



DALLE3 prompt:  
Enhanced concept art in the style of classic Sierra and LucasArts era games for a one-room point-and-click adventure, in a landscape orientation. The scene is a dimly lit arcade room with atmospheric pink lighting. The young protagonist of indeterminate gender is styled in pixel art, walking, wearing retro casual clothes. The room features old-school arcade machines, a phone booth, and interactive elements like newspapers, posters, and notes on the walls that players can read. The large neon pink gamepad-shaped logo with 'Sepeli' is on one wall. A classic point-and-click game mouse pointer is visible, highlighting the interactive nature of the scene.

## L. New Homepage for Sepeli ry in the form of a HTML5 Point-and-Click Game

A topic for Software Engineering Projects 1 and 2 (COMP-SE-610 and COMP-SE-620)

I come from Sepeli ry (Seinäjäski 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).

# We have a **problem**: core is old, busy, lazy, and tired



SEPELI RY

Est. 2014

<https://sepeliry.fi>

Seinäjoen  
pelikehittäjät ry =  
Game developers club  
of Seinäjoki

A non-profit with  
~80 members including  
core active group of  
~10 people.

We organize get  
togethers, events,  
lectures, game jams for  
the hobbyists of the  
South Ostrobothnia  
region.



DALLE3 prompt: An illustration of Sepeli's 10-year anniversary celebration. The scene is set in a festive, decorated room, with banners and balloons indicating '10 Years'. The adults in the room appear older, tired, and preoccupied with various tasks. Some are looking at their phones, while others are having serious conversations, looking weary. Despite the celebratory decorations, the mood among the adults is more subdued and busy, contrasting with the joyous occasion. The room is well-lit and the decor is colorful, highlighting the dichotomy between the celebration and the adults' demeanor.

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 together 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.

Solution: We need a ~~banner~~ a new homepage to rally our group.



DALL-E 3 prompt: An illustration set in a late summer South Ostrobothnian landscape, featuring expansive golden barley fields under a clear sky. In this serene setting, game developers of various descents and genders are seated on the ground, each with a laptop. Magical and fantastical experiences flow out from their laptops, representing the diverse and imaginative games they are creating. These visual manifestations include mythical creatures, surreal landscapes, and vibrant abstract forms. In the center, a pink flag-style banner proudly displays the inspiring slogan 'Unite, Create, Innovate', symbolizing the unity and creativity of the game development community. The scene is a harmonious blend of nature's tranquility and the dynamic world of digital creativity.

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.



[The Secret of Monkey Island 1990](#)



[Sam & Max Hit the Road 1993](#)

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.



## The Tech and

Target platform is Web, with support for mobile browsers.

**Featherweight** HTML5 game engine.  
No Godot, definitely no Unity.

No backend. Content from Sepeli wiki accessed via [raw.githubusercontent.com](https://raw.githubusercontent.com)

Assets are to be AI generated. We will reimburse the cost of **one** ChatGPT/ DALLIE3 license for the duration of the project.



Prompt for DALLIE3: An image of a bust statue with a dark, moody background. The statue's left half is an intricate, twisted mass of human veins, bones, and bodies, intricately merged together. This side represents humanity in its rawest form, with each figure dynamically interlocking with others, creating a sense of depth and complexity. The right half of the bust is composed of gears, circuits, and technological elements, meticulously assembled to form a mechanical counterpart to the human side. This half symbolizes the fusion of technology and innovation. Below the statue, a plaque boldly declares: 'Human potential unleashed: highlighting the infinite capabilities of human creativity when intertwined with technology. The overall image is dramatic and thought-provoking, emphasizing the synergy between the organic complexity of humans and the structured efficiency of technology.'

## the Team

**Roles:** Project Manager,  
Product Owner, few developers,  
**Art Director**, Sound designer,  
Content Conversion Specialist.

**Required Skills:**  
HTML5, CSS, (WebGL, Canvas)  
JS, lightweight game engines.  
A good eye for Art, UI/UX, animation.  
Preferably some experience with genAI.  
No stranger to markup languages and  
automated content conversions.  
Optional: Sound design.

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 genAI-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

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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.