

(From Writing to Programming, and
everything in between)

VN Development Pipeline

Start



Visual;Conference

My role:

- 🐾 Writing
- 🐾 Marketing
- 🐾 Ren'Py
- 🐾 PM

About me:

- 🐾 Make stuff
- 🐾 Day job + game dev

Twitter: @quill_studios

Website:

quill-studios.com



Visual;Conference



A Summer With The
Shiba Inu 

Management

Writing

Assets

Programming



Visual;Conference

Management

Writing



Visual; Conference

If I could go bark in time,
I would tell myself:

Finish your
Dogdamn story
script first!

Why???



Visual; Conference

Writing

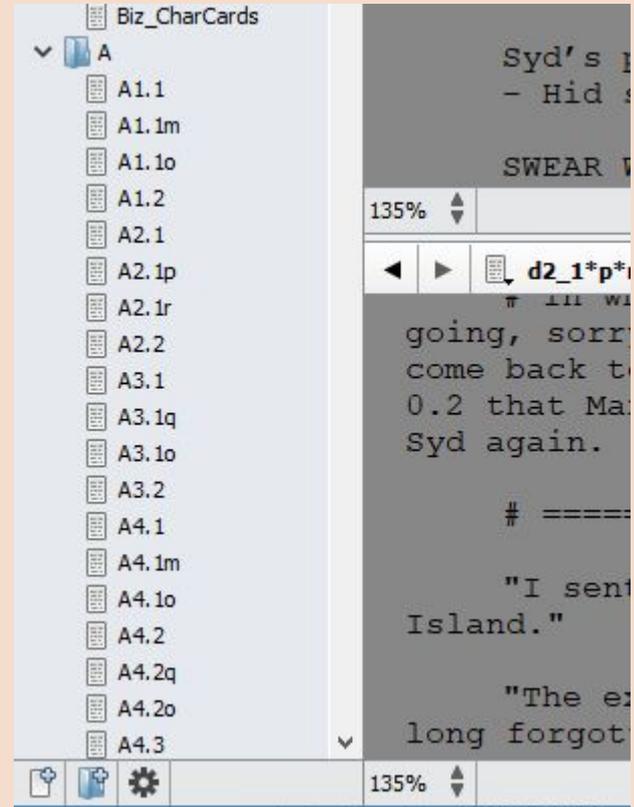
- Character expressions
- CG moments (don't just think it, write it out)
- BG moments
- Music moments
- Choices and branches - labeling system



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Having the draft parts in diff documents saved me from breakdown many times.

I previously wrote in google docs and kept scrolling up and down.



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Writing

Demo: Things you can do as a writer to help your programmer

Some of these things might seem obvious, but I was jack of all trades master of none before, so I really learned a lot!



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Management

Writing

Assets



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Assets

- Budgeting
- Art
- Music
- GUI
- Demo: paint . net for basic stuff



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Management

Writing

Assets

Programming



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Programming

- Demo: Let's see how writing translates to code!



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Programming

- Demo: Let's see how writing translates to code!
- Show screens, stuff to comment out



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Programming

- Demo: Let's see how writing translates to code!
- Show screens, stuff to comment out
- Don't feel intimidated, this will allow non-programmer roles to see what can be added to the game (writers can work in interesting ways to interact)



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Programming

- Demo: Let's see how writing translates to code!
- Show screens, stuff to comment out
- Don't feel intimidated, this will allow non-programmer roles to see what can be added to the game (writers can work in interesting ways to interact)
- Ren'Py Discord (Tom is the best!)



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Programming

- Script itself
- Branches and Labeling
- UI
- Effects (transitions, scene direction)
- Please use git (if you're a programmer)
- Everything under the dogdamn sun



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Programming

- Splash screen (pretttyyy)
- Menus, screens, gallery, credits...
- Custom Positions definition
- Image definition: bgs/cgs, sprites
 - Bg: crop it to screen size (asked a lot)
 - Sprites: recommend slightly larger



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It's not always evident what to do.

I went in blind...



Visual;Conference



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Visual; Conference



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Visual;Conference



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Visual;Conference



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Management



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How to keep self on track

- 🐾 80/20 rule
- 🐾 Pomodoro (timed breaks)
- 🐾 Weekly meeting to see what's ahead
- 🐾 Important: inputs more important than "outputs"



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Vertical Slicing

- 🐾 Tie all the assets up together
- 🐾 Good opportunity to figure out what's good/bad
- 🐾 Took longer than expected (which should be expected by now)



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Extras: Marketing

- 🐾 Managed Twitter @quill_studios
- 🐾 Manage website, email list (?)
- 🐾 Show game @ Conferences (Local Toronto shows)



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What would I improve next time?!

- 🐾 Spend more time managing self
- 🐾 Seriously finish writing the story first?



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Thank you!
Questions?



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Contact:

Twitter: @quill_studios

Website: quill-studios.com

Demo: <https://quill-studios.itch.io/aswtsi-demo>



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