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

The beginning of the journey

Hello everyone, welcome to my channel and welcome to episode one of my video game Devlog.

If you are like me, a game developer and aspiring owner of their own indie studio, then you likely have an idea for a game you want to make. Or two, or maybe seven….

My problem is I love coming up with new ideas. I love planning the game out, envisioning how it will play, and imagining my audience playing my game and having fun. And then I move on to the next game idea. I’m like a two year old with a bunch of toys, and I can’t decide which one to play with, so one by one I pick them up, stick them in my mouth, then spit them out.

I also make stinky in my diaper whenever the urge hits.

I can never quite stick to one idea long enough for it to reach any level of preproduction, and that has started to bother me. So, I’ve taken stock of all the games I want to make, and the games I’ve played and own, and have narrowed down my vision, put my blinders on as it were, to focus on just one game until I finish it and release it.

I’ve never done this before, and I want to do it right. So I’ll be posting Devlog episodes here on my youtube channel to try to keep myself accountable to moving forwards.

My goal, as it currently stands, is to have a working prototype of my game finished by the end of next summer, with a Kickstarter campaign following it, and then a release of the game the following summer after.

But I’m getting way too ahead of myself here. First I want to introduce myself.

My name is Carter, by the time I was 22 I had dropped out of two different universities and realized I had no direction in life.

So I got a job as a youth mentor at a treatment facility for troubled teens, and found working with the kids fulfilling, and working with the administrative staff and therapists as an absolute nightmare!

Then I met this girl, we fell in love, you know the story. Somewhere along the way my GF-turned WeeF… wife, my my wife… pushed me to try that whole college thing again, and while I had been playing around with game engines and coding for years, she was the one who sat me down as was like “Why on earth are you not learning to be a game dev? This is what you love? Are you a dumb dumb? Are you stupid? Am I in love with a stupid boy?”

To which I replied - \*shrugs\*

So here I am, a year and a half now into my third university, and accepted into their game dev major!

But if my story has told you anything, it’s that I wasted a few years avoiding the career that was really going to make me happy.

So I’m making up for lost time and I’m not waiting another minute to start making the games I want to make.

Carter, I hear you say, I didn’t click on this video for your personal biography. I want to know what game your making, and if you’ll be posting tutorials, and if you’ll be funny, and if you’ll post regular content at a steady stream so that I can consume it at whatever rate I want.

Well, my reply to that is \*shrugs\*

I’m starting with a game that will be simple in complexity. I don’t want to spend loads of time making levels and enemies and AI and physics and what not on my first game. Remember, I’m a two year old chewing on toys, and I’m trying to stay away from playing with bigger toys. I’m choosing the toy that will fit wholly in my mouth so I can masticate the crap out of it.

So this devlog series is focusing on a visual novel, or interactive fiction style game. I want to draw on my experience at the aforementioned treatment facility and create a game about therapy, being a therapist, and the consequences of your treatment decisions on those who you are treating.

Yeah, it sounds a little heavy as far as the topic goes, but don’t worry, I’m working to overcome that.

But how? I hear your chorus into my ears.

Well, that’ll be in the next video. Later!

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.