

PRACTICAL GAME PROGRAMMING

- Genre: Visual novel
 - Definition
 - Code considerations
 - Content considerations

DEFINITION

- Player explores story through multiple choice menus
- Surprisingly enough, a relatively popular genre in Japan.
 - Most of the stuff in the west is.. adult oriented.



GAMEPLAY

- Player is shown an image of location, on top of which people to interact with. On top of this, text is shown, followed by a multiple-choice menu.
- Also known as "choose your adventure" books.
- With little extensions, surprisingly deep gameplay can be created.
 - RPG elements
 - Keys, items
 - Even battles

CODE CONSIDERATIONS

- In simplest form, could be done as a series of HTML pages.

CONTENT CONSIDERATIONS

- Art
 - Very high requirements;
 - Backgrounds
 - Characters, with several expressions
 - Interface graphics

CONTENT CONSIDERATIONS

- Audio
 - Ambience / music
 - Event-related sound effects
 - Possible voiceovers

CONTENT CONSIDERATIONS

- Gameplay data
 - Some kind of tree / node structure of events
 - In simplest form, a linear sequence
 - In more complicated form, choices lead to different situations.