*\*This article is not suitable for children, those who are easily disturbed, those who think article writing should always be formal and follow certain structure, those who took and are going to take CS 122, those who took Maximino Pulan, Jr. in any literature subject, WildCard staffers who belong to those mentioned above, the EB + AC of CompSAt, any AB LIT(ENG) major, any FA CW major, any BS CS major, any Communist or supporter of Marx or Engels, or any Natsuki, Yuri, or Sayori fanatic.\**

(But seriously, I’m very sorry about this, readers mentioned above.)

This, *meine Freunde*, is a featurette on the indie game *Doki Doki Literature Club* , made and published by “Team” Salvato for the PC. It is available on Steam for the low, low price of free! \*gasp\* You heard me right, F-R-E-E, FREE!

Well, if you’re too *bourgeois,* too proletariat, or just too lazy to make a *Steam* account, just get it at <https://ddlc.moe>.

The fan pack costs an additional $10, by the way.

A Brief Review of the Game

Ahem, so *Database Development Life Cycle* was made by “Team” Salvato --- I enclosed the word team in quote marks because majority of it is actually made by Dan Salvato (programming and music), while *Satchely*  and *Velinquent* provided the artistic assets of the game. It is, on the outside, a plain looking visual novel, but the psychological horror” label on Steam gives away that this game hides a few secrets.

The gameplay element of *Doki Doki LIT14 Class* is very simple. As a visual novel, you as the player have to go through a series of long and entertaining dialogue and interactions with the four members of the LitSo--- I mean, literature club --- cheerful Sayori, reserved Yuri, deceivingly cute Natsuki, and responsible Monika, who is also the only person you’ll ever need ~~and who is the purple guy in the~~ *~~Five Nights at Freddy’s~~* ~~series~~.

However, not all the gameplay is dialogue and choice picking. The game also allows you to create your own 20-word poems by selecting a word from a list of ten randomly selected and presented words on the screen twenty times. Each word you select brings you more in favor to Yuri, Sayori, or Natsuki.

(But remember, dear readers, unless you want an F in your English or Literature grade, do not try this technique of making a poem. If you’re really feeling bored, however, I challenge you to write down every word you chose and making a more fitting poem for your teachers or professors. Poetry is more than that. Don’t believe me? Read *Ars Poetica* by Archibald McLeish.)

In terms of storyline and dialogue, *Duck, Duck, Lamb and Chicken* has a very nonconventional storyline despite its repetitive beginning (spoilers!):

* Your next-door neighbor, Sayori, urges you to join a club because she is concerned of your wellbeing when you enter college.
* She suggests the literature club to you, and you join her and her friends in the mix. After a long while and some mishap, all goes well and you seal your fate to the literature club.
* Then, you write a poem, show it to them, and different events play out, one of which involves Natsuki and Yuri arguing.

From this beginning, your choices lead you into winning the favor of everyone but Monika, but she has her ways in developing Sayori’s depressive and suicidal character, Yuri’s self-injurious behavior and craving for knives, and Natsuki’s… unique attitude.

What did get me, however, was Monika’s “breaking the fourth wall” at Act III, when she knows that she’s in the game and that you are not the main character she sees you to be (read, your computer account name) and she wants to know the real you. And then, there’s also Sayori’s “I know everything” after you delete Monika.chr. But as for me, “I know nothing.” Socrates.

Anyway, art style and direction are SO COOL! HANDS DOWN TO SATCHELY!! He or she obviously did it, and thus, he (or she) belongs up there with Zulidoodles!

Lastly, the poetry of the girls. Majority of them could be analyzed by a Literature professor, but that’s just about it. I’m pretty sure I could recommend them to play this game…..

Well, that’s the “brief review” covered. Now that’s out of the way, I could speculate a bit post-DDLC. I mean, what’s Monika like in college?

#MonikAteneo: A Short Speculation

I could assume, since everything’s set in Japan despite being all in English, that the protagonist and Monika Salvato passed the ACET some years into the future, with the latter getting a Merit Scholarship. I don’t know about the protagonist’s degree --- it’s up to you to think of it --- but I’d set Monika’s degree to be AB LIT(ENG), minor in Creative Writing.

Given that, she’d also be in Merit English. Lo and behold, she became so legendary in Merit English because her stellar performance had felled a God. She had turned the whole world of Merit English upside-down with her complex analyses and rigorously but well written papers. Her poems would shake the very foundations of his standards, and her recitation --- oh, her recitation --- would be at par, sometimes outmatch, that of the God of the English department. It was so much for the stuff of legend, who had years of teaching and learning Literature under his belt and in his *curriculum vitae*, that he actually gave every single requirement she submitted an A. Evidence of her papers showed little to no red marks on them, but teardrops were present in some. And when some innocent soul asked how was he, she would comment with only three letters that would throw the whole community into chaos and destruction. Even a random commenter would reply with “F\*\*\*ING MONIKAMMMMMMMMMMMMMMMMMMMMMMMMMMM!”

Monika Salvato would be known as the freshie who brought the God of the English Department to his knees.

But that’s what they want you to believe, but not what they want you to see.

The very few who knew her tell something else. Actually, she fared better in En 101, Lit 13, and Lit 14 than En 12. Monika wanted casual research, not academic one. Hence, she actually dreaded the research paper, and the 40-plus note cards. Also, her relationship with the God was not a Ranchhoddas Chamchad – Viru Sahastrabuddhe one. It’s more like a father – daughter one. She would always visit him in his little nook in the department, be it for consultation or for certain random things she would discuss with him. He would always go to her class with a smile, very delighted that he had found someone to pass on the torch to when he retires completely, his equal. And Monika would love to be under him time and time again… maybe even have him as thesis adviser…

But that’s all a speculation of the future. She still has to complete her high school studies first. About her org life, you ask? She would join QXRlbmVvIEhlaWdodHM=, V3JpdGVyU2tpbGw=, and TGl0ZXJhdHVyZSBTb2NpZXR5. But that’s just seeing into a future I don’t think would become real.

Final Words

*Doki Doki Literature Club* is just new, and it still has a long way to go. Well, at least, it’s keeping up with all the other GOAT games of the decade. It has its own theories, and memes, but maybe other people would make it go farther than that. It leaves room for many what ifs despite its genre, but whatever that is, I think the modifications did something right. I hope this game gets an official sequel.

T25lIG1vcmUgdGhpbmcsIE1vbmlrYSBhbHNvIGhhcyBhIG1pbm9yIGluIENvbXB1dGVyIFNjaWVuY2UsIGp1c3Qgc28gc2hlIGNvdWxkIGZ1cm5pc2ggaGVyIGNvZGluZyBza2lsbHMgbW9yZS4gOikg