



Dearth

Camille Ragland

What is Dearth?

A visual novel game about the afterlife



Process - Ideation

- ✓ Ghosts
- ✓ Visual Novel Game
- ✓ Afterlife
- ✓ Everything done by myself



Process - Ideation

Created a Calender and Budget



September						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
28	29	30	31	1	2	3
4	5	6	7	8	9	10
		-Final Proposal Due		-Research Art Styles	-Research Art Styles	-Main points of Story -Sketches
11	12	13	14	15	16	17
-Main points of Story -Sketches	-Main points of Story -Choices tree -Sketches			-Research Ren'Py	-Getting Started with Ren'Py	-Choices tree -Dialogue -Sketches
18	19	20	21	22	23	24
-Choices tree -Dialogue	-Choices tree -Dialogue	-Calendar & Budget Due		-Research Ren'Py	-Hour of Code	-Choices tree -Dialogue -Coding
25	26	27	28	29	30	1
-Choices tree	-Choices tree			-Research Ren'Py	-Hour of Code	
-Dialogue	-Dialogue			-Dialogue Done	-Choices tree done	
-Coding	-Coding					

October						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
25	26	27	28	29	30	1
						-Coding -Animation -Illustration
2	3	4	5	6	7	8
-Animation -Illustration	-Animation -Illustration			-Research Brushes	Tech Advisor Meeting	-Coding -Animation -Illustration
9	10	11	12	13	14	15
-Coding -Animation -Illustration	-Coding -Animation -Illustration			-Research Garage Band	-Research Garage Band	-Coding -Animation -Illustration
16	17	18	19	20	21	22
-Coding -Animation -Illustration	-Coding -Animation -Illustration			-Research Garage Band	-Research Garage Band	-Coding -Animation -Illustration
23	24	25	26	27	28	29
-Coding -Animation -Illustration	-Animation -Illustration -Animation Done -Art Done					BREAK

November						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
28	29	1	2	3	4	5 -Coding -Recording -Mixing
6	7 -Coding -Recording -Mixing	8	9	10	11	12 -Coding -Recording -Mixing
13 -Coding -Recording -Mixing	14 -Coding -Recording -Mixing	15 -Presentation Practice	16	17	18 Tech Advisor Meeting	19 -Coding -Recording -Mixing
20 -Coding -Recording -Mixing	21 -Coding -Recording -Mixing	22	23	24 -Coding -Recording -Mixing	25 -Coding -Recording -Mixing	26 -Coding -Recording -Mixing
27 -Coding -Recording -Mixing	28 -Coding -Recording -Mixing -Coding Done -Music Done	29	30	1	2	3

Materials

Project Manager: Camille Ragland

MATERIALS					
Material	Quantity	Unit	Notes:	Unit Cost	Extended Cost
Recording Mic	1	ea	Price @ Gamestop	\$17.90	\$17.90
Headphones	1	ea	Price @ Amazon	\$9.99	\$9.99
Sketchbook	1	ea	Already Have	\$0.00	\$0.00
Pens	1	set	Already Have	\$0.00	\$0.00
Scanner	1	ea	Will use the scanners at school	\$0.00	\$0.00
Kalimba	1	ea	Price @ Amazon	\$14.99	\$14.99
Garage Band	1	ea	Free	\$0.00	\$0.00
Soprano Ukulele	1	ea	Price @ Guitar Center	\$29.99	\$29.99
Ipad	1	ea	Already Have	\$0.00	\$0.00
Apple Pencil	1	ea	Already Have	\$0.00	\$0.00
Apple Pencil Adapter	1	ea	Price @ Amazon	\$6.99	\$6.99
Laptop	1	ea	Already Have	\$0.00	\$0.00
Photoshop	1	ea	Already Have	\$0.00	\$0.00
Premiere Pro	1	ea	Already Have	\$0.00	\$0.00
Procreate	1	ea	Already Have	\$0.00	\$0.00
Procreate Brushes	3	set	Free Brushes on Gumroad Website	\$0.00	\$0.00
				Subtotal:	\$79.86
				8.875% Tax:	\$70.88
				10% Contingency:	\$7.99
				TOTAL MATERIALS:	\$158.72



Process - Ideation

- Inspiration:
 - Omori
 - Louie Zong
 - In Love with Ghosts

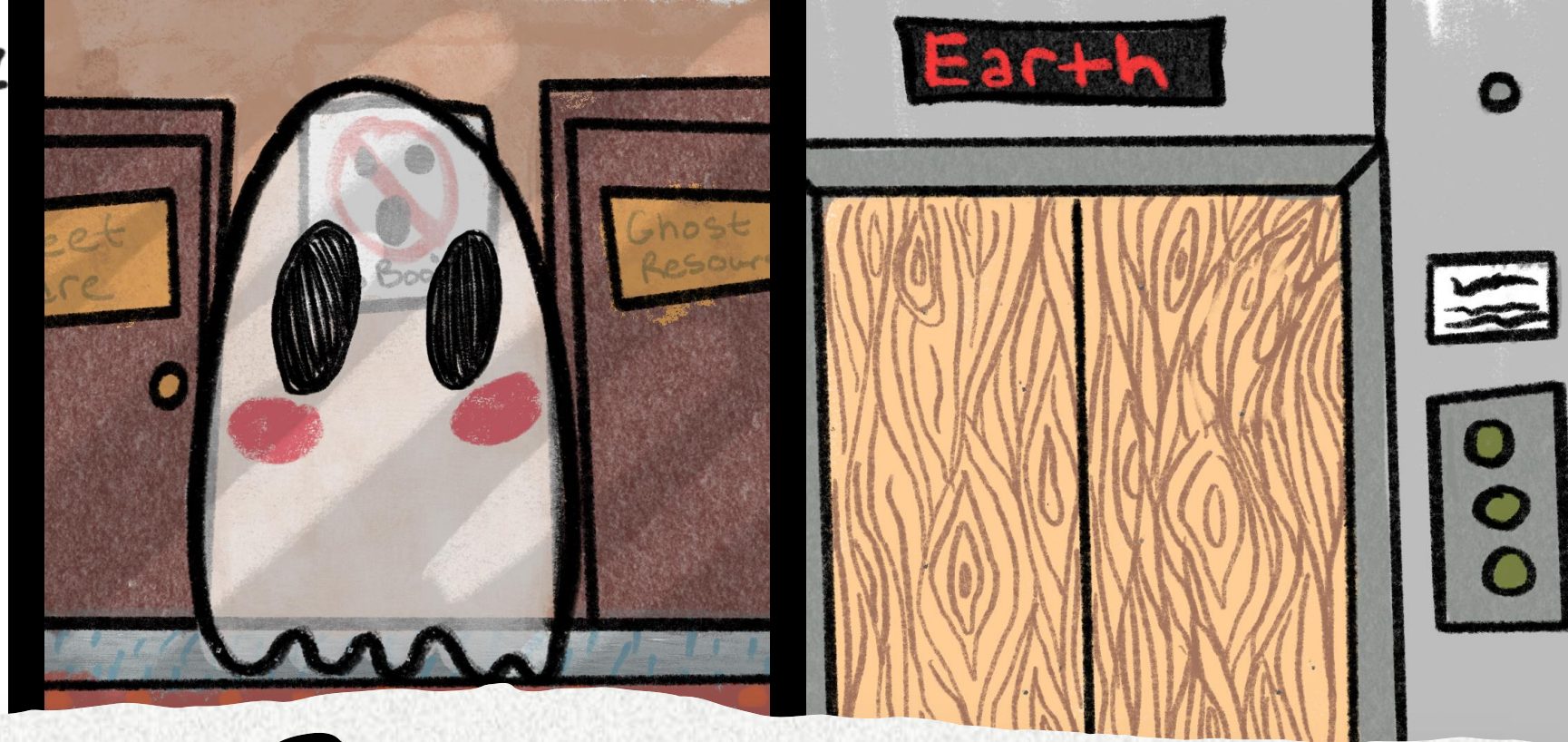


Process — Creation (Art)



- Go where my gut takes me
 - Art first
 - Created Sprites of Characters first
 - Helps create personality and allows me to write
 - Draw inspiration from biblical characters and mythology
 - Figuring out Art Style

0 1 2 3 4 5 6 7
I J K L M N O P
c d e f g h i j k
x y z í " "



Process — Creation (Art)

Process - Ideation

- My Abuela (Grandmother) Passed Caused:
 - New direction of game
 - Gave clarity on what I wanted to create on every aspect
 - Way to process the grief for myself, and for others



Process – Ideation and Creation (Art)

- I wanted to create Dearth as an afterlife
- Changed who was the ambassador for heaven to my grandma
 - Created a sprite based on her and clothes she wore the day before she passed

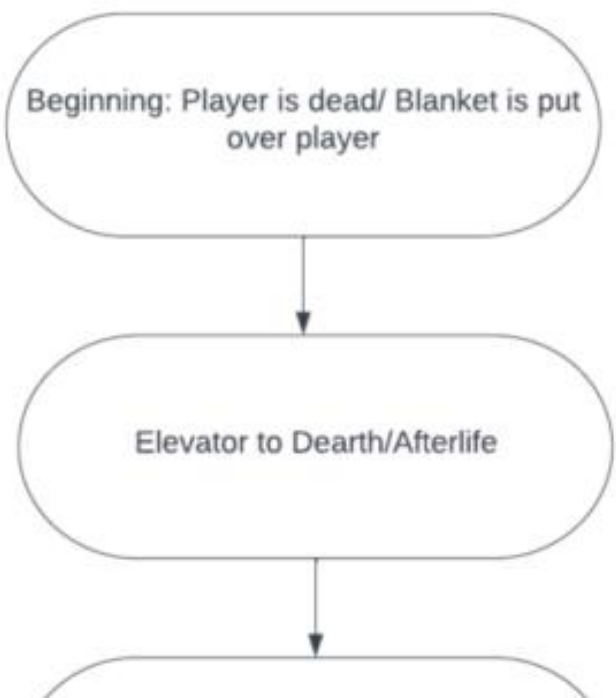




Lucrecia

Are you good with technology?

Back Skip Save Quick Save Load Menu



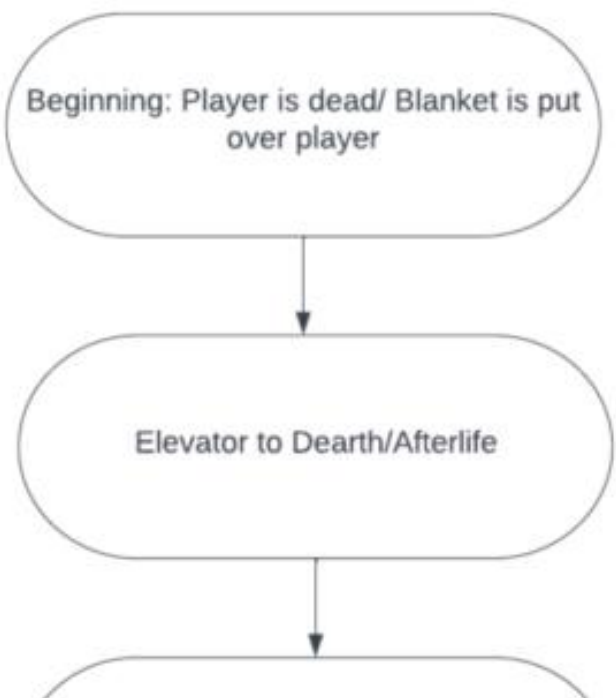
Process – Creation (Writing)

- Main Plot Points
 - Create two more characters
- Questions and Answers
 - Helped with the Dialogue
- Figure out Assets
 - Create a lot of the main art

Main Questions and Choices

1. How often do you eat in a day? (Heaven)
 - a. Once a day
 - b. Twice a day
 - c. Three times a day
 - d. I don't know, all the time maybe?
2. Have you killed a bug before? (Purgatory)
 - a. Yes
 - b. No
3. Have you stolen anything before? (Hell)
 - a. Yes
 - i. What was it?
 1. Something small
 2. Something essential
 3. I didn't mean to take it!
 4. Mind your business!
 - b. No
 - i. Are you lying?
 1. Ummm....No....
 2. Never!
 3. ...yeah
 - a. Goes to yes answer ch

Asset List	
Assets:	Checklist
Window Icon	<input type="checkbox"/>
Splash Screen	<input type="checkbox"/>
Main Menu Music	<input type="checkbox"/>
Main Menu Animation	<input type="checkbox"/>
Main Menu Font	<input type="checkbox"/>
Customized Save Slots	<input type="checkbox"/>
Customized Save Background	<input type="checkbox"/>
GUI Background	<input type="checkbox"/>
GUI Font	<input type="checkbox"/>
GUI Buttons	<input type="checkbox"/>
GUI Bars	<input type="checkbox"/>
Intro Music	<input type="checkbox"/>
Intro Animation	<input type="checkbox"/>
Dialogue Font	<input type="checkbox"/>
Dialogue Box	<input type="checkbox"/>
Name Box	<input type="checkbox"/>
Character Font	<input type="checkbox"/>
Choice Font	<input type="checkbox"/>
Choice Box	<input type="checkbox"/>
Scene 1 Background	<input type="checkbox"/>
Player Dialogue Sound	<input type="checkbox"/>
Micheal Dialogue Sound	<input type="checkbox"/>
Micheal Sprites	<input type="checkbox"/>

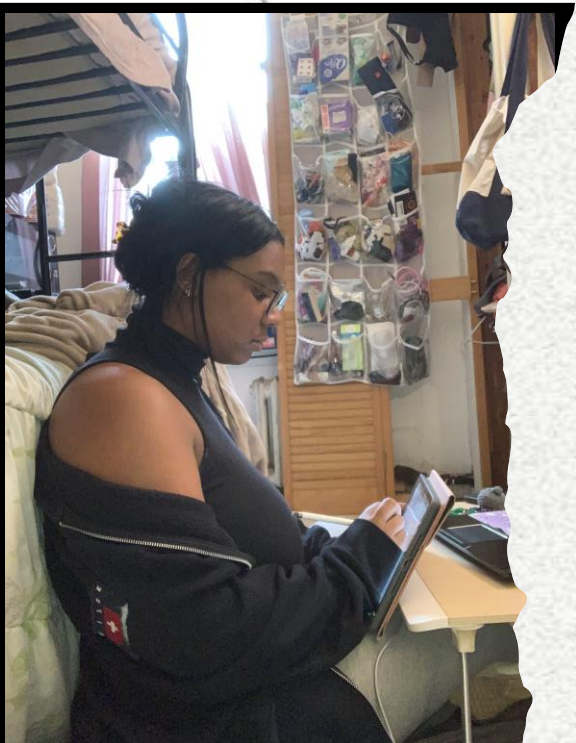


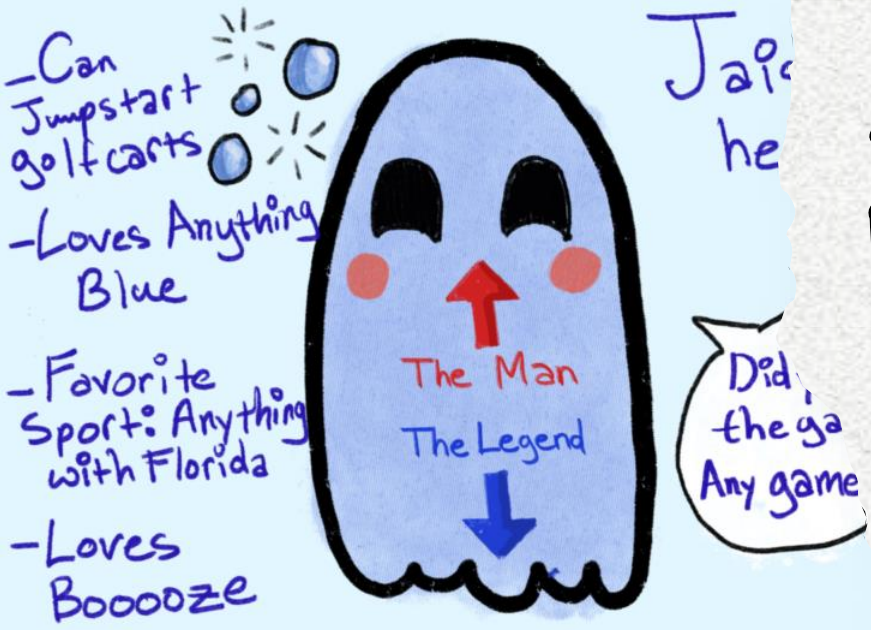
Challenge - Writing

- Dialogue
- Scaling of Game

Main Questions and Choices

1. How often do you eat in a day? (Heaven)
 - a. Once a day
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Process – Creation (Art)

- Lighten the mood and guide player
 - Created Michael
 - Created Jaisen
- Helped flesh out the dialogue and story





Michael

Hey Cameron! How are you feeling?

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New Recording 5

Sunday

00:11

135 Ridge St 2

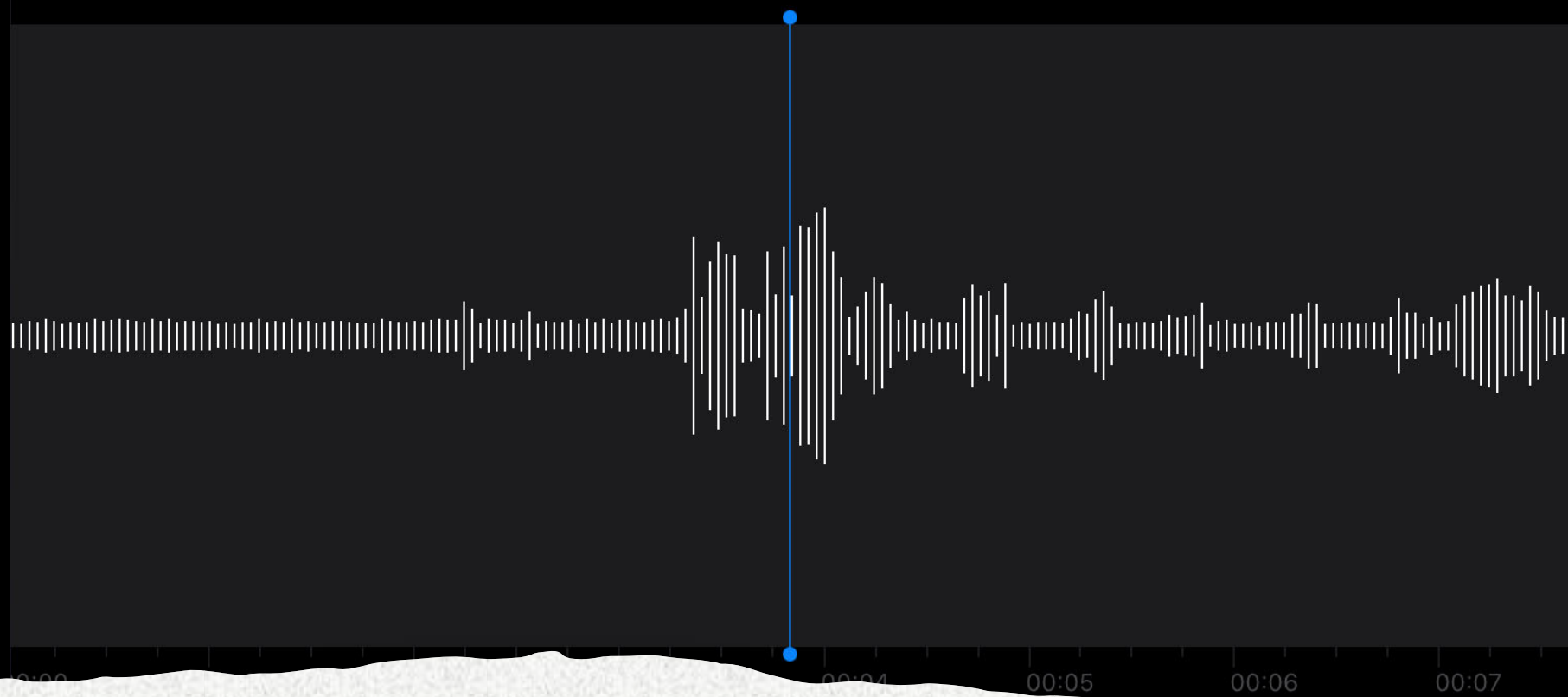
Sep 26, 2022

00:01

New Recording 4

Apr 30, 2020

02:17



Process – Creation (Sound Effects)

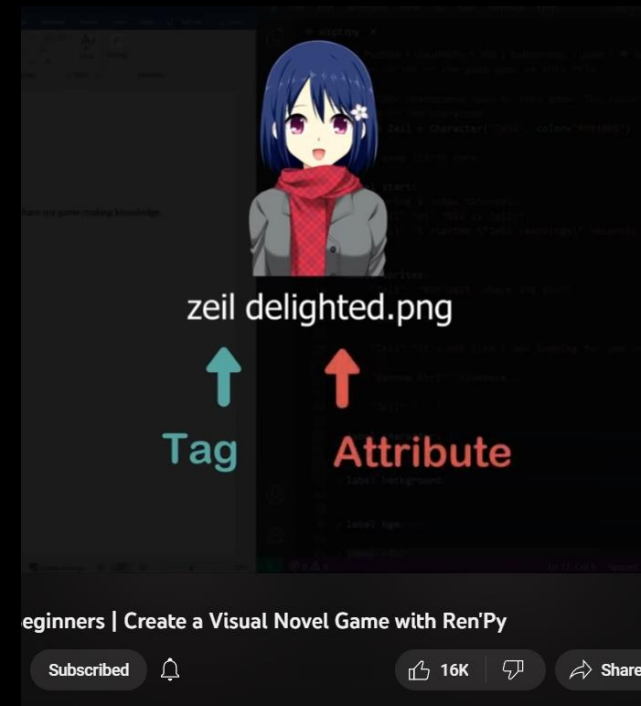
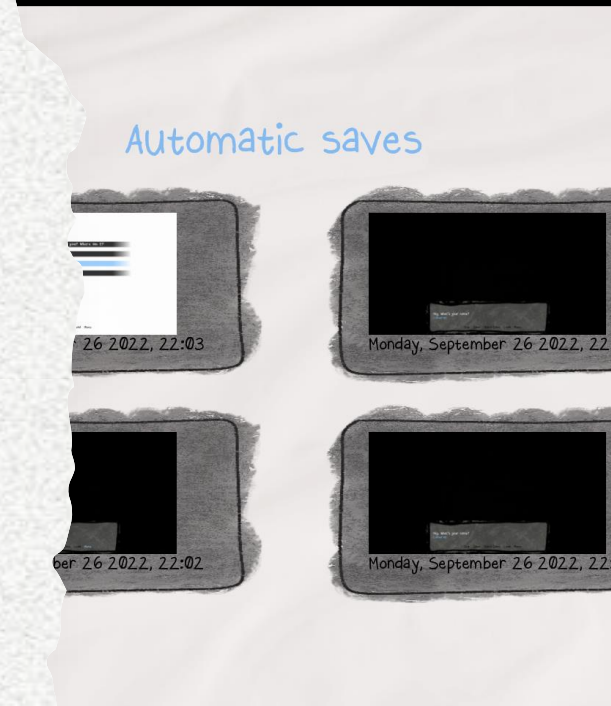
- Created sound effects
 - iPad
 - Whatever available

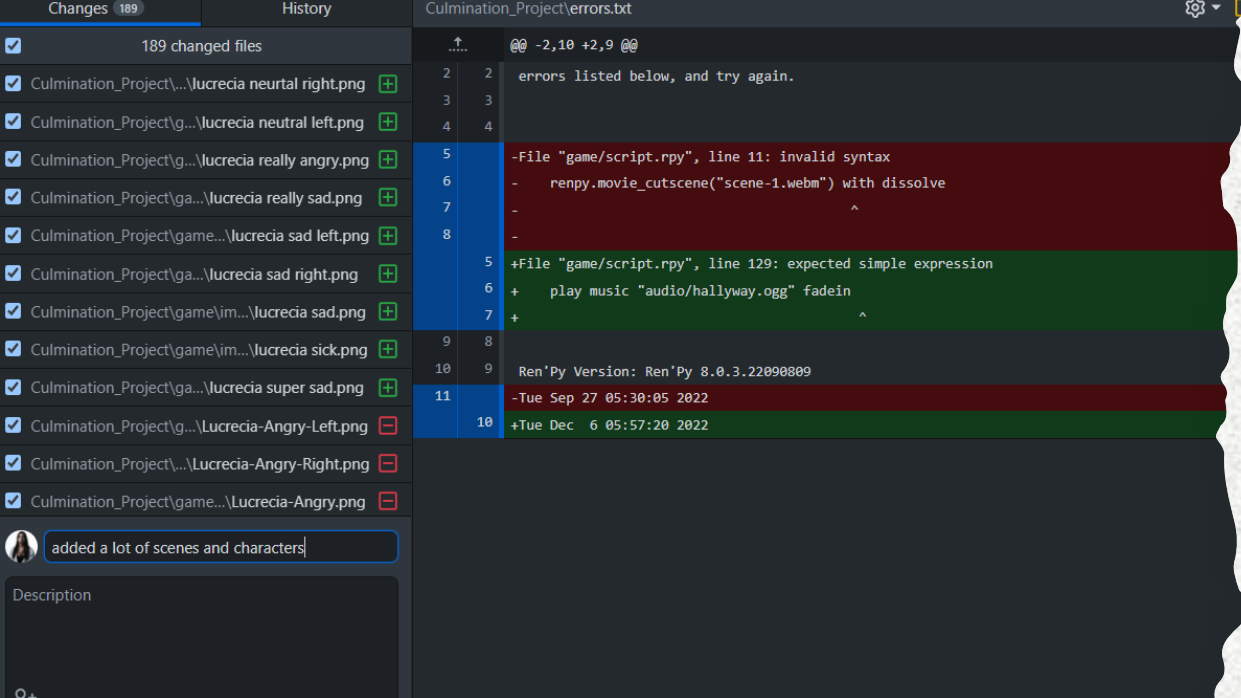


Process — Creation (Coding)

- Ren'Py was a new language for me
- Already knew Python
- Used my knowledge in coding

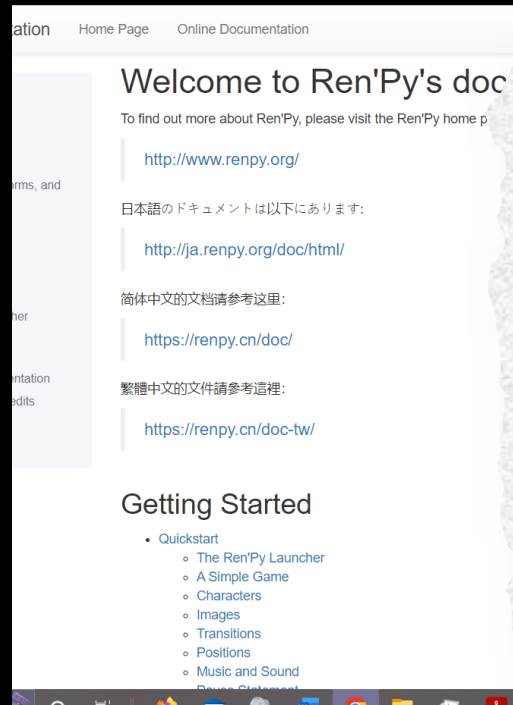
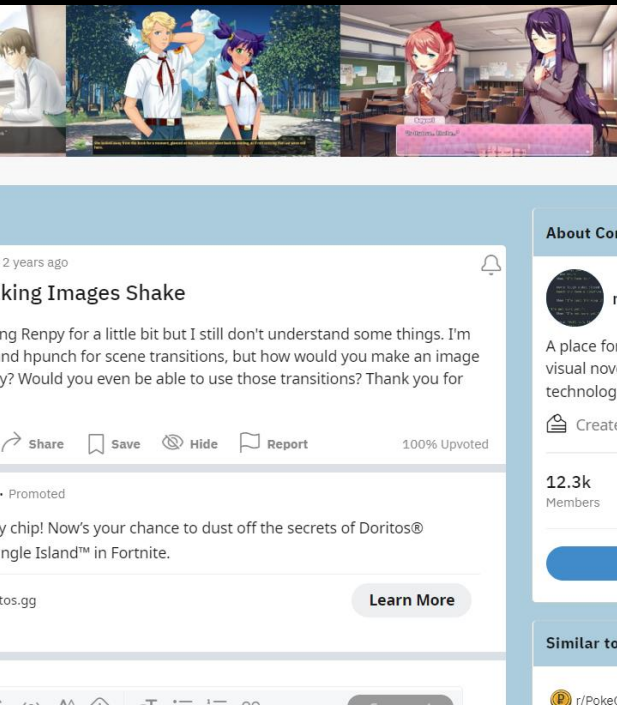
```
3 pause 0.2  
4 "images/items/elevator1.png"  
5 pause 0.2  
6 "images/items/elevator2.png"  
7 pause 0.2  
8 "images/items/elevator3.png"  
9 pause 0.2  
10 "images/items/elevator4.png"  
11 pause 0.2  
12 "images/items/elevator5.png"  
13 pause 0.2  
14 "images/items/elevator6.png"  
15 pause 0.2  
16 parallel:  
17 yalign 0.0  
18 easeout 1.0 yalign 0.25  
19
```

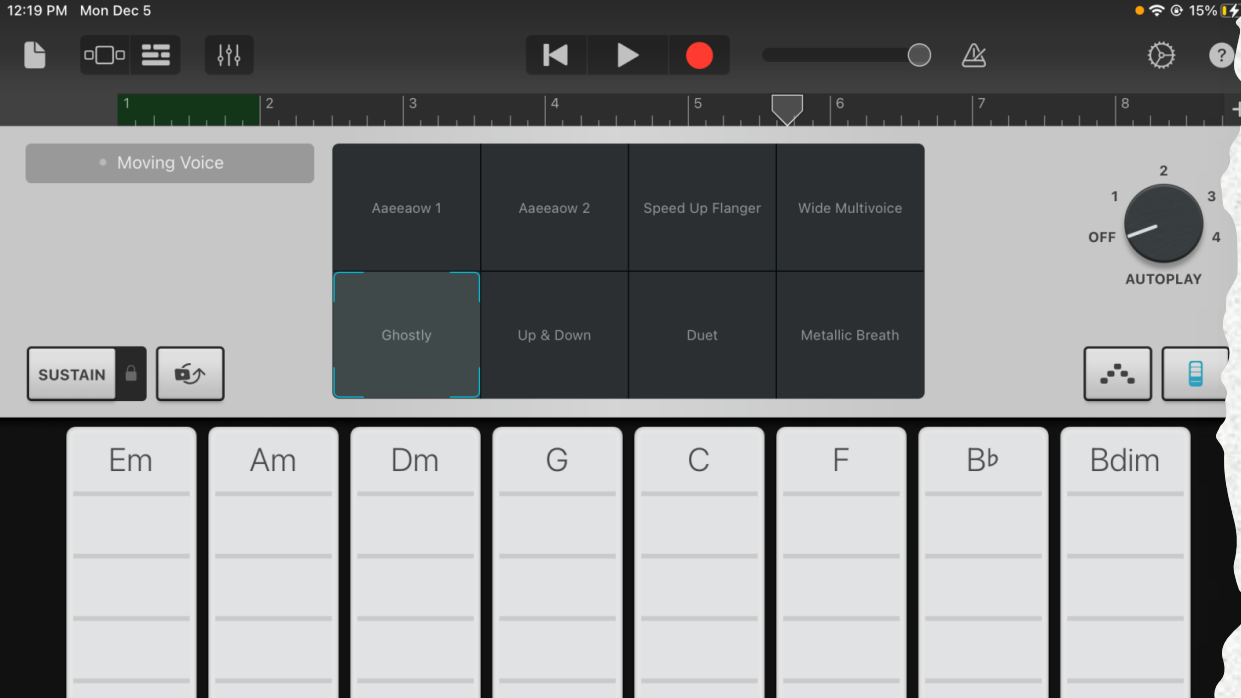




Challenge - Coding

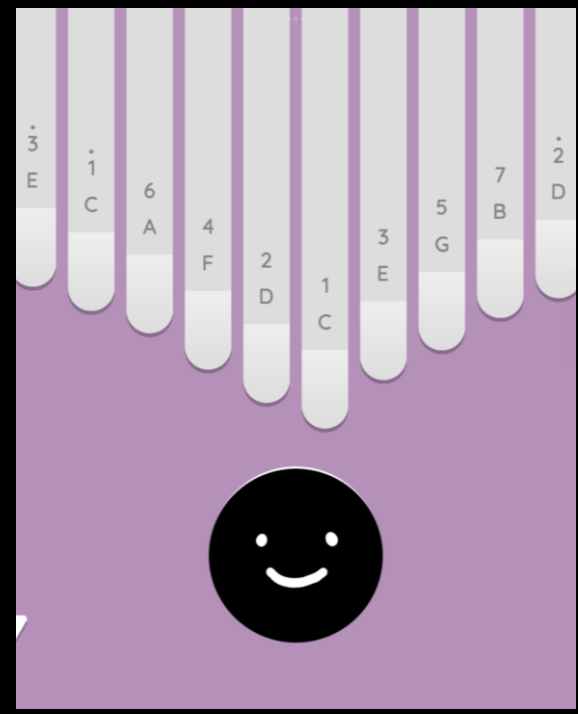
- A lot of old tutorials
- Latest update was this year with some changes
- New Language to me
- Figure a lot out on my own





Process — Creation (Music)

- Blends in the Background
 - Didn't stand out
- Ethereal
- Use of the Kalimba and Piano
- Go with the sounds characters make



Death



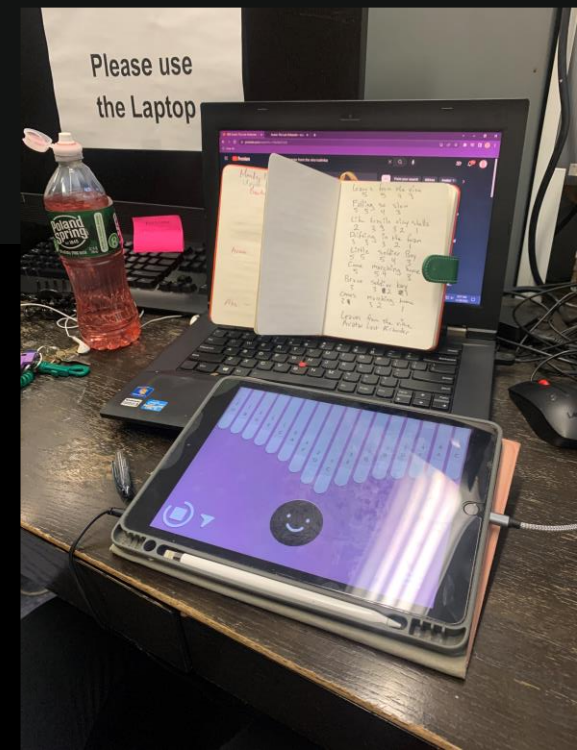
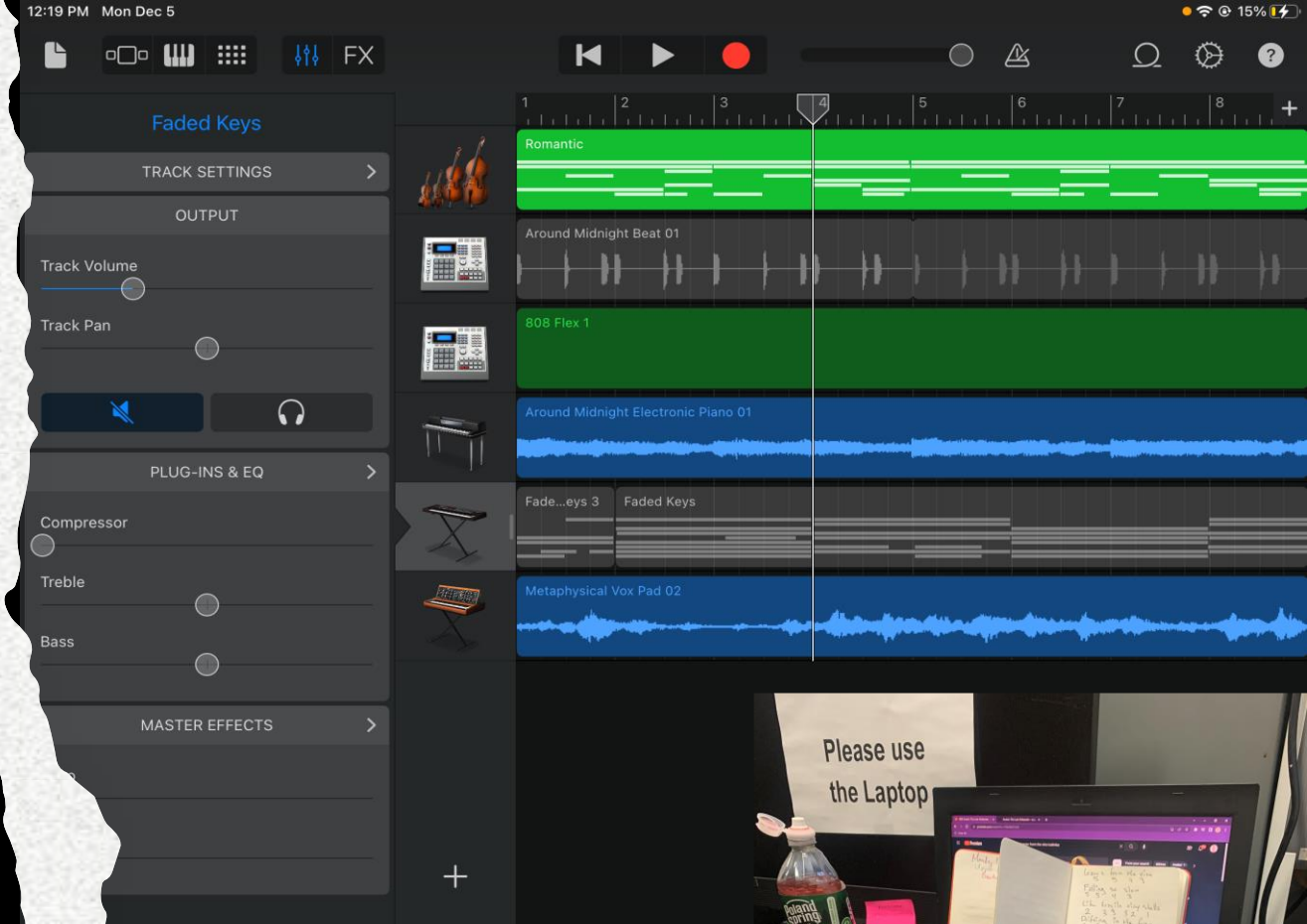
Michael

I know...sorry, just making small talk.


Back Skip Save Quick Save Load Menu

Challenge - Music

- First time making music
- New to Garage band
- No idea about music theory
- Didn't have a set direction at first



What have I learned?

- Creating music
 - Garageband
 - 5th Note
 - Creating games in Ren'Py
 - Channeling emotions through art
- 

Conclusion

- I accomplished what I set out to do
- Learned more about myself
- I learned a lot of tools for creating visual novel stories



Thank You
