

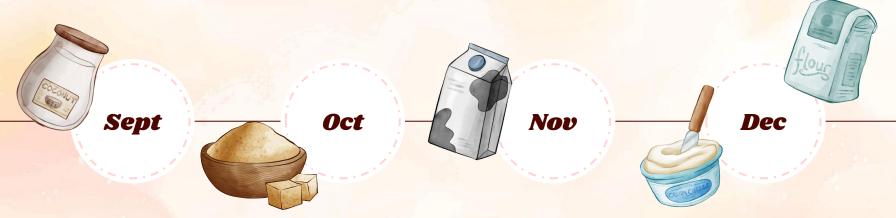
My Project: Visual Novel

Visual Novel Game

Children's game
following a penguin
baker (Muff) competing
in a bake off against
other arctic animals in
"The Great Arctic
Baking Show"

```
jump Choice_R
    if Tiramisu == True:
        jump Choice_T
        jump Choice_R
label Choice_T:
    scene ba fb
    "Flashforward..."
   scene bg comp
   "Okay, now that I rememebered..."
   show normal muff
   muff "Grandpa Berg always told me that there are seven
   menu T_ingreds:
        "What were they?"
```

How I divided time



Learning

Researching coding platforms and engines

Drawing

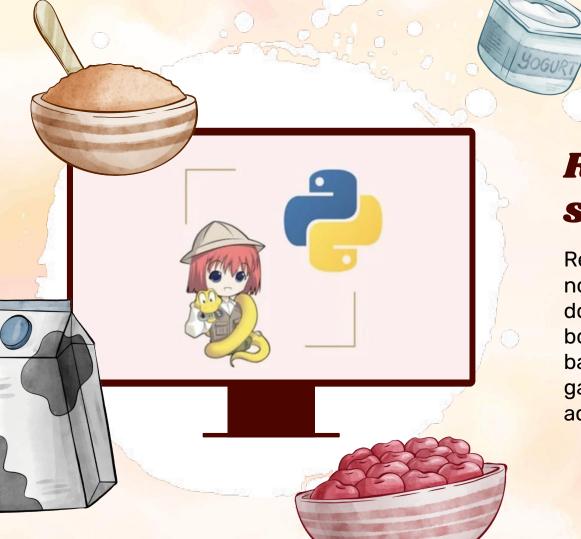
Creating artwork and designing the physical game

Coding

Finished the storylines and checked code

Presenting

Cleaning up some code and presenting



Renpy software

Renpy is a python based visual novel engine. It is a free downloadable application on both Mac and Windows. Fan base of over a thousand games for people to enjoy and add to





New To Platform

Familiar with python, but not Renpy and its capabilities



Image Uploads

Calculating pixels, editing pictures



"Writer's Block"

Realistic expectations an storylines



Pleasant Surprises



Troubleshooting

Easy to find videos or discussion posts about renpy





Creativity

Renpy allows user to change just about everything

Downloading

Sharing the files and downloading the platform is simple





If I had more time...

More Sounds

Would have liked more sound effects



More Decisions

More choices for the user to pick through

Longer Endings

There were three endings but were rather short

More Visuals

Adding more characters to screens

Advice!





Research

Become very familiar with the platforms you are using and find posts about troubleshooting

Stay on top

Make sure you're putting work almost every day into this do not procrastinate