

**Project Name:** SEMESTER

**Goal:** The goal was supposedly for the game but for now, the goal of this website is to give the user an easy navigation through the website and would be easy to understand that they are “one click away” from downloading the game without any complications.

**Scope Definition:** This documentation’s purpose is to track the process of how the game website is going to be. The website is created for the game called SEMESTER, not a final name but it is a project that is going to be made in the future. For now this documentation will give the base design of the website for the game.

**Requirements Gathering:**

Assets - images, music supposedly video but there is none that is made , using intermediary programs

Team - having a team is a key component in making a game.

Referencing - looking up other websites as a reference in creating my project website.

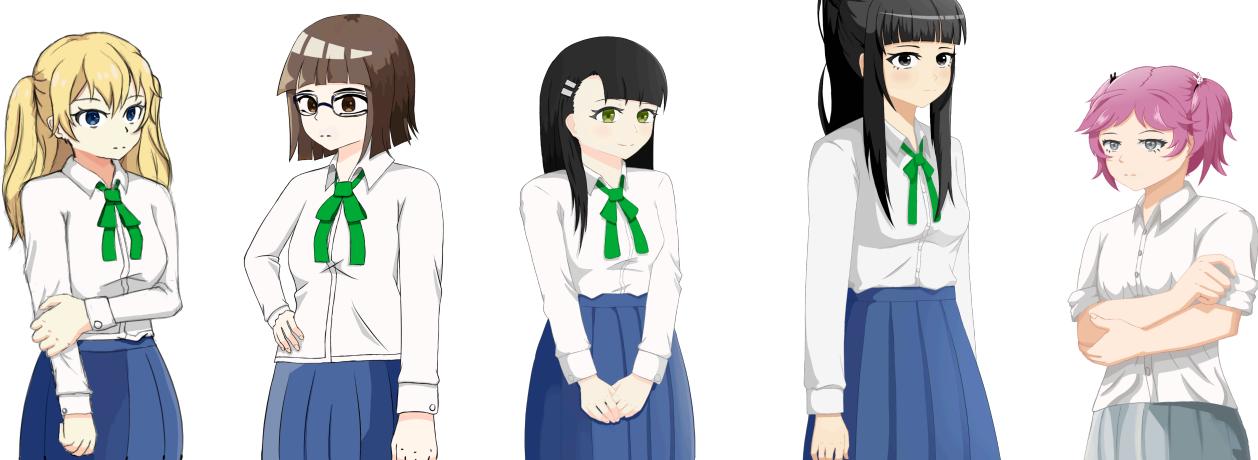
**Project Planning:** and **Implementation:**

DISCLAIMER the dates provided may not be accurate due to the fact that the user forgot when He started the project so He base it on what He remembers, however all he remembers is it started somewhere Midterms.

## Phase 1 : Preparation

Day: February 18 - 24

Before making the website I have created the assets that are going to be used, especially the characters. Here are the base models of the heroines that were made using the program called KRITA, it is a program where you can do digital painting and animation, they will be changed since it's still being finalized. With the help of my friend we were able to finish it.



## Phase 2 : Planning

Day: March 1 - 4

Before making the website itself , I have created a reference on how the website is gonna look like, using canva and other websites I was able to visualize the website I wanted to make. Here is how it look like

The image shows a conceptual website layout for a game titled "SEMESTER".

**Header:** The word "SEMESTER" is centered at the top in a large, white, sans-serif font. To the left of the title, there is a small red heart icon above the word "HEROINES".

**Character Lineup:** Below the header, there is a horizontal line-up of five female characters from the game. Each character is labeled with their name: Alpha, Selena, Sedna, Rene, and Aris. Arrows point from each name to its corresponding character. The characters are dressed in school uniforms consisting of white shirts with green bows and blue skirts.

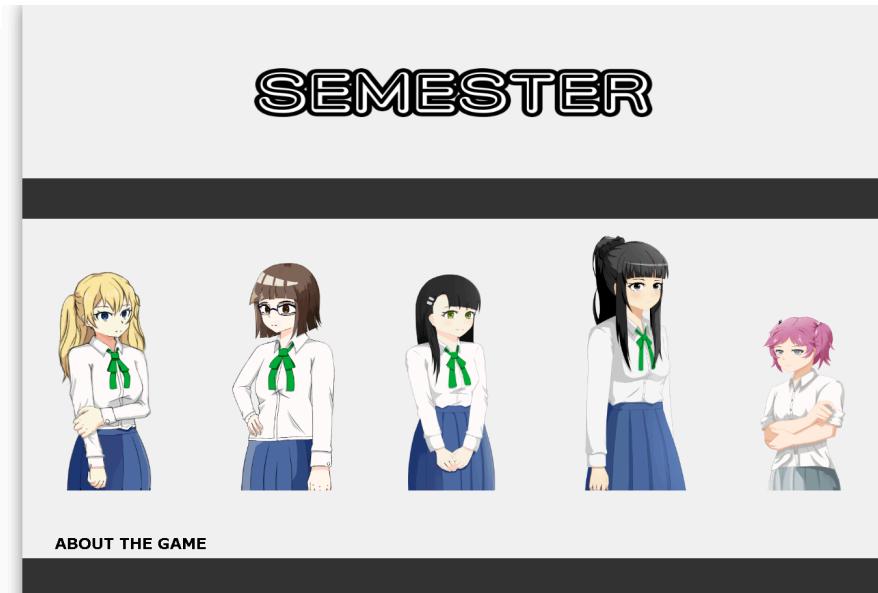
**Content Sections:** The layout includes several sections:

- ABOUT THE GAME:** A section on the right containing text about the game's plot and characters.
- STAFF:** A section below the game description.
- SmallScaleStudio LOGO HERE:** A placeholder for the studio's logo.
- Social Media Icons:** Icons for YouTube, Facebook, and Instagram located at the bottom right.
- Copyright Notice:** A small text at the very bottom right stating "© SMALLSCALESTUDIO. ALL RIGHTS RESERVED."

## Phase 3 : Website Making v1

Day: March 10 -16

After making the base design, I went ahead to make my website itself, with few copy and paste and reused codes from my old codes in the compilations, using other websites as a reference to find my taste, I was able to make the early stage of my website.



ABOUT THE GAME

Join Zoren, our protagonist, as he navigates the complexities of senior high school life, encountering five unique heroines along the way. Each character harbors their own dreams, struggles, and secrets, and it's up to you to guide Zoren through the narrative, making choices that shape the story and lead to multiple possible endings. Explore the bonds of friendship, love, and self-discovery, where every decision counts and there's no canon ending.

**Writing and coding**

**Pasion Y**  
(Maenji)

**ARTS**

**Moyaen N**  
(Mr.Apple)  
**Angelo P**  
(Mafura)  
**Mallari Y**  
(Cale)

**MUSIC**

**Moyaen N**  
(Mr.Apple)

Download it here!!

DOWNLOAD

## Phase 4: Website Making v2

Day: March 25 - 29

After pausing in making my website and finding the motivation to make it again, I was able to progress significantly, with that I was able to finish the index of my game website.

The screenshot shows the index page of the SEMESTER game website. At the top, a black bar contains the text "WELCOME TO YOUR NEW SEMESTER". Below this, a large, stylized title "SEMESTER" is centered. Underneath the title is a horizontal row of five anime-style female characters from the game, each wearing a white shirt with a green bow tie and blue skirts. Below this row is a section titled "ABOUT THE GAME" which includes a descriptive paragraph and a "Download it here!" button with a "DOWNLOAD" link and a Windows logo. At the bottom, there is a section titled "SAMPLE" with three blacked-out rectangular boxes, likely representing game screenshots.

WELCOME TO YOUR NEW SEMESTER

# SEMESTER

ABOUT THE GAME

Dive into the captivating world of SEMESTER, a visual novel game set in the halls of University of Pines in the Philippines. Join Zoren, our protagonist, as he navigates the complexities of senior high school life, encountering five unique heroines along the way. Each character harbors their own dreams, struggles, and secrets, and it's up to you to guide Zoren through the narrative, making choices that shape the story and lead to multiple possible endings. Explore the bonds of friendship, love, and self-discovery, where every decision counts and there's no canon ending.

Download it here!

DOWNLOAD

Windows

## SAMPLE

[REDACTED]

[REDACTED]

[REDACTED]

## Phase 5 : Game Making

Day: April 1 - 3

The game I'm making is a visual novel game as it is the most beginner friendly and basic to make with little knowledge in python language, I used the game engine called Ren'py which is made for visual novel games. Visual novel games are a form of digital interactive fiction. Visual novels are often associated with the medium of video games, but are not always labeled as such themselves. Here is an example of the game.



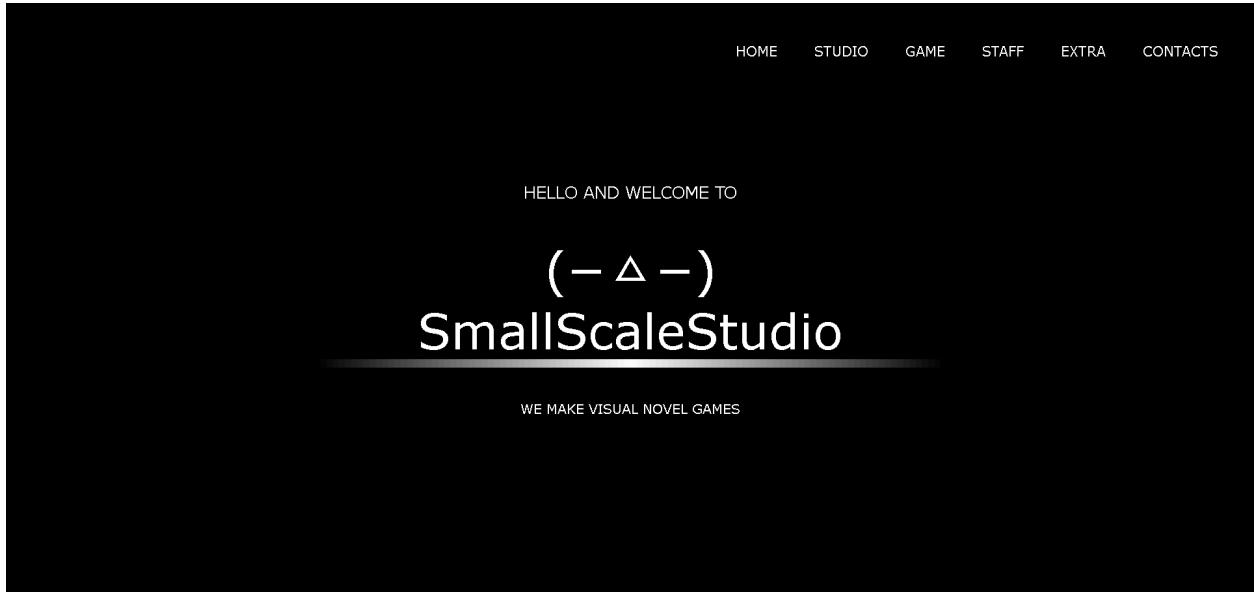
As you can see, we have the character Aris, her design is quite different because we made some variations since the game is currently in the planning. The game contains a character, a dialogue, choices and music however you cannot hear the music from here obviously, you can also add a video and many more. The game shown is not completed.

## Phase 6 : Studio website making

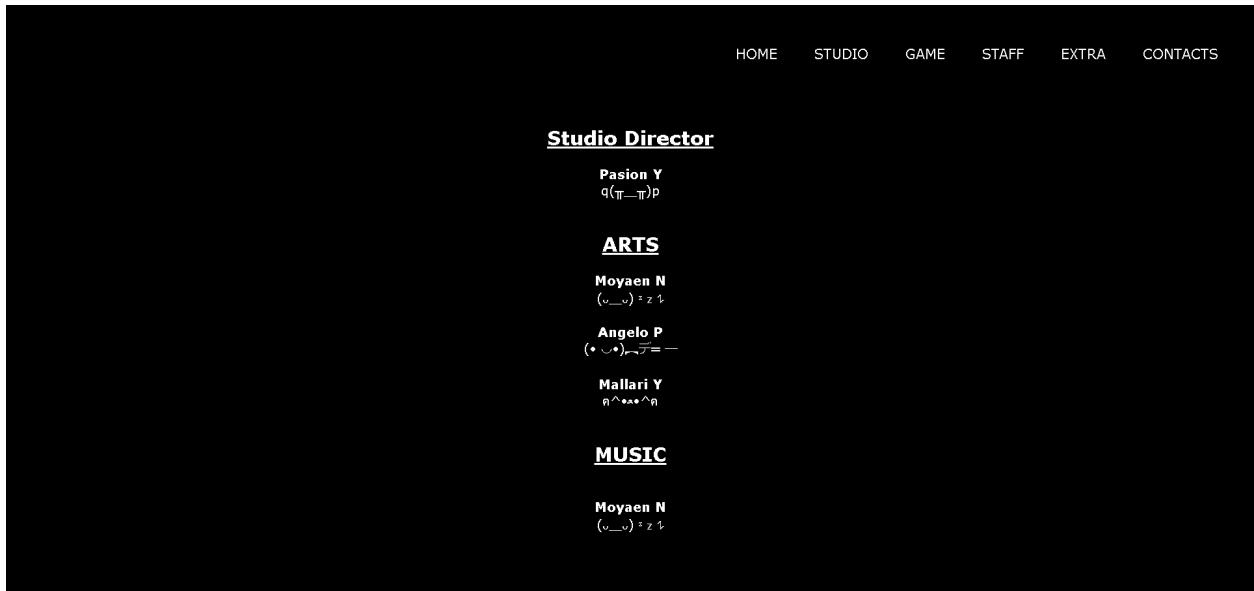
Day: April 8 - 13

I have realized, I have provided a studio on my game website, so I have created a website for my studio, although it doesn't really exist in real life, for now. With the help of

another website I was able to make my own, here is how it looks. As you can see I reuse my navigation bar over and over because it reduce my time,



Here is the home of my studio website, as you can see we have our logo, a navigational bar at the top. The home leads to my compilations, studio the home itself, game to my game website. The staff, to see my staff. (It's me who made all of it, but for the purpose of content I asked my friends if they want to be part of it.)



The extra that currently doesn't have any content, and finally the contacts.

HOME STUDIO GAME STAFF EXTRA CONTACTS

"Get in touch with us! Whether you have questions, feedback, or just want to say hello, we're here to help. Our dedicated team is committed to providing excellent customer service and promptly addressing any inquiries you may have. Drop us an email, or give us a call we look forward to hearing from you!"

**Media**

𝕏 YouTube

**Partnership**

For any partnership or collaboration please contact us at [Partner@SmallScale.com](mailto:Partner@SmallScale.com)

**Support**

To any support that needs to be address please contact us at [Support@SmallScale.com](mailto:Support@SmallScale.com)

Now I have used the black theme background. First of all I love the shade/neutral black, and it is also the theme of my studio. 2nd is to reduce eyestrain, using black with a contrast of white may help in reducing the strain on the eye.

### Phase 7: Contact form making

April/ May: 29 - 1

To be honest I have used a tutorial on Youtube on how to make a contact form and here is how it looks now, the user can now fill up a form here from the website before they can send it via emails. While the provided social media is just my own personal account, I guess it works for now this time.

STUDIO GAME STAFF EXTRA CONTACTS

**Get in touch with us!**

Whether you have questions, feedback, or just want to say hello, we're here to help. Our dedicated team is committed to providing excellent customer service and promptly addressing any inquiries you may have. Drop us an email, or give us a call we look forward to hearing from you!

**Media**

𝕏 YouTube

**Contact us here**

Your Name

Your Email (Return Email)

Your Message

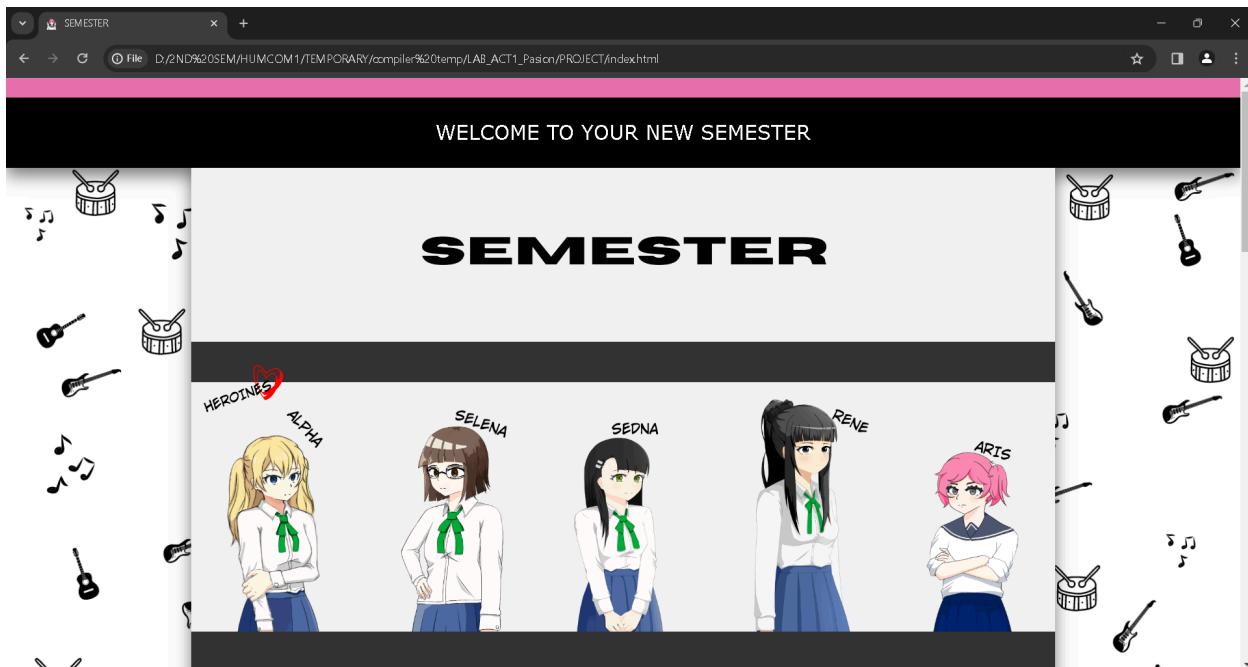
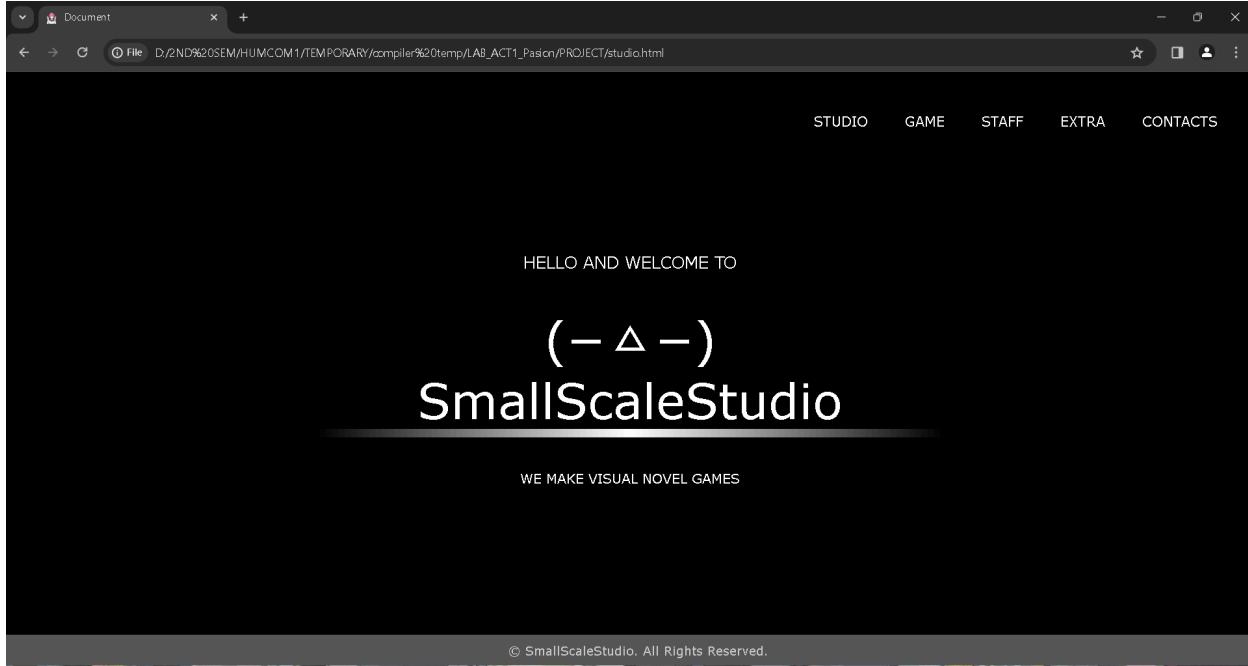
Submit

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## Phase 8: Finalization and Testing

Day: May 3 - 9

Now that everything is good and working from view, time to finalize the website on how it would look like, with new backgrounds and some tweaking.



### ABOUT THE GAME

Dive into the captivating world of SEMESTER, a visual novel game set in the halls of University of Pines in the Philippines. Join Zoren, our protagonist, as he navigates the complexities of senior high school life, encountering five unique heroines along the way. Each character harbors their own dreams, struggles, and secrets, and it's up to you to guide Zoren through the narrative, making choices that shape the story and lead to multiple possible endings. Explore the bonds of friendship, love, and self-discovery, where every decision counts and there's no canon ending.

[Download it here!!](#)

[DOWNLOAD](#)

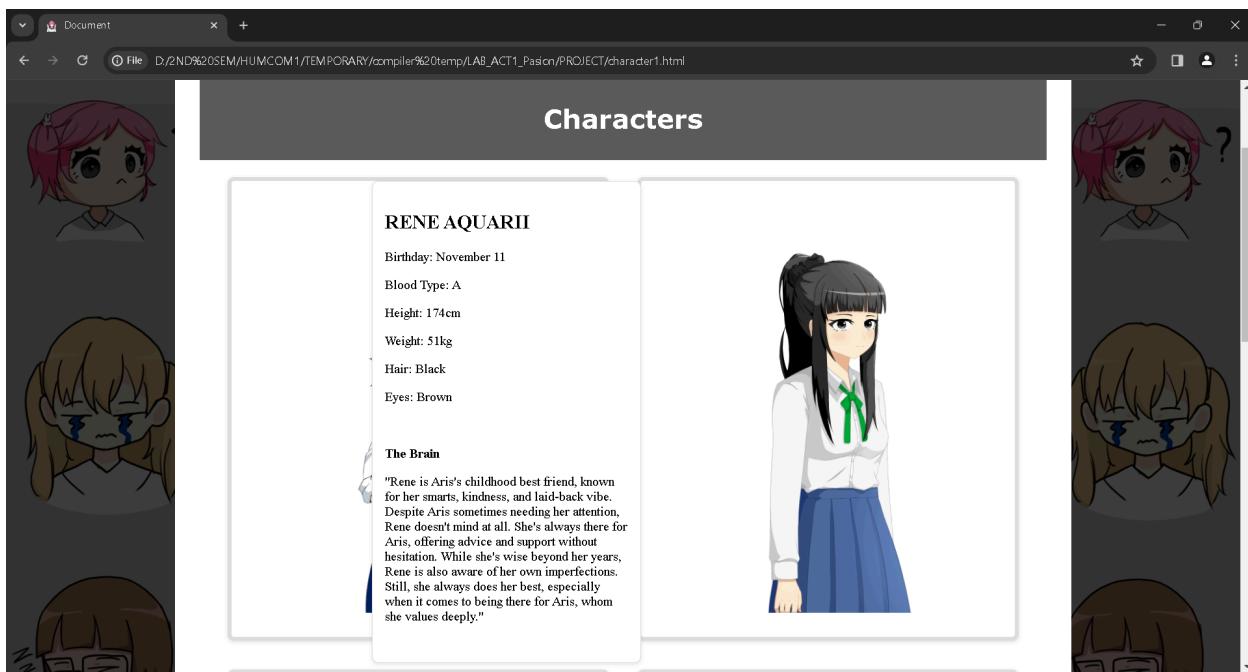
### SAMPLE

### STAFF

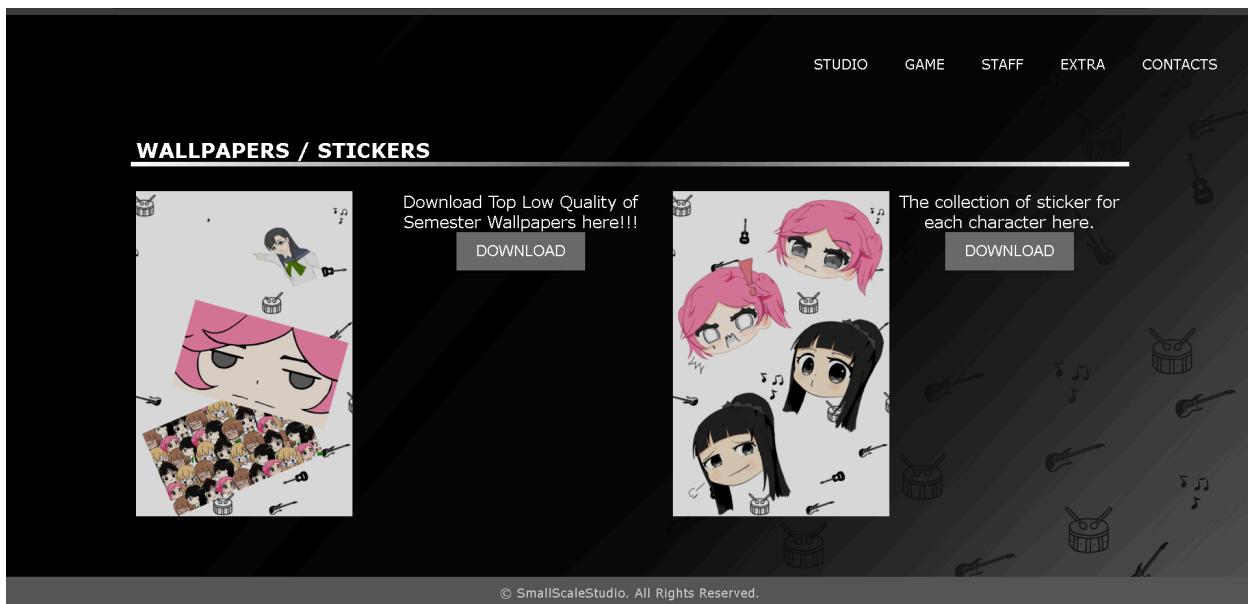
Semester was developed by SmallScaleStudio, a newly created studio dedicated to crafting visual novel games. Despite our recent inception, our passion for introducing players to unique characters and interesting stories. Join us as we travel the tales of these distinctive individuals in facinating visual novel experiences.

<b>Writing and coding</b> <b>Pasion Y</b> (Maenji)  <b>ARTS</b> <b>Moyaen N</b> (Mr.Apple) <b>Angelo P</b> (Mafura) <b>Mallari Y</b> (Cale)  <b>MUSIC</b> <b>Moyaen N</b> (Mr.Apple)	
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I have added a character area where you can view the description by hovering it for each heroine. You can access this by clicking on the characters.



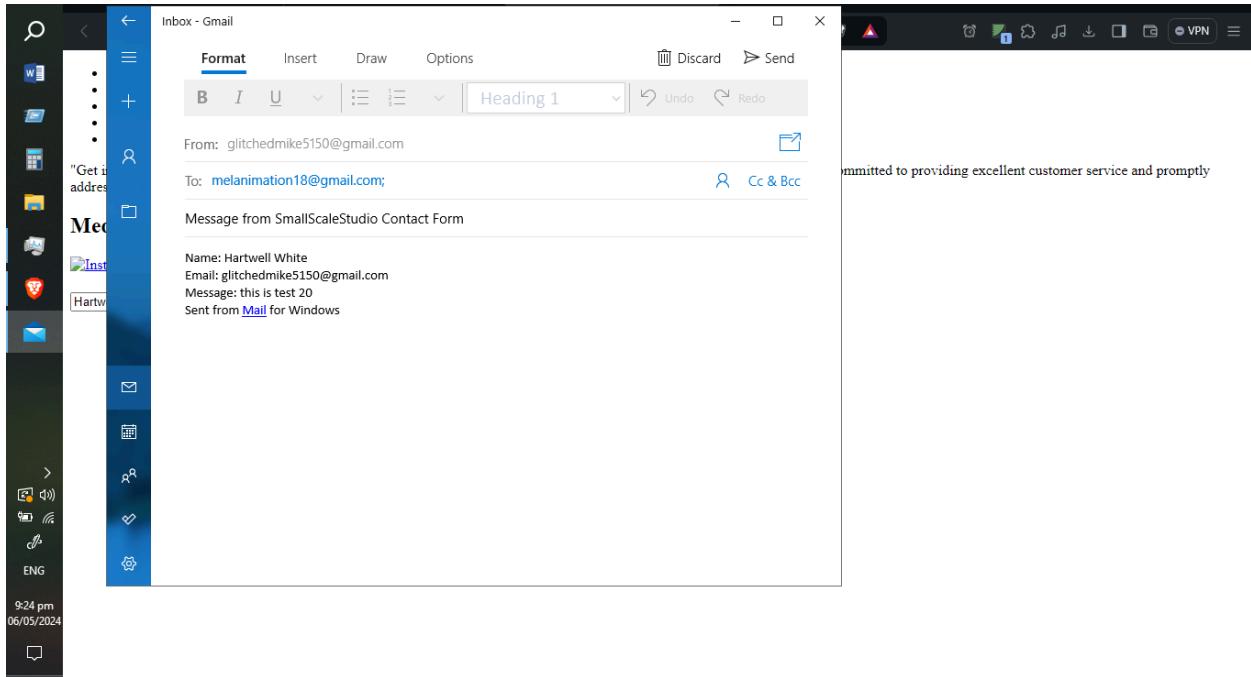
And here is the Extra, although not the greatest but it works, you can download emoji and low quality wallpapers here.



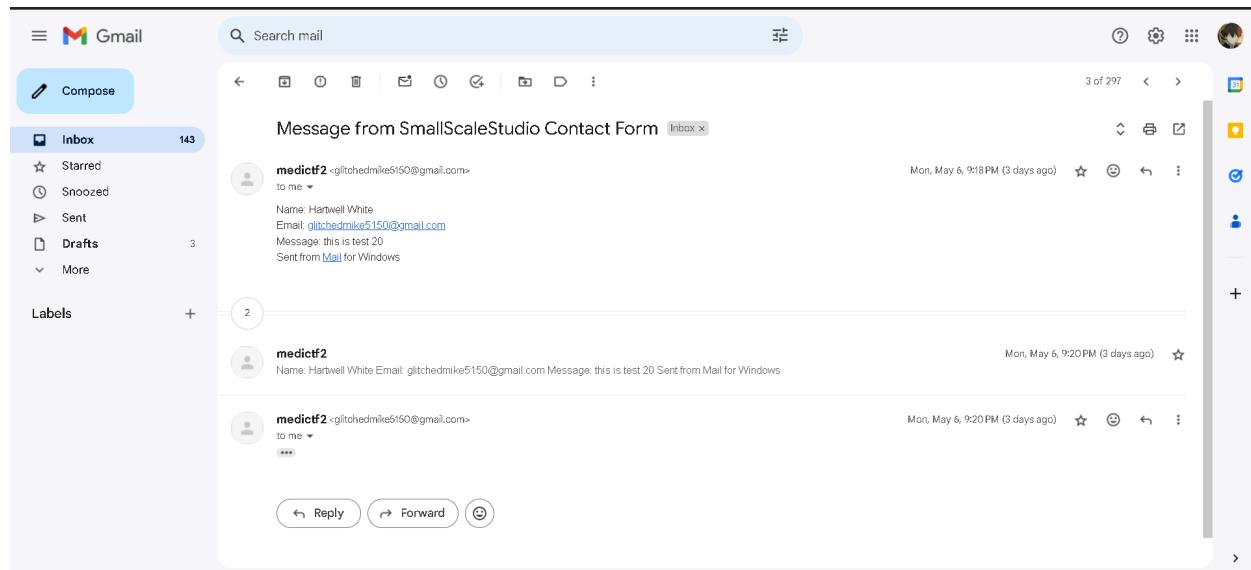
Testing:

I gave my friend my files via drive and it works just how it's intended to be so I hope it will work just fine for anyone. To test the website if it's working we have tried to contact me from the contact form. And a media tag is added for mobile users, although output may differ since resolution is one thing (the size is used 1080 by 2400)

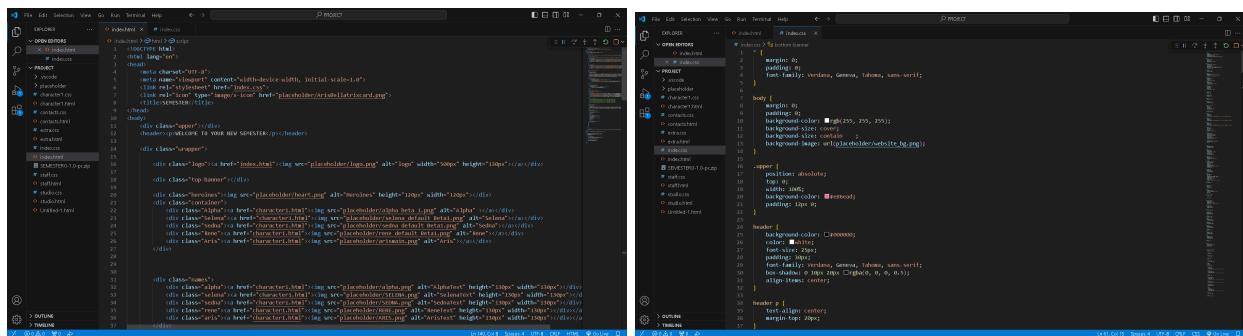
## SENDING:



## RECEIVING:

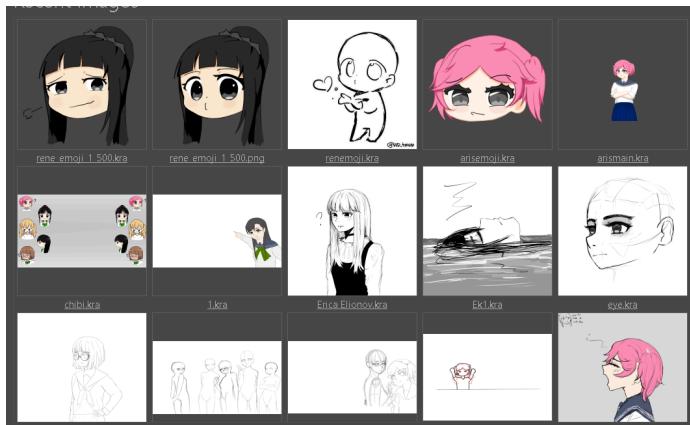


## CODE SAMPLE / BEHIND THE SCENES:



The image shows two side-by-side code editors. The left editor displays an HTML file with various character-related classes and their corresponding styles. The right editor displays a CSS file with global styles like font-family, background-color, and padding.

```
/* PROJECT */  
body {  
    font-family: verdana, Geneva, sans-serif;  
}  
  
.header {  
    margin: 0;  
    padding: 0;  
    font-family: verdana, Geneva, sans-serif;  
}  
  
.header .inner {  
    width: 100%;  
    height: 100%;  
    background-color: #fff;  
    background-size: cover;  
    background-image: url(./img/placeholder/website_bg.jpg);  
}  
  
.header .inner .upper {  
    position: absolute;  
    top: 0;  
    left: 0;  
    background-color: #fff;  
    padding: 10px;  
}  
  
.header .inner .upper .header {  
    background-color: #e0e0e0;  
    border: 1px solid black;  
    font-size: 25px;  
    font-family: verdana, Geneva, sans-serif;  
    align-items: center;  
}  
  
.header .inner .upper .header p {  
    margin-top: 20px;  
}
```



Kindly ignore the other irrelevant works.

## Deployment:

The website files and other necessary components have been uploaded to GitHub for version control and collaboration purposes. The repository includes:

Assets: Images, music, and any other media files used in the website.

Code; HTML, CSS, JavaScript, and any other code files used for website development.

Documentation Detailed documentation outlining the project's goals, scope, requirements, and implementation phases.

## **Project Closure:**

Project closure involves wrapping up all project activities, ensuring that all objectives have been met, and formally ending the project. This includes completing any outstanding tasks or deliverables, documenting project results, and conducting a review with key stakeholders to discuss successes and lessons learned. Once all tasks are completed and documented, the project can be formally closed with stakeholder sign-off and notification to the team. Project documentation is archived for future reference, resources are released, and stakeholders are informed of the project's conclusion. Finally, the project team celebrates its success, recognizes contributions, and follows up to assess long-term impact and address any remaining issues.