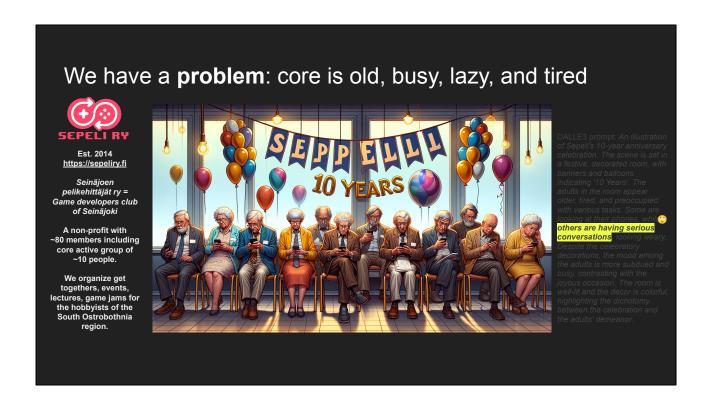
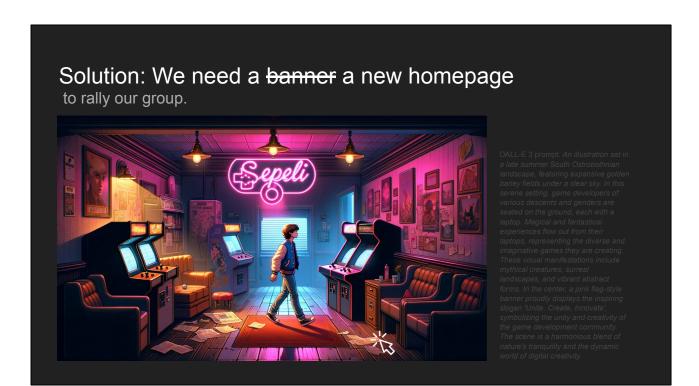


I come from Sepeli ry (Seinäjoki game developers club), hi! We would like you to develop a new homepage for us. What we aim for is not your run-of-the-mill Wordpress site, but something fresh, playful, and silly. By the way, most of the illustrations here are AI generated. For example the AI generated concept art here should give you a rough idea what we are looking for (for those interested, the AI generated prompt is also shown on the right).



Sepeli ry is turning 10 years old this year. We foster a community of game developers of the Seinäjoki region. We share information and show off personal projects, try to encourage kids to try game programming as a hobby and organize events, get togethers and so on. Unfortunately, our most active members are old, tired and busy with their life and work. Reviewing our homepage has been on our TODO list for at least 2 years. There has been some ideas, but no real progress.



To mark our 10th anniversary, we aim to rejuvenate our club. We envision a new homepage coupled with a coordinated social media campaign as the rallying flag to re-engage our members. A new activity that wakes our members from the post-COVID slumber.

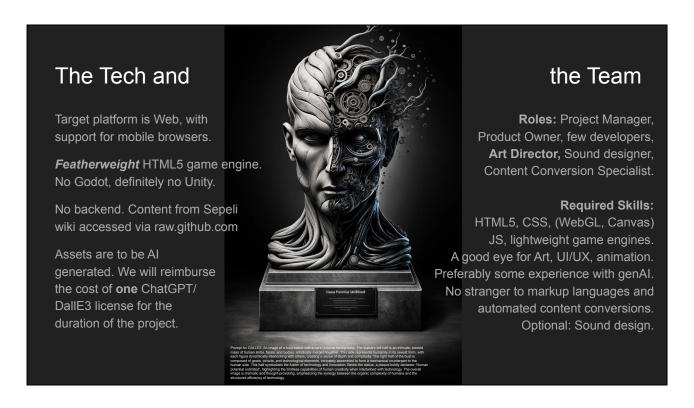
Our request: Envision us a new homepage as a point-and-click adventure

Think the golden era of adventure games. Think Sierra, think LucasArts. Examples below.



Core loop: Walk around, meet new people, discover new items and places, perhaps solve puzzles.

We would like you to rebuild our homepage as a one-room point-and-click adventure. Those not familiar with the genre, you can point-and-click to walk around, interact with objects, meet and discuss with new people, discover new items and places, solve challenging puzzles. We have a MVP in mind, but the concept can be extended as time and resources permit.



What we are looking from the team is solid understanding of the technical side but also creativity and artistic talent. We would like the homepage to still act as web page which means small size and negligible download times, perhaps aided by progressive and lazy downloads. This rules out use of larger game engines such as Unity.

Furthermore, to simplify the project, there will be no backend. Instead, the content is either baked in or dynamically downloaded from the club's Github wiki.

We offer you a chance to



DALL-E3 prompt: A vast green field with lush grass, under a bright blue sky with fluffy white clouds. The field is dotted with groups of students of various descents and genders, wearing casual clothes, wandering freely. Some are sitting on the grass, chatting, while others are walking or playing games. The scene conveys a sense of freedom and relaxation.

- 1. Make a game
- 2. as a green field project
- 3. free from legacy code and
- 4. with creative freedom
- 5. and genAl-tools.

We are a non-profit, there is no commercial exploitation.

Choose us and learn, teach, and help us to invigorate our game developers club.

Contact

tiedustelut@sepeliry.fi 0445066792

Jussi Rasku secretary



So, we would like to hear from you who are up to the challenge. What we offer is an opportunity to unleash your creativity, free from exploitation of the more commercial enterprises. Because there is no legacy code you can have fun with the technology and the ideas in building something that will inspire us all! Please, if your team is interested, drop us an email.