

Group Name:	BisualBytes	
Team Members and Roles:	Allen Roldan	Designer
	Cherry Lee Jimenez	Tester
	Ella Norienne Dacapio	Team Lead
	Eros Lucagbo	Programmer
	Zayq Rashid Maulod	Documentor

Hypothetical Ideas

1. **Game Development — Visual Novel**
2. Web Development — Music Platform
3. Web Development — Online Shop Platform

Selected Project Idea

- *Description*
 - This project is centered around developing a visual novel type of game designed primarily for entertainment. The game features a rich narrative where player choices significantly impact the storyline, leading to multiple possible endings. The main aim is to create an engaging, interactive experience where each decision made by the player alters the course of the story, making every playthrough unique.
 - The game will follow the structure of a visual novel, emphasizing storytelling through text-based interactions, accompanied by visual art and character portraits. The narrative-driven gameplay will focus on character development, emotional engagement, and immersive world-building.
 - **Purpose:**
 - The primary purpose of the game is to entertain players while showcasing the creative talents of the team. It also aims to fill a gap in the local gaming market by providing a visual novel experience crafted by Filipino developers, for Filipino players and beyond.
 - **Main Features:**
 - **Interactive Choice-Based Gameplay:** The game will present players with various choices throughout the story, each leading to different outcomes, ensuring that players feel their decisions truly matter.
 - **Multiple Endings:** Depending on the choices made, the game will have multiple endings, encouraging replayability and exploration of different story paths.

- *Justification for Project Selection*
 - **Interest and Feasibility:**
 - The team chose this project due to their collective interest in storytelling and visual arts. Given that half of the team consists of creative individuals (visual artists and writers), the project plays to their strengths, allowing them to fully utilize their talents in a collaborative environment.
 - **Team Dynamics:**
 - The team is composed of 2 visual artists, 2 writers, and 1 programmer, creating a well-rounded group capable of handling both the creative and technical aspects of game development. This diversity in skills ensures that the project is not only feasible but also has the potential to be executed at a high standard.
 - **Passion for the Project:**
 - The team is passionate about the visual novel genre and sees this project as an opportunity to explore their creative capabilities. Additionally, they recognize the potential of contributing to the relatively small number of games created by Filipino developers, hoping to inspire others in the local industry.
- *Problem Statement*
 - **Market Gap:**
 - The team identified a significant gap in the Filipino gaming market: there are few visual novel games developed and published locally. The majority of Filipino players gravitate towards RPGs, FPS games, and mobile games, leaving the visual novel genre underrepresented.
- *Solution*
 - **Inspiration for Future Developers:**
 - By creating this visual novel, the team hopes to inspire more Filipino game developers to explore the genre and create their own unique games. The project serves as a proof of concept that visual novels can be successful and enjoyable in the local gaming scene.
 - **Creative and Cultural Contribution:**
 - The game will provide players with a new and immersive experience, blending narrative and interactive elements in a way that highlights Filipino creativity. It will also serve as a platform for the team to express their cultural identity through storytelling and art.
 - **Benefits of the Project:**
 - **Experience:** The project offers valuable hands-on experience in game development, from writing and art creation to programming and design.
 - **Creative Freedom:** The team has the freedom to explore their creative ideas, pushing the boundaries of traditional storytelling in games.

- **Academic Success:** Successfully completing this project will not only fulfill academic requirements but also showcase the team's ability to produce a fully realized game.

Project Significance

- *Problem Statement*
 - The project aims to address the underrepresentation of visual novel games in the Filipino gaming industry and contribute to the growth of the genre among local developers.
- *Target Audience*
 - The primary audience for this game is young adolescents, who are often drawn to narrative-driven experiences that allow them to explore different storylines and characters.
- *Potential Impact*
 - The project has the potential to bring positive change by encouraging more Filipino developers to explore and contribute to the visual novel genre. The team also hopes that their success in this project will inspire others in the local industry to take creative risks and pursue their passions in game development.

Project Timeline

Project Gantt Chart

[illegible]

Project Gantt Chart

[illegible]