

# Development of a Point-and-Click Game Styled Interactive HTML5 Homepage for Seinäjoen pelikehittäjät ry



*Concept art for the homepage, as imagined by DALL-E 3*

## **Introduction:**

Seinäjoen Pelikehittäjät ry, usually going with the name Sepeli ry, is a small registered non-profit organization dedicated to fostering a community of game developers in the Seinäjoki region. With a specific focus on inspiring new young enthusiasts and enhancing the activity of the existing hobbyist community, we organize a variety of events and educational sessions on game development. With close to 80 members, including about 10 committed core members, we offer free membership and strive to create a thriving environment for game development enthusiasts in the South Ostrobothnia region.

## **Problem Statement:**

Sepeli ry was established in 2014 and we plan to celebrate our 10th anniversary on August 19, 2024. During this year we will organize special events and activities like game jams, workshops, seminars, and social gatherings. However, in recent years, particularly due to the COVID-19 pandemic, Sepeli ry has experienced a significant downturn in member engagement and event participation.

Hence, there's a pressing need to rejuvenate our community. One thing desperately needing for improvement is our online presence. The current website does not capture the playful spirit of our community or effectively engage our audience. A new, interactive HTML5 homepage, designed in the style of classic point-and-click games from Sierra and LucasArts, could revitalize our online engagement, attract new members, and rekindle the passion within our community. This project aims not only to refresh our digital footprint but also to serve as a cornerstone for a broader social media marketing campaign in 2024 to reignite our community's activity and outreach.

## **Environment and Features:**

**Target Platforms:** Web including mobile browser use.

**Technology:** HTML5 with a lightweight JavaScript game engine. Think Melon.JS or Blacksmith 2D, not Unity or even Godot. The game engine should be a tool suitable for building an interactive webpage, we are not aiming to build a fully featured game. No backend.

**Features:** Click/tap to walk the character and interact with the Sepeli homepage “room”. Animated player character and environment. Player actions can open popups or follow links to other sites and existing Sepeli content. When visiting external sites, the character location is to be stored in, e.g., localstorage. Additional features include, but are not limited to, puzzles, items etc. The team is welcomed to have fun with their own ideas.

## **Requirements for the Team:**

**Programmers:** The technical lead of the team should have proficiency in HTML5, JavaScript, and familiarity with lightweight game engines suitable for interactive web experiences. Use of Unity, Godot or some other fully featured game engine is discouraged as the site should load quickly (size is measured in kB, not in MB). Many existing materials are in a wiki or markdown format or can be converted to such. Familiarity with such markup languages is beneficial.

**Art Director / Visual Designer:** We require the team to have a member proficient in art and visual design. This individual will be responsible for ensuring that the homepage's aesthetic aligns with the classic point-and-click adventure style with a modern twist. They should have a strong understanding of game art, user interface design, and the ability to conceptualize, direct, and execute the visual theme of the website. Experience with graphics and animation tools is required. Previous experience with generative AI is a bonus.

**Sound Designer:** *Not a necessity, but* an individual with some understanding in sound design could help to create an immersive auditory experience for the homepage. This person should be capable of producing sound effects and background music that complement the point-and-click adventure theme, enhancing user engagement and interactivity.

**Content Conversion Specialist:** The team will need someone with the skills to convert and adapt existing content produced by Sepeli ry for integration into the new game-like homepage. This role involves reformatting text, images, videos, and other materials into formats suitable for embedding in the HTML5 environment, ensuring compatibility and optimal presentation within the game framework.

## **Support from Sepeli ry:**

**Technical Support:** Availability for consultation and guidance on the technical aspects. The board of the club all work in IT and can offer several decades worth of software engineering, game development and project management experience in the form of mentoring.

**Content support:** The board and the members of the club can provide ideas and feedback on the thematic and historical aspects of Sepeli ry and the game. However, the team is expected to have quite a bit of creative freedom on how to design and implement the game.

**Tools:** We prefer the use of open-source tools and libraries. To aid with the asset creation, the board has agreed to pay reimbursement for the art director for the use of Open AI ChatGPT pro and DALL-E 3 for the duration of the project.



**Licensing Note:**

The final product, including the interactive HTML5 homepage code developed for Sepeli ry, will be published under the MIT License. This decision is made to facilitate learning and sharing within the community, allowing others to freely use, modify, and distribute the code for any purpose.

Additionally, all assets created for this project, such as art, sound, and other materials, will be released under a suitable copyleft or Creative Commons licenses such as Creative Commons Attribution-ShareAlike 4.0 International (CC BY-SA 4.0). This ensures that these resources are available for educational and non-commercial use, providing a valuable asset to the wider game development and educational community. This approach aligns with our commitment to fostering learning and creativity in the field of game development.

**Contact:**

Sepeli board, in the order of contact preference.

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