Visual Novel Collection

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# Abstract

Visual novel, originated from RPG (role-playing game), is a distinct way of telling stories. Most of the visual novels depend on voluntary translator to produce releases of different languages. In order to help gather and publish the releases visual novels, this project is going to do a wiki-like database to store information on visual novels and its releases in multi-language.

# Introduction

A visual novel is an interactive literary genre, originated from JRPG (Japanese role-playing game) [1]. Visual novels have been popular within Japanese style game and animation community and makes up nearly 70% of the PC game titles released in 2006 [2].

Since this style of literature is originated from Japan, most of the content are in and only in Japanese. Fans around the world speaking various languages need translators to cross the barrier of language. In the visual novel industry, most of the translation work are done by voluntary translators and programmers

Visual Novel Collection is aimed at being a comprehensive database for all information related to visual novels. This project is tend to be the underlying database of a wiki-like website as well as a platform for translations to release.

Summarize your project goals. Explain the motivation and significance of your project. Outline the main features or use cases.

# Database Design

Present and describe your database design. Include a figure with your ER Diagram / Conceptual Model. Explain the *key* entities and their relationships. Use the MySQL modeling tool to create your model. Make sure the image of the model is fully readable: the entities should be neatly laid out and all relationships should be fully visible. We’ll assess the quality of your design and its effectiveness in addressing your project requirements.

# Data Sources and Methods

Explain step-by-step how you acquired your data. Document all data sources. Use numbered citations like this [1] or like this [2, 3] and list any references at the end of your report following a consistent style. Describe any work you did to modify or clean the data prior to being loaded into the database. If you made up your data as part of an application prototype document any assumptions that may have been built into the data-generation process. Provide sufficient detail so that the reader could, in theory, fully reproduce your results.

# User Cases

List specific non-trivial questions that users could ask of your database. Summarize the question in English, provide a corresponding SQL query, and display your tabular output. Where appropriate, you should supplement your tabular output with charts, graphs, or other types of visualizations in order to better convey key insights.

# Conclusions

Summarize the results of your project. Be concrete about your accomplishments as well as the limitations of your work.

# Author Contributions

Xin Guan is the only member in this project thus he did all the work.

# References

1. Cavallaro, Dani. *Anime and the visual novel: narrative structure, design and play at the crossroads of animation and computer games*. McFarland & Company. 2010: p. 8..

2. *AMN and Anime Advanced Announce Anime Game Demo Downloads*. Hirameki International Group Inc. 8 February 2006. Retrieved 1 December 2006.

3. Rachlin, J., et al., *Biological context networks: a mosaic view of the interactome.* Mol Syst Biol, 2006. **2**: p. 66.