



Meet The Team

Izzy

Environmental Artist

Paula

Character Artist

Jessie

Technical Designer

Maja

Mechanics Designer

[Next](#) 

Izzy - Environmental Artists

What I've done so far



Coral Cup Cafe Interior



Coral Cup Cafe Exterior



Violet's Bedroom

Yami's Coffee, Dessert Hint, Violet's Phone, Cat Hint Assets



What's Next?

- *World map
- *Violet's bedroom POV from ceiling
- *Send what I have over to Jessie to implement
- *Revisit the Evil mermaid cafe

Main sources of inspiration



Artists

- @fresh_bobatae
- @meyoco
- @jennchube

Pinterest Mood Boards

What went well:

- * Group communication has allowed us to work efficiently and as an individual has allowed me to create art that everyone is happy with
- *Learnt to be more adaptive and learn not all criticism is bad or means i'm not worthy

Challenges:

- *A slight blip with colour palettes / art styles
- *Not giving myself credit where it's due / not giving myself rest time

Violet's dates script.pdf
190.43 KB

Narrative Writing

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Paula - Character Artist

My pipeline for this project:



Art style concepts



Yami mock ups

Final art style



Mood boards I used for the art style and character redesign!



Did thigh up of Yami + 5 facial expressions of him sitting down



Challenges

"o_o" A slight draw back with incohesive art style and colour palette, but they were shortly solved!

"o_o" Lack of motivation / allocating time to draw

Accomplishments!

"o_o" Can draft, line art and produce final assets relatively quick

"o_o" Able to "borrow" another artist's art style

"o_o" The team work and communication is absolutely phenomenal.

What's next for me?

I will mainly be focusing on drawing assets for violet. This includes various headshots with different expressions and a full body image of her.



R.I.P yami vers. 2 🌿👉

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Jessie - Technical Designer

Engines Used



Script so far

```
label choices:
    "Pick one out of three options..."
menu:
    "Appeal to Yami: Good now that you're here.:"
        jump choices1_a
    "Neutral Response: I'm good thank you, you?:"
        jump choices1_b
    "Irritate Yami: Well I have been better but I'm fine.:"
        jump choices1_c

label choices1_a:
    show yami smirk
    jump choices1_common

label choices1_b:
    show yami uninterested
    jump choices1_common

label choices1_c:
    show yami angry
    jump choices1_common

label choices1_common:
    "Yami" "I've had a bit of a morning, you know when you look this good you have all these agencies trying to book you."
    show yami neutral
```

Choices

Reactions

```
label start:
    scene bg cafe interior ← Cafe Scene
    play music "audio/soft_cafe_music.mp3" volume 0.5
    "A few minutes go by as you sit and stare at the hot chocolate in front of you going cold. You try to distract yourself from the fact that Elijah is late once again."
    "Looking around you see all the puffy pastries just waiting on the side wishing they were in your belly right now, some cute little jellyfish lights which look so magical and..."
    play sound "audio/phone_buzzing.mp3" volume 0.5
    "Violet" "AGH! Oh no!" ← Character speaking
    "You blush hoping no one just heard you letting out that yelp. You look down to see messages from Elijah."
    "Elijah" "Heyyyy so don't hate me but I'm not coming. Insteadddd I've set you up on a blind date! Ya Daaaaa! Anyways STAY WHERE YOU ARE! love ya <3"
    play sound "audio/sigh.mp3" volume 0.6 ← audio
    "Violet" "Why Eli?????"
    "As you debate whether or not to leave the cafe you hear a voice..." → narrative
    play sound "audio/footsteps.mp3" volume 0.8
```

Playtest Screenshots



Helpful Videos

<https://youtu.be/C3Ldd-5PKCw> = Ren'Py tutorial for beginners

Went Well

-Team work- Our team have been very good at communicating which allowed the process to run a lot more smoothly

-Branching dialogue- Because the code is text based it is easy to implement dialogue and even optional choices.

-Importing assets- It was easy enough to import assets as Ren'Py has built in files for images, audio and UI.

-Implementing Audio- Similar to dialogue, the code for audio is text based making it easier to alter the volume in the script.

Challenges

-Learning a new coding language- I had never used Python before so having to learn a different language was quite difficult for me.

-Scaling assets- To scale assets it's all in the code rather than on-screen which took time to adjust to.

-Customising UI- Similar to scaling assets, to change simple things such as text size and font, it's all done in the script.

Next Steps:

- Fix any bugs found in the script
- Start implementing Violet's Bedroom and cafe exterior scenes
- Import finalised UI

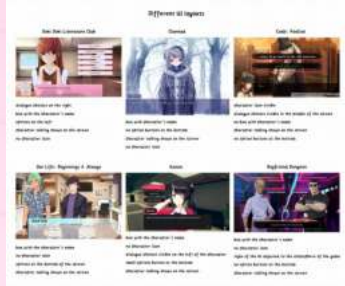


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Maja - Mechanics & UI Designer

Early UI Concepts

UI Design Process So Far



UI Research

Option Screen Concept



After playtest & adjusting to other in-game backgrounds



Successes

Clear communication allowing us to solve problems efficiently

Achieved cohesive art style together with the other artists in the team

Learned to adapt to changes introduced by my teammates

After feedback from the team & with the new colour palette

Challenges

Time management

A little bit of technical difficulties

What next?

Programme heart meter

Programme UI buttons

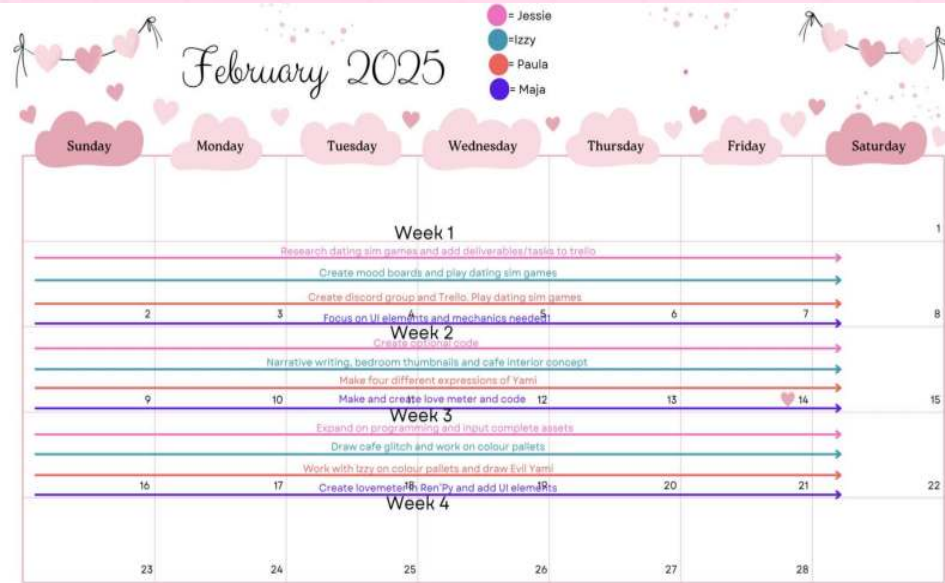
Design UI for the options menu

Design UI for mobile

Next

Summary

Our Timeline from the past 8 weeks



Here is what we've been able to achieve over the past 8 weeks, as a team we have communicated well and are on track to have a full polished game, being on track has also allowed us to begin adding in extra additions to the game to really give it that extra boost.



Thank You

From team Violet's Dates

Questions?