

Creating Visual Novels

Presented by
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(AKA Kinjo Goldbar)



Who Am I?

- Leader of indie game group Goldbar Games
- Experience making games since 2006
- Favorite Game Genre: Mystery/Puzzle
- Favorite Video Game: Super Mario 64

- When the Seacats Cry
- The Misadventures of Detective Butler
- Witch Doctor Kaneko



What Are Visual Novels?



- “An interactive fiction game, featuring mostly static graphics, most often using anime-style art or occasionally live-action stills (and sometimes video footage).” –Wikipedia
- Text-heavy storytelling through a video game medium
- Visual novels have four main components: programming, writing, graphics, and sound

VN Terminology



- OELVN (Original English Language Visual Novel) -> EVN
- Bishoujo games (BxG) and Otome games (GxB)
- Yaoi games (BxB) and Yuri games (GxG)
- Character Routes
- Kinetic Novels

Clannad



ld bar

games

Fate/Stay Night

id bar

games

"Heh, a bowman trying to be a
swordsman——!"

Lancer's lance flies.

As if to finish Archer off, the lance moves
faster and faster. ➡



Umineko no **Naku** Koro ni



idbar

games

Phoenix Wright



ナルホド

さあ！

見せてもらいましょう！

Dangan Ronpa



Katawa Shoujo

id bar

games



Lilly taking my side feels oddly comforting so I decide to back her up too.

Juniper's Knot

l d b a r


g a m e s



Long Live the Queen


id bar


games



Week 23 - Morning

20: As the person of highest rank within the domain, no one may sit at any formal event unless you give them permission, and no one must ever turn their back on you. If they do, you are intended to recognise the insult.

Court Manners
28.05  Increased by 18.05

 **Bonus: Lonely**

Detective Butler



Cecila

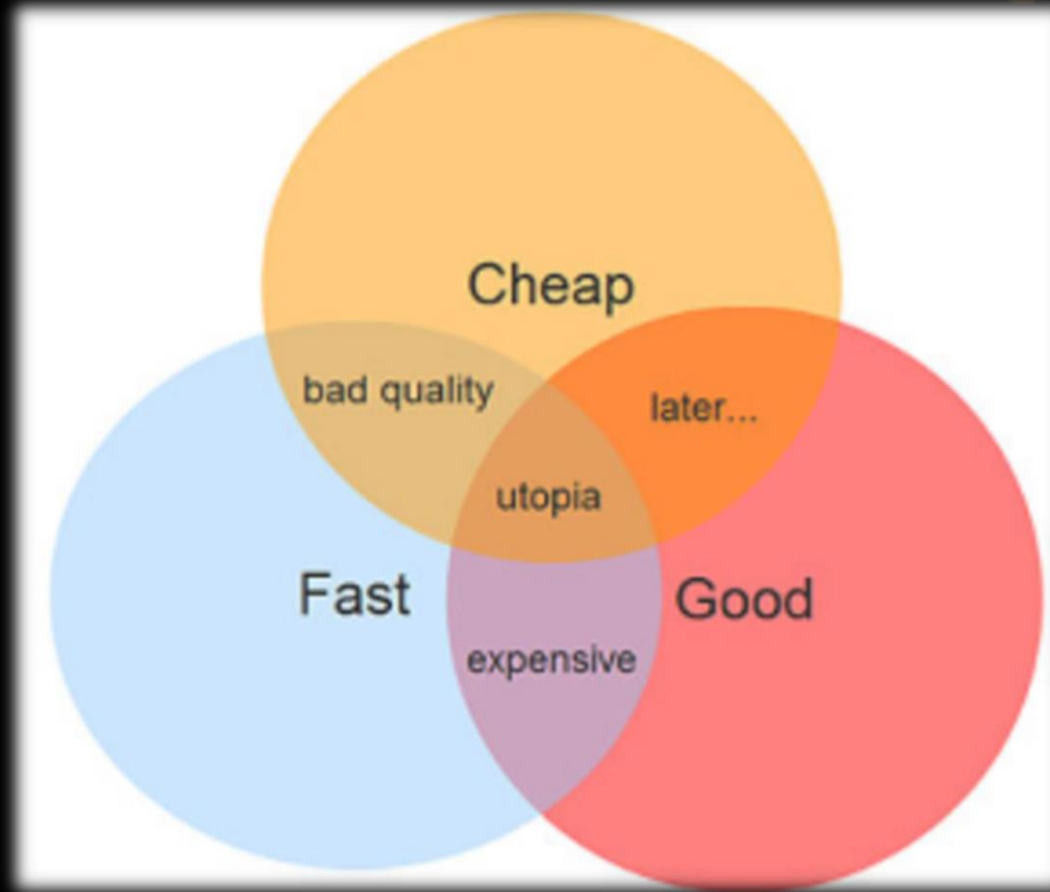
"That's what they all say. Then you have bad things happen to you, and all you can think is 'they exist'!" 📄

Project Planning



- Start with a small scope
- Play to your strengths and style
- Be prepared to work a lot
- Keep practicing to improve
- Don't be afraid to ask for help
- Remember to have fun!

Should I Work With A Team?



How and Where To Find Teammates



Lemma Soft Forums

Supporting creators of visual novels and story-based games since 2003.
NaNoRenO 2015 starts in 0 days, 22:54:21.

Visit our new games list, blog aggregator, IRC, and wiki.
Activation problem? Email pytom@bishoujo.us.

Logout [Kinjo] 0 new messages

FAQ Search Members User Control Panel

Last visit was: Fri Feb 27, 2015 9:47 pm

It is currently Sat Feb 28, 2015 1:04 am

[View unanswered posts](#) | [View active topics](#)

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[Board index](#)

All times are UTC - 6 hours

Mark forums read				
Forum		Topics	Posts	Last post
	Welcome! New here? Be sure to read these important posts, and then sign our guestbook .	4	3859	Fri Feb 27, 2015 5:35 am Melorice ➔
	General Discussion Forum organization and occasional community-building.	2007	41016	Sat Feb 28, 2015 12:36 am Sky Bear Games ➔
Player's Pavillion				
	Completed Games Finished games are posted here, once they've been tested and are ready for wide release. Subforums: Group Plays , Walkthroughs	1088	29880	Fri Feb 27, 2015 11:18 pm iusername ➔
	Completed Adult Games Finished adult games are posted here, once they've been tested and are ready for wide release.	65	1224	Sun Feb 22, 2015 10:07 pm Wide Mouth Ink ➔
	Works in Progress A place for game announcements, and for people to discuss games being made. Subforum: Ideas	3061	66771	Sat Feb 28, 2015 12:10 am Mad Harlequin ➔
	WiP: NaNoRenO NaNoRenO is an event where creators make a game from scratch during the month of March.	202	3142	Thu Feb 19, 2015 6:22 pm fleet ➔
Creator's Corner				
	Creator Discussion A place to discuss things that aren't specific to any one creator or game.	3100	47660	Sat Feb 28, 2015 12:51 am Rozume ➔
	Recruitment & Services Offered For recruitment of team members to help create visual novels and story-based games, and for people who want to offer their services to create the same.	2541	18575	Sat Feb 28, 2015 12:10 am Anne ➔
	Donor & Beta Testing			

Writing



- Consider the best medium for your story
- Begin with a flexible outline
- Start small and do not be afraid to cut content
- Edit and revise your scripts often
- Keep team members updated on the latest version

Choices and Branching



- Writing stories is writing about the conflicts of characters
- How do the player's choices affect the characters in the story?
- Are the consequences short-term or long-term?
- What can the player gain from repeated play-throughs?

Programming



- The process of making your story into a video game
- Programming is the cornerstone of a visual novel
- Use it to bring your story to life – make it stand out!
- Pick a game engine suited to your skill and requirements

Ren'Py

- Python-based scripting language
- Most popular engine for English VNs
 - Katawa Shoujo, Dysfunctional Systems
- Easy learning curve
 - Comes with most visual novel features already coded
 - Designed with non-programmers in mind
- Can export to Windows, Mac, Linux, Android
- Large and active support user-base (Lemmasoft Forums)




```
71 # The game starts here.
72 #begin start
73 label start:
74
75     #end start
76     scene bg washington
77     show eileen vhappy
78     with dissolve
79
80     # Start the background music playing.
81     play music "sunflower-slow-drag.ogg"
82
83     window show
84
85     e "Hi! My name is Eileen, and I'd like to welcome you to the Ren'Py tutorial."
86
87     show eileen happy
88
89     e "In this tutorial, we'll teach you the basics of Ren'Py, so you can make games of your own."
90
91     $ tutorials_adjustment = ui.adjustment()
92     $ tutorials_first_time = True
93
94     while True:
95         show eileen happy at left
96         with move
97
98         if tutorials_first_time:
99             $ e(_("What would you like to see?"), interact=False)
100         else:
101             $ e(_("Is there anything else you'd like to see?"), interact=False)
102
103         $ tutorials_first_time = False
104
105         call screen tutorials(adj=tutorials_adjustment)
```

ONScripter

- Assembly-like scripting language
- Mostly used for older Japanese VNs
 - Fate/Stay Night, Umineko
- Primarily Windows-based, but can be modified to work on Mac, Linux, and Android
- Very small user-base, but good documentation

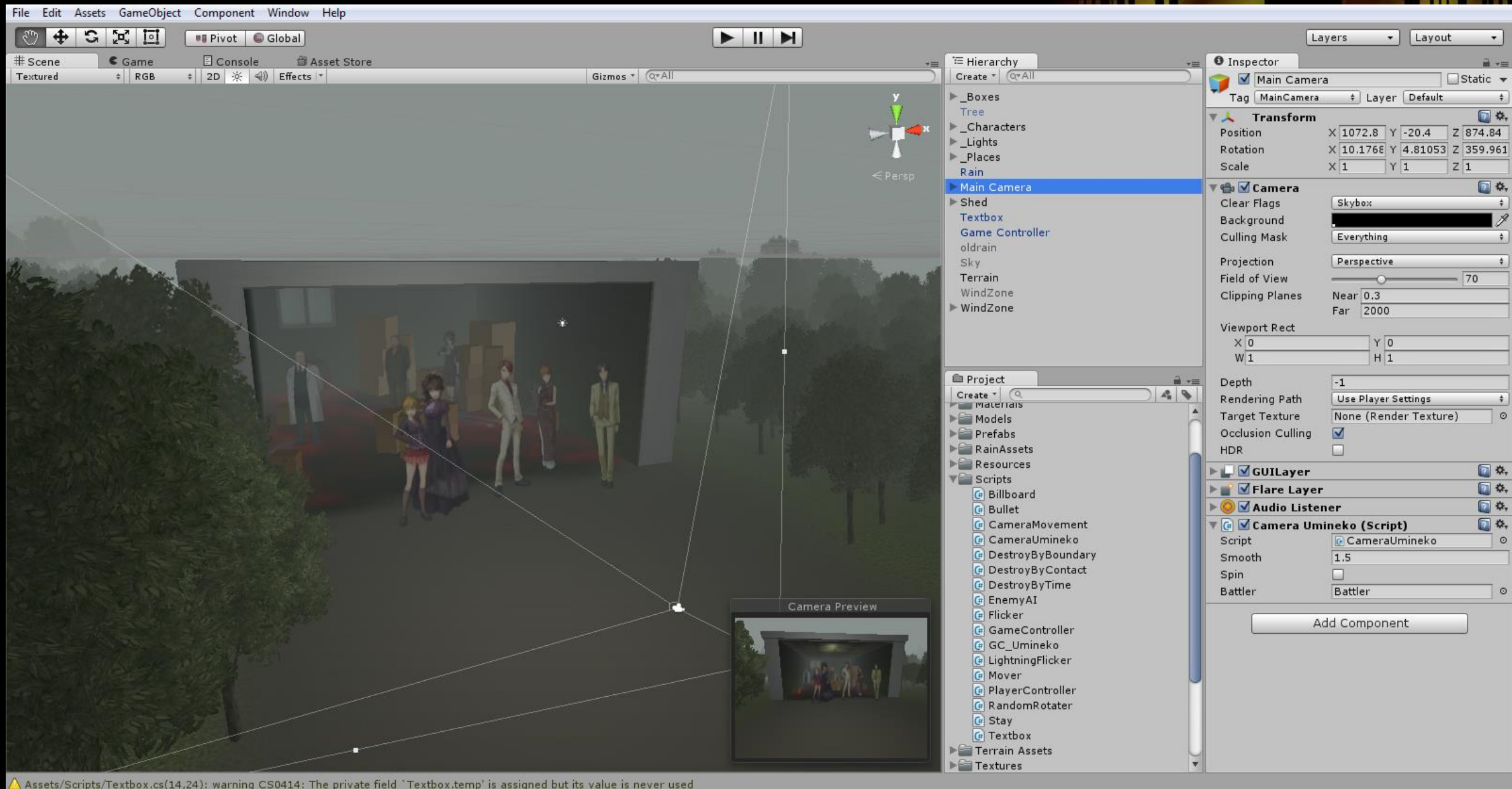


59400 *umi7_1
59401
59402 mov %play_scene,50370
59403 wait 2000
59404
59405 bg oct_4_1986,22
59406
59407 wait 5000
59408
59409 bg black,22
59410 bgm1 2
59411
59412 bg ship_s1b,6
59413 ld c,but_aserual,6
59414 "Ah, we're finally on land!`@` For a while, I thought I was gonna fall!`@`
59415
59416 bg ship_s1a,24
59417 ld l,kir_waraia1,24
59418 "Battler-kun, let's go.`@` We can't have the rest of the island waiting for
59419 ld r,rud_waraia1, 24
59420 "Yeah, the rest of the brats are already on the beach, aren't they?`@` You

Unity

- Professional software used in game industry
- Designed for making any kind of game
- C# or Javascript programming required
 - You will need to program VN elements yourself
 - Unless you use something like Fungus
- Can export to all platforms and devices, including web pages
- Large and active community for support
- Pro version is costly but not necessary







Other Game Engines

- Visual Novelty
- TyranoBuilder
- BASSNovel
- Cloud Novel
- Twine
- KiriKiri
- Game Maker
- RPG Maker



Commonly Used Drawing Tools

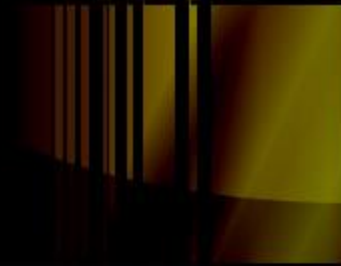


- Drawing Tablet and Pen
- Paint Tool SAI
- Adobe Photoshop
- Public Domain Sprites and Pictures

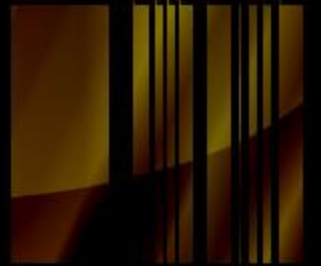
Drawing Sprites



Backgrounds

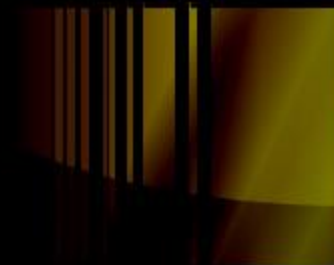


bar



games

Event CGs



bar



games



Graphical User Interface



Music and Sound Resources



- Audio Creation and Editing Tools
 - Audacity
 - FL Studio
 - GarageBand
 - Mixcraft
 - Reason
 - Magix Music Maker
- Royalty free music
 - Incompetech.com
 - Jamendo.com
- Royalty free sounds
 - Freesound.org

Music, Sound, and Voices



- Decide on a music style that fits the mood of each scene
- Play sound effects when the script calls for it
- Voice acting is optional but can add to immersion (if done well)

Opening Videos and Animation

- Entirely optional due to costs but looks professional
- Sets the tone for your game and leaves a first impression
- Designed to market your game and get downloads
- Adobe After Effects and Sony Vegas recommended





Testing Your Game

- Send your game to a variety of testers
- Test as many operating systems as possible
- Fix any coding bugs, crashes, and glitches
- Proofread your script for mistakes
- Play it all one last time before releasing it



Q&A

Thank you!

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