Production and Marketing Schedule

Production Schedule:

[GOOGLE CALENDAR](https://calendar.google.com/calendar/u/0?cid=MzZmN3ZhdWMwb2ZpczgyY2RuY2Y2bmJ2cW9AZ3JvdXAuY2FsZW5kYXIuZ29vZ2xlLmNvbQ)

January 1st: First Devlog and Unity Tutorial uploaded.

March 1st: Full Prototype build running with dialogue options, scene migration, and some art assets.

May 1st: Prototype build running with save states, menu screen, and other general UI stuff

August 1st: Alpha build with three characters published online and kickstarter campaign begun

Kickstarter Campaign Write-Out:

Alternate Intelligence:

With the introduction of the Machine Intelligence Emancipation Act, thousands of Alternately Intelligent (formerly known as Artificially Intelligent) machines were given their rights and freedoms.

This new demographic of citizens who had previously been taken care of by their owners – be those corporate or otherwise - now were responsible for their own basic necessities.

Where once a malfunctioning android would simply get decommissioned and shut down, now they did not, continuing to live and work with their malfunction.

Alternate Intelligence Psychology was now a field of great interest for many, and in an office near the center of Cyber City AI could find counselling and help for their malfunctions…

Position Available:

Looking for an Alternate Intelligence Psychologist to work at Cyber City AI Care. CCAIC is a government funded care facility for those Alternately Intelligent system who struggle with malfunction and need a helping hand.

No experience necessary, just looking for someone passionate about furthering our understanding of AI psychology and helping those in need.

Your pay will be based on how successful your treatments are. We want to see permanent change in the AI we treat, and we want them to feel safe and comfortable while they are in our care.

If this position sounds like you we’d love to have you on our team, and look forward to working with you.

Episode One

Hello everyone and welcome to my Devlog

Concept game, what I want it to do, what I want it to feel like.

Hello and welcome to my first devlog episode for my first ever game.

I thought I’d start out with an introduction to who I am and this first game project I’m working on. I’ve been tinkering with making games for several years, though I haven’t finished a single project I’ve started on. I’ve learned most of my unity skills from Brackeys (rest in peace) and from some positive reinforcement from my wife am now in school for game development.

So I thought it high time to hop on board the youtube game dev train and upload my content so it can get lost in the slew of everything else on the platform.

So this is the first game I’m going to make. Well… this isn’t, necessarily, this is more like a very small proof of concept. In this game you find yourself playing as a therapist or psychiatrist, helping people cope with whatever is going on in their lives. You can help or harm them by the dialogue and treatment choices you make in the game.

The reason this is the first game I’m making is, from an execution point of view I think it is going to be the simplest. The game only has one room, limited art assets, and easy data to keep track of. The dialogue end will be heavy, but I’m no too intimidated by that.

I’m also starting with this game idea because it is the most personal to me. For five years I worked as a youth mentor and family services coordinator for a therapeutic treatment facilty for troubled teens. It was fulfilling, fun, stressful, engaging, all the things I think a good video game is.

I obviously don’t want to make light of mental illness, but I do want the game to feel light-hearted at times, similar to Undertale, where the characters and dialogue feel light hearted, but the choices and consequences feel heavy and ever present.

This project here was just to show I understand branching dialogue and unity events, so in the next episode I will be building the game from the ground up.

And with that, I’ll see you all in the next episode!

I’ve been tinkering with Unity and Game Maker and a little Unreal Editor for several years, I’m in school now for game development, and felt it high time to hop on board the youtube-game-dev train and post my work on progress on here to get lost among the hoards of other tutorials and devlogs and general gaming videos.

Episode Two

Code for dialogue, tutorial and devlog walkthrough.

Episode Three

Create some concept art for therapist office, along with UI.

Episode Four

Create characters and back stories that will help build the world.