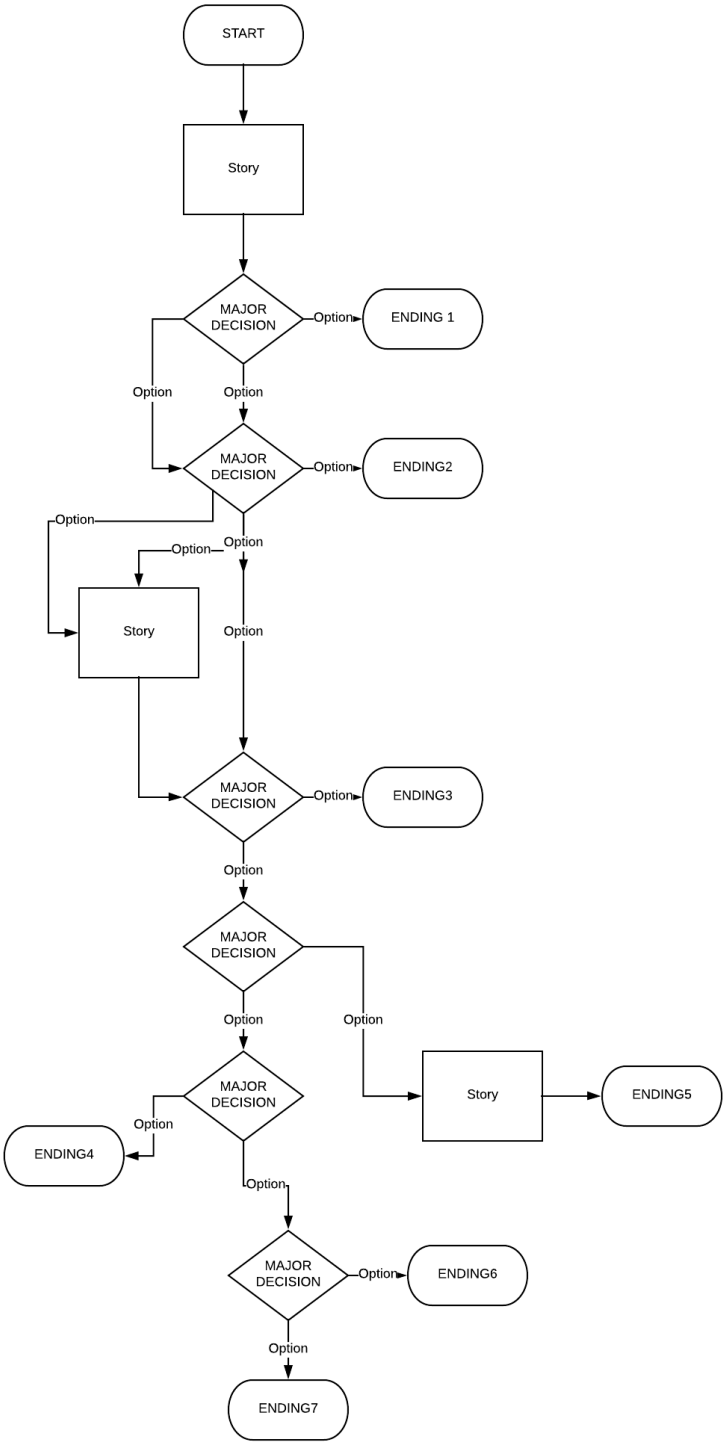
Stages:

The main character must go through the four stages of the following to reach the main ending:

1. Infancy
2. Childhood
3. Teenagehood
4. Adulthood

Below is the general flowchart that shows the paths to each unique ending,

Minor decision scenes that do not influence the story are not included.



SAVE STATE and IMPLEMENTATION OF FLAGS

The save and load functionalities of the game were made possible by the library Pickle. Pickle allows for serializing and de-serializing of Python objects. The state of the game is determined by the current scene in which the game is in. The data of the current scene is, then, determined by the data dictionaries.

The main gist of the save function is that it extracts the dictionary data from the current scene that it is in. This data is then converted into binary by the function of the Pickle library, and is then written to a .txt file inside a file folder named by the time and date of the operation. Every save operation is assigned a slot which that can be called later on. In the same way, the load function, first, looks for the assigned slot of the save file and reads the binary data. This binary data is once again manipulated in order for it to be readable and callable by the classes and objects of the game.

FLOWCHARTS

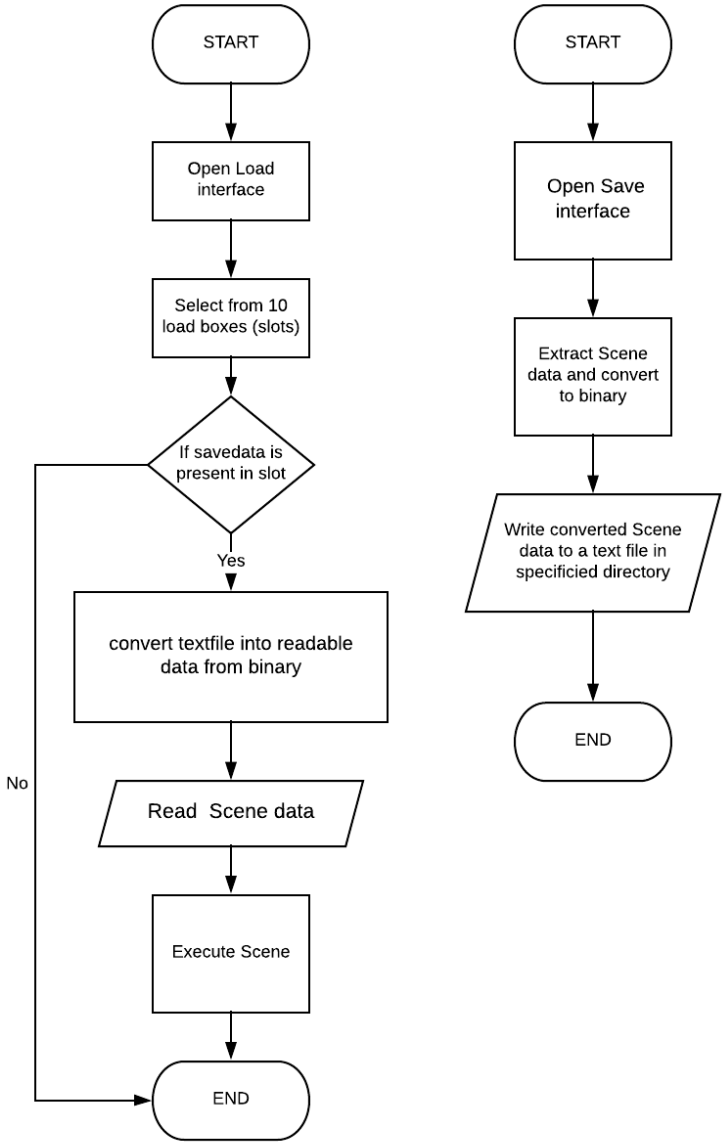
Store/Inventory

The "store" in our game is represented by an inventory that contains all the items in the game. We failed to fully implement the effects of these items but the intended functionality was that every item corresponds to a specific scene which will allow you to advance through the story. These items are not bought, but are unlocked if you reach a certain scene in the story.

Items:

1. Levelup1
2. Levelup2
3. Levelup3
4. TWICE Album
5. Flash drive
6. White brick
7. Soup
8. Scientific journal

Saving/Loading



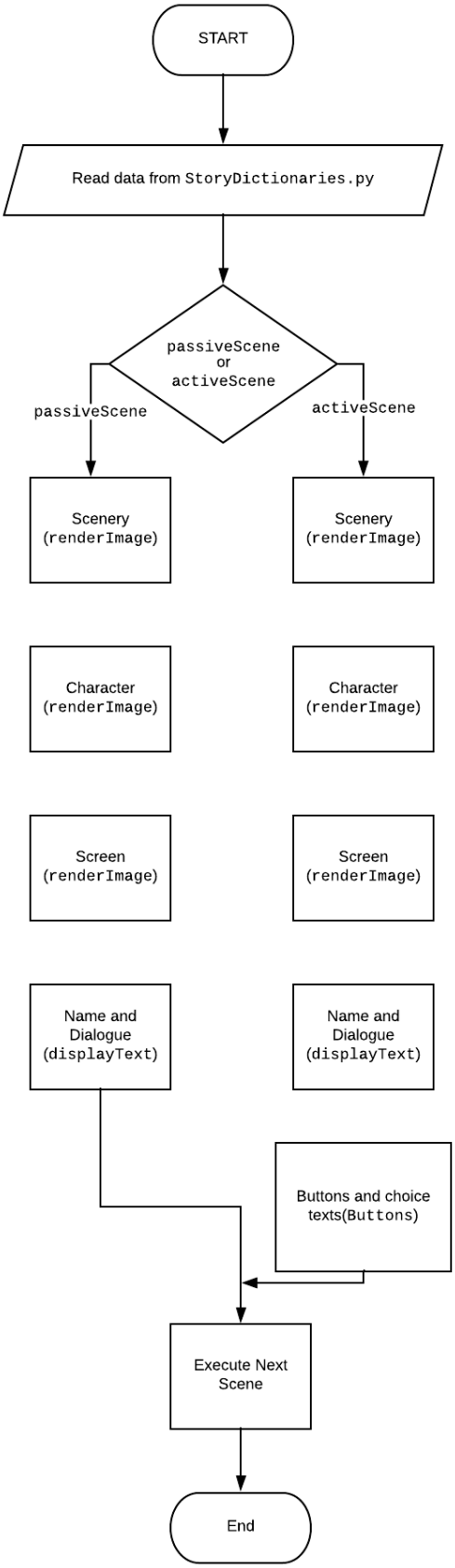
Story

I. Primitive Objects
   A. `renderImage`
      A class that renders image files. Contains the functions for position of the images.
   B. `displayText`
      A class that prints text to the interface. Contains functions for the animation and position of text
   C. `Button`
      A class that renders images used as buttons. Contains functions that determine the action of buttons, and the image to be used as a button.
   D. `Screen`
      A class that renders UI elements. This class is constant in all scenes of the game. Contains functions of the menu and inventory.

II. Scene Objects
   A. `activeScene`
      1. Buttons (`Buttons` class)
      2. Choice texts (`displayText` class)
   B. `passiveScene`
      1. Scenery/Bg (`renderImage` class)
      2. Character (`renderImage` class)
      3. Name and dialogue (`displayText` class)

Scene data is determined by `StoryDictionaries.py`. Below are the dictionaries used for the scene data:

1. `scene_types` - A dictionary of scene names and the type of scene
2. `nexts` - A dictionary that determines which scene is next
3. `scenery` - A dictionary of scenes and the background to be used
4. `character` - A dictionary of scene names and the characters involved
5. `dialogue` - A dictionary of scene names and the dialog to be played
6. `choice_texts` - A dictionary of the choices in activeScene


START
Read data from StoryDictionaries.py
passiveScene or activeScene
passiveScene
activeScene
Scenery (renderImage)
Scenery (renderImage)
Character (renderImage)
Character (renderImage)
Screen (renderImage)
Screen (renderImage)
Name and Dialogue (displayText)
Name and Dialogue (displayText)
Buttons and choice texts(Buttons)
Execute Next Scene
End

WORK DIVISION

Each member was given but not limited to a specialized role indicated below:
Ace Belen - in-charge of code
Harvey Bernardo - in-charge of story
Carlo Santos - in-charge of assets

GRAPHICS AND EXTERNAL LIBRARIES USED

Pygame

Pygame's is a GUI and sound library for Python. It was used to structure the user interface, and add music and sound effects to the game.

Pickle

Pickle is a library used to serialize and de-serialize Python objects. Pickle was used, in this project, to implement the saving and loading functionalities of the game.

Asset Resources:
よぴんこ (yopinco)
https://www.deviantart.com/arsenixc