



# Team Doors

Our plan was to create a game based on this year's FGJ theme: Duality. We all make choices in our lives - both good and bad - and these choices, while they may seem simple at first, lead to a large variety of effects. As such, the duality of these choices births worlds and possibilities much larger than just two simple good and bad endings. Other significant factors were our interest in science fiction, as well as the goal to somehow promote sustainability within our game themes - as such, a science fiction visual novel about a mystical object that throws our main character into different worlds, where he can see the dystopian future as well, was born. The game should have multiple choices, and these choices should matter and lead to varied consequences and endings.

The target audience for our game are teens and young adults, who are interested in story-heavy games or visual novels, and like adventures, science fiction themes or sustainability. The game is easy to play and could be played by nearly anyone regardless of their skill level in games, ideally.

## **M1: Ultrablitz**

- Writer and Storyteller
- Voice actor

## **M2: J44karhunen**

- Programmer
- "The idea man"

## **M3: Taiisia**

- Talented artist
- And a designer, tester, everything

## **M4: Ammy**

- First-time Game Jam Manager
- Does arts and design as well

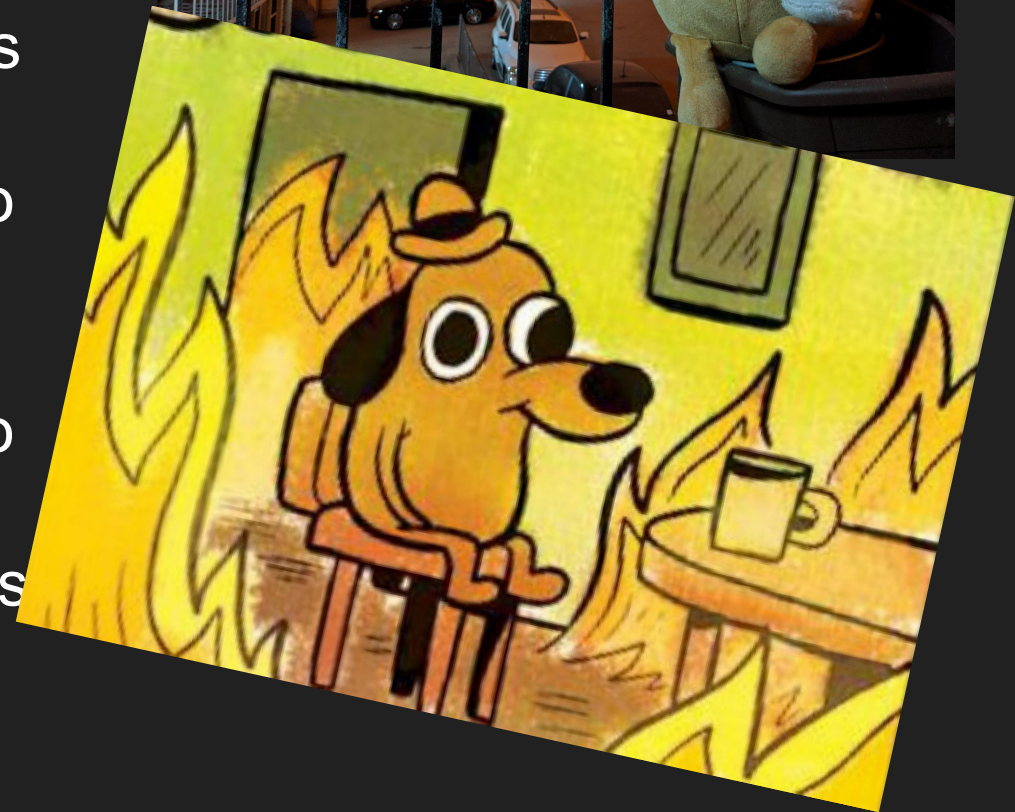
# M1: Ultrablitz

Writer, storyteller, voice actor

I am Ultrablitz and i have no prior experience in the field, that's why i have been given the story teller role, which was fun and interesting.

To improve the quality of this role, some skills assets are required such as a sense of imagination and reading books or watching movies, in my case video games provided me with inspiration.

I struggled at first since i have never done this job but with the help of the other members i managed to write the main part of the story, it was challenging because the story contained many ideas and options that needed to be canalized.





## M2: J44karhunen

Programmer, slayer of Unity, “the idea man”

I am J44karhunen and I worked as the programmer of our team. My tasks were mainly focused around the implementation of art and story in to the Unity software as well as creating a framework for the game in said environment.

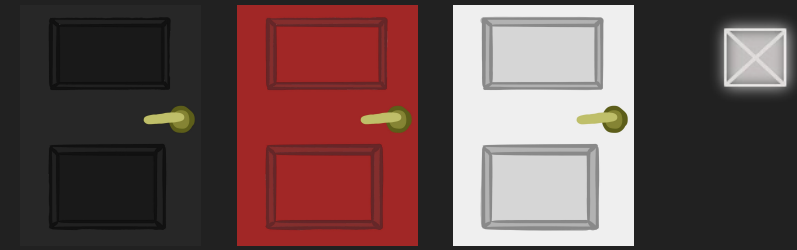
I have a long way to go when it comes to animating and coding using unitys UI tools. Also a more in-depth knowledge of C# programming will be needed to succeed in my role.

I were a first time jammer and possessed very limited skills for programming from the start. I also were not very familiar with the creation of an 2d game so that was a real challenge.



# M3:Taisiia

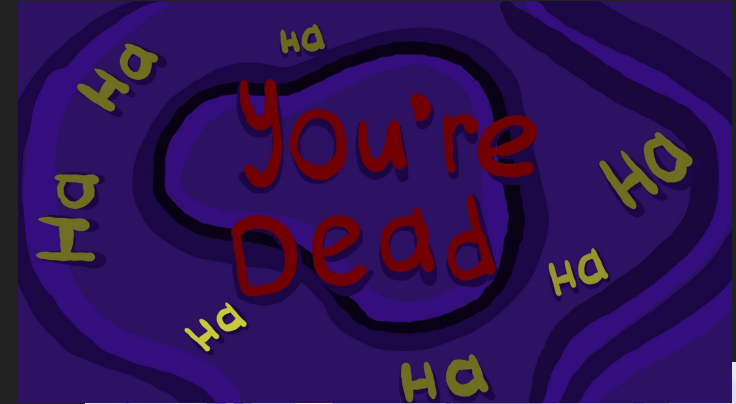
Artist, designer, tester, jack-of-all-trades



I am Taisiia. I worked in this team as a designer and background artist. I tried to apply all my skills in this area, also I listened to the wishes of other members in my team.

I participated in FGJ Jam event for first time in my life and it it was an interesting and useful experience for me.

I guess I improved my social and artistic skills because of this event. And also, I think I made my time-management better a little. but because of i was doing it for first time, I was excited and a little bit nervous to do my work properly and in time.

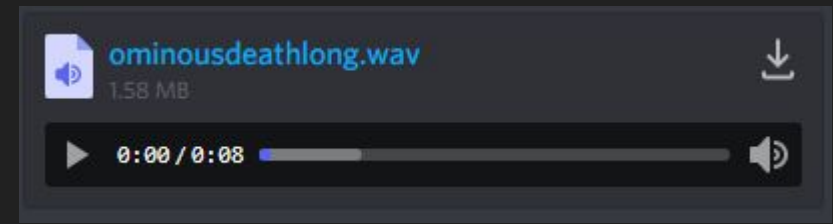


## M4: Ammy (Aksu)

Project manager, art, UI, sound engineering

Aksu has previously attended game jams as an artist, but has never done audio engineering. He has also never tried managing a project in a game jam, but had been reading about some attempts at applying agile practices in hackathons during his studies. These two skills (management and audio engineering) went through the most evolution during the jam. I have never opened Audition myself before, and the learning curve was rather steep in this area - however, the learning process was very pleasant even if time-consuming.

- Has a background in media engineering and traditional painting, and as such wanted to take part in concept art and the “visual novel” portraits.
- Much time was not left for the UI’s further development after the first draft as I had to multitask a lot, but as the UI ended up mis-matching the rest of the current visuals it needs to be redone.



## BONUS!

M5: Sasha

Ammy's dog, voice actor for "the monster"

- This member is unable to write their description themselves.
- She is a 7-year-old female, mixed breed, medium size dog

This member provided voice acting for the game. This voice actor required creative solutions to sound engineering. She was set up with a nature document and self-engineered microphone setup for dogs to enable voice acting. Her vocal reactions to the animals on the screen were recorded through a few episodes; the reaction time was essential to start the recordings on time when she felt like vocalizing again.

Setting up and processing non-human voice acting is an unique challenge that is discussed more in Ammy's report. She was not hurt in any way during the process; she is well-loved and cared for.





# Time use during “sprints” 1/2: technology and organization

1/2: Organisation and technology	Management and facilitation	Information gathering	Writing and dialogue tree	Programming	Testing	Organisation and “logistics”	Reporting
1: Friday evening	M4	M2	M1	M2		All	M4
2: Saturday day	M4	M2	M1	M2	M2		
3: Saturday evening	M4	M2, M3	M1	M2	M2		
4: Sunday day	M4	M2		M2	M1, M3, M4	All	All





# Time use during “sprints” 2/2: arts and design



2/2: Arts and design	Game design	Background and items art creation	Character art creation	Sound creation and editing	Voice acting	UI
1: Friday evening	All	M3				
2: Saturday day	All	M3	M4	M4		M4
3: Saturday evening	All	M3	M4	M4	M1	M3
4: Sunday day	All	M3	M4	M4		

