





# THE CUBE

**Genre:** visual novel, 2D, story-rich, casual gameplay  
**Platform:** PC only (currently)

The Cube is about a guy called X who moved with his girlfriend Y to a new house, after settling in, X visited the room on the ceiling where he saw a bright light coming out of a box, out of curiosity X checked it out and found a mysterious cube that sent him to another dimension (inside the cube). Therefore, X woke up in a desert facing 3 doors.

These 3 doors leads to three different world in which one of them is a dead end option. The two other worlds shows duality since once is red which reflects fire and warmness and the other worlds is snowy and white, extremely very cold.

X's mission is to get back home, but that will cost him different journeys.

the approach of this game is combining Sci-Fi with the trending world issues since the red world is an interpretation of our world in the future, when global warming's impact will make planet earth unlivable.

**Target audience:** The casual difficulty allows a wide range of possible players, but this is mostly aimed at teens and young adults with interest in science fiction, sustainability, and/or “make-your-own-choices” type of story games.

# Summary of the game / WWHW

**REASONING FOR THE IDEA - WHY?:** The game was born from this year's FGJ theme - duality. You make both good and bad choices in your life, and yet your story still continues; we all have more than one side to us. Another element that we were interested in was the science fiction genre and a message calling for sustainability; as such, the game also involves themes belonging to a dystopian future. These themes interest a lot of people due to the current state of the world - but we wanted to allow them to be able to explore them at a leisurely phase, e.g. in a visual novel. The visual novel genre was also very possible for first-time game jammers to succeed in, while offering enough challenge for us all with the right tasks.

**WHAT IT IS:** The game is a science fiction visual novel about a young man that falls into unknown worlds in a mystical way. The game is easy to play but stimulates your mind as a story. Different endings can be explored, and your choices change the events of the story - your choices affect the ending you'll get. Some endings can vary from serious to almost funny.

**HOW IT WORKS:** The player follows a voice-acted story, where they must make choices of how to proceed by pressing the button with the path that they desire to take. The story characters and backgrounds are shown as visual assets (visual novel). The player may explore the multiple endings of the story, by playing the story or parts of the story again and again; some of the endings are good, and some of them bad.

**The WAU effect:** The story-driven aspect; if you are curious of this story and different endings, you'll be willing to play this. The artistic assets give value to the game, and may attract those with a liking of digital arts.

# The game's future

## Early in 2022:

- Fixes to known issues from FGJ; e.g. adding *full* voice acting, all existing assets implemented, resolution issue fixed
- Cleanup and fine tuning details that we had no time for in FGJ
- Some art and design assets tuned or fixed to fit the game better

## Mid-2022:

- Development for new planned features: saving, achievements and/or progress tracking
- Story is lengthened, more endings added - new assets for these stories are also added
- “Marketing” considered: while this is not a commercial game product, which platforms would suit our game the best, and how should be describe it there, what graphics or media are needed for these platforms

## Vision for late 2022 or early 2023:

- The game has all intended parts and is more fine-tuned: including a longer story with more endings, cleaned up visuals, and a saving and progress tracking function.



# Tools, techniques, methods

## **Technical and programming:**

**Tools:** Unity, Visual Studio

## **Methods and techniques used:**

Coding was mainly done via C# programming language in Visual Studio and the game itself was created using UI tools built in in Unity.

## **Project-related:**

**Tools:** Discord, documentation tools (e.g. Word, Excel)

## **Methods and techniques used:**

Agile influences; project timing split into half-day “sprints”. Project communication continuously on discord calls, plus regular checks and meet-ups, etc.



# Tools, techniques, methods continued...

## **Media:**

### **2D Visual Novel Backgrounds:**

ibisPaint X. Delivered to the game as png.

### **2D Visual Novel Characters:**

Adobe Creative Cloud tools; Illustrator and Photoshop. Concept art made first. .PSD file type used originally for character portraits.

### **UI elements:**

Adobe Creative Cloud tools: XD and Illustrator used. Assets were turned into vector graphics. The plan is saved as a picture to visually portray the usage of UI assets in an accessible format; assets themselves were packed to be imported into Unity.

### **Audio engineering:**

Adobe Creative Cloud tools: Audition used for editing. Sounds recorded on a keyboard. Composing done experimentally on keyboard, mixing different instrument presets.

### **Voice acting:**

Microsoft's basic voice recorder software and average consumer microphone.



# Screenshots of the results



# High & Low times of FGJ 2022

## High:

- We have successfully created a functional game in a very limited time in what was many member's first game jam
- The team exceeded the expectations that were imposed on them in other regards as well: the only team that was not formed before the event, consisting of total strangers from very different backgrounds, many with little to no experience or context
- The team learned multiple new skills in a shockingly short time, and got a better understanding of the games industry by working and by being accompanied by a real game studio team, who presented their work and history
- Co-design sessions for the game (and the free food) was a pleasant and positive experience

## Low:

- We would have needed at least two programmers (instead of 1) to create a more complex game and work on many other additional ideas that we originally had, e.g. color-changing aspects of the environment according to the choices, more complex points systems for morality and other choice statistics, etc.
  - The resolution issue and UI bugs can be fixed now, but caused initially great difficulties and development pains during the game jam
- Some voice acting is missing
- The story had to be cut down, and some assets did not have time to be implemented







# Learning reflection

- Completed: a functional visual novel game with basic UI, some voice acting, 2D graphics, all bare necessary functions for playing, and a story with 5 possible endings.  
Missing: Resolution issue not fixed yet, some created assets were not implemented due to time limits, not all voice acting was recorded yet, saving and progress-tracking are not in the game yet.
- Team gained a more realistic idea of the game industry and game development: insider information from other teams, plus seeing the variety of skills and enormous amount of work and knowledge it requires
- The importance of team building and how the productivity can be enhanced when the social aspect works well enough - our team got together well, even though we were total strangers.
- Learned skills:
  - Ammy learned management skills and a whole lot about sound engineering. He is happy with presenting some of the newly made amateur sound effects, and somewhat displeased with the old UI's quality.
  - Ultrablitz learned how to write a multiple choice story for a game as well as working in a multicultural team atmosphere which embarrassed my communication skills and allowed me to exploit my soft skills in a team work.
  - J44karhunen learned how to use UI tools in unity and how to implement dialogue boxes and animations in Unity. Also more in-depth object oriented programming was a valuable thing to learn during the project. Animating diallque boxes to pop up via button press was a challenge.
  - Taisiia learned how to create backgrounds for computer game. She also learned more information about image formats for computer games. So, practiced and improved social skills in teamwork. And also, she improved time-management.

# Challenges

- Our main challenges involved teaming up with absolute strangers with very varying skill levels in different disciplines. This was solved by aiming for a game that is suitable for first-timers, and allows you to try out new skills in a supportive environment. This gives the chance for non-first timers to also try out new skills, which do pose them more challenges than usual and known tasks.
  - The Unity engine's 2D functionality was new to the programmer J44karhunen.
  - Ultrablitz had no previous game development skills or background.
  - Management and audio engineering are new for Ammy.
  - Taiisia had no access to Adobe products.
- A significant challenge was also **the very short time limit**, which posed many limitations for our learning process. As such, new skills could be acquired at a rapid rate but they could not be developed very far; this must be continued after the jam.
  - Many members had also other school-related activities to attend to at the same time, or were inadequately rested before the event due to exams



# Next steps

- Rebuilding the game to fix the resolution issue and implementing all media that was created during the jam
- Add the save function and progress-tracking, maybe achievements
- Updated UI design and assets
- Full voice acting
- File type renewals to increase quality (possibly)
- Marketing
- New backgrounds
- New story added; new assets accompanying the story added → game has more content and is longer, has new endings



# Next steps: timeline

March-July 2022; “Creating new”

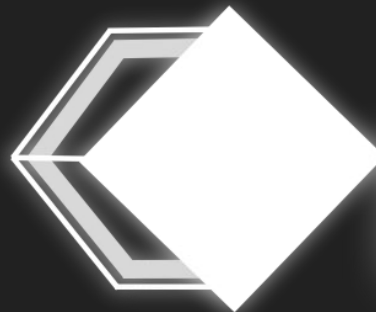
- New story and related asset creation starts
- Implementing saving and progress-tracking
- Implementing renewed and new assets
- Marketing planning

February 2022; “Fixing”

- Rebuilding (to fix resolution issues)
- UI redesigns
- New backgrounds
- File type renewals
- Missing parts of voice acting continued and processed

August 2022; “Re-launch”

- New story launched to game, new launch for the game
- “Marketing updates”
- Game added to new platforms



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