Hello, everyone!

It’s been some time since my last post, and it’s with great pleasure to write and let everyone know how my personal project, and others, are going.

The past three weeks have been a rollercoaster of events which have shaken my previously projected schedule for Timely Death, and this in itself would be a detriment if not for the gains I’ve acquired from all these events.

One particular event is a week long Game Jam that I had the pleasure to participate with alongside other incredible developers. Our game,the Haunting of Lucensure Academy. https://lboy22.itch.io/the-haunting-of-lucensure-academy

The theme for this was, “Death is useful”, and I proposed to create a visual novel using RenPy(visual novel engine, which I had never used before), which we all as a team agreed on. The story came about the contribution of all three members' ideas and the result was a tale where the player interacts with six different ghosts who suffered a terrible fate and now roam the grounds of their perish, a University campus where they continue being tormented by their unresolved struggles.

The player must converse with them, and through dialogue choices they come to accept their fate and feel at peace with the struggles that plagued their lives while alive.

The amazing and so expressive character art was done by @Brenden Le, and @Maeko Gabrielle Ocampo.

The writing was was distributed evenly with all, and me additionally serving as editor for the overall tone and structure of the story.

I was the sole programmer.

Through this week-long project I learned so many things that if I were to list them all here I would require two if not three additional posts.

I’ll just say that managing a team full of amazing, and creative people is both an enormous challenge and a privilege. Talking through their creative process, developing theme, tone and characters was a journey that helped me see just how much goes into creating character.

I learned so much from them and the overall process, and I can’t wait to work with them again and make something just as creative and good, if not better.

P.S.

New build coming this week to add crucial missing content.

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Linkedin copy

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**#gamejam** **#gamedev** **#games** **#learningprogress** **#learningjourney** **#teamappreciation** **#teamcollaboration**