

please, i'm begging you (to
play our game)

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what?? (please, i'm begging you)

- i have always been fascinated by the idea of visual novels - another way to story tell and get a message across
- Multimedia was always something that I had a deep interest in, so being able to make another visual novel was something that I had wanted to master.
- I needed the help of some of my friends. Which I will explain later on.
- I had made one of these before, and it was for an album and a solo project!



MESH (May Every Shape Hold)

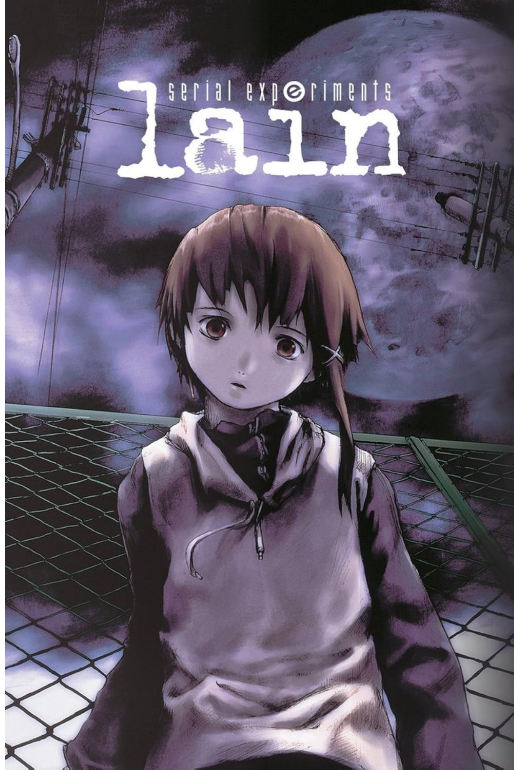
Just two sapphics falling in love with each other.

Visual Novel

why

- because i wanted to.
 - An excuse to learn more about python and renpy
 - An excuse to work on something big with close friends of mine
 - Something to tie into the next couple of albums that i'm working on in a meta sense
- If i can get behind one engine pretty good, I can transfer and experiment more with games on another engine and see how far I can get.
 - Making video games, while hard work, have been a source of inspiration and comfort for me as of recent!

inspirations



baby's first
deconstructionist
video game

how???

- Uses an engine called ren'py
 - Free software that helps make visual novels
 - Modified python framework (pygame, build on python on SDL)

```
.The script of the game goes in this file.
nit python:
config.default_text_cps = 30 # adjust to your taste

config.auto_voice = "audio/id.mp3"

# This function is optional. Only include it if you want automatic pauses between punctuation
def typograpy(what):
    replacements = [
        ('.', '.', (wv,2)), # Moderate pause after periods
        ('?', '?', (wv,25)), # Long pause after question marks
        ('!', '!', (wv,25)), # Long pause after exclamation marks
        (',', ',', (wv,15)), # Short pause after commas
    ]
    for item in replacements:
        what = what.replace(item[0],item[1])
    return what
config.say_menu_text_filter = typograpy # This ensures the text block has the same ID value, even after all the replacements are made

wem testing soundfont's implementation for terminal (bug)
def typing_sounds(event, interact=False, **kwargs):
    if event == "show":
        what = renpy.store._last_say_what
        if what:
            words = what.split()
            for i in range(len(words)):
                randosound = renpy.random.randint(1, 5)
                renpy.sound.queue(f"audio/sfx_typing_dirty/Bfxr_type_{randosound}.mp3", channel="sound", loop=False)
    elif event == "end" or event == "slow_done": # This stops the text sounds if there is a pause in the dialog or the text has finished display
        renpy.sound.stop(channel="sound")

efine f = Character("Ferryman")
efine b = Character("bug", image = "side bug")
efine t = Character("Terminal (bug)", callback=typing_sounds, image = "side bug")
efine e = Character("Ellie")
efine am = Character("Angry Minerva", image = "angry")
efine dd = Character("Doldrums Minerva")
efine pm = Character("Pious Minerva")

The game starts here.
abel start:
```

```
# maybe have the names for each of these sprites be temp "Type X, Y, etc." for this scene only
show doldrums neutral at upclose
with pixellate

dd "ur asking for my take? uhhhhhh i mean, anything works i feel."

b "Works. Test 2."

"clicks"
show doldrums whatever at hop
dd "whatever."

b "Okay. I think we all know how this works now. Let's keep going."

"clicks"
show doldrums bashful at hop
dd "i rily dont care."
hide doldrums bashful with pixellate
b "Type A is operational. Onto Type B."

"clicks"

#configure live translation here when we have time. yes it's fine. i just didn't think it would be chinese. that's all.
show pious praying at upclose
with pixellate

pm "How are you? I hope your day went well. How was work?"

"Sick. I don't know what this one might be like... like a caretaker maybe? ... Weird."

"clicks"

show pious blessed at hop
pm "How thoughtful and honorable of you--"
```

this is you

BUG



demo time baby

pick one personality to talk to (art by @falseaxiom)

DOLDRUMS



PIOUS



(tiny bangs & boystreak to mimic nun habit)



ANGRY



thanks - i hope u liked them

what works?

- voice implementation (thank you wen)
 - Featuring the voices of biz, cris aramayo, wen c, and lenval brown of the disco elysium series
- sprite implementation (basics)
 - sketches are scaled and can move around a bit when talking to the characters!
- coin flip mechanic
 - explained on next slide
- Playable?
 - Hell yeah it is
- Music implementation?
 - Hell yeah. All compositions by me. Wanted a weird hip hop vibe

what doesn't work?

- Text implementation can be a bit better
 - Want to work on timing of how the text pops up when it's delivered
- GUI implementation
 - I want to improve on that IMMEDIATELY.
- Technical Art
 - It was a side quest, but I had wanted to explore more interactive ways to move the text around the screen and the sprites alongside it.
 - More sprites and variability, even some interplay between the characters
 - Cutscenes we didn't have time for.

whats in the future?

- more music to make for the soundtrack,,, very excited for that
- polish polish polish
 - I have a team to thank
 - Wen C - Help with Audio Implementation
 - Monique L - Help with Art
 - Sai G - co-writer, editor, proofreader
- More Voice Acting?
- GUI Overhaul?
 - Live translating dialogue from native language to chosen language
- Steam Release / Itch release

Thank you

Click to add text