

Forum:[Hack Forums](#)

Thread: [AA Visual Novel Project \[Community-made VN!\]](#)

Angel Beats! - January 30, 2014, 10:13 pm

[img]<http://f.cl.ly/items/0O1L3V3Q1b3r3v2Z1V0P/projectAAVN.png>[/img]

Welcome to the beginning of a long term project, with a lofty goal of creating a half-decent free Visual Novel via our community. Anyone can help in some form, even if it includes only feedback on betas, demos, and of the such. We urge everyone to get involved, the more hands we have, the bigger and faster we can create this project!

As previously noted, this is an early-stages project dedicated to creating a Visual Novel. A Visual Novel is is an interactive fiction game, featuring mostly static graphics, most often using anime-style art or occasionally live-action stills (and sometimes video footage). They often feature "choose your own adventure" type story-lines. As the name might suggest, they resemble mixed-media novels. They are very popular in Japan, and western-made Visual Novels are starting to gain traction as well, due to the likes of projects such as ["Katawa Shoujo"](#) and ["Ripples"](#). If you are new to the art-form, I would give Ripples a try (you can play it in your browser!). While it's very simplistic, and very short (~5 minutes long), it captures the feel of a Visual Novel very, very well.

Our project will include 1-3 different paths/routes a reader can take, each with a variety of endings. This novel will not be commercial, and we are not currently taking any form of donations, so please don't ask. If we reach a point where we need to hire someone for advanced programming, CGI, et cetera, we look to find some donations, (perhaps even in the form of a kickstarter?), but that is quite a ways away, so if you have extra money, donate it elsewhere for the time being.

We are very much in PRE-PRODUCTION status. A word of the script has not even been written yet, we are still looking for writers to bounce some ideas around with, so we can finalize a plot direction.

We are mostly looking for staff right now. I will be doing most of the coding, and have already begun setting up the foundations for which we will need to create the novel, which you can find in the ongoing tech demo that showcases my production ability. Heads up for the programmers out there, we are using the Ren'Py engine, which uses the Python scripting language. If you are very familiar with Python, any added knowledge of the language can help, so please consider working with us on the program.

I've also started to gather some potential music as well. I've found a few sources of decent music that we can legally use for free. In the Tech Demo's main menu is a song that I composed and produced myself. The song that is actually in the novel once you start to read it is from on my legal music sources.

Directors
Angel Beats
Black Hole

:FULL:
Role

Directors are like the representatives of this project... While decisions about it largely come from the the community at large, the directors will make the final decision. We also manage the distribution of work, and try to create one cohesive vision for the novel.

Artists

Programmargorp

Sejskaler (vectors)

:1-3 spots open:

Role

Create drawings for characters, backgrounds, and maybe a bit of scene work. Once a draft of the script is worked out, we are really going to need some decent artists for the project to continue smoothly. We are probably going to be a tad picky about our artists, however. We can spend hours on the script, music, and programming, but without really good visuals, a lot of the work's meaning can get lost in the process, especially in the cause of Visual Novels.

Programmers

Angel Beats

crazyycast13

:1-2 spots open:

Role

Piece the game together with the Ren'Py engine (based on Python). People who know the engine and/or Python are welcome to join.

Writers

Angel Beats

Black Hole

Fox

Rakshasa

Sejskaler (consultant)

:1-3 spots open:

Role

Write the script for the Visual Novel. Must know English well. Needs to understand people, and work well with others. Any writer accepted is asked to start brainstorming. After our writers are finalized, we will do a group chat (probably on Skype) where we bounce ideas off each other, and narrow it down to a few good ones we can present to the community, where we can seek more opinions.

Sound Design

Angel Beats

GI1tch3d (feedback)

:1-2 spots open:

Role

Produces/Composes/Arranges music for the game.

Editors

Fireworks

Azsry

Programmargorp

:1-3 spots open:

Role

Edit the scripts written by the writing team. Needs to be extremely proficient in English grammar rules, and flow of speech. Needs to work well with others.

Alpha Testers

TBA when at least 25 people signup to test.

:10-15 spots available:

Role

While we won't need private testers for some time, when the day comes, the Alpha testers will get the demos first. Only respected AA members are allowed into this group.

Beta Testers

TBA when at least 25 people signup to test

:25-50 spots available:

Will be able to play the game before it comes out for a few private demos of the game. Anyone can become a beta tester, but limited spots are available. We won't need testers for some time, but still sign up to get your spot early. We will not allow more than 50 testers, perhaps even less than that.

We have no formal application form at this time, but we do have different requirements for different roles. For all of these requirements, you can post your application here or PM either me or Black Hole. It will be read regardless of where it's posted.

For artists, you must post at LEAST 3 images of either people or backdrops/scenery.

For writers, you must post at least one fictitious original work you have created.

For sound designers, you must post at least one original production.

For programmers... Just PM me. We will talk.

For editors... Just PM me or Black Hole. We will talk.

If you wish to be an Alpha OR Beta tester, simply post here saying you wish to be a tester for the game. We will determine whether or not you are fit to be an Alpha or a Beta tester based on your quality in AA.

In this section I will post public demos that anyone can play.

AAVN Proof of Concept Test v3

Currently just messing around with the engine (Ren'Py), but I've created a proof of concept demo that shows my capabilities regarding the engine thus far. It's very short, and NOT a demo of the actual game, just what I can do with the engine. I made it hone some of my abilities and to show that we actually have the means to make the novel.

The demo supports Windows, Mac, and Linux, as all of our demos and products will. Let me know if it's working for you. It's hosted on Google docs, which scans the file first before letting you download it, so it may take up to 30 seconds to start downloading, but it will start automatically. I haven't really tested out Mac or Linux installations, but they should work fine. For windows, just unzip, find AAVN Test v3.exe, and run.

Windows:

<https://docs.google.com/uc?export=download&id=0BylW5k0RgOWVUVNjbWdWakNIbkE>

Mac:

<https://docs.google.com/uc?export=download&id=0BylW5k0RgOWVMIBla1dmOXBtTzg>

Linux:

<https://docs.google.com/uc?export=download&id=0BylW5k0RgOWVRDRfSnVGTHQ5eWs>

We wish to have a decent demo of the game out by the end of 2014, and we'd love to have the novel finished by the end of Summer 2015. After we get some plot and art directions figured out, this thread will get a pretty decent overhaul, so expect that by the end of February hopefully. We may setup a Kickstarter for the project eventually, to get funds to add some professional touches on it toward the end, but the game will be released for free.

GL1TCH3D - January 30, 2014, 10:16 pm

I will apply for critic / editor since people are stupid and need to be corrected

On second thought... I hate people and probably wouldn't be so good at being a team player for editing.

I'd probably be better off just giving input on the sound bits which you can already do with me over skype

iFap - January 30, 2014, 10:20 pm

I was interested in being the applicant for the editor or just an alpha tester. I can correct words and I can spell things like rendezvous, not sure if that is enough but atleast I posted.

KinGxKeV - January 30, 2014, 10:22 pm

I'll test. My artistic skill has been lacking recently and so has my programming.

:D

Kanade Tachibana - January 30, 2014, 10:25 pm

Sign me up for a tester! I cannot contribute much to any of the other spots.

Programmargorp - January 30, 2014, 10:26 pm

I'll work on character art and possibly editing as well. Could do programming too if you're lacking people.

Tbh I can fill in writing as well, but I would prefer not to post things that I've written before.

So as requested, stuff I've drawn:

Original Design

I actually have alot more than this in my thread. Although some of them are pretty crap when I just started.

<https://hackforums.net/showthread.php?tid=3973567>

Will PM about editing role.

+Cloud - January 30, 2014, 10:30 pm

can i be an alpha tester :0 that would be kewl

Sejskaler - January 30, 2014, 10:38 pm

(Jan 30, 2014 11:26 PM)Programmargorp Wrote: [\[CITE\]](#) I'll work on character art and possibly editing as well. Could do programming too if you're lacking people.

Tbh I can fill in writing as well, but I would prefer not to post things that I've written before.

So as requested, stuff I've drawn:

Original Design

I actually have alot more than this in my thread. Although some of them are pretty crap when I just started.

<https://hackforums.net/showthread.php?tid=3973567>

Will PM about editing role.

But, can you freehand them?

I mean, it would be no good making a novel with already existing characters, also you would need to redraw them on pc, possibly vector.

I can possibly do that though, despite it taking a lot of work, but well, if the story's good I would likely help with no problem.

A problem though might be the backgrounds, I am not good with drawing fine details etc. unless I have a reference, and I usually also need a reference for drawing characters, unless it's just tracing of course ^^

Despite graphics I can also help with the plot, I am not too good with english for such a case, but taken the fact I wouldn't mind helping out with the story

Programmargorp - January 30, 2014, 10:41 pm

(Jan 30, 2014 11:38 PM)Sejskaler Wrote: [\[CITE\]](#) But, can you freehand them?

I mean, it would be no good making a novel with already existing characters, also you would need to redraw them on pc, possibly vector.

I can possibly do that though, despite it taking a lot of work, but well, if the story's good I would likely help with no problem.

A problem though might be the backgrounds, I am not good with drawing fine details etc. unless I have a reference, and I usually also need a reference for drawing characters, unless it's just tracing of course ^^

Yes. The first one is an original design without a reference at all.
I also have a few original designs in my thread which I didn't link.

Sejskaler - January 30, 2014, 10:45 pm

(Jan 30, 2014 11:41 PM)Programmargorp Wrote: [\[CITE\]](#) Yes. The first one is an original design without a reference at all.

I also have a few original designs in my thread which I didn't link.

Got ya, If you can scan, I can draw them over with no problem in a smooth vector graphic, with no problem ^^

It would take too long for me to both draw the concepts to then throw them on the pc and redraw them I would say

+Cloud - January 30, 2014, 11:21 pm

(Jan 30, 2014 11:45 PM)Sejskaler Wrote: [\[CITE\]](#) Got ya, If you can scan, I can draw them over with no problem in a smooth vector graphic, with no problem ^^

It would take too long for me to both draw the concepts to then throw them on the pc and redraw them I would say

wow much progress already o-o cant wait to ALPHAhint hint test this

voltology - January 30, 2014, 11:25 pm

If you are looking for someone to critic i would love too help used too be a huge gfx designer on youtube & other forum sites pm me .

Angel Beats! - January 31, 2014, 3:39 am

Wow, the response so far has been great guys. I fell asleep pretty much right after posting the thread last night (I was working on getting it all together from about 11:30 to almost 2 A.M. :c), so I'm glad it got a decent amount of posts overnight. Me and Black Hole will be reviewing all applications sometime today probably, so we will update the thread with all of the updated positions for everyone.

We still need some more writing talent though!

(Jan 30, 2014 11:26 PM)Programmargorp Wrote: [\[CITE\]](#) I'll work on character art and possibly editing as well. Could do programming too if you're lacking people.

Tbh I can fill in writing as well, but I would prefer not to post things that I've written before.

So as requested, stuff I've drawn:

Spoiler [\(Click to View\)](#)

Original Design

I actually have alot more than this in my thread. Although some of them are pretty crap when I just started.

<https://hackforums.net/showthread.php?tid=3973567>

Will PM about editing role.

Your our #1 contender for our first artist role so far, those are pretty decent. Thanks for the application.

(Jan 30, 2014 11:38 PM)Sejskaler Wrote: [\[CITE\]](#) But, can you freehand them?

I mean, it would be no good making a novel with already existing characters, also you would need to redraw them on pc, possibly vector.

I can possibly do that though, despite it taking a lot of work, but well, if the story's good I would likely help with no problem.

A problem though might be the backgrounds, I am not good with drawing fine details etc. unless I have a reference, and I usually also need a reference for drawing characters, unless it's just tracing of course ^^

Despite graphics I can also help with the plot, I am not too good with english for such a case, but taken the fact I wouldn't mind helping out with the storyFor backgrounds, we might take a Katawa Shoujo approach, at least for now. Don't know if you played that game, but from what I can remember, a good amount of their background were just photographs with filters on them to make them look sort of drawn.

<https://www.youtube.com/watch?v=-hV7l0p68PY>

If you just kind of skim and skip through parts of the video, it looks that a good majority of the backgrounds don't seem to be actually drawn.

In terms of helping with the plot, we could use you as a consultant, sure. Maybe you wouldn't help write the script per say, but you can join our writers chatroom, and help us develop plot direction and help determine what the story and characters will all be about.

(Jan 30, 2014 11:45 PM)Sejskaler Wrote: [\[CITE\]](#) Got ya, If you can scan, I can draw them over with no problem in a smooth vector graphic, with no problem ^^

It would take too long for me to both draw the concepts to then throw them on the pc and redraw them I would say

I can do some vector tracing as well, it's not entirely too difficult, just takes some time. But yeah, if you want to help with that, that's great, we could definitely use you.

(Jan 31, 2014 12:21 AM)+Cloud Wrote: [\[CITE\]](#) wow much progress already o-o cant wait to ALPHA hint hint test this

Still going to be a while before any sort of actual test occurs, the story hasn't been decided on yet, still waiting on getting some more writers! Hopefully we can have an alpha test done before summer starts.

+Cloud - January 31, 2014, 5:00 am

:0 you should make a chat group on skype that way everyone can input their ideas and other bits to make the perfect AAVN

Gladly - January 31, 2014, 5:32 am

This task will be a pretty large one, but I am sure it can be done with enough people collaborating. I most likely do not have the time to draw original concepts, but if any of you draw free hand I can do some vectoring/digital art. In terms of backdrops, would they be original drawings? Also you should

start investigating in terms of a soundtrack. Best of luck, private message me if I can be of any help at all.

Sejskaler - January 31, 2014, 5:41 am

(Jan 31, 2014 04:39 AM)Angel Beats! Wrote: [\[CITE\]](#) For backgrounds, we might take a Katawa Shoujo approach, at least for now. Don't know if you played that game, but from what I can remember, a good amount of their background were just photographs with filters on them to make them look sort of drawn.

<https://www.youtube.com/watch?v=-hV7l0p68PY>

If you just kind of skim and skip through parts of the video, it looks that a good majority of the backgrounds don't seem to be actually drawn.

In terms of helping with the plot, we could use you as a consultant, sure. Maybe you wouldn't help write the script per say, but you can join our writers chatroom, and help us develop plot direction and help determine what the story and characters will all be about.

I can do some vector tracing as well, it's not entirely too difficult, just takes some time. But yeah, if you want to help with that, that's great, we could definitely use you. Hm, sounds good, the filter should actually be quite easy, using a drafting filter you can make a quite fast and it would thereby take no time to make each background, it gives a good style indeed ^^

I would be happy to help with the plot in that way, sound good to me.

For the vectors, sure, it's no big deal, it just takes a lot of time, of course I might also change the character design for that matter, at times there are things I disagree on, but I would talk with the other designer about that, I am used to working with drafts etc.

Here's some of my anime related vector work;

Spoiler [\(Click to View\)](#)

Spoiler [\(Click to View\)](#)

Spoiler [\(Click to View\)](#)

Spoiler [\(Click to View\)](#)

And my current WIP:

Spoiler [\(Click to View\)](#)

Please take me into consideration for that part x3 - or any other graphic part

Programmargorp - January 31, 2014, 6:19 am

(Jan 31, 2014 06:41 AM)Sejskaler Wrote: [\[CITE\]](#) Hm, sounds good, the filter should actually be quite easy, using a drafting filter you can make a quite fast and it would thereby take no time to make each background, it gives a good style indeed ^^

I would be happy to help with the plot in that way, sound good to me.

For the vectors, sure, it's no big deal, it just takes a lot of time, of course I might also change the character design for that matter, at times there are things I disagree on, but I would talk with the other designer about that, I am used to working with drafts etc.

Here's some of my anime related vector work;

Spoiler [\(Click to View\)](#)

Spoiler [\(Click to View\)](#)

Spoiler [\(Click to View\)](#)

Spoiler ([Click to View](#))

And my current WIP:

Spoiler ([Click to View](#))

Please take me into consideration for that part x3 - or any other graphic part
Dw, I kind of suck with designing as well. Unless someone tells me exactly what the character should have as traits and how I should draw them.

Sejskaler - January 31, 2014, 6:51 am

(Jan 31, 2014 07:19 AM)Programmargorp Wrote: [\[CITE\]](#) Dw, I kind of suck with designing as well. Unless someone tells me exactly what the character should have as traits and how I should draw them.

I might actually be able to help there, the reason I do vector drawing is because small corrections are easy, and that is where I always mess up a lot of the times, so maybe I can help there :3

Black Reaper - January 31, 2014, 9:17 am

What is this?, is it some kind of game ㄟㄟ

Can you please explain it to me clearly coz my tiny couldn't understand it.

Rakshasa - January 31, 2014, 10:23 am

I'd love to help with the testing when, or rather if, it comes down to it. Seen so many projects like these end in bitter disaster it's kinda scary.

Would probably be able to help with the writing as well if needed, doubt many people in this section have played more VNs than I have. I've never actually written a full original story however, so I've got nothing to show. Not that a writing position is ever left over anyways.

Well good luck guys, hopefully you can get through the obstacles.

Angel Beats! - January 31, 2014, 11:55 am

(Jan 31, 2014 06:32 AM)Gladly Wrote: [\[CITE\]](#) This task will be a pretty large one, but I am sure it can be done with enough people collaborating. I most likely do not have the time to draw original concepts, but if any of you draw free hand I can do some vectoring/digital art. In terms of backdrops, would they be original drawings? Also you should start investigating in terms of a soundtrack. Best of luck, private message me if I can be of any help at all.

For backdrops, we will probably do photographs, with art filters over them similar to Katawa Shoujo, at least for now. Soundtrack shouldn't be too much of a hassle, I compose and produce a lot of songs in my free time, and in fact, I'm majoring in music with a concentration in music production. This is actually a decent way to build up my portfolio a bit more.

(Jan 31, 2014 06:41 AM)Sejskaler Wrote: [\[CITE\]](#) Hm, sounds good, the filter should actually be quite easy, using a drafting filter you can make a quite fast and it would thereby take no time to make each bacground, it goves a good style indeed ^^

I would be happy to help with the plot in that way, sound good to me.

For the vectors, sure, it's no big deal, it just takes a lot of time, of course I might also change the character design for that matter, at times there are things I disagree on, but I would talk with the other designer about that, I am used to working with drafts etc.

Here's some of my anime related vector work;

Spoiler ([Click to View](#))

Spoiler ([Click to View](#))

Spoiler ([Click to View](#))

Spoiler ([Click to View](#))

And my current WIP:

Spoiler ([Click to View](#))

Please take me into consideration for that part x3 - or any other graphic part

We will be starting to fill out the roster of positions today, I imagine your chances are high, although I haven't consulted with my other director quite yet.

(Jan 31, 2014 11:23 AM)Rakshasa Wrote: [\[CITE\]](#) I'd love to help with the testing when, or rather if, it comes down to it. Seen so many projects like these end in bitter disaster it's kinda scary.

Would probably be able to help with the writing as well if needed, doubt many people in this section have played more VNs than I have. I've never actually written a full original story however, so I've got nothing to show. Not that a writing position is ever left over anyways.

Well good luck guys, hopefully you can get through the obstacles.

Have you done any sort of writing at all? Even just some random prompt for English class would suffice for an application. You seem to be pretty qualified to be an Editor as well, since you know so much about how Visual Novels work, if you wanted that position.

And I take heed to your warning. Even if I have to downsize the project's ambitions, and the novel was only 5 minutes long and even if I was the only one left in the team and had to do everything myself, I would still release something, no matter how much it sucks (and if it came to that, it probably would). Although I'm hoping we can be successful, and not want to kill each other by the end of this.

(Jan 31, 2014 10:17 AM)Black Reaper Wrote: [\[CITE\]](#) What is this?, is it some kind of game ㄟㄟ

Can you please explain it to me clearly coz my tiny couldn't understand it.

It's almost like a game, but it's more like an interactive manga or anime in which you get to choose how the story plays out, as there are a lot of different choices.

Black Hole - January 31, 2014, 12:34 pm

Wow, just over 12 hours old and this thread already has 3 pages of replies :DDDDD

Currently looking for a writer or idea man to bounce some plot ideas off of, please message me or Angel Beats if you're the creative type :)

KinGxKeV - January 31, 2014, 4:02 pm

(Jan 31, 2014 01:34 PM)Black Hole Wrote: [\[CITE\]](#) Wow, just over 12 hours old and this thread already has 3 pages of replies :DDDDD

Currently looking for a writer or idea man to bounce some plot ideas off of, please message me or Angel Beats if you're the creative type :)

Needs a lot more loli. There just isn't enough

Fireworks - January 31, 2014, 9:30 pm

I can be a writer, or even a creative mind. I've read a couple of these recently and really like them. I can also do editing as well. I'm downloading the demo you posted and I'll let you know what I think in

a second.

First thing I can tell you is that the GUI is pretty bad. The buttons are really flat and lack personality, and the speech backdrop seemed to big. But yea, I would love to help any way I can. If you're interested add me on Skype. I've got another artist that we could use as well. :)

Azsry - January 31, 2014, 10:14 pm

Guess I'll sign up to be an Editor. No harm in helping out, even if I'm not very skilled in any of the other areas listed.

Black Reaper - January 31, 2014, 11:03 pm

(Jan 31, 2014 12:55 PM)Angel Beats! Wrote: [\[CITE\]](#) It's almost like a game, but it's more like an interactive manga or anime in which you get to choose how the story plays out, as there are a lot of different choices. Just played the demo and i think it was good, the game is interesting, i can't wait to see the full version.

AND

I would like to apply for Beta or Alpha Tester.

Angel Beats! - February 1, 2014, 7:13 pm

Still trying to figure out positions for everyone who's posted so far, sorry It's a pretty hectic weekend for me right now, but I got my goals of completing a decent tech demo and posting the thread done. My goals for next weekend are getting all who have posted this weekend and upcoming week into different positions, and starting to work on plot direction (hopefully having a decent gist of the story by the end of next weekend).

(Jan 31, 2014 10:30 PM)Fireworks Wrote: [\[CITE\]](#) I can be a writer, or even a creative mind. I've read a couple of these recently and really like them. I can also do editing as well. I'm downloading the demo you posted and I'll let you know what I think in a second.

First thing I can tell you is that the GUI is pretty bad. The buttons are really flat and lack personality, and the speech backdrop seemed to big. But yea, I would love to help any way I can. If you're interested add me on Skype. I've got another artist that we could use as well. :)

Like I said in the demo, and the main thread, all of the demos right now are tech Proof of Concept demos, they are meant to test function not form, so none of the graphics, text, UI, or visuals are representative of what we want to do for our VN in anyway. The tech demos are basically testing out the coding side of the project, not any of it's content. The only thing in the demos we might use was the song on the main menu, which is something I composed/produced, but only if it fits the theme of our story once that's all figured out.

But thank you for your post, the GUI were just resources the engine granted to us, but for our final product I plan on creating my own, or having someone else make one. And yea, if you've got an artist, or are interest in writing, I'll probably be getting in contact with you soon :)

King~ - February 1, 2014, 7:57 pm

I could help out with either editing or beta/alpha testing.

It's nice that you're using Ren'Py for the VN. IMO it actually works much better than some "commercial" options.

If you need any miscellaneous help with anything too, feel free to ask.

I don't know python past operators and such, but I do understand programming. Probably can't help, but who knows :)

Fox - February 1, 2014, 8:00 pm

I would love to be a writer because I also wanted to create a visual novel, but I couldn't find anyone to help me.

If I can't be a writer, then I would like to be an editor since I am very fluent in the English language.

Programmargorp - February 1, 2014, 9:49 pm

(Feb 1, 2014 08:13 PM)Angel Beats! Wrote: [\[CITE\]](#) Still trying to figure out positions for everyone who's posted so far, sorry It's a pretty hectic weekend for me right now, but I got my goals of completing a decent tech demo and posting the thread done. My goals for next weekend are getting all who have posted this weekend and upcoming week into different positions, and starting to work on plot direction (hopefully having a decent gist of the story by the end of next weekend).

Like I said in the demo, and the main thread, all of the demos right now are tech Proof of Concept demos, they are meant to test function not form, so none of the graphics, text, UI, or visuals are representative of what we want to do for our VN in anyway. The tech demos are basically testing out the coding side of the project, not any of it's content. The only thing in the demos we might use was the song on the main menu, which is something I composed/produced, but only if it fits the theme of our story once that's all figured out.

But thank you for your post, the GUI were just resources the engine granted to us, but for our final product I plan on creating my own, or having someone else make one. And yea, if you've got an artist, or are interest in writing, I'll probably be getting in contact with you soon :)

Just as a heads up. I'll be going overseas for about 2 weeks.

Unfortunately I won't have my drawing supplies, so if I get in the position of art, I won't be able to do anything for a little while.

Also, the country I'm going to is ip blocked the last time I checked, so if I don't reply then contact me over skype

+Cloud - February 7, 2014, 1:29 am

dafuq is happening to this mo'fucker

crazyycast13 - February 7, 2014, 1:44 am

While I am working on my own Java brainchild I can help out with some of the coding. I learned Python a year ago ish and the renpy engine doesn't look too difficult.

I'm in.

Black Reaper - February 7, 2014, 4:59 am

(Feb 7, 2014 02:29 AM)+Cloud Wrote: [\[CITE\]](#) dafuq is happening to this mo'fucker

It will take some time for this project to be complete,

i am pretty sure they doing their to complete it,

so have some patience bro.

Angel Beats! - February 18, 2014, 9:22 pm

I just PM'd all the non-testing staff members about their positions, gave everyone a few paragraphs of information each to touch base. The plan is to work on the story this weekend. The role list is up for now, and is subject to change. The train is still rolling, even if development did slow down for a few weeks.

crazyycast13 - April 6, 2014, 9:01 pm

I'm ing this thread because I am still interested in making this.

Programmargorp - April 7, 2014, 3:03 am

I was in an IP blocked country when I received the PM.
Is this still happening?

Elweth - April 7, 2014, 8:07 am

Nice long thread you got there, all the best!

I'm interested to be a beta tester if this project manages to go that far :D

Elfen Lied - April 7, 2014, 3:26 pm

Looks promising!

I could possibly take a programmer role but I'm not very experienced with python although I know a good amount of java and I don't think it would be too hard to pick up. I am currently spending a lot of time preparing for exams so I wouldn't be available until around July when I will have a lot of free time.

+Cloud - April 7, 2014, 10:10 pm

^Nice

also

hows the progress on this going

iMew - June 1, 2015, 12:32 pm

(Jun 1, 2015 02:02 AM)crazyycast13 Wrote: [\[CITE\]](#) I'm ing this again (over a fucking year later too) because I still would like to see something like this done.

WINK WINK NUDGE NUDGE ANIMEFANWhile something like this would indeed be a really nice project, I can't think of a lot of people here / AF that would make for good directors, which would be the biggest issue in my opinion. It takes a lot of dedication among other skills to make sure something like this doesn't die along the way (which obviously happened in this case). 4chan had a comparatively giant pool of people.

I think all of the other positions would be a lot easier to fill; I could personally help out with the programming in whatever language / engine we end up making this in since I learn programming languages rather quickly.

BlackHorizon - June 1, 2015, 1:43 pm

dude i really connected to what you said!! love u man

tweety - June 1, 2015, 2:29 pm

I was thinking bout doing this but the lack of dedication is concerning. I'll think about it.

Happeh - June 1, 2015, 2:29 pm

(Jun 1, 2015 01:20 PM)crazyycast13 Wrote: [\[CITE\]](#) I think we could pull this off if you guys make a new thread. Happeh could probably lead it and take a break from the news section, and we could see how it goes.

I'm actually semi-interested but it would only be a short VN - wouldn't mind helping write either. Maybe a few hours long at tops just as a first for everyone to get the feel.

As always it's artwork which is the hardest, there are no good artists on HF, not too a professional level anyway.

Sejskaler - June 1, 2015, 4:15 pm

(Jun 1, 2015 02:29 PM)Happeh Wrote: [\[CITE\]](#) I'm actually semi-interested but it would only be a short VN - wouldn't mind helping write either. Maybe a few hours long at tops just as a first for everyone to get the feel.

As always it's artwork which is the hardest, there are no good artists on HF, not too a professional level anyway.

Well, I am certainly sorry about that xD

Jokes aside, I do not consider myself good, but at the level of a amateur light novel, I might be able to pull it somewhat off, for the backgrounds, I can use some 3D for most part, and possibly some concept painting for bigger images.

I am good with neither.

For the characters themselves, I will possibly be able to handle it, on a level that is somewhat decent, maybe...

I am mainly working with simple styles though, so there might be a problem there.

Anyways, I am still up for the project, both writing and designing.

Happeh - June 1, 2015, 4:25 pm

(Jun 1, 2015 04:15 PM)Sejskaler Wrote: [\[CITE\]](#) Well, I am certainly sorry about that xD

Jokes aside, I do not consider myself good, but at the level of a amateur light novel, I might be able to pull it somewhat off, for the backgrounds, I can use some 3D for most part, and possibly some concept painting for bigger images.

I am good with neither.

For the characters themselves, I will possibly be able to handle it, on a level that is somewhat decent, maybe...

I am mainly working with simple styles though, so there might be a problem there.

Anyways, I am still up for the project, both writing and designing.

Haha, I don't mean to offend anyone but when you look at any VN at the level of work it is literally professional level and as much as us weebbs would love to be able to draw as such, we can't. :c

Still if we get the right posse involved we can do this... new thread?

Aiba - June 1, 2015, 4:27 pm

Good luck with your ventures, I myself also have a small VN project going

Sejskaler - June 1, 2015, 4:32 pm

(Jun 1, 2015 04:25 PM)Happeh Wrote: [\[CITE\]](#) Haha, I don't mean to offend anyone but when you look at any VN at the level of work it is literally professional level and as much as us weebbs would love to be able to draw as such, we can't. :c

Still if we get the right posse involved we can do this... new thread?

I am not offended, I was just saying that I can do some work, I can of course not work the work of a professional mangaka, and definetly not in regards to something like a visual novel, where even the professionals needs to take their time.

My style in itself is neither really too VN-esque.

I mean, this is my newest work:

Spoiler [\(Click to View\)](#)

And that would obviously need a ton of work to fit a light novel, I am working on a more painterly style though, which would be more befitting, but I am not good enough to make something professional indeed, as much as I wish I were xD

- either way, I agree with the new thread.

?????? - June 2, 2015, 2:05 am

This sounds really interesting, and I'd love to help. I can make music, although only through digital production as I don't have access to any instruments currently. If a new thread is going to be made, I'll apply there, otherwise I'll just update this post with something, or you can check my signature.

Tasemu - June 2, 2015, 2:17 am

Looking forward to seeing where this goes. Was a pretty open skeptic for the idea, but I definitely wish you guys the best of luck!

Tasemu - June 2, 2015, 3:01 am

Not happening. Way too much to do. ^^

tweety - June 2, 2015, 8:25 am

I'll make a new thread today.

Black Reaper - June 2, 2015, 8:35 am

Cant anyone tell me why was the project stopped last time

Happeh - June 2, 2015, 9:31 am

(Jun 2, 2015 08:35 AM)Black Reaper Wrote: [\[CITE\]](#) Cant anyone tell me why was the project stopped last time

Lack of push by anyone. Seems Tweety wants to lead this so hopefully he should get things going.