



Student Company Case Study



T1 – Mystery School

<p>Ideas and Opportunities</p>	<p>The idea was to combine individual passions for language learning and Information Technology to create an online adventure game supporting students to learn English within the school.</p> <p>The game uses the visual novel genre, where the player interacts with game characters rather than surrounding objects. Options are presented and the player is prompted to make choices to advance the story.</p> <p>The story features events happening to 7 students recently arrived at high school, following the year they spend together.</p>	
<p>Resources</p>	<p>Regular meetings with supporting teachers after school and at lunchtime to discuss ideas and their progress with the project.</p> <p>Support from an elder brother to help with coding to build the game.</p> <p>Access to internet and ICT equipment.</p> <p>Opportunity to trial the game in lesson</p>	
<p>Into Action</p>	<p>Tasks included:</p> <ul style="list-style-type: none"> ● Sharing ideas for the story ● Drawing characters and backgrounds ● Scripting dialogue and quizzes ● Writing, testing and debugging coding ● Trialling Mystery School in some lessons <p>Decisions included:</p> <ul style="list-style-type: none"> ● The applications to be used in the game. (Krita and FireAlpaca for illustrations, Renpy for game coding) ● What kind of story the game will have, what kind of characters will be in it and what kind of environment ● Designing bookmarks with a QR code to enable other students to play the game at home ● Finding a producer to create suitable music or whether to write our own game music 	



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Reflection/ Next Steps	<p>There was a lot of trouble with the story writing. Coding progressed slowly as story writing took too long. Elif left at this stage and was replaced by Merve and Eylül as new story writers. After they joined, a few changes were made to character designs and sprite drawings.</p> <p>The game will be published in English and Turkish. A trailer will be made for the game promotion. If it can be adjusted, the game will also be brought to the mobile environment. The game will be tried to be published on itch.io, Steam or a similar platform. The group are researching expenses this could incur. They are looking for a sponsor for the game to help cover expenses and make it more widely available.</p>
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