CakeDream

An Interactive narrative story twine game created by Ling Mei Wu

What is CakeDream?

CakeDream is a magical world where the player goes on a journey in making a cake and the choices they make along the way will have consequences. CakeDream present players with pleasing visuals, story-rich narrative, choices and riddles that may impact the outcome of their cake creation.

How did CakeDream came to be?

Background story of CakeDream: CakeDream is actually made for one target audience which is our friend, Trazador. I say "our" because this game-making has another developer which is my friend, Mep. At first, we wanted to make a dating-sim visual novel game to make our friend suffer as his birthday gift. But then, we made a wholesome cute story game instead.

I made sure to make the game general enough so anyone can play!

The End results of CakeDream (3 mins)
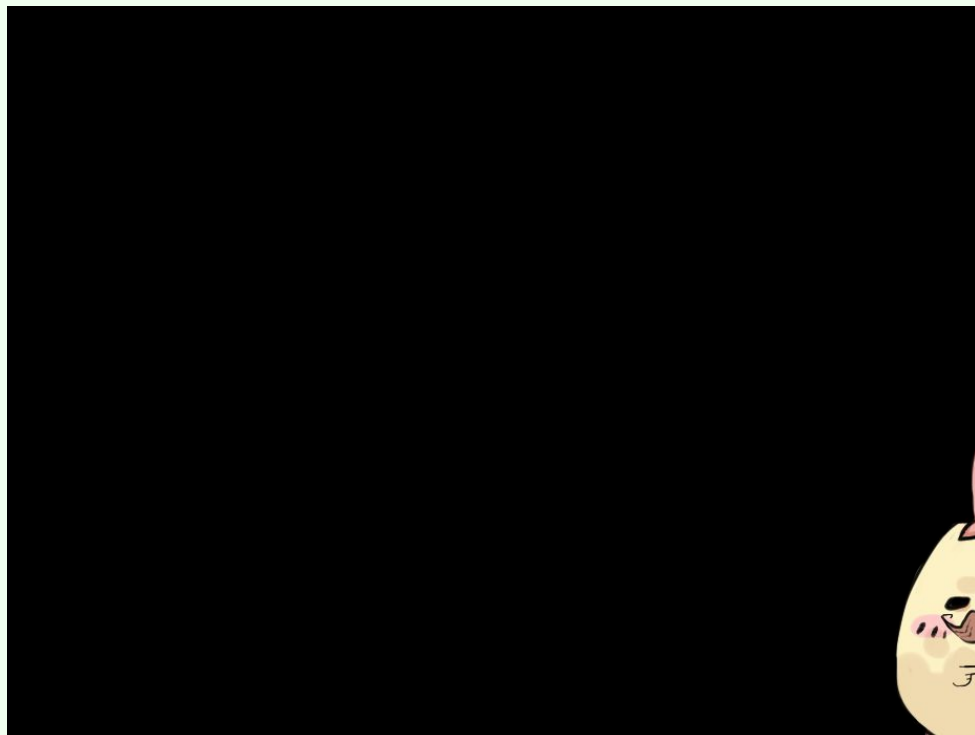
How did I make CakeDream?

Programs:

- Twinery.org
- Photoshop
- Krita
- Animate
- Minecraft
- Itch.io
- Davinci Resolve

Budget: $0

How did I make CakeDream? PT 2

Progress:

- Story writing
- Interviewing friend for real-life events being implemented into the story-lore section of CakeDream
- Research on Twine language: Harlowe
- Watching YouTube tutorials on Twine
- Harlowe Audio Library
- Drawing background & character images
- Bug fixing

CakeDream Schedule

| Task	Start	End	Duration
Gathering scripts and images in one place. Figuring out what I'm missing in my script before meeting with the advisor.	2/13/2023	2/13/2023	1
First meeting (confirming topic & setting boundaries) - did decide to minimize the project.	2/14/2023	2/14/2023	1
First meeting: Need to write out a schedule of how I am going to finish my project	2/21/2023	2/21/2023	1
Need to finish writing out one more section of the script by interviewing a friend for more information.	2/17/2023	2/27/2023	10
The script should be done by now, next step would be to start transferring the script onto Twine.	2/27/2023	3/8/2023	10
Second Meeting: Ideally I should have something to show on Twine already.	3/21/2023	3/21/2023	1
Spend some time on YouTube to refresh Twine coding.	3/7/2023	4/5/2023	28
Code the pathway on Twine (adding branches and text effects)	3/8/2023	4/5/2023	28

CakeDream Schedule

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Playtesting	4/5/2023	4/5/2023	1
Edit, fix, and add.	4/5/2023	4/5/2023	1
Artwork would also be needed, so I'll have to spend time gathering screenshots & draw artwork.	3/15/2023	4/19/2023	35
Music would eventually be needed so I'll spend some time talking with my music friend and see if we can get some original background music.	3/29/2023	4/24/2023	26
Playtesting	4/24/2023	4/24/2023	1
Edit and fix the game	4/24/2023	4/24/2023	1
Third meeting: Get final thoughts on the game.	5/3/2023	5/3/2023	1
Edit and fix the game	4/25/2023	5/1/2023	6
Playtesting	5/1/2023	5/8/2023	7
Final touch up	5/1/2023	5/8/2023	7
Individual Presentation	5/9/2023	5/9/2023	1
Individual Presentation	5/16/2023	5/16/2023	1

What were my struggles in making CakeDream?
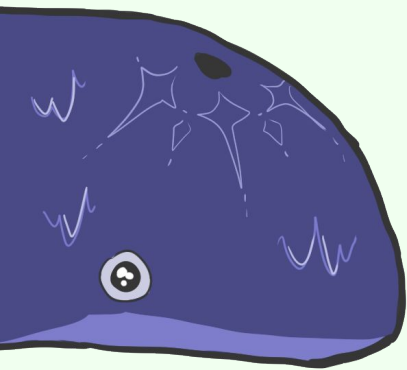
- Figuring out how to implement Harlowe's Audio library
- Drawing enough art
- Making connecting in story-writing and creating the consistency
- Being more clear with certain situation in story and not handing out items for free (make the player work for the items)
- Programming the game so the player doesn't get stuck in a loop

What are my next steps?

- Continue to fill the game with more background visuals
- Implementing other easter egg story lore of other friends (in this Twine project, I was only able to implement 4 easter egg story lore)
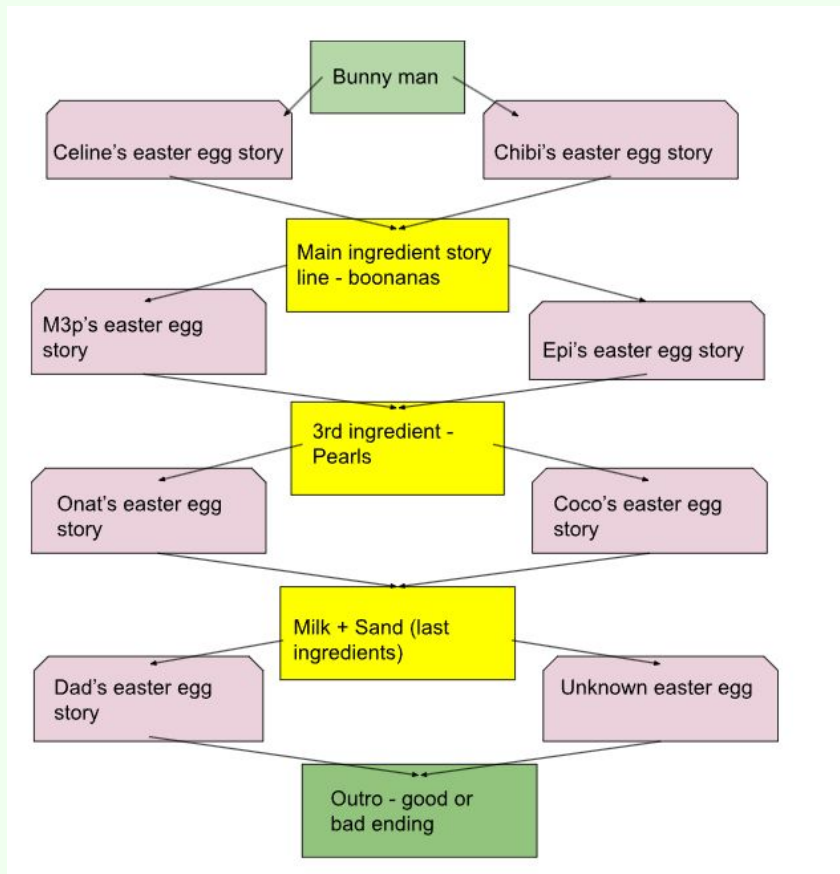
In Conclusion

Although, CakeDream started off for the making for one target audience; we bring our experience to the world in hopes that CakeDream is a fun and enjoyable experience that encourage players to explore their imagination and remember that your choices can affect the situation.

We started this game as a two person project, Mep and I on cloudnovel back in May of 2020. We're proud to see how far we are going with this project. This is for sure not the end as we'll continue to expand the storyline and continue to share our experiences through CakeDream on itch.io!

CakeDream

In Conclusion

To play CakeDream, go on
https://ling-mei-wu.itch.io/cakedream

Password: fish

Join us on this sweet adventure and discover the magic of CakeDream!

Thank you!
Do you have any questions?

Presented by Ling Mei Wu
Openlab e-portfolio:
https://openlab.citytech.cuny.edu/lingwu-eportfolio/category/culmination-ent-4499/
ENT 4499 Culmination Project

I would like to thank my technical advisor, Professor Creane for her guidance and feedback in the making of CakeDream!
Special thanks to Professor Wilson as well!