**//Hayley - yes. hello. it is me. um. i uploaded the official photos for all the characters and the teachers i’ve finished so far**. When you need a specific face expression, just tell me via skype. Because any other form of communication is not an option (because i dont check LOL). So 100% most preferably message me on skype… yep. Thanks.

**Background Stuff: http://kotaku.com/tips-for-drawing-backgrounds-1759168924?utm\_campaign=Socialflow\_Kotaku\_Facebook&utm\_source=Kotaku\_Facebook&utm\_medium=Socialflow**

**RenPy Download link:** [**http://www.renpy.org/latest.html**](http://www.renpy.org/latest.html)

**RenPy Documentation:** [**http://www.renpy.org/doc/html/**](http://www.renpy.org/doc/html/)

[**http://tvtropes.org/pmwiki/pmwiki.php/SoYouWantTo/MakeAVisualNovel**](http://tvtropes.org/pmwiki/pmwiki.php/SoYouWantTo/MakeAVisualNovel)

**Magical Diary DL: http://4share4.blogspot.com/2011/07/magical-diary-horse-hall.html**

**Discussed with team in-depth game details. Includes visual menu, stats, calendar and clock. This game will be part visual novel, decision-based game of living a high school life. May include personalizing character.**

**Requirements so far: a lot of .txt docs (names, questions, characters, etc.) and options for part-time job.**

**Started drawing visual art for the game.**

**Ideas: difficulty levels for each year**

**\*\*Keeping it simple.**

**SCHOOL NAME: LAST LETTER OF EACH WORD SPELLS ATECH**

**5 WORDS**

**Hayley - .txt docs for character names, classes. Art design for characters.**

**Teachers List**

**CORE TEACHERS**

**Mr. Kelly (Math) - the teacher who is a big fan of math puns**

**~~Mr. Hart (English) - the teacher who goes off from time to time to speak in~~ nonsensical analogies**

**~~Ms. Galvin (Science) - the teacher who approaches everything by the scientific~~ method**

**Mrs. Ong (History) - the teacher who is always comparing the living conditions of before to the student’s lives**

**~~Elective Teacher - Mr. V~~**

**A happy-go-lucky elective teacher (who apparently doesn’t get paid much as he often complains about his salary...) who has a surprisingly good sense of fashion. For the most part he has a somewhat tolerable personality, but loves to brag about his vast knowledge (cause he teaches 9 elective classes y’know?).**

**ELECTIVE TEACHERS (choose 2) (Mr. V) (Possible Story Arc)**

**Spanish**

**French**

**Latin**

**Art**

**Music**

**P.E.**

**Finance/Business**

**Programming (wanna raise your stress levels to the max??)**

**Home Economics**

**Characters List (12)**

**BOYS**

**-Frederick Roland - the pompous rich student who aces his academics and whose family owns the school….Senior**

**-Ivor Kovosad - the foreign exchange student from Romania who is fond of magic tricks and conducts himself in a gentlemanly manner… Freshman**

**~~-Danny Reuter - the hipster student who is always wearing headphones and is very quiet…...Sophomore~~**

**GIRLS**

**~~-Agnes Rocco - the grill gamer/programmer student who is always either seen on her laptop or smartphone… Freshman~~**

**-Cynthia Lucas - the gossip student who is on the cheerleader team and has to work two part-time jobs to support her family….Sophomore**

**-Natalie McNeil - the art student who is very shy and ok fine you can have the dumb ass sketch thing… Freshman**

**-Becka Krakowski - the thrifty student who always talks oddly in a matter of loss and profit….Senior**

**Heavily Interacting with Player**

**~~-Sarah Granger - recently went to rehab for a badly broken leg, is in a depressed state, on the girl’s track team (Sporty Girl)....Sophomore~~**

**~~-Marc Waller - the delinquent/punk student who has a soft side for Sporty Girl, becomes player’s best friend (BF)....Freshman~~**

**~~-Christina Shulz - the energetic student musician who plays how she wants to and never to the score; girl in romantic couple….Junior~~**

**~~-Kolby Frederickson - the sporty student who is on the basketball team and always seems to be in a hurry; guy in romantic couple… Junior~~**

**//Hayley - I’m doing Kolby now, then Sarah. If there’s any story arc/part of an arc you want me to do I’ll do it. //edit: I forgot I already did Sarah LOL. Okay, Kolby’s done. So I’m gonna draw Mr. V lolool.**

**8 Sept**

**storyline**

***start: Just moved in, player is new student***

***player chooses 2 electives***

***classes are put in set order***

***character customization:***

***introvert/extrovert (can affect de-stressing properties of socializing)***

***birthday***

***gameplay:***

***-6 classes: 4 cores, 2 electives***

***-player must make choices that influence stats and relationships***

***-as you meet and learn more about individual characters, their info will be stored in your memory.***

***-relationship bars displayed with character info***

***-time system***

***-manage money - weekly allowance, mooch off people, work at a part-time job***

***end(s): standard ending = finishing the school year***

***high enough intelligence = valedictorian***

***high enough charisma = romantic ending?***

***high enough stress = dropout - don’t finish year***

***electives influence ending***

***display relationship bars***

**very stereotypical**

**stats**

**intelligence**

**charisma**

**courage**

**stress (5 STAGES, 1-10 IN EACH, How efficiently you do tasks)**

**health (\*\*stamina 5 STAGES, 1-10 IN EACH, How many tasks you can do)**

**-player state = determined by stats (stress, health)**

**-relationship bonus = stat bonus for amount of time, received from completing side stuff**

**-daily choices affect stats to some degree, major storyline choices affect stats greater**

**-a low stamina can cause a temporary debuff to the main stats while a high stamina can cause a temporary buff to the main stats**

**Stress activities**

**Sleeping (-)**

* **Good/Bad dream(-/+)**

**Class(+)**

**Studying(+)**

**Part-time Job(+,++)**

**Not Eating (+)**

**Staying up (+)**

**Listen to Music(-)**

**Stamina activities**

**Staying up (-)**

**Sleeping (+)**

* **Good/Bad dream(-/+)**

**Part-time Job(-)**

**Eating (0, +, ++)**

**Exercise(-) (Boost stamina threshold)**

**phases**

**-stamina determines how many actions you can do in a phase**

**-Early Morning (1) (Weekend Only)**

**-Study**

**-Eat**

**-Cook**

**-Exercise**

**-Draw**

**-Get Call**

**-Music**

**-Morning (1) (0-4)**

**-Eat**

**-Study**

**-Exercise**

**-Socialize**

**-Draw (Unlocked through elective)**

**-Music (Unlocked through elective)**

**-Go to Town (Weekend)**

**-Go to Park**

**-Class Actions**

**Listen to Lecture**

**Int Increase**

**Stamina Decreases**

**Stress Increase**

**Sleep**

**Stamina stays same**

**Stress - Chance of increase/Decrease**

**-1st Period**

**-2nd Period**

**-3rd Period**

**-Afternoon (1) (4) / Lunch**

**-Eat**

**-Study**

**-Exercise**

**-Socialize**

**-Draw (Unlocked through elective)**

**-Music (Unlocked through elective)**

**-Go to Town (Weekend)**

**-Go to Park (Weekend)**

**-4th Period**

**-5th Period**

**-6th Period**

**-After School (0-2)**

**-Go to Town**

**-Go to Park**

**-Evening (0-2) (4)**

**-Go to Town**

**-Go to Park**

**Go to Town**

**-Shopping**

**-Clothes**

**-Adds Stats (Expensive)**

**-Souvenir**

**-Increases Relationship Points**

**-Electronics**

**-We’ll See**

**-Office Store**

**-Helps with studying (Used up) (Relatively Cheap) (Bundles)**

**-Restaurant**

**-Helps with Stress**

**-Book Store**

**-Helps with stats (Used up) (Charges) (Gives Flat Boost when Finished) (Moderate Price)**

**-Grocery Store**

**-Buy Food Supplies**

**-Karoke Bar**

**-Courage?**

**-Arcade**

**-Stress**

**-Walk around ( window shop)**

**-Stress**

**Go to Park**

**-Relax**

**-Socialize**

**-Exercise?**

**-**

**Story plots:**

* **Player has to take finals**
* **Player has to help make or break classmates’ romance**
* **Player has to help sporty character regain confidence**

**Mini side stories that affect stats and relationships**

**Ideas:**

* **Spring festival**
* **Sports events (sporty character)**
* **Valentine’s Day**
* **Halloween**
* **Winter Break**
* **Camping Trip**

**Nice guy who becomes protagonist's best friend?**

**Town and School Map**

**-Choose where to go**

**Classroom Question Mini Game**

* **Affects stats**
* **Raises int if asked to self**
* **Answers for friend increase relationship**

**Text Display**

**Used colored text to highlight “key” words**

**Design Ideas**

**Text Document with character info**

**Relationship Bar 0-100 (overall) - Behind the scene**

**Mini relationship levels (1-10) -shown to user**

**Eating**

**-Lunch during School**

**-Bring Food ( Cooked by player ) (Quality by skill level)**

**-Buy Food (Quality by money spent)**

**???Mooch Food from Friends (Charisma, Relationship Bar) / Int**

**Stamina/Stress**

**2 Levels /w 4 sublevels**

**Every Action Reduces sublevel by 1**

**Sleep Increases stamina 1 level, puts sublevel to 5, decreases stress by 1 level**

**Socialize**

**-School**

**-Teacher- Morning, Afternoon, Morning, Afternoon**

**-Student - Noon / Alternate**

**-Meet up places (School)**

**-Library - Agnes, Becka, Danny, Teachers**

**-Teacher’s Lounge - Frederick, Becka, Teachers**

**-Lunch Room - Ivor, Agnes, Sarah (Temp), Marc(Temp)**

**-Gym - Kolby, Cynthia, Sahra( Late), Marc (Late)**

**-Elective Hallway - Natalie, Christina, Ivor,**

**inventory system**

**- gifts for relationships**

**- food**

**- game arcade**

**- town-related activities**

**Character Customization**

**Name**

**Birthday - Destress / Extra Money**

**Trait - Workaholic Higher Int Chance - Higher Stress Gain**

* **Lazy Less Stress Gain - Slower Stat Gain**
* **Athlete Less Stamina Use - Have to exercise every day**
* **Cute Higher Charisma gain - Less Max Stamina**
* **Sleuth Slightly higher charisma and int gain - More Stamina Use**
* **Fearless High Starting Courage - Less Courage Gain**

**Priority List for programming**

* **~~Time system~~**
* **~~Relationship bars~~**
* **Stats**
  + **~~interface~~**
  + **~~how they work~~**
  + **activities to raise/lower stats**
* **Menus (information tab, ~~stats tab~~)**
* **~~Character database~~**
* **User interfaces**

**Story**

**-Sporty Girl arc starts with introducing yourself to the girl who broke her leg and can’t do her sports**

**-Couple Arc starts with foreshadowing in week between tutorial week and homecoming, homecoming week kicks off the arc.**

**-Investigative (Classes) and Romantic (Social) routes**

**//hayley Beginning Story**

**:It all begins with a dream… A simple yet profound dream, only to be created from the depths of my mind…**

**All dreams begin with a void, filled with nothingness.”**

**-Hayley Knapik**

**Until…**

**\*Tutorial\***

**~Alarm Bell rings~**

**//I’ll finish later lmaoo\**

**MINI GAMES:**

**IDOL CONCERT**

**Rap Battle**

**#fucking awful 2/10 ign**

**Your so dense, light must bend around you.**

**Whatever kind of look you were going for, you missed.**

**I'm trying to imagine you with a personality.**

**You're like school in the summertime - no class.**