Doner Project Proposal

This project Doner is used to create visual novels. Most of the game engine accessible on the Internet now, like Unity or rpgMaker, are not concentrated on visual novels, which means that using them to create visual novels requires more knowledge than the user needs to, therefore, Doner will focus on having the user making games with no programming knowledge.

This application will have features that support presenting an visual novel, alone with the construction of the game itself. On the creating page, it can record what the author writes, the imported images and audio, and how they are presented. It will export a game, and can be reopen in the application for further modify. On what it generates, it can provide a visual novel that is able to save, load, skip, and have choices.

This application will run on Windows, and hopefully on Mac. It will also requires OpenGL, which should be installed automatically in those computers. The game it creates will also requires the above. User would need to download it from the internet, most likely Github.

I choose this project because it is within my ability to do within a semester. I have had classes on GUI and c++, and those are the main part of the project. I don't have much knowledge on creating actual applications, especially with an engine that support users to create things, importing and exporting, so it would still be a challenge. This project is designed to be light and focus on a few features, so the basic features of it should not be very time consuming, I think I might even have time to add in extra features within this semester. Finally, I am quite interested in this project. My friend brag to me after playing a visual novel one day that "if I make a game I will make a much better one", and I've been thinking since that I should *help* her with that. I believe that people besides me will be interested in this project too, since there can be so much features added in to it, it will never be boring.