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HUM 371-01

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### Exercise #2: Young Adult

## To All the Boys I've Loved Before Original book by Jenny Han.

Have you ever had a crush that consumed your entire being? That everything you did or thought about always led back to that one person? Play as Lara Jean Covey as she navigates through her feelings and love life.

*To All the Boys I've Loved Before* is a visual novel and each chapter of the game revolves around each boy from the original book, Kenny Donati, Lucas James, Josh Sanderson, John Ambrose McClaren, and Peter Kavinsky! Experience each event that made Lara Jean fall in love with each boy. Help her write the letters that contain her feelings through minigames recalling events that happened in the chapter.

### Game Play

- Five visual novel-style chapters
  - Chapter 1: Kenny Donati
  - Chapter 2: Lucas James
  - Chapter 3: Peter Kavinsky
  - Chapter 4: John Ambrose McClaren
  - Chapter 5: Josh Sanderson
- Storytelling minigame
  - Recall each part of the chapter by clicking on the correct words while writing your letter.

### Game Features

- Affection toward each boy
- Letters you can reread

### Main Characters

- Lara Jean Covey
- Kenny Donati
- Lucas James
- Josh Sanderson
- John Ambrose McClaren
- Peter Kavinsky



Dear Peter K,

First Kiss

Squids

Middle School

Prom

School

Margot

## Post Mortem

The first series that popped into my head when we started this assignment was the *To All the Boys I've Loved Before* series by Jenny Han because of my little sister. She collected all of the books during her middle school years and later watched each movie as soon as they were released so this series was imprinted into my brain.

Since the series revolves around the main character writing letters to her crushes, I can make the game revolve around letter writing. The main problem with that was the only other game involving writing I could think about was *Doki Doki Literature Club!* and as much as I admire that game, I didn't want this assignment to be a copy of it. Mechanically it is pretty similar since visual novels can only do so many things and the minigame portion is also just about picking the correct words. I think that in the future, having an idea of more game styles would help with more creative mechanics than I was since I felt like I was stuck in a rut while creating this.

I definitely think that the screenshot art could be more specific to the books, but I can just do so much with Canva. The polaroids on the wall would have little pictures in it and the room would be more decorated to feel like a teenage girl's bedroom.