

DIVINOS

A MAGICAL MANIFESTO

WHAT IS DIVINOS?

DIVINOS is a mobile visual novel game that will give players a chance to experience magic in their virtual lives and forge different types of relationships.

From the very beginning, you will meet a scruffy, robe-wearing wizard named Nilrem, lounging on your couch and eating the last of your cereal. He turns out to be not only on a much-needed vacation, but a distant relative during a time where magic was prevalent in the world. More than happy to learn about magic and your roots, you take up a small task that leads you to meeting individuals known as Divine Beings. The catch to completing this endeavor?

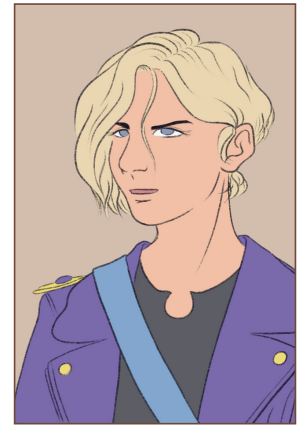
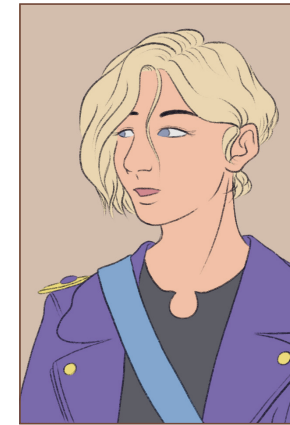
They have no idea what they are or what you're asking for.



Sample Game Icon

AUDIENCE?

The main audience for this visual novel game are women ages 18-35, although it has a chance to attract players with an interest in the graphics and theme of the story. Lovers of romance, fantasy, and subjectively attractive-looking characters will find themselves wanting to delve in right away. The main Love Interests have variety to keep player interest and tongues wet enough to play until the end. There is overarching water theme with the main/side characters based on different types of aquatic creatures, ranging from the narwhal to the long gone megalodon.



Sample In-Game Character Expressions

MAKING OF A VISUAL NOVEL?

Creating a top-tier visual novel is a huge team effort project. The main players involved are:

- Writer
- Character Designer
- CG Artist
- Background Artist
- GUI (graphical user interface) Artist
- Coder

And the optional:

- Voice Actors
- Music (custom-made)

STRATEGY?

Due to free/cheap programs, visual novels are in abundance. However, because they can be made and distributed so easily, there is a lack in both quality and remembrance.

Since DIVINOS was conceived by a single person, there are several ways to move forward to making this game:

1) **Kickstarter!** Use by both teams of people and small companies to help produce their visual novels. Some who created an idea solo or in teams of 2 (writer and artist), make note that kickstarter money will be going not just into production but for hiring of team members.

2) **Pitch** to mobile game companies that put out visual novels. To start, smaller companies would be best. Those include:

- Route 59
- Nix Hydra

3) **Repurpose** pitch project as a portfolio piece to companies above and apply for an in-house position.

POPULAR DEVELOPERS



POPULAR TITLES



UP NEXT: THE CHARACTERS!

NILREM

Other than frequently reminding you which favorite snacks of his are running low, he does not offer up any information about himself nor the timeline he came from. You can play to his ego at certain times in order to learn more about him and when he comes from.

Height: 5'8

Birthday: none of your business

Blood Type: C

Occupation: currently on vacation

Hobbies: snacking and avoiding those in need

Hates: being sought out to solve problems



REINYS

DIVINE BEING: MERMAN

Rein is known as the Aquatic Whisperer of the aquarium Caeruleum Park. Although he goes out of his way to avoid being dragged into small talk (or any long conversation in general), people cannot help but swoon while watching him work.

Height: 5'9

Birthday: November 17

Blood Type: A

Occupation: Caeruleum Park Animal Caretaker

Hobbies: being in water

Hates: unnecessary conversations



CEROS

DIVINE BEING: NARWHAL

Although he is open and friendly and quite popular with the ladies, Ceros prefers to be alone and away from the bustle of noise. Crowds of more than a handful of people make him super anxious. Nothing makes him happier than riding alone on his motorcycle or being home and lazing around with his cats.

Height: 5'10

Birthday: March 28

Blood Type: A

Occupation: delivery boy for CHICK! Cafe

Hobbies: playing with stray cats

Hates: being the center of attention



NERIS

DIVINE BEING: SIREN

Neris has been a trainee for several years before WAVE Entertainment took him in. While most idol group members don't all feel close, Neris and his groupmates have known each other way before joining WAVE and are best of friends.



Height: 5'8
Birthday: April 8
Blood Type: AB
Occupation: vocals and main visual of idol group
Hobbies: piano, drawing, shopping
Hates: waking up early



GOEM

DIVINE BEING: MEGALODON

Goem is the younger twin by more than 10 minutes. Everyone assumes he is the oldest because of his bossy nature. He feels ultra protective of his twin because Dolan was born a weak baby who needed extra care up until his late toddler years. Although he loves his twin to the moon and back, Goem can't help but feel jealous at how put together Dolan acts.



Height: 6'2
Birthday: December 25
Blood Type: B
Occupation: Bouncer at Club Tidal
Hobbies: basketball
Hates: feeling self-conscious



DOLAN

DIVINE BEING: MEGALODON

Because he was born in a severely weak state, Dolan takes his health seriously and works out whenever possible. He is extremely proud of his physique and unlike his twin who hides himself beneath layers, Dolan enjoys showing himself off.



Height: 6'2^{3/4}"
Birthday: December 24
Blood Type: B
Occupation: Bouncer at Club Tidal
Hobbies: working out
Hates: seeing his twin sad



SAMPLE SETTING & ASSETS

CHICK! Cafe: the neighborhood hotspot! Always changing inside and out with the seasons, CHICK! Cafe manages to stay fresh and relevant and adorable! From their friendly staff to their aesthetically pleasing menu, anyone can get lost in time while eating at CHICK!.



NPCs AND EXTRA SKETCHES



NPCs AND EXTRA SKETCHES

