

Branching Story, Unlocked Dialogue

Title: Branching Story, Unlocked Dialogue: Designing and Writing Visual Novels

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Abstract: This book covers the distinguishing characteristics and tropes of visual novels (VNs) as choice-based games and analyzes VNs like *999: Nine Hours, Nine Persons, Nine Doors*; *Hatoful Boyfriend*; and *Monster Prom*, some of the best examples of the genre as illustrations. The author covers structuring branching narrative and plot, designing impactful and compelling choices, writing entertaining relationships and character interactions, understanding the importance of a VN's prose, and planning a VN's overall narrative design and story delivery.

The book contains exercises at the end of chapters to practice the techniques discussed. By the end of the book, if the reader finishes all the exercises, they may have several portfolio pieces or a significant portion of their own VN project designed.

Features:

- Discusses different aspects and genres of VNs, what makes them enjoyable, and successful techniques developers can incorporate into their own games
- Analyzes various VNs and choice-based games that use these successful techniques
- Shares tips from developers on portfolio pieces, hiring a team to work on VNs, and plotting and outlining VNs