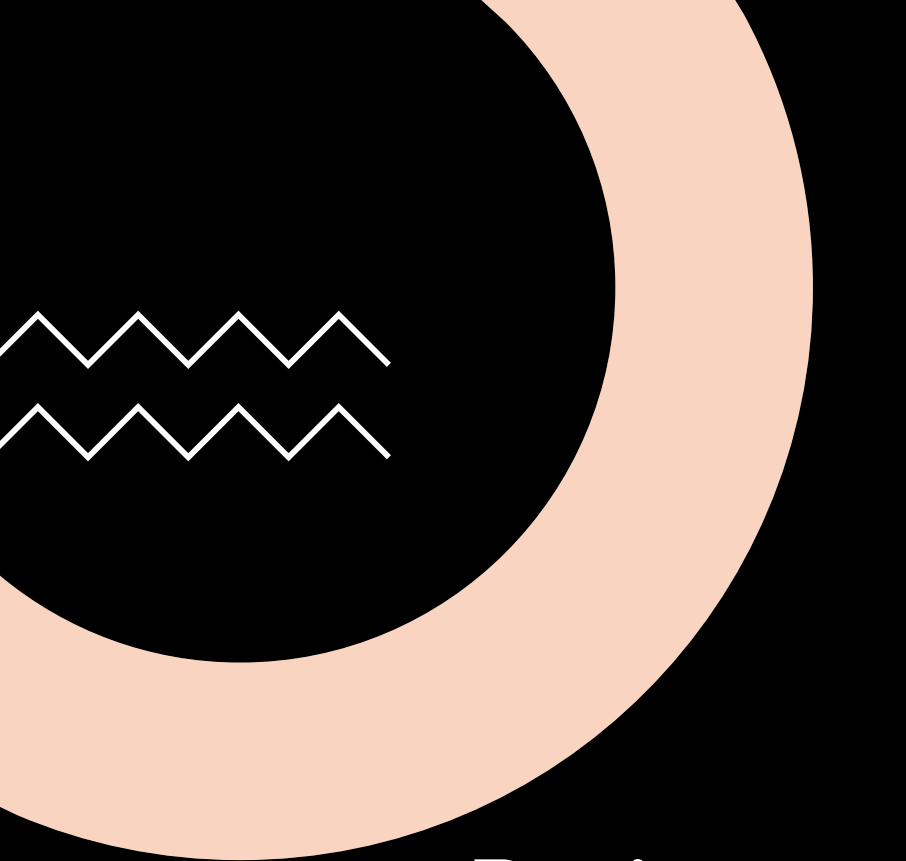




# HoloCure-like Narrative Game Development

Final Project Presentation  
Lead Developer: KayAnimate



## Project Overview / Description

- - Passion-driven indie survivors-like game.
- - Focuses on high replayability and continuous content expansion.
- - Developed primarily solo using an iterative 'Design-Observe-Improve' model.





# Problem Statement

- As a solo developer, the larger scope of responsibilities and limited manpower lead to high workload and burnout risks, potentially slowing updates and increasing the risk of project delays.



# Proposed Solution

- - Community-Driven Polishing: Watching streamer gameplay to identify UI/UX friction.
- - Modular Systems: Building side mini-games to diversify content without bloating the core engine.
- - Agile solo-workflow using Trello and Google Sheets for task visualization.



# Objectives

- - Deliver high-fidelity gameplay within GameMaker engine limits.
- - Maintain long-term player engagement through content variety.
- - Optimize development time through streamer-based observation testing.

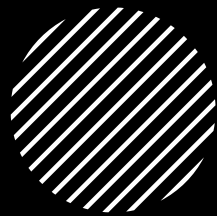


# Scope and Deliverables

- In-Scope: Core mechanics, enemy AI blueprints, character/weapon art, and local leaderboards.
- Out-of-Scope: Extensive multiplayer networking and mobile porting.
- Deliverables: GDD, Alpha/Beta builds, and technical optimization patch notes.



# Work Breakdown Structure (WBS)



- 1.0 Project Management
- 1.1 Pre-Production (GDD, Concept Art, Feasibility)
- 1.2 Production (Coding Core Systems, Stages, UI)
- 1.3 Testing (Internal & Streamer Observation)
- 1.4 Deployment (Version Updates & Public Release)

# Timeline / Gantt Chart



Month 1: Pre-Production & Planning



Month 2-3: Core Production & Content Creation




Month 3-4: Testing, Balance, and Optimization



End of Month 4: Public Version Release

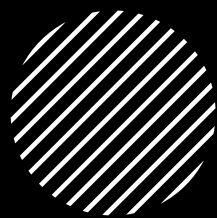


# Dashboard Design

- - Metric 1: Time Allocation (Budgeted vs. Actual Developer Hours)
  - - Metric 2: Bug Frequency (Technical stability monitoring)
  - - Metric 3: Player Engagement (Qualitative feedback from community/streamers)
- 



# Target Users / Market



- - Primary: Fans of 'Survivors-like' and Bullet-Heaven games.
- - Secondary: Content Creators and VTubers who drive organic community growth.
- - Distribution Platform: PC (Independent platforms like itch.io).





# Tools Used

- - Engine: GameMaker
- - Art: Aseprite, Clip Studio Paint, Figma
- - Management: Trello, Google Sheets, GitHub Desktop



# Challenges and Learnings

- - Burnout: Managing a massive scope as a solo dev requires strict prioritization.
- - Technical Limits: Engine constraints required creative rendering workarounds.
- - Key Learning: Watching streamers is more effective than traditional QA for finding 'fun' bottlenecks.