



CONCEPT BOOK

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Introduction of the team

Click - Developer

Hello! I go by the alias, Click, and I would like to thank you for purchasing this concept book. Your support means a lot to us.

I made *Belong* as a stepping stone towards creating a game for my favourite Original Character (OC), Vivienne. Those who know me from the game *Seven Kingdoms Princess Problems* (7KPP) would know she is my favourite daughter. 7KPP made me realise I love creating OCs, and I want people to know Vivienne not as a customised main character from 7KPP but an original character from my own game.

To me, *Belong* is also personal proof that I am in a better place. I used to work in a terrible place, but have since left. After leaving, I took a vacation to Australia which influenced some parts of *Belong*. When I came back home, I was thankful for the personal time and energy to be able to create the game. Time used to be a foreign concept to me as I used to work endless weeks of overtime. I dreaded the end and beginning of a new month, but now the first of each month is *Belong*'s monthly anniversary. It serves as a kind reminder that I have moved on.

I am grateful to have commissioned my dear friend, April, as the artist for the wonderful sprites! She has captured the characters greatly and I love each and every one of them. She had helped me with editing as well, which I am forever thankful for! Please check out her works and [hire her services](#)~

And without further ado, please enjoy my thoughts behind the creation of *Belong*.

April - Sprite Artist

Hiya! I'm April, also known as *aprilsierra* or *asie* online! I'm a freelance artist/ animator and aspiring comic creator! Thank you so much for supporting Click's game, and even buying this concept book! It means a whole lot to the both of us, especially since this is both our first time creating a game.

I remember a year ago or two, Click and I were talking about collaborating on something, with her writing a story, then I'd illustrate it! I never thought the day would finally come, and it'd be a game of all things! I've always wanted to work on games, so I was very excited when Click asked me to draw the sprites of her characters. Working on *Belong* felt like a stepping stone to something bigger, so it was such an honor for me! I'm really thankful to her for giving me this opportunity.

I quite enjoyed designing the characters. I did my very best to interpret how Click wanted them to look like, while also making sure they fit their personalities and that they'd look unique from one another. As for the sprites, it was challenging to draw the poses since anatomy is always a challenge! But after that hurdle, I think I learned a lot. The best part of drawing the sprites were the expressions. I've always loved drawing different emotions in characters, so I hope this reflected properly in their sprites! If you liked the art of the characters, I thank you from the bottom of my heart! I'm still trying to improve lots, but if you want to follow my progress, I often post my works [on twitter](#)!

Once again, thank you for your support! I hope you will look out for Click's next game and story!



Planning

I (Click) had no prior experience as a game dev. Thus, I wanted to start off with something simple.

3 separate character routes seemed reasonable, and I took a month each to write their routes. On a personal level, I loved it. It helped me channel my own problems into an engaging story, which was a great stress reliever.

I did not want to be ambitious with the branching and choices yet. So, I just decided to go with having subtle differences depending on the personality the players chose for the main character (MC).

I dislike stat raising games since I usually have to look for a guide for them. It feels restricting. I wanted *Belong* to be a free and easy game, relaxing and soothing to your soul.

I wrote the script first, and then I conveyed the ideas and concepts to April for working on the sprites. Afterwards, I looked for the other resources such as background images, music and soundtracks etc.

Overall, I took 8 months to create *Belong*.

Writing

How did I start? First, I threw some elements I wanted to work with.

For example:

Character	Themes
Flint	red string of fate, no parents, dreams
Dylan	anxiety, acceptance, courage
Capriana	secrets behind smiles, rose tint glasses, masks

Along the way, I expanded and included other themes. For example, Dylan's 'change.'

Minor characters were then made to suit their stories.

To me, plans are not a concise procedure to achieve from point A to point Z. It is just a way to begin, a plan to start. Because once you start, the momentum gets going. When you are stuck, I recommend looking from different perspectives and remind yourself why you want to make the game.

Most of all, remember to take breaks and have fun. Your main audience is yourself.

Writing

The Main Character

The MC for *Belong* was actually predetermined. A lady with long, red hair, blunt yet witty. Her name was to be Isabella, going after the blonde lady love interest, and finding her biological father named Quinn. As I was writing, I thought 'Why not make it more personalised for the players?'

As I wanted players to insert themselves into the main character easily, I came up with some relatable personality traits that could factor into the story. The players were supposed to choose two different strengths, while the other two would be their weaknesses to suit their customised MC.

Strength/Weakness	Callous	Fickle	Lazy	Inflexible
Compassionate				
Steadfast				
Industrious				
Open-Minded				

Writing

The Main Character

However, when I was trying to code, I realised I have no idea how to make the players choose two traits. Hence, I summarised them into 6 personality traits instead. I wonder if players would have preferred the former method.

Writing the callous options were the easiest as no filter was needed. Writing the compassionate ones were a treat. MC has the most personality variations in Pria's route, and one of my not-so-spoilery favourites was:

Capriana (c)"Alice is a blonde young adult who loves to daydream, and her sister." c"One day, she falls into a hole while chasing a white rabbit, and an adventure awaits. Who is this Capriana you speak of?"	
Steadfast	Fickle
mc"Did I upset you?" c"You don't even know her, do you?" mc"I don't know you?" She stops clawing and her sinister look is replaced by a placid one. Well, two can play this game. Briefly, your eyes land on the birthday flyer pinned on the notice board behind her. mc"When is your birthday?" c"... 27 January, why?" mc"You can't say I don't know you now, and I'll remember it because I'm your friend."	You blink and digest her words. Is she asking you to play along? Capriana prompts. c"You don't even know her, do you?" You sigh, calming your nerves from her question. mc"Yeah, I don't. There are many things I don't know. I don't know why she's asking me this. I don't know her past. I didn't know blonde isn't her natural color. I didn't know she has perfect eye sight behind her rose-tinted glasses. I even misheard her name as Capricorn during our first meeting. I don't know why she hides so much behind those glasses and smiles. But I do know that I want to be her friend."

Writing

The Main Character

I do not want players to find 'ideal' personality traits to get the love interest. The love interest will accept MC for who they are, like how real relationships are supposed to be. It's all based on the choices that MC choose in the end.

I would love to see players' customised MCs one day.

Writing

Flint Redwood

He was my first stepping stone. If I had lost interest in writing his route, then I doubt I would have continued writing *Belong*. His route set the pacing, the length (10 chapters), and even William's personality. Thus, I threw in my favourite element - mysterious fated encounter. As Vida mentioned, it's totally fate.

A thread from his red jacket was originally supposed to be hooked onto the MC's hair like a red string of fate. I realised making it invisible would be better. They met at a few different locations on whims yet they still managed to find each other.

But, fate can only give you chances for so long. It's all up to the MC whether they want to pursue it or not.

Writing

Flint Redwood

Unlike Dylan's and Capriana's routes, I wanted to venture into staying in love. You don't have a choice of falling in love, but you have a choice to stay in love. Flint and MC know they might not have an easy life because of their circumstances. Because of William, Flint is the kind of guy that builds dreams into reality. He knows MC is working hard for their father, but he knows he might not be able to contribute as much as them. He might not be able to support MC's dream, therefore fearing he is not the right guy for MC.

Both MC and Flint do not have their biological parents present in their lives. Fortunately for MC, their father is a kind person. Flint is envious but happy for MC. If they ever got married, I am sure Flint will be a pretty handy man with his expertise in carpentry. I also imagined the three (William, Flint and MC) going on a road trip together. Four if you count the GPS screaming to turn every 10 minutes because William keeps reading the map upside down.

Writing

Flint Redwood

Antagonists:

Flint's uncle sees him as a burden because of his irresponsible sister. His uncle does the bare minimum to keep him alive and does not treat him as a nephew, but rather as a tool. I put in hints of physical abuse due to his uncle's temper. The scene where Flint almost kicked the vending machine, he stopped because he did not want to become like his uncle. Flint is tired of living with him. He does not belong there.

He does not mind building people's dreams, but his uncle does not deserve it. Thankfully there is William, being a great friend and giving a dream for Flint to strive for.

Writing

Flint Redwood

Confession:

MC is the first one to confess, thanks to Vida's encouragement. It was painful to write because some personal unwanted memories resurfaced for me. In fact, I never thought I would ever make an otome game where those unrequited romantic feelings crushed me so badly. But, I survived. And, I pray that those who are also heartbroken would recover and never lose hope.

Flint would have confessed first, given if he had thought about their future together thoroughly. I like to imagine Flint buying MC a matching coat as a couple to wear for their birthday.

Writing

Flint Redwood

Trivia:

He can drive cars/trucks. He doesn't ride motorcycles because of the memory of his parents leaving him. William is often overseas so his car keys are often with Flint.

Flint owns various part-time job shirts. He is a handyman with the right tools.

He used to be bad with words, but spending time with William's colourful language, he grew up to be a good salesman.

'Redwood' was based on the red woods that Nick traded off in Zootopia. His nickname from William is 'Lin'.

His name was not supposed to be a mystery, and I do not mind if the players address him by his name in feedback, etc. because he is more than his name.

Finding a theme song for him was the most difficult. I suppose jazz music suits him.

His birthday falls on 17 November, the day I finished writing his route.

His sleeping schedule is a mess.

His voice would sound like the singer Jacob Lee (do listen to Secrets by Jacob Lee). Flint does not know how to play any instruments though.

He is my favourite among the trio.

Flint was supposed to be cruder in his manners. But my fingers and consciousness would not even let me.

Writing

Dylan Goodwin

Congratulations, Dylan, you were born from my anxiety.

Romancing a colleague was the idea. Romancing a colleague at work wasn't the idea.

I figured that theatre face masks are very dramatic, thus perfect for children face painting. MC has to have a valid reason for going for it too, since it's at their home. Dylan would be too shy to invite MC out so MC has to initiate.

I never tried face masks before, but I remembered applying a temporary tattoo during a national day celebration. It felt so itchy! Or maybe my fingers just kept touching it, and thus ruining it. No idea. Anyway, I like how united it feels. Hector wants a piece of that feeling.

Writing

Dylan Goodwin

Antagonists:

His twin, Summer, is one.

Unlike Flint's uncle and nephew, Summer cares. Even loved ones can be antagonists in your life. As long as someone is standing in your way, they are standing in your way.

Summer and Dylan's quarrel was based on a personal issue I had. Whether it was resolved or not, I have made my peace on my end. Conflicts happen time to time, bridges may be burnt. Technology is a double-edged sword. An issue I find in today's time is that there's little to no chance to let relationships frizzle out with it. Once you have someone's contact, it will be difficult. Not impossible, but difficult to cut it out of your life, especially if you are a family. Luckily, Summer has repented and I am sure the twins will work things out.

Writing

Dylan Goodwin

Confession:

I came up with his confession in the shower. It was probably the cutest idea I had ever had! Fortunately, his confession scene was not as personally painful to write compared to Flint's. At that time, I felt glad my heart was healing.

Circles are also his favourite thing to draw. Oh, he was going all out on MC alright.

Writing

Dylan Goodwin

Trivia:

Cats often sit on his motorcycle much to his dismay. He does not have the heart to move them, so he moves his feet to the bus stop instead.

Roombas are in his parent's home, so seeing them makes him feel at home. The same goes for the scent of mint leaves.

His name was originally supposed to be Clive as I loved the sound of the name. But over time, I thought the name 'Clive' did not suit him. His nickname 'Lan' was given by his parents.

Bagon cookies were a reference to my favourite pokemon, Bagon.

He clips his fingernails every week as he cannot stand dirt getting underneath.

His theme songs are calming.

Avocados are good for you. Dylan would agree.

His birthday falls on 21 December, the day I finished writing his route.

His voice would sound similar to The Workday Release (listen to Meant to Be).

While Flint focuses on the future and Pria is stuck in the past, I reinforced Dylan's route to live in the moment. Jordan is a good mentor for this, despite the spits of saliva he gets on your face.

Dylan was supposed to be a tattoo artist playboy initially, which is why I gave him a motorcycle. I wonder how that would have turned out. Summer would still be angry either way.

Writing

Capriana Cyndi Campbell

The star. I just love characters who are perpetually smiling. Adorned with her rose-tinted glasses, there is no reason for her not to smile.

But that is just what she wants you to think.

She was the hardest to write and code, and she had the most sprites out of the three of them. I want to squish her cheeks for all these troubles!

I do not do people watching since my eyes are glued to my phone most of the time. But what I love when looking at people is the charisma they ooze out. I may forget how they look like but how they made me feel lingers. Such as a charismatic person sipping tea in a cafe for example... Makes me wonder 'How do they perfect being elegant? What goes on their heads?'

Writing

Capriana Cyndi Campbell

Antagonist:

Herself.

Have you ever wondered if Pria can even read her own writing when she is wearing rose-tinted glasses and the ink is in pink? Honestly, she is just writing for the sake of writing; she does not refer to what she wrote. It is good not to look back to the past, but that is not her case. She has been stuck in the past and does not know how to move on. She was merely copying other people, grasping their personas for her to slip them on like masks.

You can tell a lot about a person by their room and handwriting. Her room is empty because she has forgotten how to be herself. As she claimed, it was easier to fill herself with people's expectations that way. Most of all, fear held her back. It is easier to wear a favourable mask in society than to reveal her authentic self that may not be accepted.

Writing

Capriana Cyndi Campbell

Antagonist:

She knows she has to let go of her old persona, but it is stuck. As long as people do not see the cracks of her masks, as long as they do not try to pull the mask off, she resigns herself to being Emily. Opening her box may seem simple to others, but not to her. It signifies her acceptance of her past. That it did not just consist of Emily but the young Capriana as well.

Hopefully, MC will carry some of that burden off her.

Writing

Capriana Cyndi Campbell

Confession:

Unlike Flint's route, MC does not receive an immediate reply. Capriana has to process it first. She flips through her notebook, wondering how other people react in such scenarios. However, she knew she had to consult her own heart for this.

MC has the option to open her box of surprise earlier, and so Pria will react accordingly. Personally, I would keep to my promise and open it after the play. The glitter box idea was from Tumblr where it was a mean prank delivered to people. That surprise element is totally what Pria would do.

Writing

Capriana Cyndi Campbell

Trivia:

Like Dylan's route, I don't want to encourage dating while working. Thus, I didn't explore MC's and Pria's relationship before MC's part-time work ended. Moreover, Pria had to focus on loving herself first before she can love others. Once she is stepping in the right direction, it's a step towards a healthy relationship.

Alice in Wonderland was chosen because of the identity and madness theme, which compliments Capriana's situation. Off with that wig, Pria. I even bought an Alice in Wonderland book for this.

She appears on every route because she was worried if she pulled MC to work against their will. Fortunately, our MCs are capable.

Her rose-tinted glasses were actually influenced by a Tumblr Gif of Connie from Steven Universe. It was a scene where she took off her glasses and that inspired me.

I found the name 'Cyndi' unique and immediately thought of Pria. It is unique like her. Meanwhile 'Capriana' is based on the word 'capricious'. Her nickname 'Pria' was given by her ex-theatre group.

Her birthday falls on 27 January, the day I finished writing her route.

Finding her theme song was the easiest. Bright and energetic~

She is around my age, so her childhood stuff feels authentic. I remembered holding Tetris Gameboy and being bad at it. No cars/motorcycles for her. Just the plain old public transport buses.

The act of opening the box and MC asking for Pria's birthday were references to my favourite Life is Strange Fanfiction by Trecoolio.

Capriana was originally supposed to quit her old studio. Her ex-manager disallowed her from visiting a fan in a hospital as she might get infected. I thought it was too angsty, and Dylan's route already featured children so I focused on Pria's sole development.

She has many siblings.

Writing

Father Louis

Father to the church and to MC.

Father Louis is the eldest and wisest among all the characters. He may not be MC's biological father but he is a guiding voice for MC whenever they need it. The confession room at the start of the game was one of the ways he shows that he cares. He respects and supports MC's decisions on every route. He does not force MC to follow his religion too, so MC was never shown praying or doing any duties at the church. Truly the best dad.

Originally, he was supposed to find an abandoned baby in front of the chapel. However, as I decided to make MC a customisable one, I did not mention how MC was adopted. Let your imagination run free.

Writing

Father Louis

His biggest influence would be Pastor Carter from Harvest Moon. His love for mushrooms was a reference to Carter's mushrooms at the back of the church. Moreover, in Dylan's route, his embarrassing memory of a lady confessing to him and his epic escape was also a reference to one of my favourite Carter fanfiction. Unfortunately, it has been on a hiatus for years. Nevertheless, it was a special scene to me and I wanted to share it with you all.

The confession room was also influenced by the anime, Blue Exorcist. I saw some players of *Belong* thinking they were locked up for a crime or something at first, which surprisingly never came to mind when I wrote it (too much *Persona 5*, eh?).

Writing

Margaret

Enter the managing director of Ascend Studios! She has an eye for talent, having recruited the amazing Dylan and Pria into the agency. Do not forget, she accepted you, the MC, too. She sees potential in you, even if you do not.

I created her with the image of a fabulous aunt in mind. It would suck to have a terrible boss, am I right?

Some beta testers were suspicious of her job offer at first. It seemed too good to be true. I mean, yeah I would love a flexible part-time schedule, too. That wariness is good, but please rest assured as there are no murders or kidnappers in *Belong*. I do not have the heart to write about crime.

I was avoiding using another name that started with 'M' because of coding. I was afraid I might use 'MC' for 'M'argaret and vice versa. In the end, I have no idea how and why I chose that name for her.

Writing

William

As much as I appreciate the love for William, I must say this straightaway - William is aromantic and asexual. Please do not ask for his route, at least not romantically.

Now, where were we... Yes, William our beloved dramatic scriptwriter who loves to write on the floor with his markers. There are many things I want to reveal about him, but it will be revealed in another game ;)

For now, let me feed you with this tidbit. Remember the cat Flint mentioned? Yes, William has a cat. Around people, he calls her name as Cat but if someone remarks about the name, Will would give you a blank look before his mouth curls.

Writing

William

Someone: "You named your cat, Cat?"

William: "Well~ Cat is a cool nickname for her."

S: "Nickname?"

W: "Yeah, it's short for Hecate. Purrfect, right?"

So many people fell for his silly prank. I bet you just did too. :3

Also, I named him William so I could use this pun "WouldIWas" but I did not get to use it.

Writing

Summer Goodwin

Brrr, did winter just arrive?

At first, I thought of branching routes from Dylan's route where you can date Summer. Sadly, I was not really interested in writing a route for her. She is an independent lady who needs no lover.

If you are wondering whether her grandmother is ever upset with her like with Dylan, she is not. Like her parents, she works in a medical field, though I did not specify which.

Writing

Summer Goodwin

I was not sure whether to go for a shy or strict sister back when Dylan's personality was not yet set. After Dylan became the shy one, Summer became the strict one to show a contrast between the twins.

Because of her snooty behaviour, I cannot picture her being sociable. However, anyone who manages to thaw the ice around her would know she is actually a nice person. Look at her treating children with such care and kindness! I believe if she spends more time with Dan and Lan, she will open up more.

Her name was given by my friend, Shin.

Writing

Vida

Everyone deserves a best friend, and in MC's case, it is Vida.

Vida has no sprites as their appearance and gender are up to the players' imagination. They follow MC's gender as I believe it is more comfortable to have a bestie with the same gender as you. So far, nobody has asked why Vida has no sprites. Is it safe to assume everyone is good with it? Hopefully.

I wanted Vida to be a friend that MC can trust and relax around. Upbeat and playful, though not as eccentric as Capriana and William to set a difference. There were a lot of silly moments with Vida because that is what friends do - laugh together.

Writing

Vida

MC and Vida are in different classes. I did not specify what they are both studying. They play Field Hockey because I enjoyed playing it in secondary school, even though it was only a few times. The adrenaline rush and coordination between team members were cool. Their banter at the beginning of the game differs depending on MC's personality. Knowing Vida, they would love every version of the MCs and find a way to compromise the situation. After all, they treasure the friendship.

My version of Vida would be similar to a female Hau from Pokemon Sun/Moon. I want to know other people's Vidas too...

Their name was given by my friend, Smores.

Writing

Jordan

Getting saliva spit in your face is not fun. Never.

Unlike Flint's and Capriana's route, William would not fit as Dylan's best friend. Hence, Father Louis's bestie, Jordan, is here to save the day. Well, our dad does deserve lots of best friends.

I created him in mind as the loud and teasing uncle. Sometimes, he does pay attention. Note: Sometimes. His 'oho's were influenced by Hector from Fire Emblem. Oho!

If I were to commission his sprites, he would look similar to Brian from Dream Daddy.

I wanted to give him the name Daniel at first but Dylan already took the 'D' name. Jordan is the closest I could go to give him the nickname 'Dan'.

Finding Resources

Finding background pictures, music tracks and soundtracks that are under creative commons... This is easily the process I disliked the most. Tedious and boring. With no prior help or guidance from anyone except Google, it was difficult finding the resources I need.

Finding the right background was the least favourable. Moreover, finding the right soundtrack was a pain as I would rather listen to my own music.

Do check out my [game credits](#) for resources if you need some links!

Shoutout to my friend Shin for audioblocks, and thank you unsplash for existing!

Places

Most of the places were influenced by my Australian trip.

Flint

The mountain in Flint's ending was influenced by Mount Wellington in Tasmania. It felt absolutely amazing to be at the top of the world. The wind caresses your skin and hair, tousling your hair as if ruffling it. It felt like an affectionate welcome. I tried screaming to release my stress but anxiety got the better of me, so I only managed to choke out a weak 'ahhh'. The car ride up to the mountain was pretty calming too.

Sydney is full of theatres. Due to the lack of interest from my parents and the lack of courage to go alone, I did not manage to attend a theatre show. I toured around the Opera House though. Pretty cool. I cannot help but wonder if people wore their best to catch a show.

Now that I think about it, I think Flint's name was influenced by Flinder's Street.

Places

Dylan

Dylan's sweet chocolate factory date spot was influenced by Yarra Valley Chocolaterie in Sydney. However, the memories there weren't as pleasant. I was eating outside and children were playing with their soccer balls. Suddenly, one of them kicked too hard and hit my aunt's glass bottle. It broke into pieces, and the kid didn't even apologise. Sigh. My mother and I were careless too as we were charged double for a can of chocolate powder. We only realised once we got back to our aunt's place. I suppose we can say it's our tip for them. One great thing is that I got a chocolate lip balm from it. Tasty. Another bad thing is that I have no idea where it is in the house right now. Oops. I am rambling like Margaret...

His childhood story was influenced by my ferry trip. A family with a small girl were sitting beside me, enjoying the wind and view. She had a butterfly face paint on her cheek and the mother joked that the wind is strong enough to blow it away. I found that adorable.

My aunt's children were attending the Sunday church session and I thought, 'Hey Jordan could be hosting it in Louis's church.'

Places

Capriana

I went to a lot of beaches. Never thought I would ever find sand cooling against my feet! It was a delight. Shells were fun to collect too.

Most of all, I love the calming sound of waves against the shore, which influenced me to make that Pria's favourite place.

Logo

I enjoy designing logos!

Since it was going to be a dating sim, I wanted the game to start with a B as it looks like a heart. Eventually, I looked at words and 'Belong' clicked with me. It's perfect for a dating sim game!

Most of my early drafts include a big heart over the word Belong, heh.

I searched for fonts and decided on [Abuget](#). It is perfect as I wanted the words to be connected, as to how I want characters to get along despite their differences.

Logo

It resembles Pria's rose-tinted glasses, and I added a smile below. Perfect.

As I wanted to make the 'lens' pink, I chose purple for the rest of the letters to compliment it.



From a cocoon, hatching into a beautiful butterfly.

Players grow along with him, hopefully enjoying the ride as well.

A measuring tape, as Flint is a cautious planner to build a steady future.

Concept Art

Firstly, I must admit that when I created my characters, I did not visualise how they would look like. When I read books, I used to ignore descriptions completely, skimming through them just read about the plot. What stays with me would be the feelings evoked. Thus, writing about descriptions, or should I say, writing with descriptions in mind was difficult for me.

In *Belong*'s case, all the characters were freshly created except Father Louis. He was a revised version of an OC I created before. For the rest of the cast, I thought of their purpose, what they do in general and what they are going to do with MC. It was easier this way, compared to creating a character and then building a world for them. Then, I wondered what kind of feelings I want them to elicit from the players generally.

So I was listing off the jobs in a performing theatre - e.g. sound master, location master, scriptwriter, director, clothes designer, actors, etc. Researching was fun as I got to know new information. Then, I narrowed down the choices and winged it.

Yes, I winged it. Remember, to me, a plan's purpose is just a way to get started.

Originally, I used a [character generator](#) to create an image of the main love interest trio. It is free and easy to use.

I am very grateful to April with her intricate details of the characters.

Concept Art

Flint Redwood - Normal Outfit

Flint's red symbolises passion, tying in with his dream to build William's dream. In his Q&A with William, Will hinted about his dismay at Flint's dirty 'uniform' which is actually his jacket; they try to wear red (Flint's jacket & Will's shirt) to show their unity. His red jacket has pockets because I love him. White-red-blue stripes on the sleeves were added to make his jacket less plain. His colour scheme seems the most natural (black hair and eyes, brown skin) to give the impression he is down to earth.

He is often moving about doing part-time jobs and collaborating with local theatres so his hair is unkempt and his jacket full of stains and tears. He does not mind his appearance much, as he feels his jacket is still in good condition after attempts of cleaning and sewing.

His red jacket also reminds me of my time in Australia as I wore it everywhere



Concept Art

Flint Redwood - Alternative Outfit

Suit up and behold, handsome Flint! Despite how he normally looks, he knows how to dress up for theatres. This is the only suit he owns and he does his best to keep it clean and wrinkle-free for special occasions, such as his time with the lucky MCs.

His slicked hair was influenced by my favourite My Sweet Proposal character, Masaya Todo.



Concept Art

Flint Redwood - Pose & Expressions

His pose indicates his assertiveness and annoyance most of the time.



Concept Art

Dylan Goodwin - Normal Outfit

Purple was chosen to reflect his rich upbringing. As Dylan does not want to stand out, the purple is a dark tone, coupled with dull coloured pants. His outfit is proper; a buttoned-up collared shirt with a sweater over it. He never rolls his sleeves as he feels it is inappropriate.

He has lime-green eyes, which he used to dislike due to the unwanted attention. After Jordan points out his eye colour resembles an avocado, he started to find it funny, and so he does not mind it as much.

He has lots of keys hanging on his belt because he is a bit forgetful, like how he forgot to bring his ID to show MC, and he feels bad whenever someone got frightened by his sudden presence.

His curly and silver hair was based on a sheep's wool, to project a soft image.



Other concepts

Concept Art

Dylan Goodwin - Alternative Outfit

I have no idea what pyjamas Dylan would wear. I joked to April that maybe he wears a onesie, but I doubt so. Please give your thanks to April for picking the comfortable blue PJs.

He tends to doodle on his arms. He enjoys the cooling sensation and calming circular shapes. Thus, his wardrobe is full of long sleeves to hide his doodles if he had to rush out.

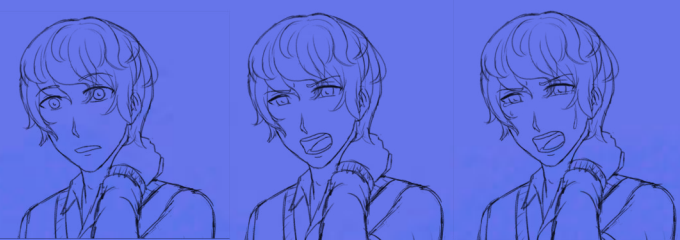
His poofy bed hair is a mess. He spends at least half an hour to tame his hair in the mornings.



Concept Art

Dylan Goodwin - Pose & Expressions

As Dylan is awkward, he often put his hand on his neck in distress.



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Concept Art

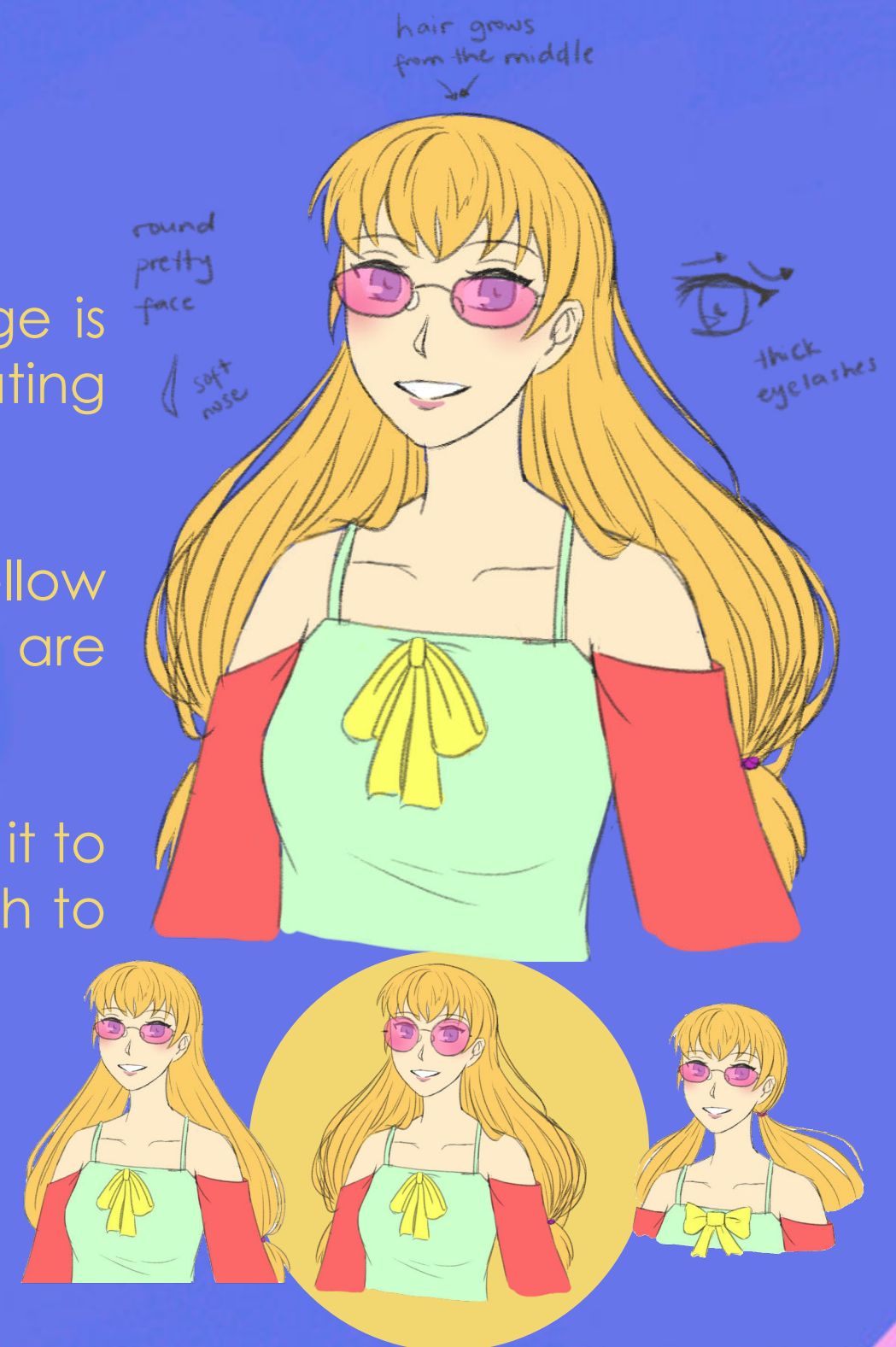
Capriana Cyndi Campbel - Normal Outfit

Our dear sunshine basks in bright natural colours. Orange is my favourite colour so naturally, I dyed her dress in it, radiating joy wherever she goes.

Her green top makes her look fresh, and her fluttering yellow ribbon is an eye-catching and cute accessory. Her eyes are blue like her favourite ocean waves.

It took some time to settle on her hair design as I wanted it to be poofy. Fortunately, April was patient and kind enough to bear with me.

At the same time, I feel that Pria could smack any unfortunate soul with it if they were not careful.



Other concepts

Concept Art

Capriana Cyndi Campbell - Alternative Outfits

A girl's gotta have lots of clothes! She has a Cheshire cat face mask, an Alice costume and Original-Capriana style outfit.

The cheshire cat face mask was first written in Dylan's route where I was figuring out what kind of face mask will he show to MC. As I was thinking of Alice in Wonderland theme, I thought of the cheshire cat. I figured I could use that sprite in Pria's own route as well, nya~ April did a wonderful job of capturing the eerieness and coolness of the face mask!

Pria looks so sweet in her Alice costume; she really fits into her roles well. It is the second time the players would see her without her iconic glasses, but fret not, Pria has it under control.

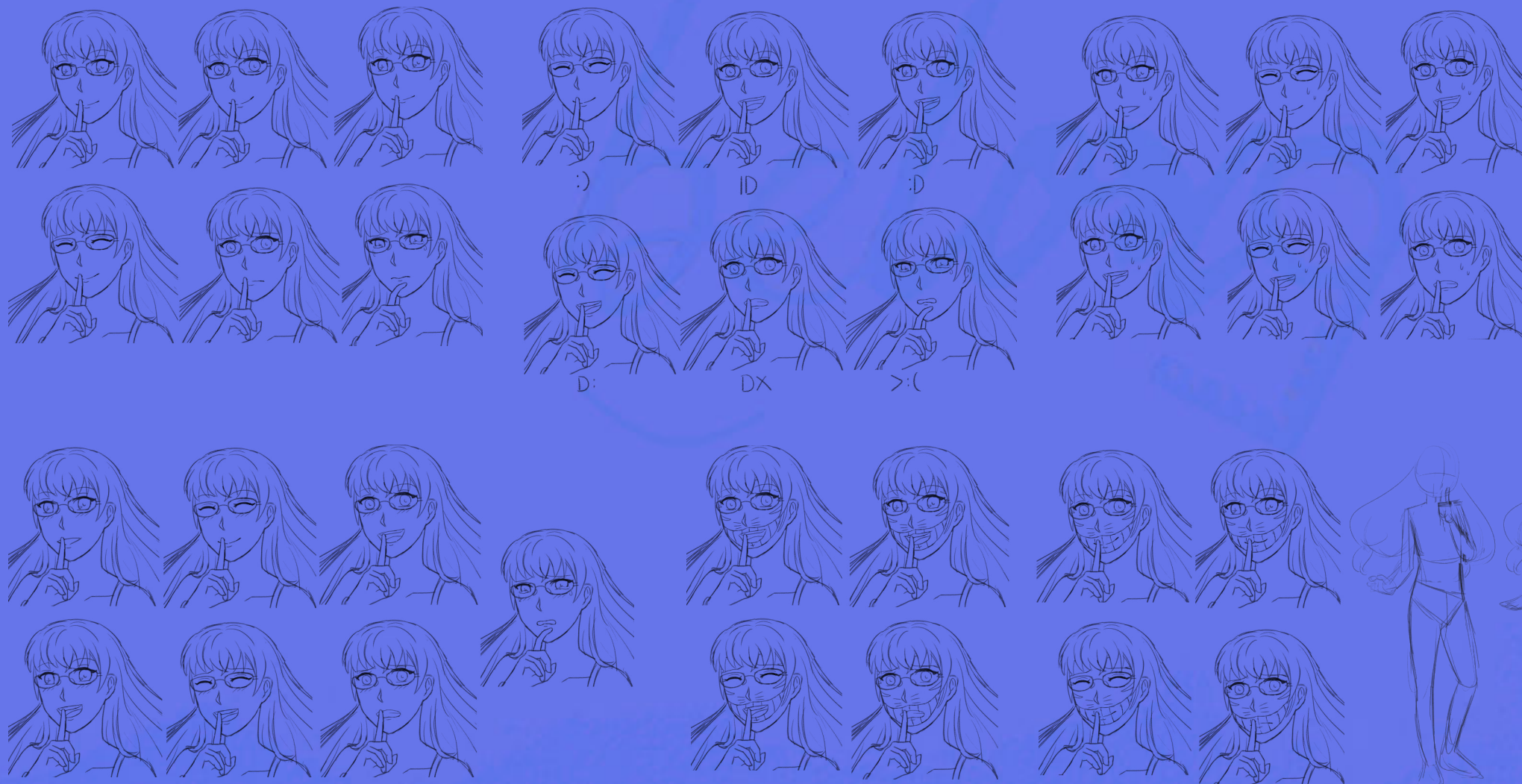
The ending of Pria's route may be short but it is only the beginning! She lets her short hair and its natural colour grow, and dons her favourite blue colour outfit; an outfit that Emily would not have worn.



Concept Art

Capriana Cyndi Campbell - Pose & Expressions

I wanted an open, smooth and friendly pose, where people would flock over to her naturally. Her index finger is close to her mouth, a warning to MC to zip it and not pry too much.



Concept Art

Minor Characters

Father Louis

His outfit's reference had a wild title: 2015 Hot sale Adult Pastor Priest Monk Robe Costume Suit Godfather Missionary Priest Serving Priest Serving Halloween Clothing. Never fails to elicit a chuckle from me.

His pose reminds me of 'that' meme, but it is not based on that. His hands are linked together as if in prayer.



Margaret

Her love for scarves started when she was a Girl Guide. As to why she keeps wearing them, you will find out in my next game~ She seems like the kind of person who would wear a mix of skirt and pants.

With her hands on her hips and cheeks, she is genuinely interested in what you are going to say.



Concept Art

Minor Characters

William

This man truly belongs in a drama studio; wearing a newsboy cap and a cape everywhere he goes. To be honest, it does not matter what he wears, as his eccentric personality will draw attention anywhere and at any time.

He strokes his chin in contemplation and is always ready to share his thoughts.



Summer Goodwin

Her twin-tails were influenced by my love for the default female Robin from Fire Emblem Awakening. Gold bangles grace her hands. Her handbag may look small, but there are many luxurious items in it.

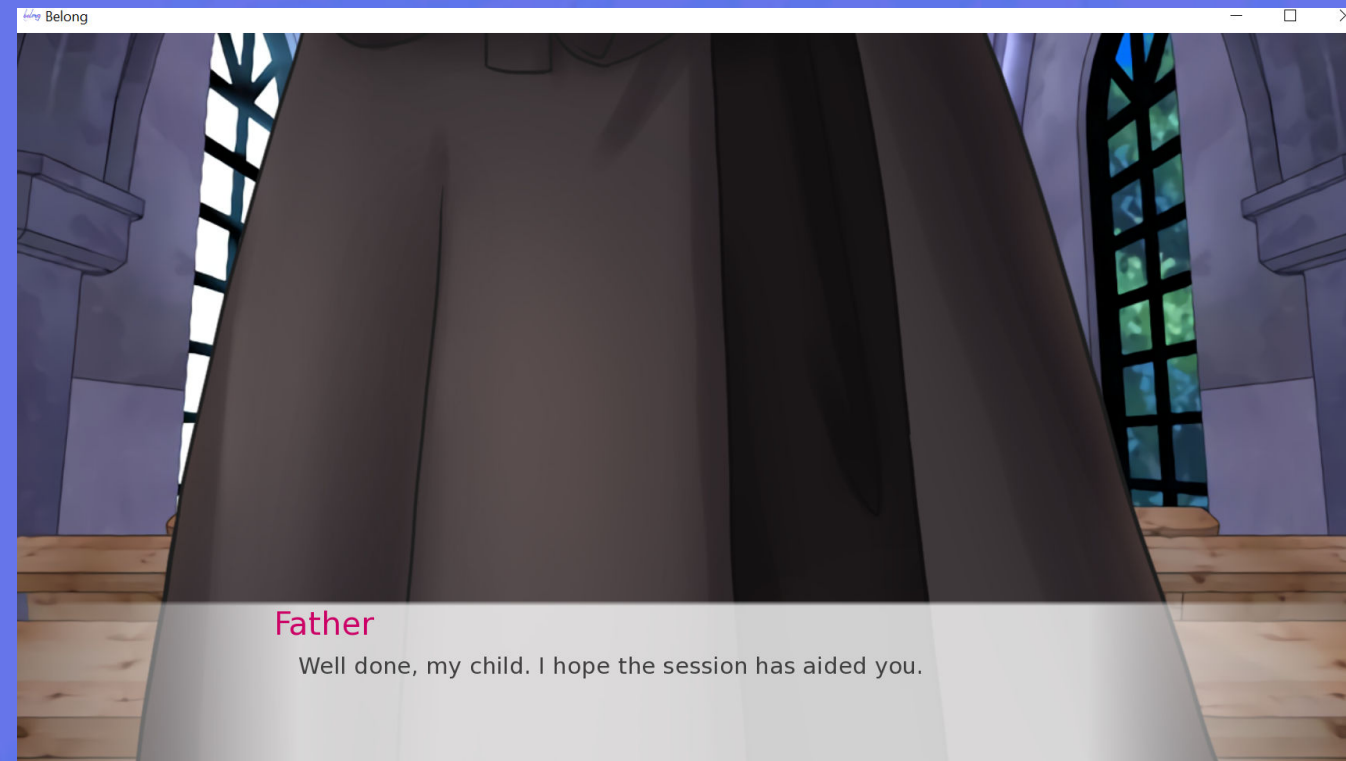
She stands for no nonsense. Her arms are perpetually folded and as long she is not cross with you, you are probably safe from her wrath.



Programming

I never learnt to code, but it is fun after you get the hang of it. Except for the GUI, because I have not found that fun yet... I would like to thank Renpy cookbooks and lemmasoft forums for all the abundant information and guides.

The most fun thing that happened was seeing the sprites in the game for the first time. Behold Giant Father



Programming

Sometimes I would write the wrong format like `louis.mp3` instead of `louis.png`

Maybe one day Renpy could do that.

I wanted to include mini-games like arranging the set on stage with Flint and playing a jigsaw puzzle with Pria but... yeah, maybe not.

Shoutout to my friend, Shin, for figuring out how to use `imagemap` and made the route selection possible!

Aspiring Renpy visual novel developers, please archive your resources so others will not gain access to your resources easily. Do not see 'errors' as 'stop signs' and give up. Take a break if you have to. Tackling it with a fresh mind does wonders. Do not be afraid to ask for help in the forums too!

As I want to explore different gaming platforms, I might not be using Ren'py for my next game.

Future Updates

If everything goes well, please look forward to 1 June 2019 for different perspectives ;).

Special Thanks

To my dear friend Smores for listening and supporting me throughout.