### Hello!



### Who am I?



Who am I?



### What do I do?

I'm a Game Developer at



I'm also the Founder of



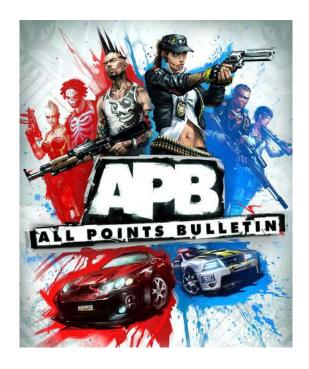
### What else have I done?



#### What else have I done?

AI Programmer at







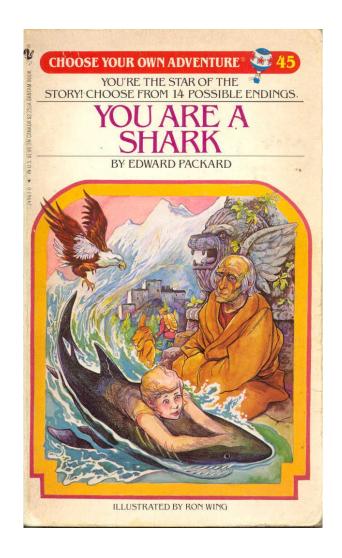
### What else have I done?

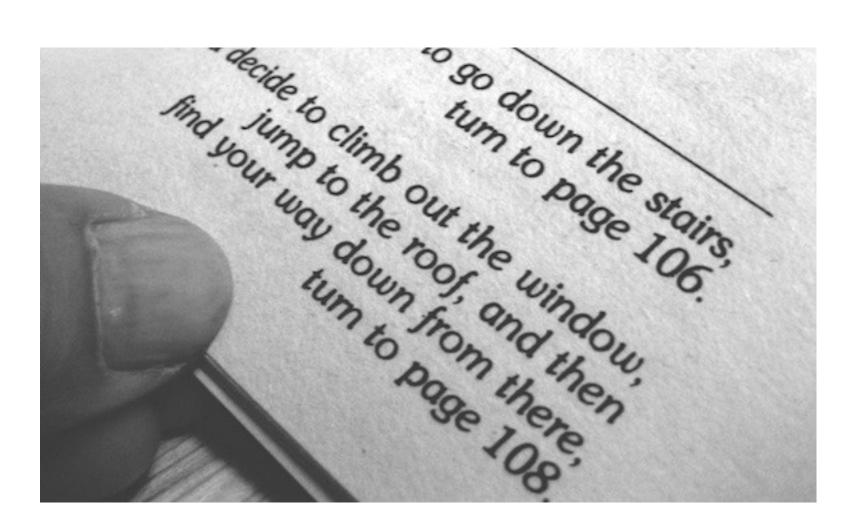


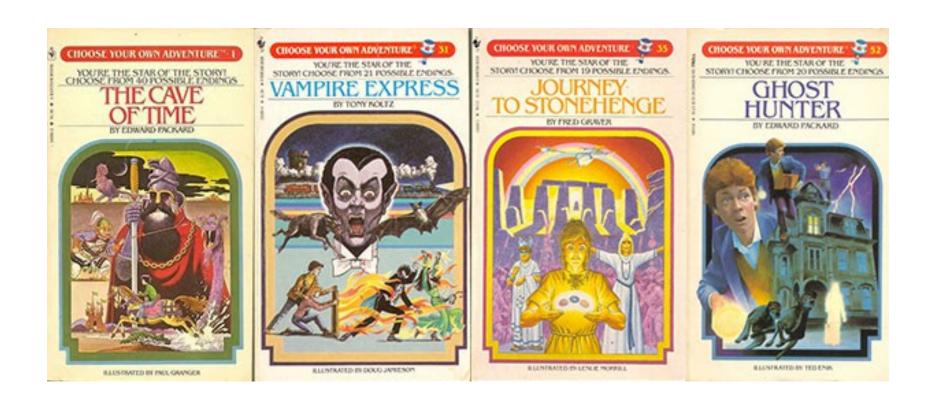
## Why am I here?

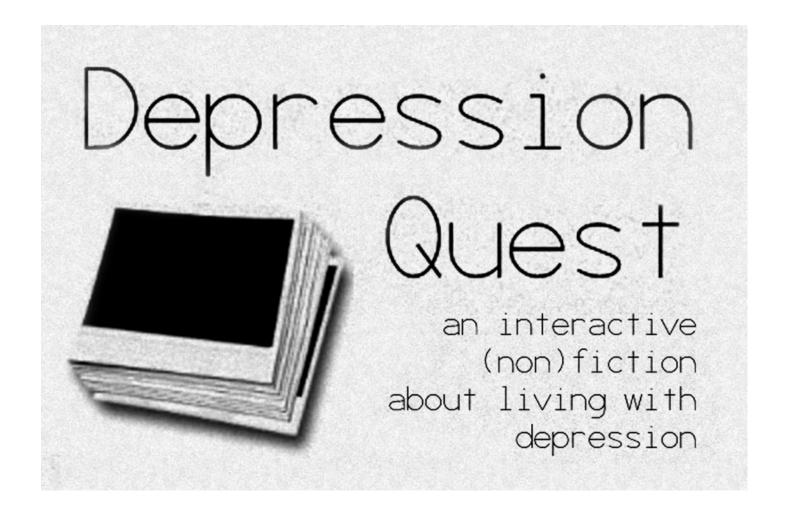
# To teach you how to make visual novels!

Stories with multiple paths/outcomes based on your own choices







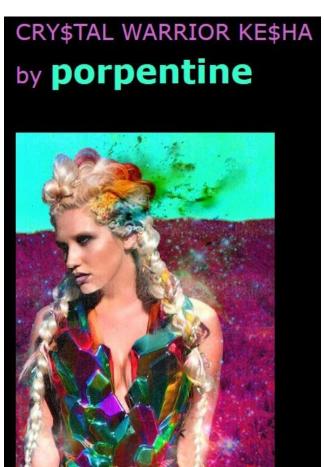


# What are some of the different types of interactive fiction?

# Types of interactive fiction Text Adventures

```
Opening the brown sack reveals:
A clove of garlic.
A lunch.
> take lunch
Taken.
> take garlic
Taken.
> look around
I don't understand that.
> look
You are in the kitchen of the white house. A table seems to have
been used recently for the preparation of food. A passage leads to
the west, and a dark staircase can be seen leading upward. To the
east is a small window which is open.
On the table is an elongated brown sack, smelling of hot peppers.
> go up
It is pitch dark. You are likely to be eaten by a grue.
> go down
```

## Types of interactive fiction Hypertext Fiction



You focus on

the shimmering crystals you wear the glitter pulsating in your bloodstream

## Types of interactive fiction Adventure Games



# Types of interactive fiction Role-Playing Games



# Types of interactive fiction Visual Novels

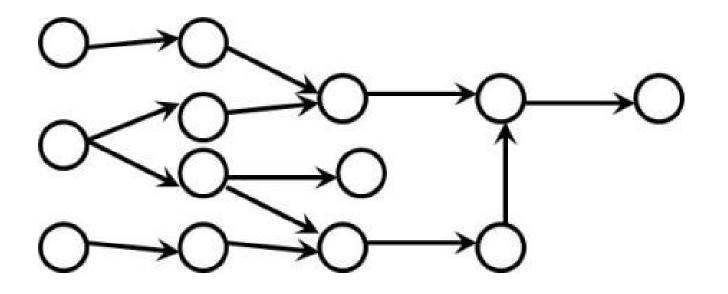


What is a visual novel?

# Common elements of visual novels Focus on story, dialogue, character interactions and relationships



# Common elements of visual novels Menu-driven choices and branching paths



## Common elements of visual novels Replay factor: players want to explore multiple different paths



# Common elements of visual novels Character stats



# Common elements of visual novels Puzzles

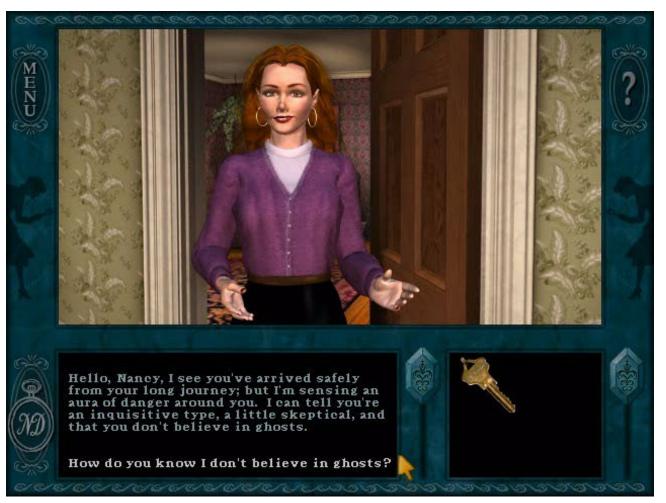


# Common elements of visual novels Resource management



# What are some of the more popular types of visual novels?

## Visual novel types Mystery



# Visual novel types Dating / Romance



# Visual novel types Social simulation



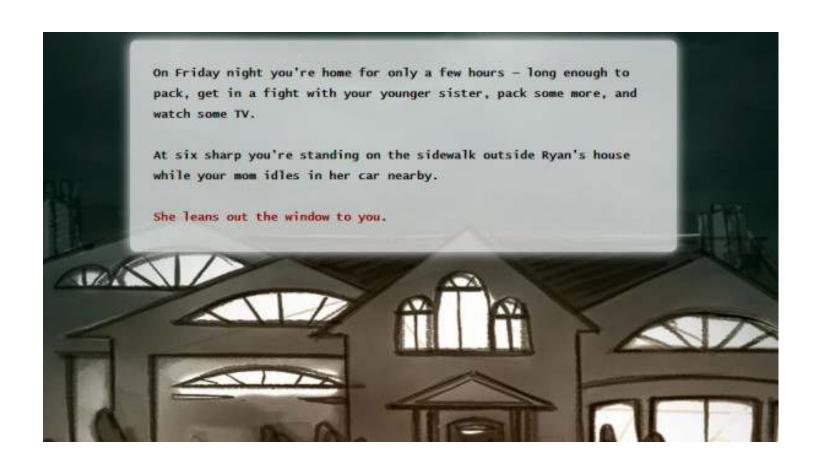
Encountering: Alice Beadle Sourwine

Decisions made by the International Monetary Fund, often called the "lender of last resort," will decisively influence the choices other international financial institutions make about whether to extend loans to a given country.

Your External Affairs Minister will advise you during this encounter.



## Visual novel types Horror



## Visual novel types Sci-Fi



## Visual novel types Fantasy



## Visual novel types Historical



## Visual novel types Hybrid



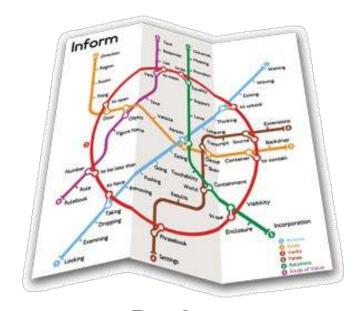
# What tools are used to create interactive fiction?

### Interactive fiction tools



### Interactive fiction tools









## Any questions?