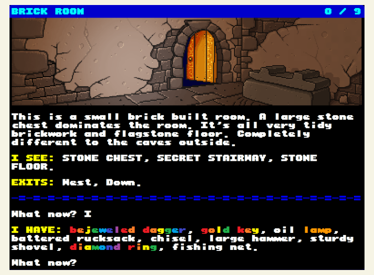
PROJECT 3
EXPERIENCE DESIGN

TEXT ADVENTURE GAME DEVELOP ENGINE

This project raises a proposal to develop **a game engine for Text Adventure Games** (TAGs) which also supports cooperation and publishment.

BACKGROUND 1

Text Adventure Games (TAGs) are games that use texts as its major expression. They are also known as **interactive fiction** or **interactive novel**. Players read stories through making different choices, and usually these games are equipped with beautiful illustrations and intriguing characters.



BRICK ROOM 0 / 9

This is a small brick built room. A large stone chest dominates the room. It's all very tidy brickwork and flagstone floor. Completely different to the caves outside.

I SEE: STONE CHEST, SECRET STAIRWAY, STONE FLOOR.

EXITS: West, Down.

What now? I

I HAVE: bejeweled dagger, gold key, oil lamp, battered rucksack, chisel, large hammer, sturdy shovel, diamond ring, fishing net.

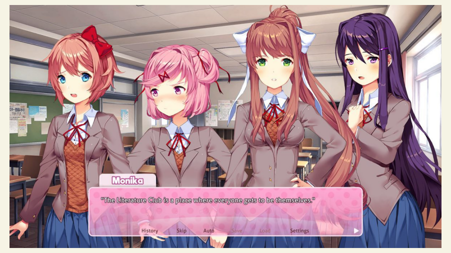
What now?

Old Primitive TAGs

Primitive TAGs look just like this -- very straightforward dialogues equipped with illustrations that depicts the plots.

Gal-games

Gal-games are typicals modern TAGs, where character designs are more elaborate and text user interfaces are more attractive and easy to focus.



Monika

"The Literature Club is a place where everyone gets to be themselves."

Modern TAGs have developed to face-to-face modes -- for example, in China a table-based game called **Live Action Role Play Game**(LARPG, **剧本杀**) are popular among the teenagers.

Live Action RPG

Players follow a written story script and play their assigned part of different characters. They keep their secrets from others and exchange clues only when necessary. Their goal is to reach the end of story, usually find the culprit of a crime or similar.

2 CURRENT SITUATION

TAG developments are still popular among game industry. Current situation of a TAG development usually involves the following roles.

Playwrights

Playwrights write the story for the TAG. They decide the branches and the choices that may result in a different ending of the story.

Artists

Artists draw the illustrations for the TAG, not only the scenary illustrations but also the character illustrations.

Musicians

Musicians compose the background music for the TAG. A TAG usually requires several BGMs, and this is a very important part of a good game.

Programmers

Programmers write the codes for the TAG. They also decide the algorithms behind the branching, usually also manipulate the game variables with the plots.

Surprisingly, a TAG does not require a large team. The cost of making a TAG thus is very low, so it is usually the primary choice when a new game designer wish to make a game that tells a good story rather than offer great game mechanics.

However, even with such a low cost, making up a small team for a TAG still becomes the main challenge for game designers to make such game.

I have a good story but I have not idea who can design the appearance for my characters... I have no artist friends!!
Well... I really want to make a game full of cute boys and girls, but I have no idea of a good story! I can draw everything if there is a story!

Powerful game engines may not be a necessary requirement for TAGs, but a good team is always of the first priority -- also the primary challenge.

MARKETING RESEARCH 3

Products with similar functions are popular among the market. The following part analyzes how these competitive products state the concerns of the stakeholders.

The following terms are concerned in this research.

Newcomer Friendliness

Newcomer Friendliness states how friendly the engine is to a user that is not familiar with it. The higher the friendliness, the easier the user can use it.

Cooperation

Cooperation states if the engine is specified for teamwork, especially synchronous cooperation.

Version Control

Version Control states if the engine supports version controlling. The version control should support branching and reverting.

Distribution

Distribution states if the engine helps the game designers to distribute their game, either commercial or free.

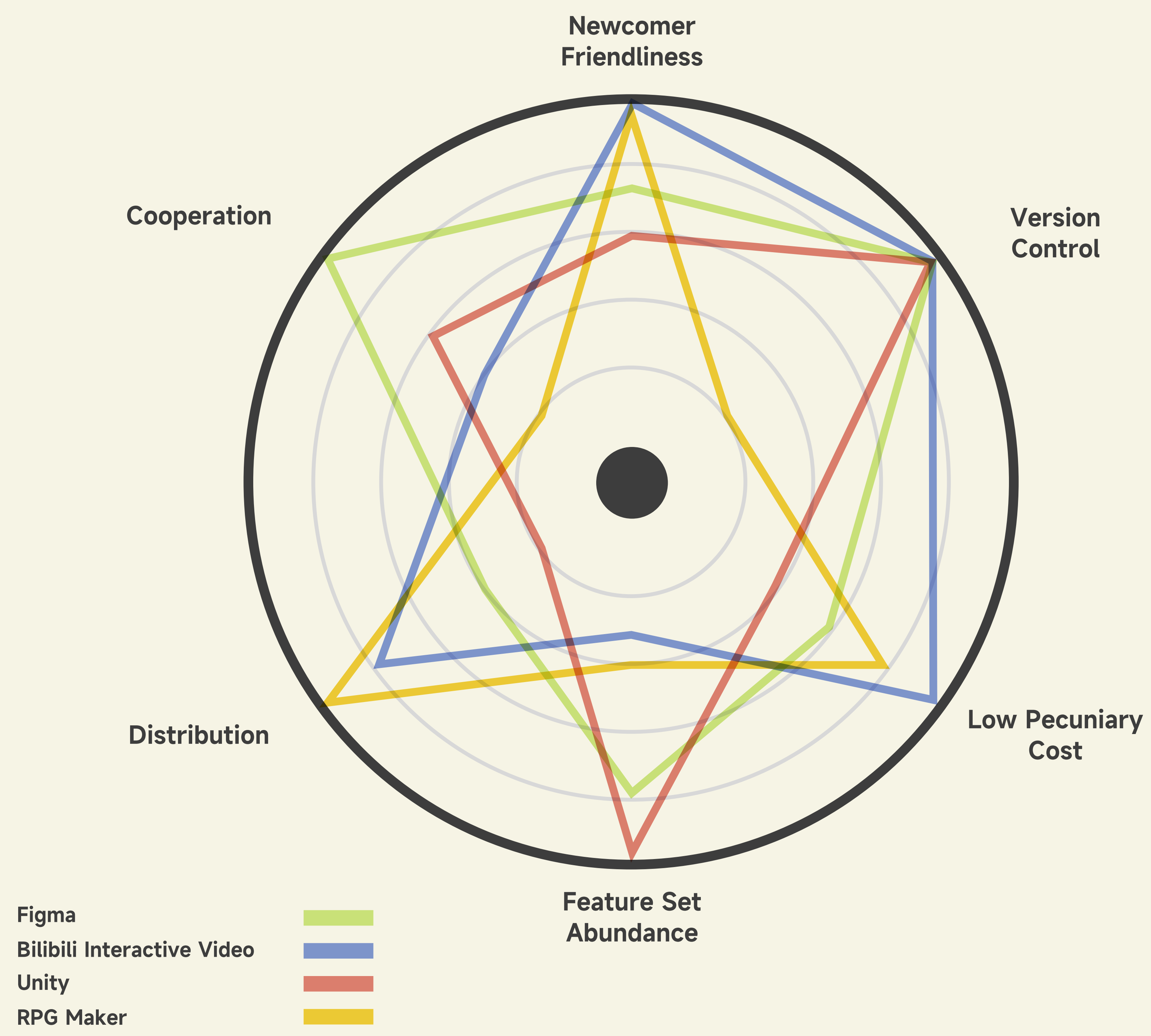
Feature Set Abundance

Feature Set Abundance states the abundance of the engine's supported feature sets. The engine can make a larger game with a more powerful feature set.

Low Pecuniary Cost

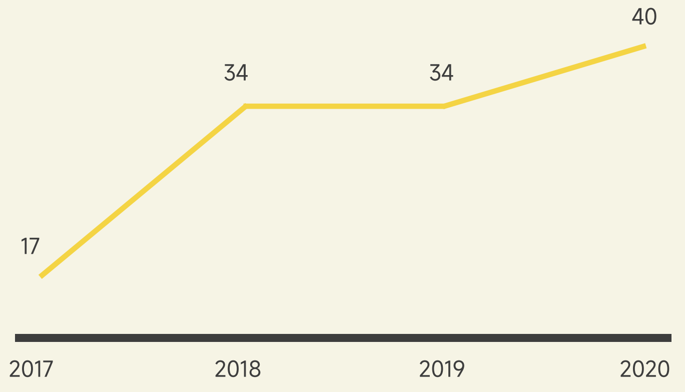
Low Pecuniary Cost states how expensive it is if a user choose to use the engine. The higher the value is, the less expensive the engine is.

Newcomer Friendliness	Figma	Bilibili Interactive Video	Unity	RPG Maker
Mandatory New User Tutorial	○	●	○	●
Complete Feature Set Document	●	●	●	●
Optional Tutorial	●	●	●	●
Cooperation				
Synchronous Cooperation	●	○	●	○
Comments	●	○	○	○
Project File Easy Sharing	●	○	●	○
Multiuser Editing for a Single Project	●	○	●	○
Version Control				
Reverting	●	●	●	○
Branching	●	●	●	○
Distribution				
Native Distributing Platform	○	●	○	●
Third-party Distributing	●	○	●	○
Player Feedback	○	●	○	●
Player Evaluation Rank	○	●	○	●
Platform Promotion	○	●	○	●
Low Pecuniary Cost				
Free Version	●	●	●	○
No Additional Charges For Commecial Use	○	●	○	●

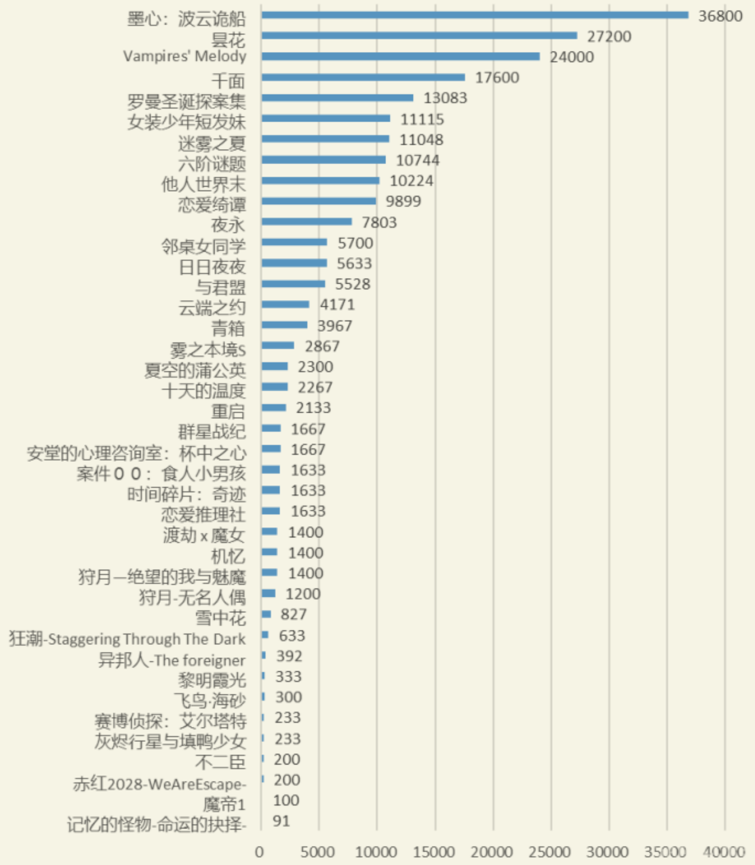


Feature Set Abundance	Figma	Bilibili Interactive Video	Unity	RPG Maker
Standard TAG Support	●	●	●	●
2D Support	●	●	●	●
3D Support	○	○	●	○
Programming-based Features	●	○	●	○
Third-party Plug-in Support	●	○	●	○
Graphic Editing and Producing	●	○	●	●
Native Project Management	●	○	●	●
Non-programmer Friendly Interface	●	●	●	●

4 TAG SITUATION



4.1 TAG Published on Steam(China) from 2017-2020



4.2 TAG Sale Amount on Steam(China) in 2020

The above shows Chinese TAG developed in 2020. Since China is one of the largest TAG producing country, the statistics is a proof that TAG is still a prefered game genre.

5 USER JOURNEY MAP

Phase 1

Stakeholders come together to set up a game team.

Setting Up A Team

Problem

- Stakeholders may not be familiar with each others.
- They do not have a good place to find team members.

Solution

- We make a social connection for the stakeholders.
- On our platform, the stakeholders will find suitable teammates, even they don't know each other.

Phase 2

They come up with a proposal for game design.

Proposing A Game

Problem

- Stakeholders may not have a good reference for brainstorming.
- Race analysis and survey may be another challenge.

Solution

- The engine automatically lists some similar works for references.
- The engine analyses the reasons for being success for the well-sold games.

Phase 3

They start to develop and prepare materials.

Implement A Game

Problem

- They may not find an engine easy enough for making a TAG.
- Consequently they may start to use a bunch of software.

Solution

- Make the functions and UI minimalistic and user-friendly.
- Integrate the functions that are required by a TAG in a single engine.

Phase 4

They test the quality and stability of the game.

Test A Game

Problem

- They may have difficulty in finding qualified volunteers for testing their game.
- They also want to see if the software runs stably.

Solution

- Use our platform to find volunteers or to set up beta servers.
- The engine supports realtime test play (as what is supported in Unity).

Phase 5

They distribute their game to the players.

Distribute A Game

Problem

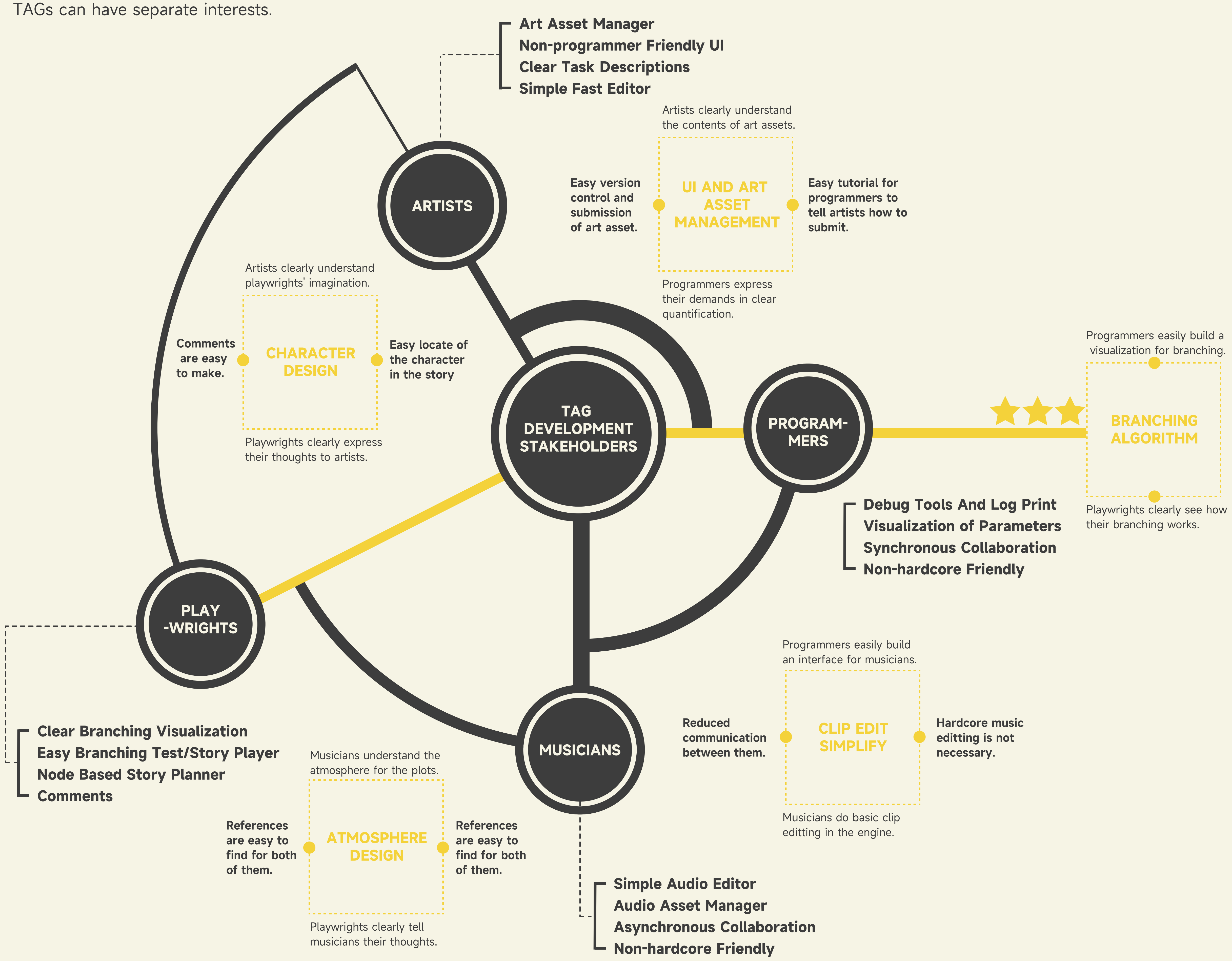
- Distributing can be a challenge under the strict censorship due to different platforms.
- A satisfied profit from the game is also necessary for most game makers.

Solution

- Use our platform to distribute this game, or export it to other platforms.
- There will be an relatively low upper bounder for profit taken by the platform.

6 STAKEHOLDER MAP

Considering the individuality of the workloads of different roles in a team, the stakeholder of making a game engine that is specified to making TAGs can have separate interests.



Art Asset Manager
Non-programmer Friendly UI
Clear Task Descriptions
Simple Fast Editor

Artists clearly understand the contents of art assets.

Easy version control and submission of art asset.

Easy tutorial for programmers to tell artists how to submit.

Programmers express their demands in clear quantification.

Artists clearly understand playwrights' imagination.

Comments are easy to make.

Easy locate of the character in the story

Playwrights clearly express their thoughts to artists.

Programmers easily build a visualization for branching.

Playwrights clearly see how their branching works.

Debug Tools And Log Print
Visualization of Parameters
Synchronous Collaboration
Non-hardcore Friendly

Clear Branching Visualization
Easy Branching Test/Story Player
Node Based Story Planner
Comments

Programmers easily build an interface for musicians.

Reduced communication between them.

Hardcore music editting is not necessary.

Musicians do basic clip editting in the engine.

Musicians understand the atmosphere for the plots.

References are easy to find for both of them.

References are easy to find for both of them.

Playwrights clearly tell musicians their thoughts.

Simple Audio Editor
Audio Asset Manager
Asynchronous Collaboration
Non-hardcore Friendly

INTERVIEW 7

To better understand how the game engine can bring convenience to related stakeholders, several interviews are necessary.

The following are collected from first-hand interviews.

CowardPiglet Nanjing, China

Age	23
From	Oberlin College

Playwright who has worked with several for different projects. He designed vivid characters and wonderful plots for these games.

What kind of tools would you use when you plan to design a character?

Microsoft Word with Excel will be totally enough for listing information. Some random generators are useful when naming characters. Some mindmap creators also help.

What difficulties have you met when using these tools?

Though Word and Excel are useful for listing information, they are not a good visualization. A great layout for showing information such as character relationships or plots branching will solve a bunch of difficulties.

Any difficulties when collaborating with other teammates?

Communications are basically lowly-efficient, especially when team members hold different views for a certain design. Sometimes I want the materials to be settled, but, say, artists nominate another idea and works along without a discussion.

What is your most-wanted function in a game engine?

As said before, a relationship graph will be very useful. Also, I would like my key information to be listed in a straightforward visualization, and highlighting will also be preferred. Finally, locking on terms so that others cannot modify will also be desired.

Derek Sun Irvine, California

Age	24
From	University of California, Irvine Campus

Game Designer who has designed indie games of different genres, such as RPG and interactive novels. TAG becomes a superset of interactive novel, so he is interested in making such a game.

What kind of tools would you use when you plan to design a character?

I will use notebooks and pencils for sketches. Maybe Wikipedia for some background information. I search my games in steam or use my experience as references.

What mechanics is suitable for designing a TAG?

TAGs have texts occupying the majority, and I assume that people who love playing TAG refuse hardcore operations like battling or combating. I will involve some easy puzzle games or some hardcore mysteries in the games.

Any difficulties when collaborating with other teammates?

Programming based questions will be hard to solve. For me, it is not hard to communicate with artists or musicians, but for programmers sometimes I myself am not aware of how hard a mechanic can be when implementing.

What is your most-wanted function in a game engine?

I think a branching tool for scripts will be very useful. This visualization will be quite straightforward if I want to comment something for the plots, or I just want to add some mechanics into the TAG.

Xiwei Wang Rochester, New York

Age	22
From	University of Rochester

Programmer who has worked with several teams for making different spectacular indie-games. He is proficient even in making 3D games, so 2D TAG may be too easy for him.

Generally, are you willing to be a programmer for a TAG? Why?

I am willing to be such a programmer, especially if it is designed to be a great work. But compared to games like Monument Valley I think TAG sounds a little bit boring and deadpan.

What do you think is the most important technique for making a TAG?

Definitely the branching algorithm and data structure for saving branches. TAG development costs lots of time in translating a playwright script to a programmable script. A frame that realize this part will be most important.

Any difficulties when collaborating with other teammates?

QA and programmers usually hold different opinions when the demands or requirements make vague description. I hope that descriptions of tasks can be more straightforward and more accurate.

What is your most-wanted function in a game engine?

Node-based framing for texts so that I will not need to organize the texts from playwrights by doing repetitive works, especially for branching the plots.

Sidious Chen Nanjing, China

Age	23
From	Rensselaer Polytechnic Institute

Gamer who have no game-making experience. Factors that prohibit him from making a game are various, but he is interested in learning a low-cost game engine.

What is the most important factor that prohibits you from making a game?

Making a game sounds like a very burdensome business. I definitely prefer playing a game to making a game.

What kind of position would you like to take if you join a game-making team?

What kind of tools would you use when you plan to design a character?
What kind of tools would you use when you plan to design a character?

What is the max time you can agree to spend in learning a game engine?

I can spend half a month, and 4 hours maximum per day.

What is your most-wanted function in a game engine?

No programming. Node based game making will be the most desired function.

PERSONA 8

To better understand how the game engine can bring convenience to related stakeholders, interviews are necessary.

The following is one representative persona analyses summarized from an interview.

LARPG **Playwright**

CowardPiglet

Name	CowardPiglet
Age	23
Role	Playwright
Personality	Creative New to Programming

> "I've got a very **good story** to tell, but that is not saying I have a **good game** to deliver."

Behavior

- Extrovert
- Happy with challenges
- Happy with learning new technology
- Enjoy learning everything

Concerns

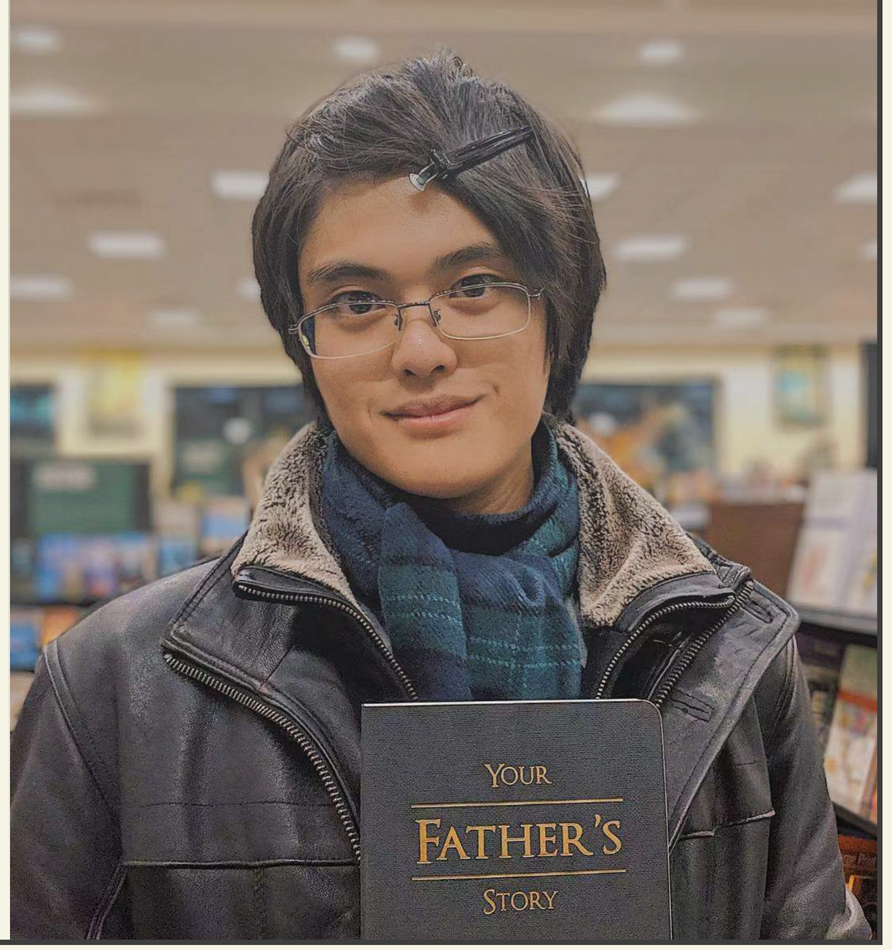
- Interesting mechanics may be hard to program.
- Large story may be hard to branch and organize.
- Powerful game engines may be hard to master.

Goals

- Make text games that delivers some philosophy.
- Master some game engines that allows more story branchings and with lower learning cost.

CowardPiglet and TAG

MOTIVATION



9 CARD SORTING

The following showcases the card sorting of potential functions of the proposed engine.

Collaboration

- Comments
- Demand Sheet
- Team Management
- Synchronous On-page Collaboration
- Live Text and Voice Chat
- Responsibility Management

Programming

- Stack Tracer and Bug Reporter
- Node-based/ Codeless Programming
- Coding Language-based Programming
- Error Log Export
- Non-programmer Data Input Interface
- Third Party Plug-in Development

Project Management

- Online Drive and Cloud Synchronization
- AI Coordinator
- File Sharing and Uploading
- Assignment Description with Submission Portal
- Sorting and Searching with Keywords
- Schedule Planner

Story Planner

- Story Branch Visualization
- Non-programmer Friendly Story Write Interface
- Multi-media Support
- Story Test Player
- Diagram-maker for Depicting the Scenes
- AI Recognization of Texts and Illustration Generator

Distribution

- Native Game Platform For Publishing
- Third Party Platform Export
- VR Support for Party Games
- Game Ranking and Player Feedback
- Hot Update Support
- Copyright Protection

Version Control

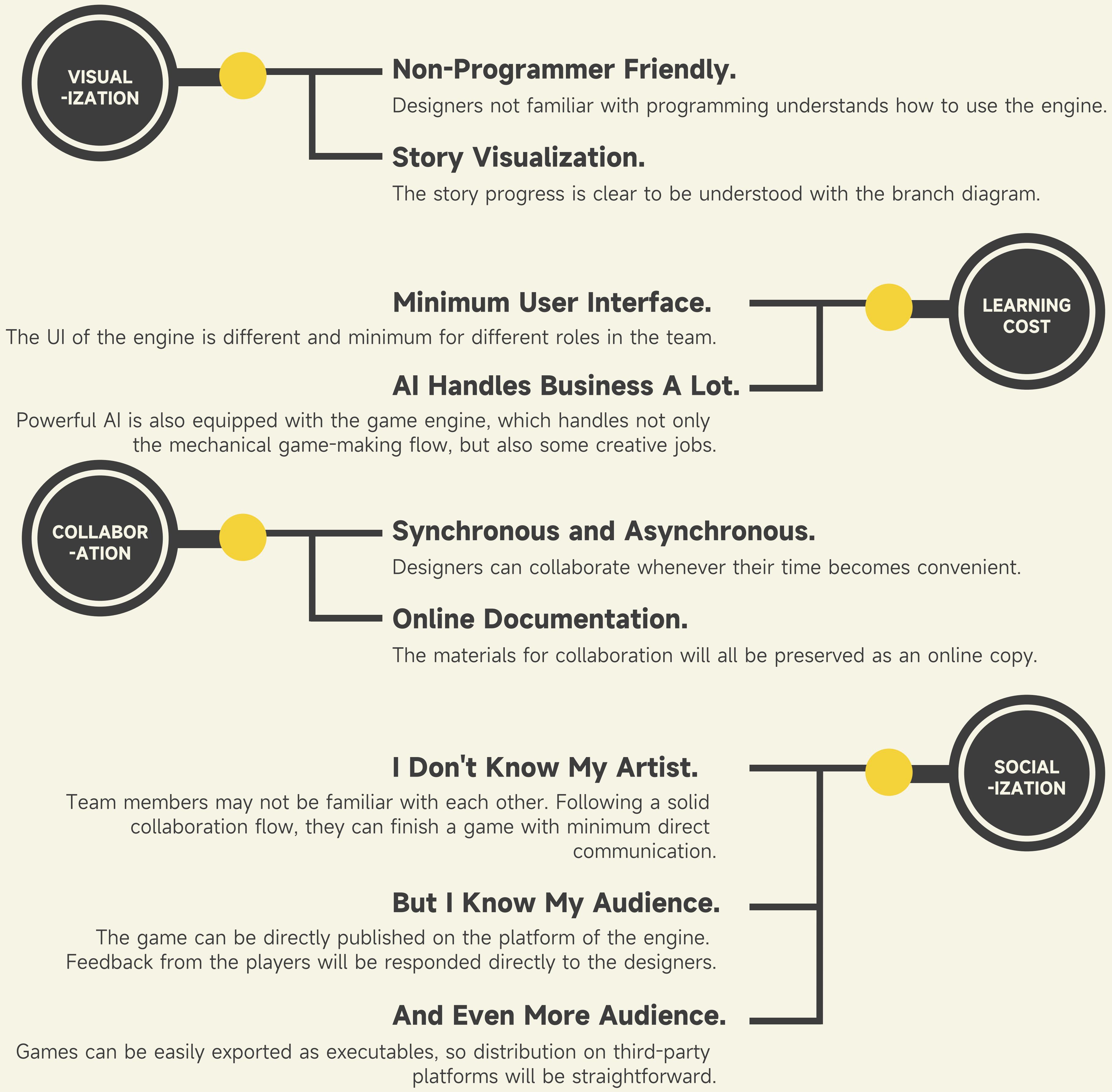
- Committing with Comments
- Non-programmer Friendly Committing
- Version Branching
- Reverting
- Version History Difference Visualization
- Version Branch Merging

Engine Feature Set

- Character Facial Expression
- Illustration Setting and Editting
- Interactive Novel Templates
- Basic Geometry Drawing
- Automatic Save/Load Templates
- 3D Files Support
- Automatic Game PV Maker
- Audio Clip Pitch/Volume/ Loop Editting
- Third Party Asset Support
- Free for Commercial Use Resources
- Node-based Dialogue Maker
- Multi-platform UI Templates
- Simplified and Pro Interface
- Different Interface for Team Members

10 DESIGN POLICIES

The cards showcase the concrete functions that may be implemented in this engine. These functions are following the design policies specified in this part. Namely, all of these functions are supporting the engine through **visualization, learning cost, collaboration** and **socializing.**



VISUAL -IZATION

Non-Programmer Friendly.

Designers not familiar with programming understands how to use the engine.

Story Visualization.

The story progress is clear to be understood with the branch diagram.

LEARNING COST

Minimum User Interface.

The UI of the engine is different and minimum for different roles in the team.

AI Handles Business A Lot.

Powerful AI is also equipped with the game engine, which handles not only the mechanical game-making flow, but also some creative jobs.

COLLABOR -ATION

Synchronous and Asynchronous.

Designers can collaborate whenever their time becomes convenient.

Online Documentation.

The materials for collaboration will all be preserved as an online copy.

SOCIAL -IZATION

I Don't Know My Artist.

Team members may not be familiar with each other. Following a solid collaboration flow, they can finish a game with minimum direct communication.

But I Know My Audience.

The game can be directly published on the platform of the engine. Feedback from the players will be responded directly to the designers.

And Even More Audience.

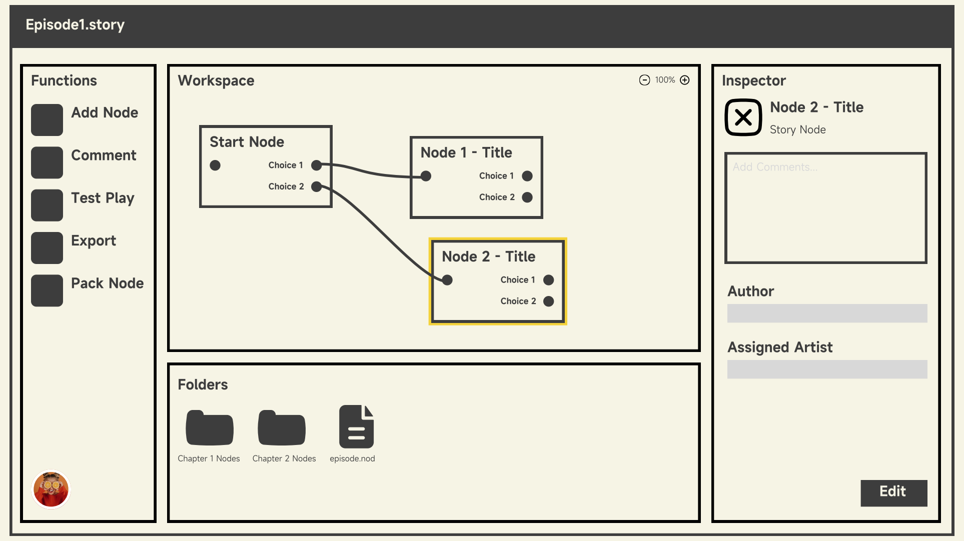
Games can be easily exported as executables, so distribution on third-party platforms will be straightforward.

WIREFRAMES

The following diagrams are the proposed wireframe diagrams for some interfaces of the game engine.

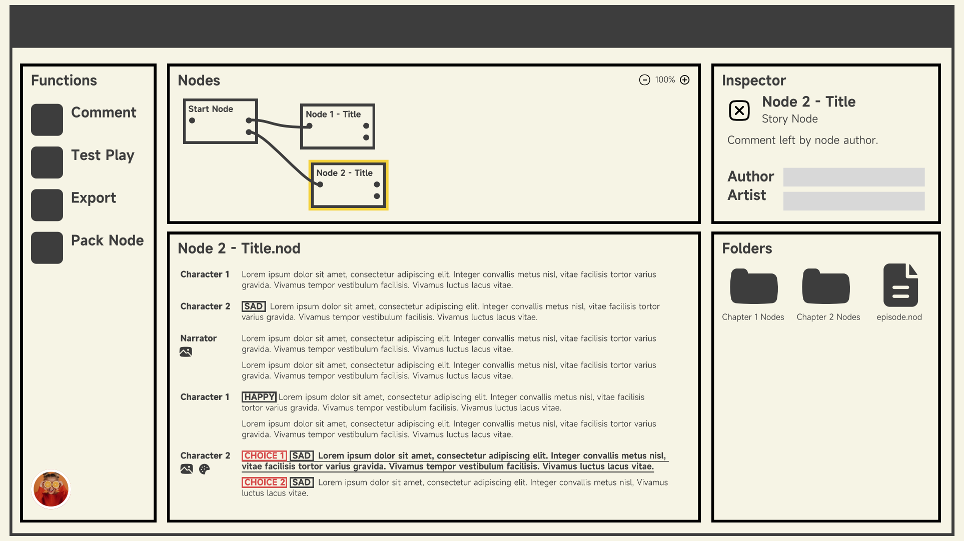
11.1

Game Engine



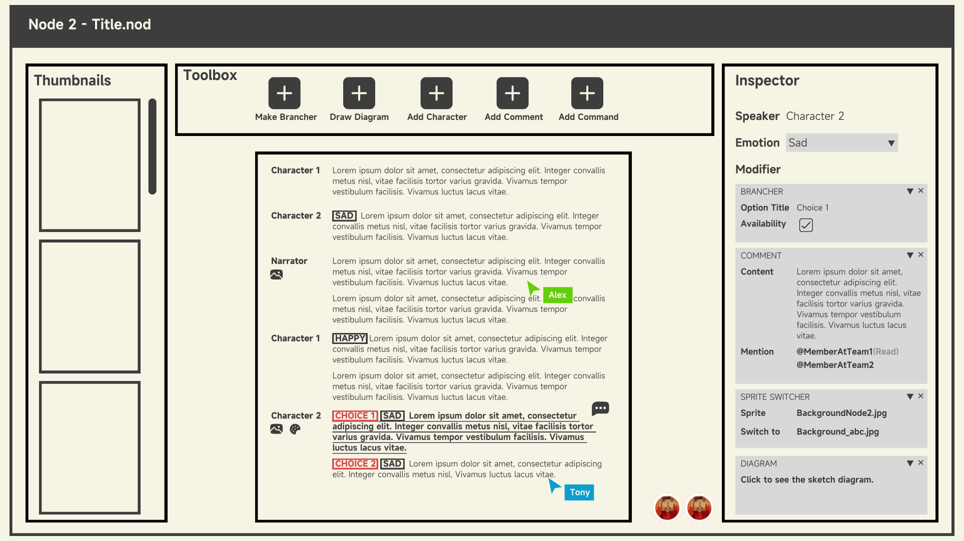
Story Planner (Playwright Mode)

Playwrights add story nodes driven by choices in this interface. They can double click the nodes or click the edit in the inspector and enter the **text edit mode** to edit the content.



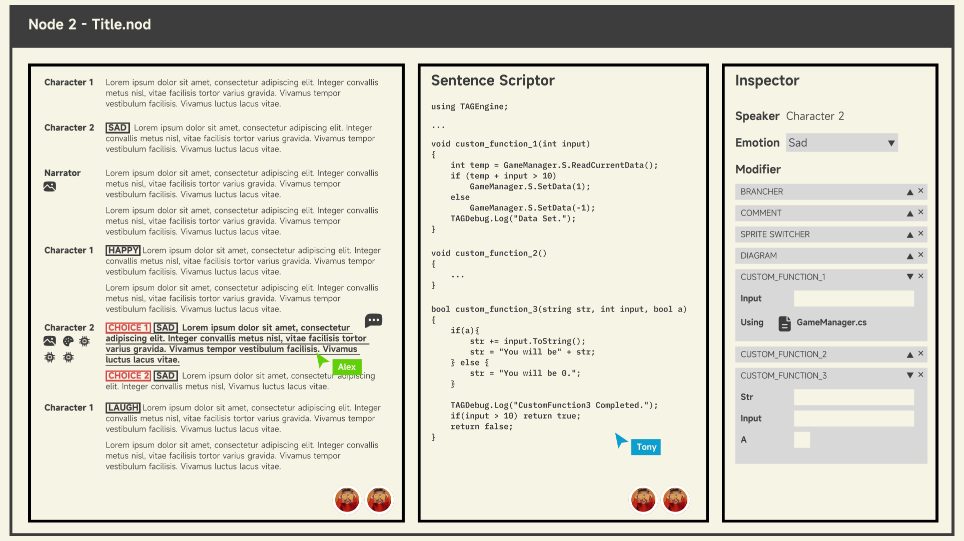
Story Planner (Non-edit Mode)

Team members, such as musicians, who are not particularly interested in editting story nodes may read the nodes in the simple mode of story planner so they can get a more straightforward reading experience.



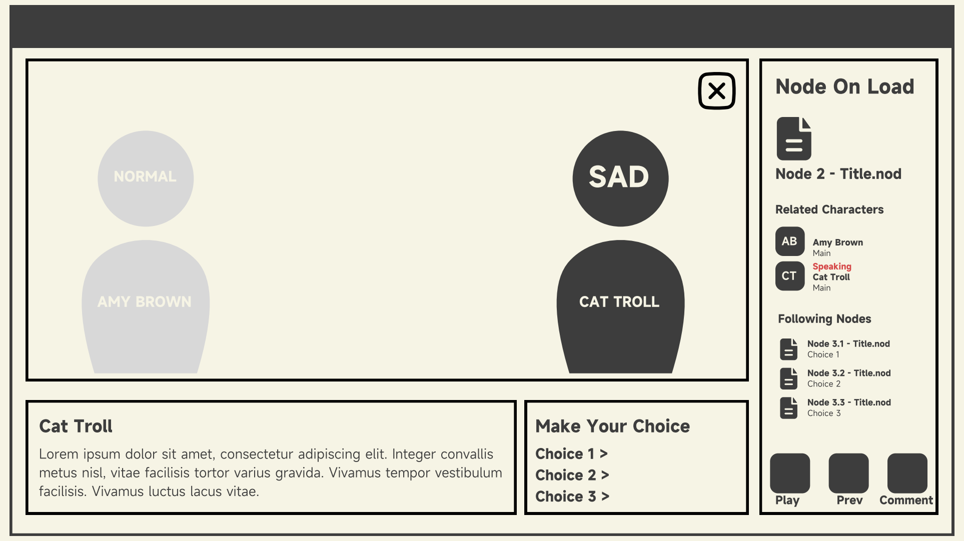
Text Edit Mode (Playwright Mode)

Playwrights edit the story texts in this mode, like what they can do with a Microsoft Word or Google Doc. They can add choices/branches for the text, and **draw diagrams** for showing their imagined scene to the artists. It supports multi-user editting.



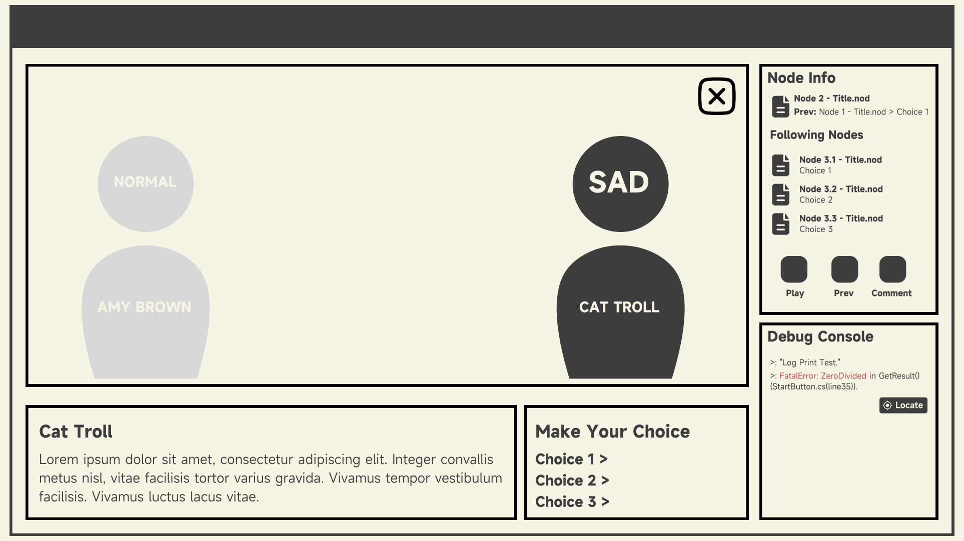
Text Edit Mode (Programmer Mode)

In the programmer mode of the **text editor**, the programmer will be able to add some more powerful modifiers by using a fast **sentence scriptor** which transfers every sentence into a game object that allows a script to be loaded. It also supports multi-user synchronous co-working.



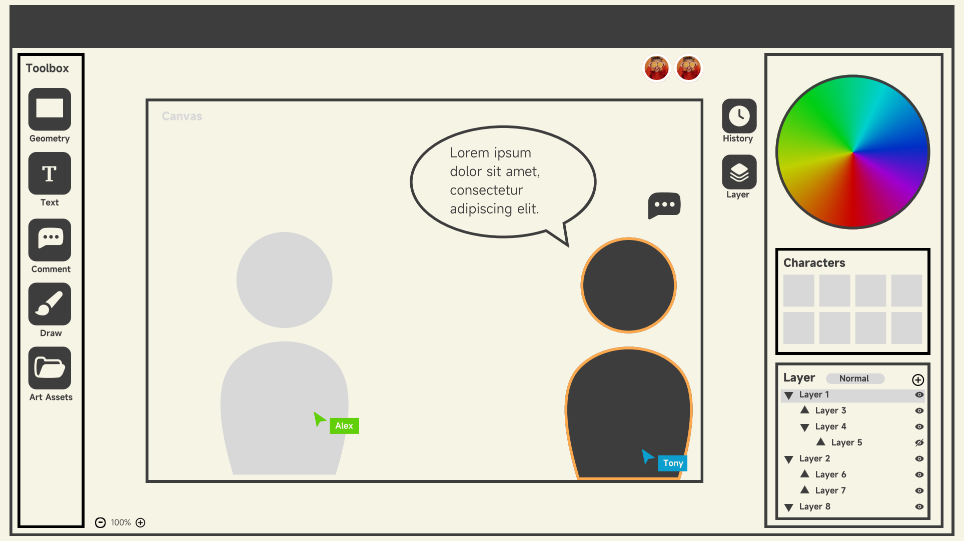
Story Text Player

Playwrights can play a minimum demo version by using the **story text player**. They can then test if the jumping logic of their nodes are valid or see if there are some unexpected behaviors their stories may perform.



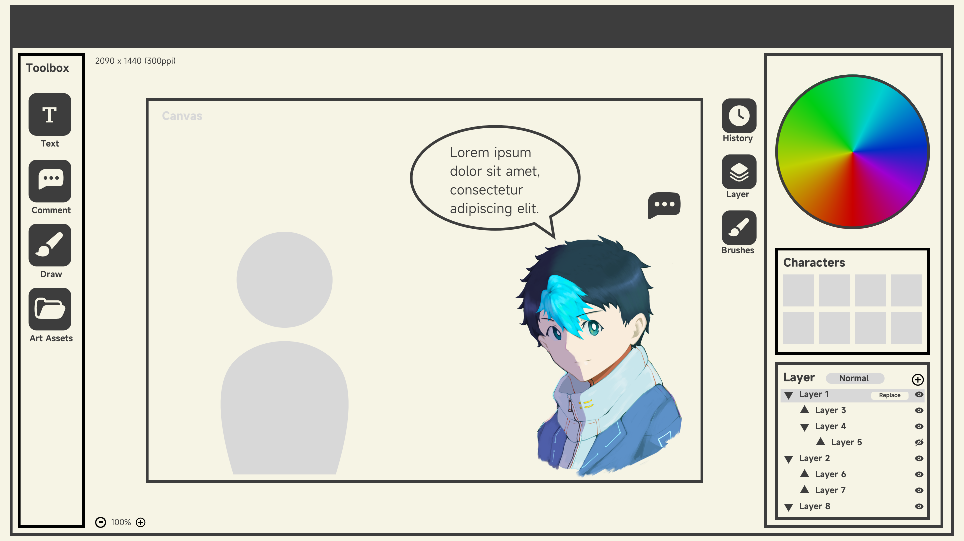
Story Text Player (Programmer Mode)

In programmer mode of the **story text player**, the debug console is activated so that the programmer can always know what causes a bug whenever the game has some unexpected behaviors.



Sketch Diagram Maker (Playwright Mode)

Playwrights **draw diagrams** in order to show their thoughts more directly. These diagrams can be attached to specific texts so that artists understand the playwrights' imagination. Also, it supports multi-user cooperation.



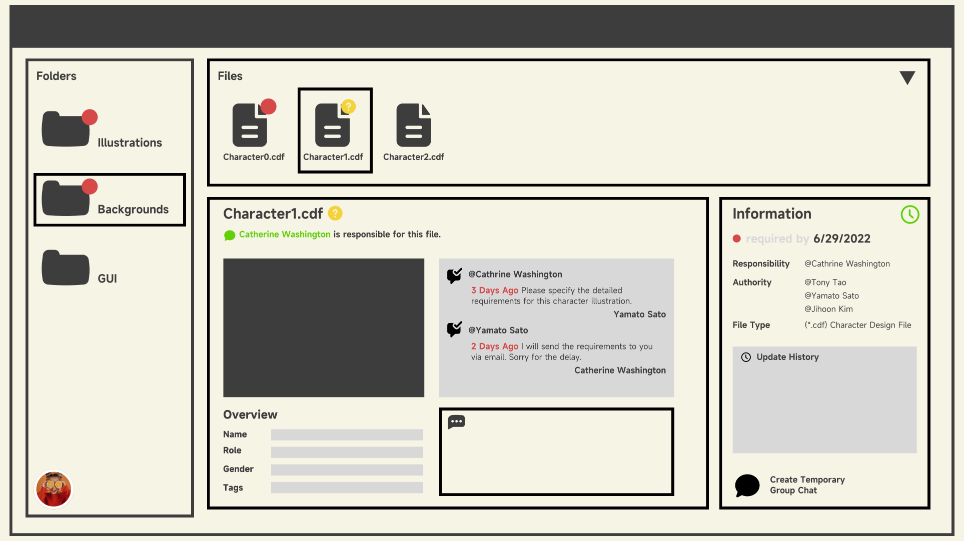
Sketch Diagram Maker (Artist Mode)

In artist mode, the artist can directly **replace the Lo-Fi version** of the diagrams from the playwrights into a Hi-Fi version, maybe an illustration or a well-down GUI component. This will help them to generate some fast renders without opening up a new Photoshop file.

WIREFRAMES

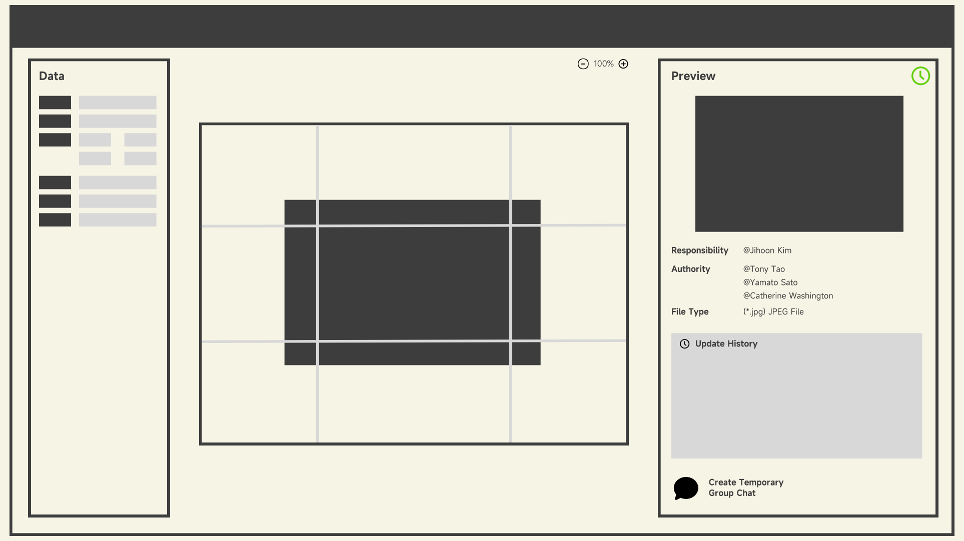
The following diagrams are the proposed wireframe diagrams for some interfaces of the game engine.

Game Engine



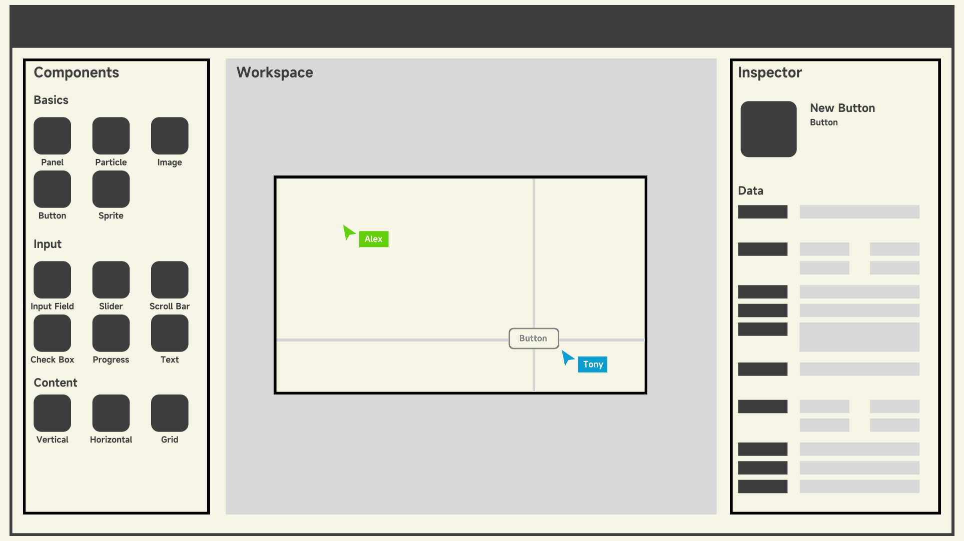
Asset Manager

Team members use the **asset manager** to manage their resources. The manager also has a collaborate system for the team members to ask the people in responsible for a specific asset whenever anyone feels confused about their tasks.



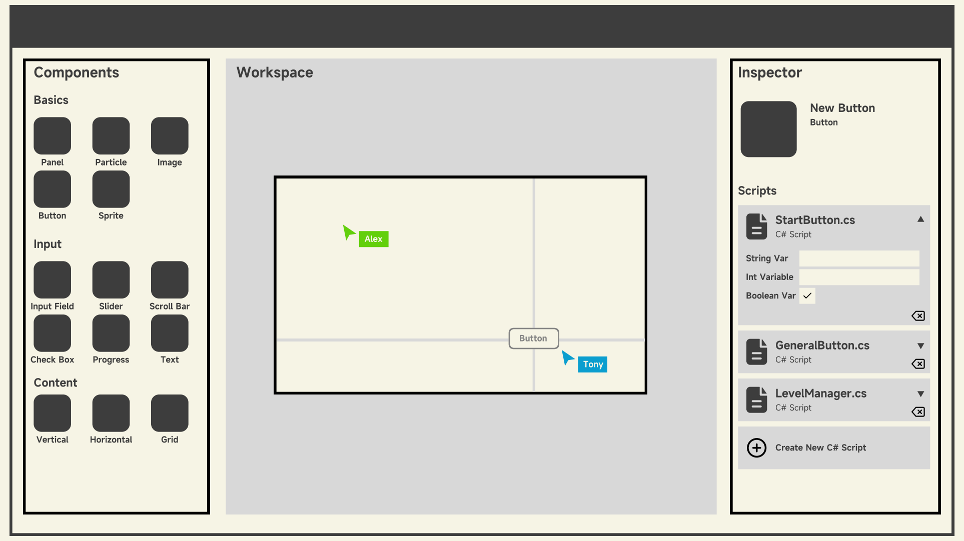
Sprite Editor

Artists sometimes need to edit sprite in the game engine, and the **sprite editor** will satisfy their demands.



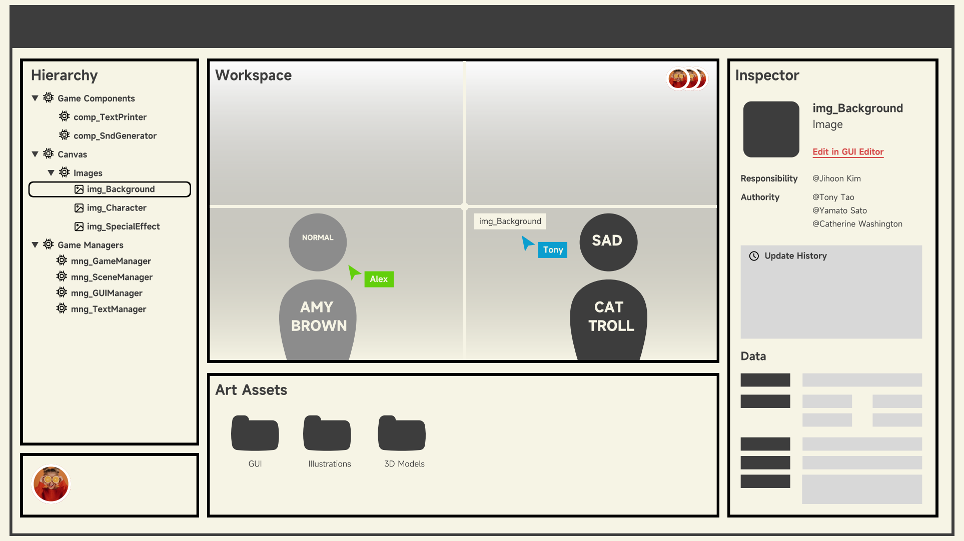
GUI Editor (Artist Mode)

Artists, especially UI/UX designers, will edit the user interface with the **GUI Editor**. The editor allows the designers to add components such as input fields or buttons, and also allows them to adjust the positions.



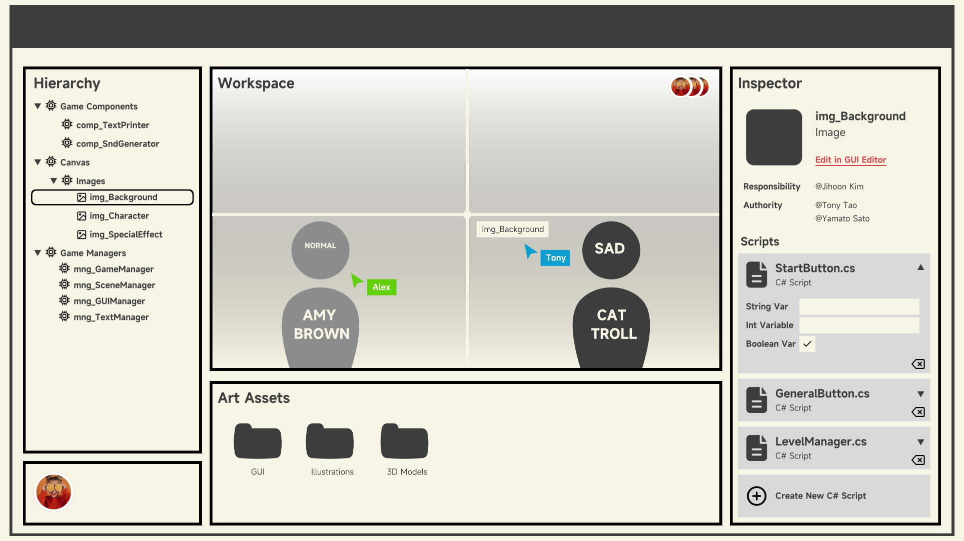
GUI Editor (Programmer Mode)

In programmer mode of the **GUI Editor**, the programmers will not be able to adjust the properties set by artists, such as positions or sprites. Instead, they will load scripts to add functions for them. Public variables will be shown and adjust easily. They may also add additional components to the screen, but they will leave the property to be set by artists.



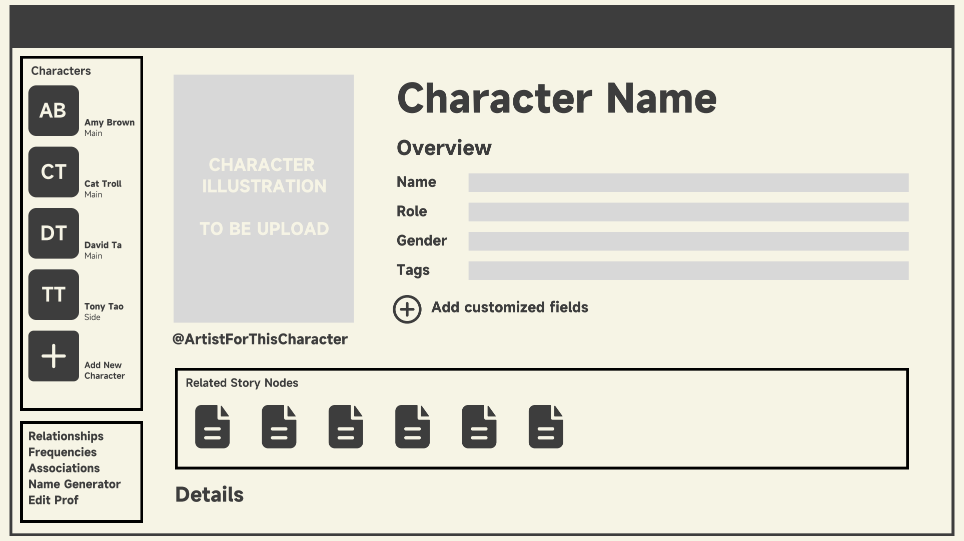
Scene Editor (Artist Mode)

Users edit the game scene with the scene editor. They can directly drag resources from the **art asset manager** to the scene workspace. The **hierarchy** functions as a layering tool that allows them to see the relationship of the on-load game components. It also support **synchronous online co-working.**



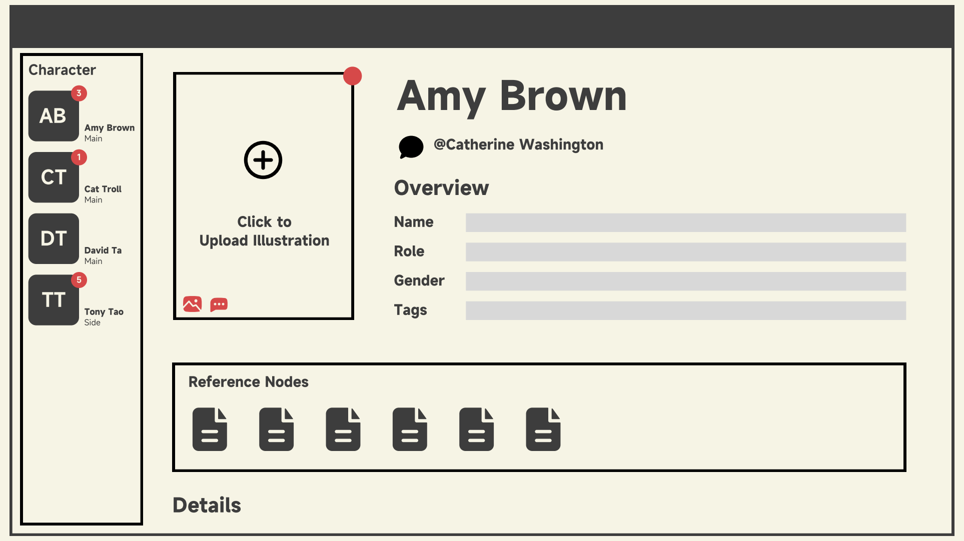
Scene Editor (Programmer Mode)

Similar as GUI Editor, in programmer mode of the **scene editor**, the programmers will be able to load scripts to the game objects. The artistic data will also not be varied by programmers. Specially, if a component is a GUI component, the programmer can also load scripts in the GUI editor.



Character Designer (Playwright Mode)

Playwrights **design characters** in this interface. They can add details to the profile of a specific character. By double clicking the names in the **text edit mode**, the playwrights can enter the character's profile page conveniently.



Character Designer (Artist Mode)

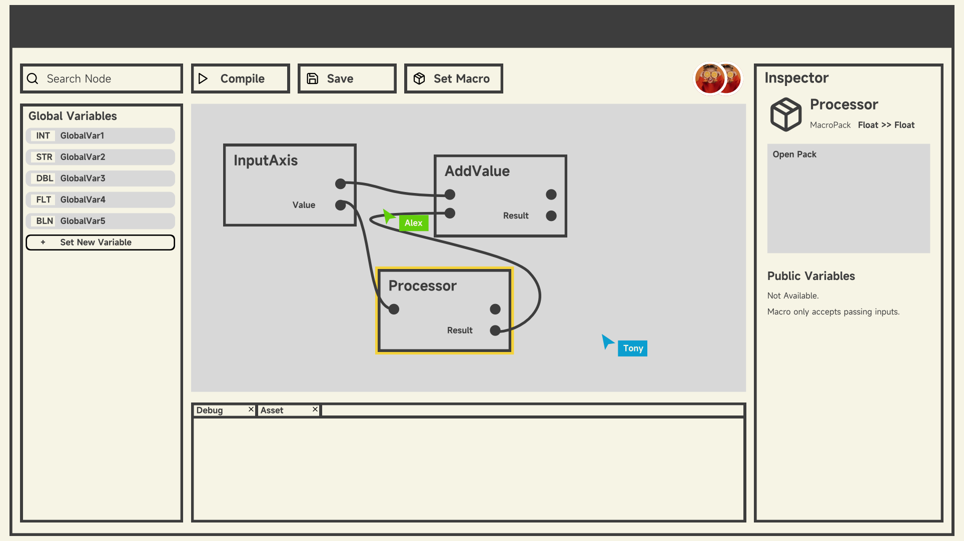
In artist mode, the artists easily find the missing art resources for **designing a character**. They will submit the required art resources as simply as filling in blanks. Whenever they have questions, they can start a chat with the corresponding playwright.

WIREFRAMES

The following diagrams are the proposed wireframe diagrams for some interfaces of the game engine.

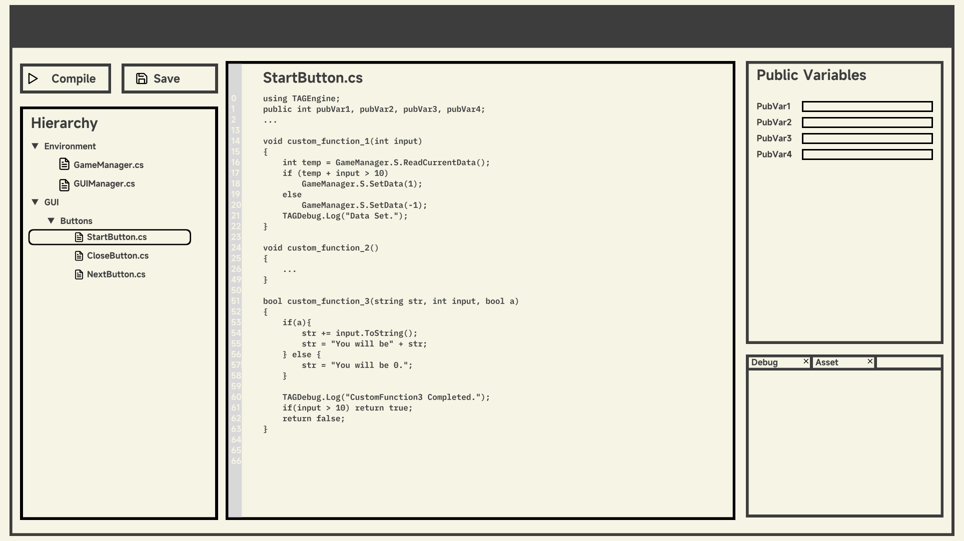
11.3

Game Engine



Node Programming Interface

The **node programming interface** is prepared for those game designers who are not familiar with any coding languages. Simply using these nodes will allow them to finish a non-trivial TAG.

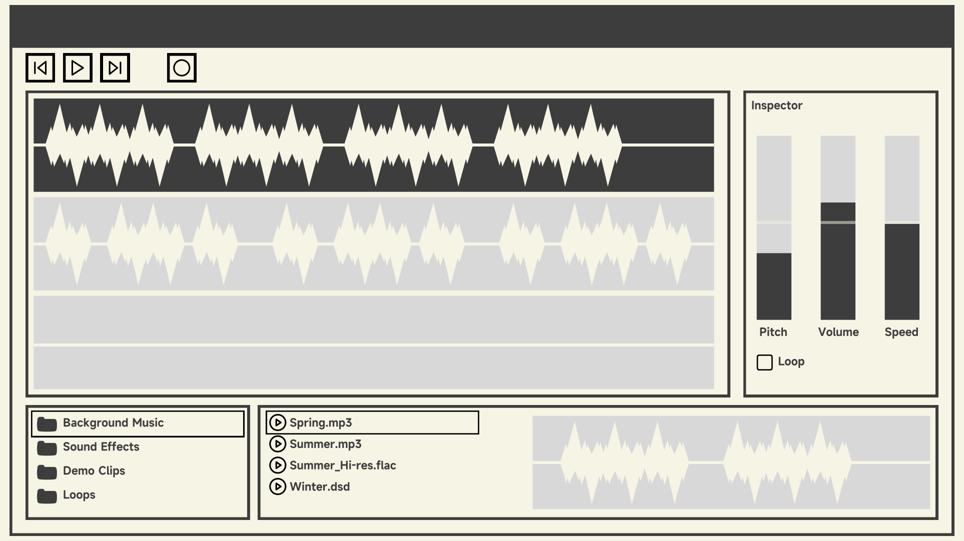


StartButton.cs

```
using TAGEngine;
public int pubVar1, pubVar2, pubVar3, pubVar4;
...

void custom_function_1(int input)
{
    int temp = GameManager.S.ReadCurrentData();
    if (temp + input > 10)
        GameManager.S.SetData(1);
    else
        GameManager.S.SetData(-1);
    TAGDebug.Log("Data Set.");
}

void custom_function_2()
{
    ...
}

bool custom_function_3(string str, int input, bool a)
{
    if(a){
        str += input.ToString();
        str = "You will be" + str;
    } else {
        str = "You will be 0.";
    }

    TAGDebug.Log("CustomFunction3 Completed.");
    if(input > 10) return true;
    return false;
}
```

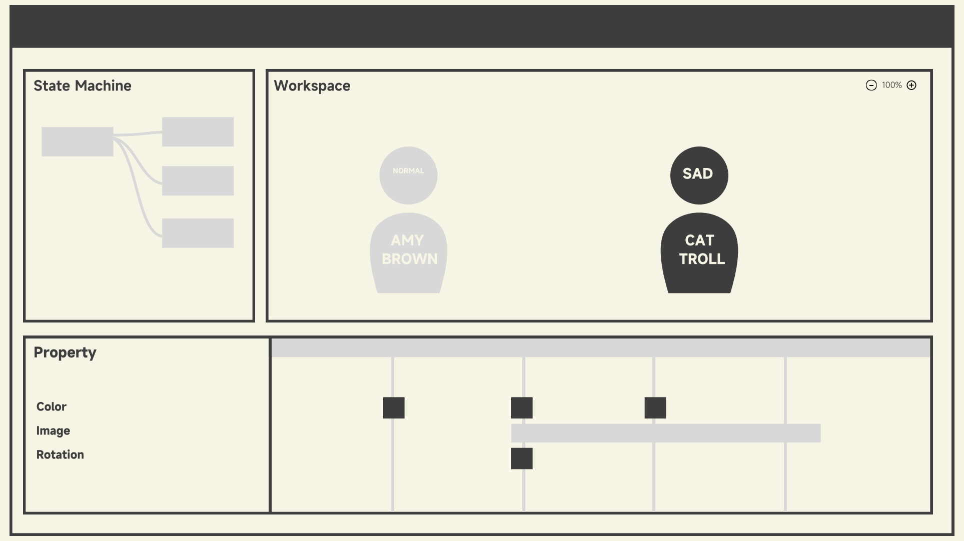
Script Programming Interface

The **script programming interface** is prepared for the designers who are convenient with a programming language. Adding public variables will automatically add an input interface for non-programmers to adjust parameters.



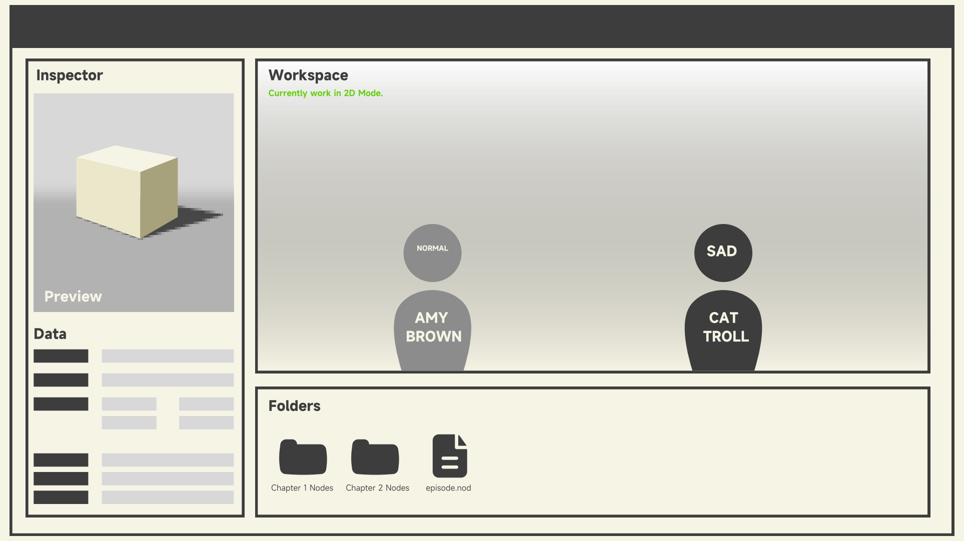
Audio Clip Editor

Musicians use the audio clip editor to simply **edit the audio files**.



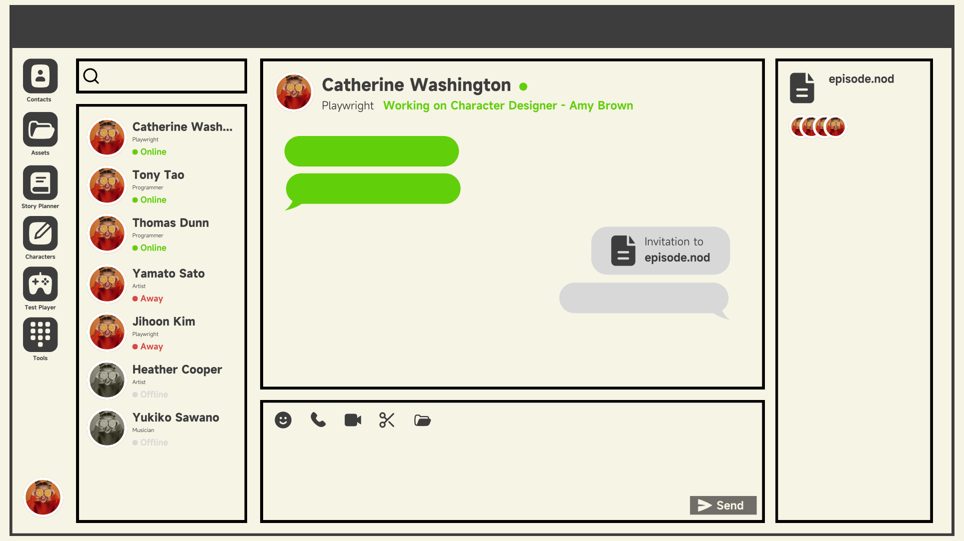
Animation Editor

Artists use **animation editor** to edit the keyframes of the animations. Though complicated post effects are not supposed to be supported in this engine, basic animation editing will be robust.



Post Processor

Artists may also need to apply some post process to the scenes. The **post processor** helps them with making a better render to the visual effect. Though many of the functions are designed for processing 3D scenes, many templates may also work for 2D renderings.



Catherine Wash...
Playwright
● Online

Tony Tao
Programmer
● Online

Thomas Dunn
Programmer
● Online

Yamato Sato
Artist
● Away

Jihoon Kim
Playwright
● Away

Heather Cooper
Artist
● Offline

Yukiko Sawano
Musician
● Offline

Catherine Washington ●
Playwright Working on Character Designer - Amy Brown

Invitation to
episode.nod

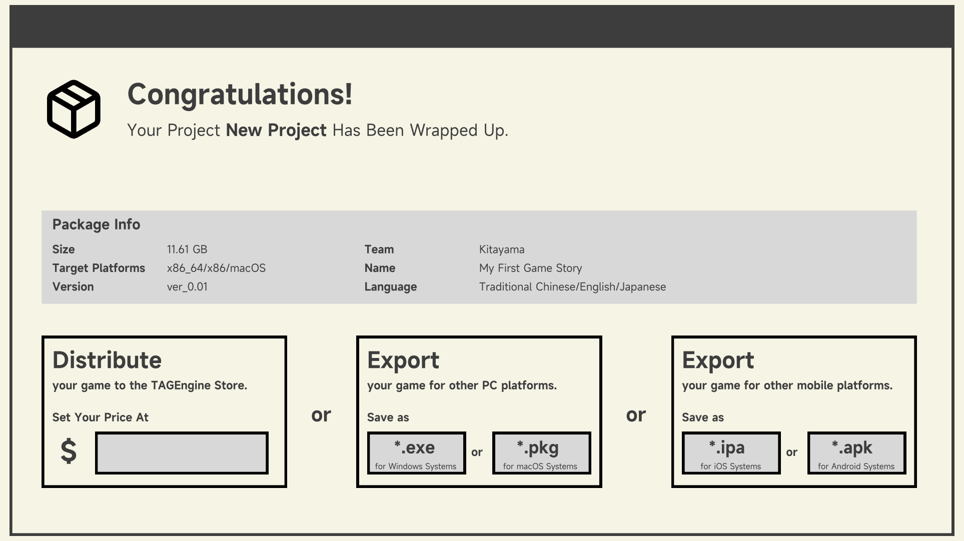
Engine *Studio* UI

This is the interface where the users talk and share files with their team members, which works like a **workshop studio**. Users will be notified if their colleauges are online, away or offline. They can also know the details like what a specific member is working on.

WIREFRAMES

The following diagrams are the proposed wireframe diagrams for some interfaces of the game engine.

Distribution



Congratulations!

Your Project **New Project** Has Been Wrapped Up.

Package Info

Size	11.61 GB	Team	Kitayama
Target Platforms	x86_64/x86/macOS	Name	My First Game Story
Version	ver_0.01	Language	Traditional Chinese/English/Japanese

Distribute your game to the TAGEngine Store. Set Your Price At $

or

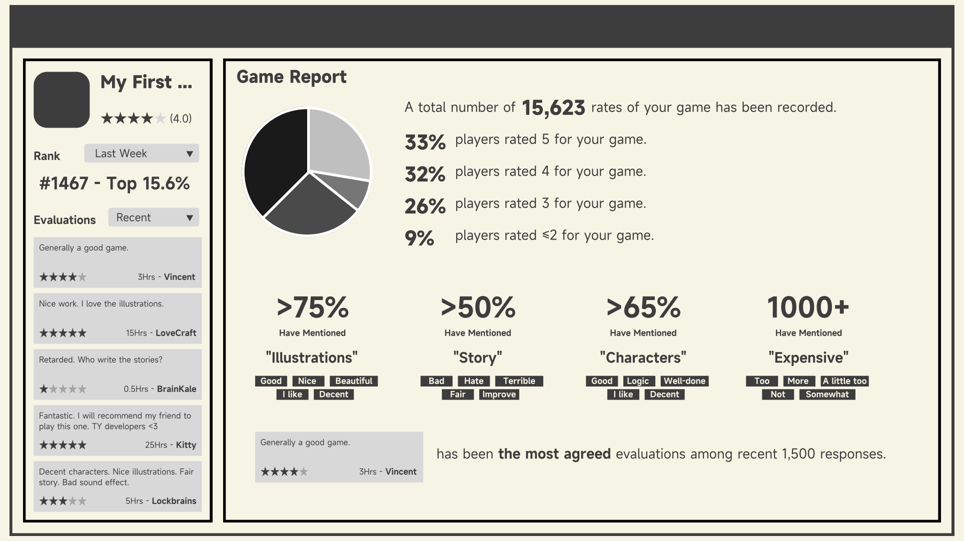
Export your game for other PC platforms. Save as *.exe for Windows Systems or *.pkg for macOS Systems

or

Export your game for other mobile platforms. Save as *.ipa for iOS Systems or *.apk for Android Systems

Distribute Your Project

When a game is finished with the engine, it could be **uploaded and distributed to the first party platform** run by the engine. Games can be either free or with a reasonable price. Also, games can be exported as executables (*.exe/*.pkg) for third party platform publications.



My First ... ★★★★☆ (4.0)

Rank: Last Week ▼

#1467 - Top 15.6%

Evaluations: Recent ▼

- Generally a good game. ★★★★☆ 3Hrs - **Vincent**
- Nice work. I love the illustrations. ★★★★★ 15Hrs - **LoveCraft**
- Retarded. Who write the stories? ★☆☆☆☆ 0.5Hrs - **BrainKale**
- Fantastic. I will recommend my friend to play this one. TY developers <3 ★★★★★ 25Hrs - **Kitty**
- Decent characters. Nice illustrations. Fair story. Bad sound effect. ★★★☆☆ 5Hrs - **Lockbrains**

Game Report

A total number of **15,623** rates of your game has been recorded.

33% players rated 5 for your game.

32% players rated 4 for your game.

26% players rated 3 for your game.

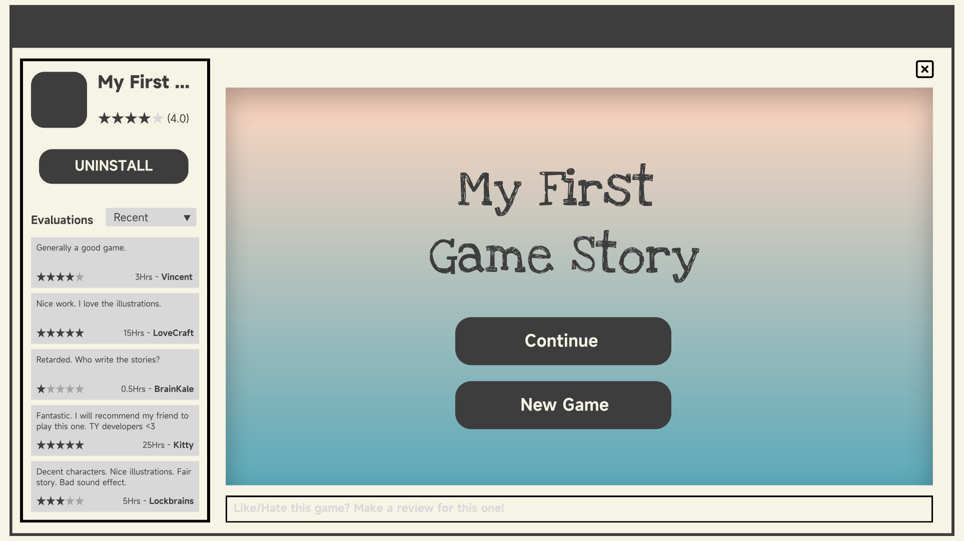
9% players rated ≤2 for your game.

>75%	>50%	>65%	1000+
Have Mentioned	Have Mentioned	Have Mentioned	Have Mentioned
"Illustrations"	"Story"	"Characters"	"Expensive"
Good, Nice, Beautiful, I like, Decent	Bad, Hate, Terrible, Fair, Improve	Good, Logic, Well-done, I like, Decent	Too, More, A little too, Not, Somewhat

Generally a good game. ★★★★☆ 3Hrs - **Vincent** has been **the most agreed** evaluations among recent 1,500 responses.

Understand Your Performance

If your game is uploaded to the first party platform, you will **receive evaluations** from your players and you can **see your rank** among your peers. A professional report will tell you the advantage and disadvantages of your game.



My First ... ★★★★☆ (4.0)

Evaluations: Recent ▼

- Generally a good game. ★★★★☆ 3Hrs - **Vincent**
- Nice work. I love the illustrations. ★★★★★ 15Hrs - **LoveCraft**
- Retarded. Who write the stories? ★☆☆☆☆ 0.5Hrs - **BrainKale**
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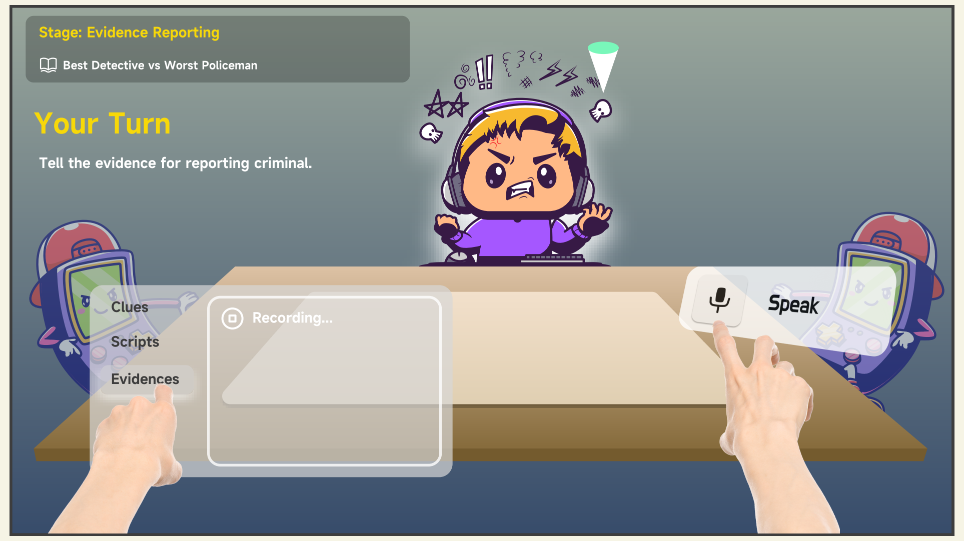
- Decent characters. Nice illustrations. Fair story. Bad sound effect. ★★★☆☆ 5Hrs - **Lockbrains**

Like/Hate this game? Make a review for this one!

Play A Game

The engine is not only a game maker, but also a **game player**. All the games distributed on the first party platform can be run by the engine, so that you can create, upload and download a game with a uniform tool.



Stage: Evidence Reporting

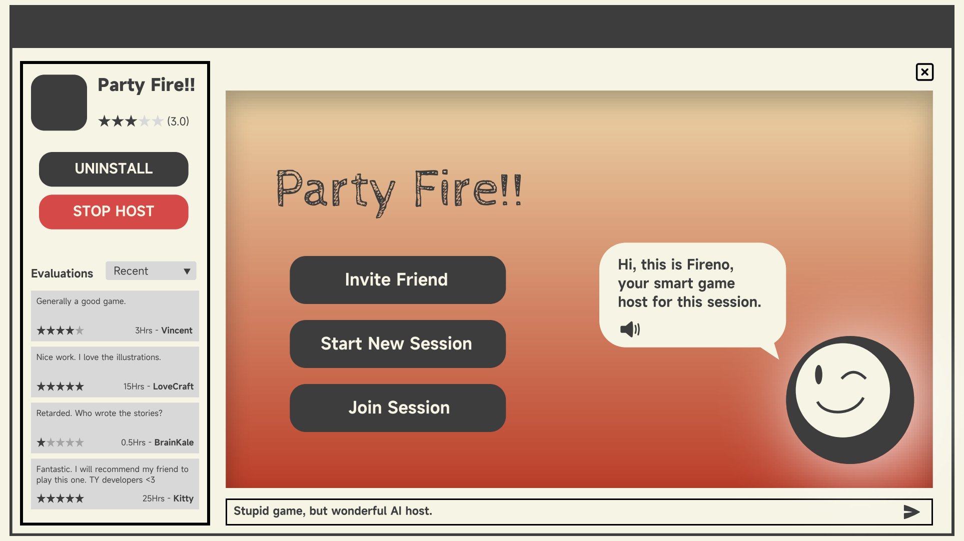
Best Detective vs Worst Policeman

Your Turn

Tell the evidence for reporting criminal.

Table Party Games Are On Table!

If a game is uploaded as a party game, such as a Live Action RPG, it can be **natively transformed to a VR game** that make you feel you are just sitting next to them. Enjoy this game by wearing on a VR device, and play the table game on the virtual table, a much more realistic party experience.



Party Fire!! ★★★☆☆ (3.0)

Evaluations: Recent ▼

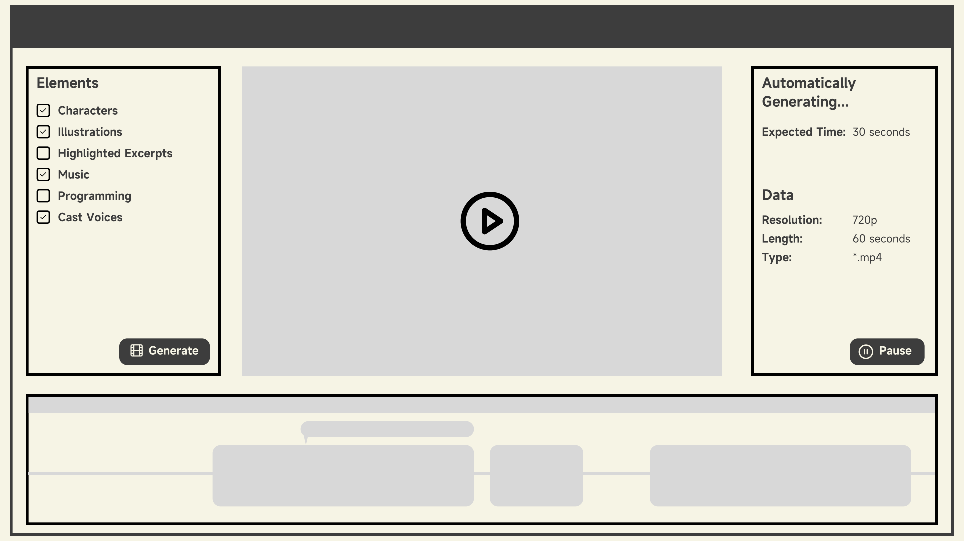
- Generally a good game. ★★★★☆ 3Hrs - **Vincent**
- Nice work. I love the illustrations. ★★★★★ 15Hrs - **LoveCraft**
- Retarded. Who wrote the stories? ★☆☆☆☆ 0.5Hrs - **BrainKale**
- Fantastic. I will recommend my friend to play this one. TY developers <3 ★★★★★ 25Hrs - **Kitty**

Hi, this is Fireno, your smart game host for this session.

Stupid game, but wonderful AI host.

Need A Narrator? Here She is.

Party games with hosts can be made by this engine with a native package which automatically trains an AI to be a good host. Want to find an absolute indifferent, fair, and objective host? Our AI wins this job.



Elements

- ☑ Characters
- ☑ Illustrations
- ☐ Highlighted Excerpts
- ☑ Music
- ☐ Programming
- ☑ Cast Voices

Automatically Generating...

Expected Time: 30 seconds

Data

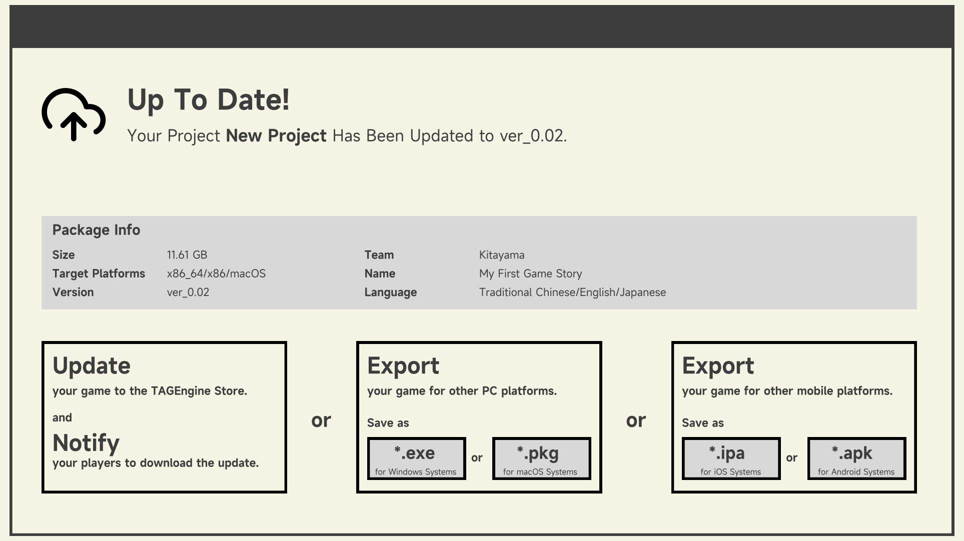
Resolution: 720p

Length: 60 seconds

Type: *.mp4

Promote Your Project with A PV

A good PV(promotion video) is essential for making a game famous. If you are feeling confused by making such a PV, our engine **automatically generates one** for you. It can be as easy as making a slide.



Up To Date!

Your Project **New Project** Has Been Updated to ver_0.02.

Package Info

Size	11.61 GB	Team	Kitayama
Target Platforms	x86_64/x86/macOS	Name	My First Game Story
Version	ver_0.02	Language	Traditional Chinese/English/Japanese

Update your game to the TAGEngine Store. and **Notify** your players to download the update.

or

Export your game for other PC platforms. Save as *.exe for Windows Systems or *.pkg for macOS Systems

or

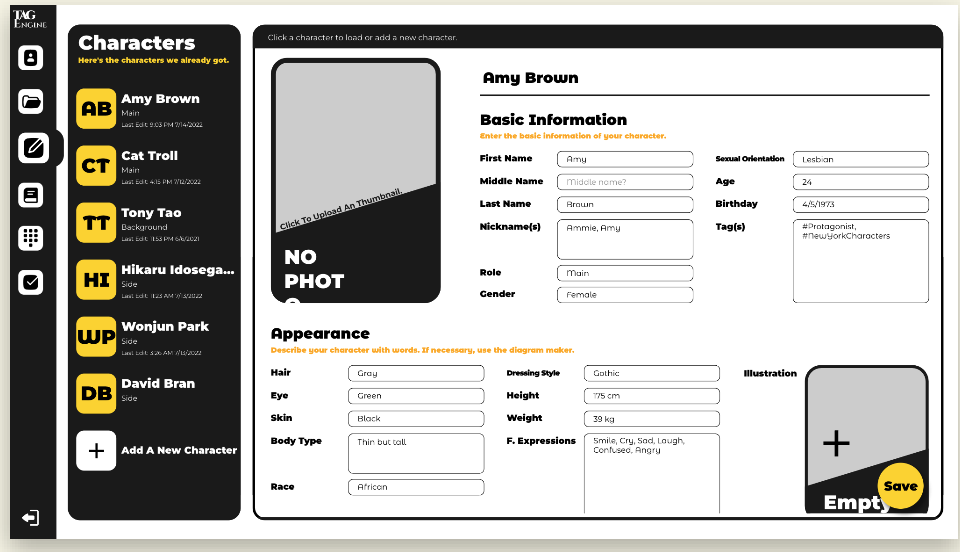
Export your game for other mobile platforms. Save as *.ipa for iOS Systems or *.apk for Android Systems

Control Your Versions

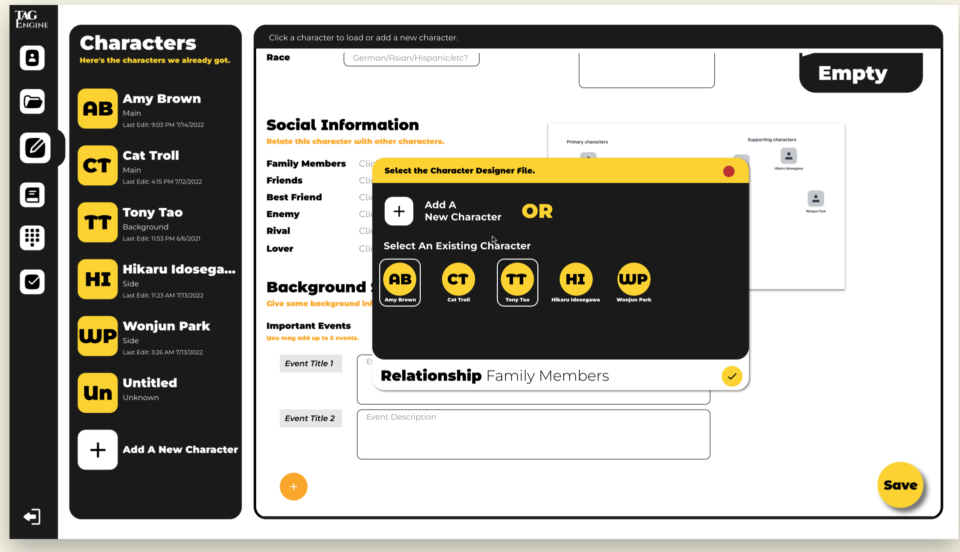
Version control is not only required for making a game; it is also important for keeping games up-to-date. **Hot updates** will be supported by the engine, so whenever you are making an updated game version, just click "Update" and the players will **be notified to update their games**.

USER INTERFACE FINALIZATIONS

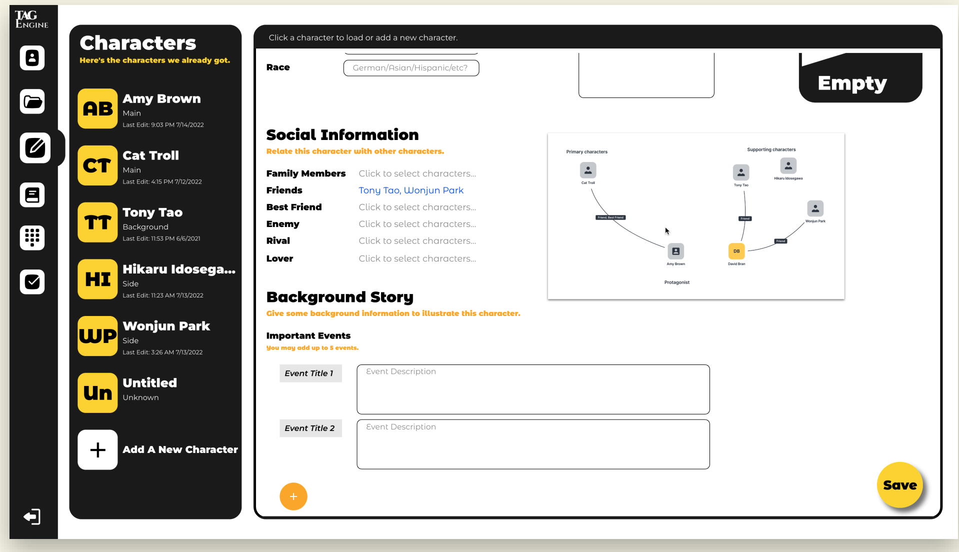
The following diagrams are some UI Finalizations from the prototype screenshots.



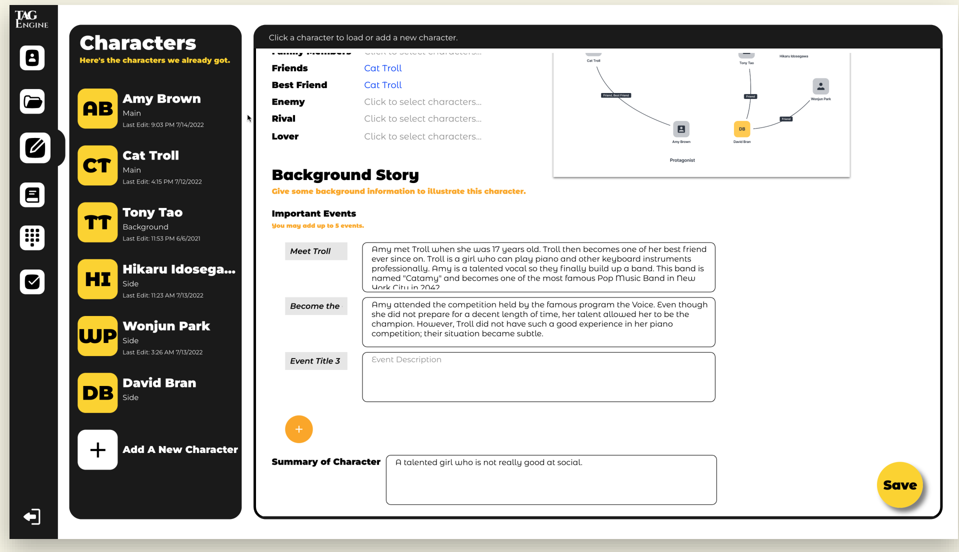
Character Designer Basic Information


Characters
Empty
Social Information
Select the Character Designer file.
Add A New Character
OR
Select An Existing Character
Relationship Family Members
Background
Save

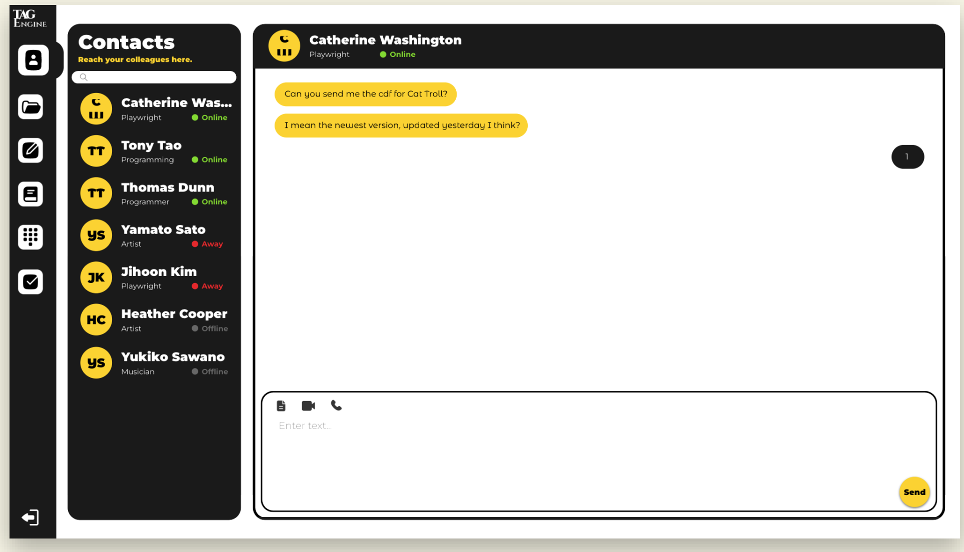
Character Designer Adding Character Relationships



Character Designer Social Relationships



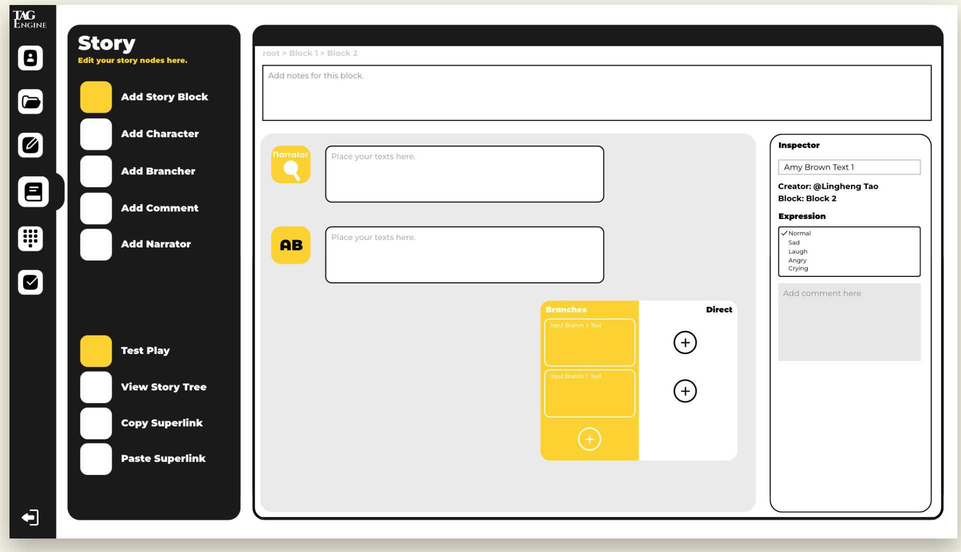
Character Designer Adding Background Story



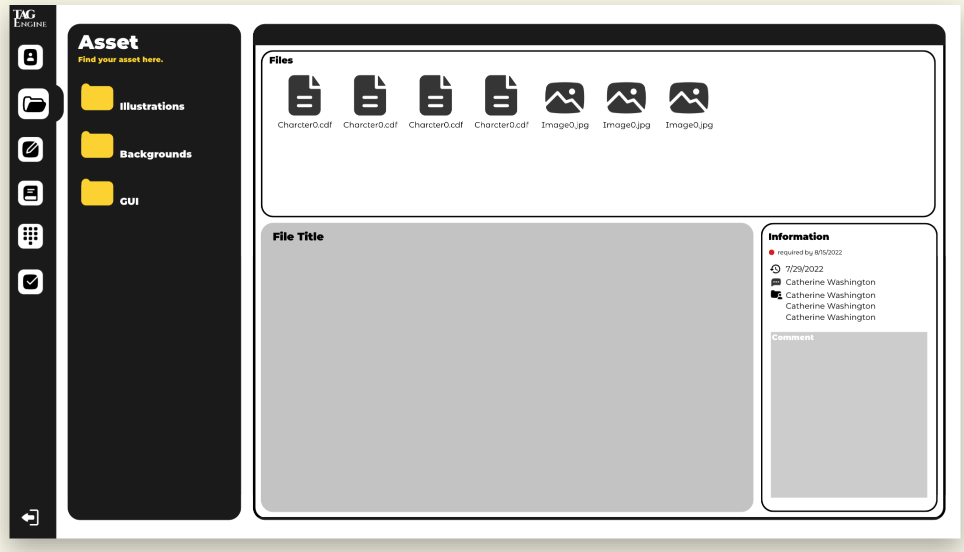
Can you send me the cdf for Cat Troll?

I meant the newest version, updated yesterday I think?

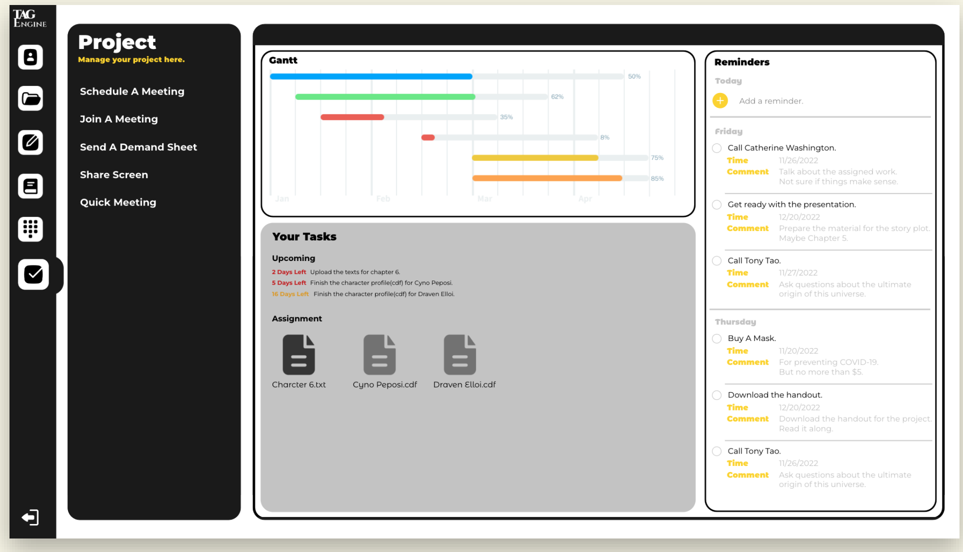
Team Realtime Chat



Story Node Editor



Asset Manager



Project Management