

Producer Quest | 「プロデューサー・クエスト！」: Scenario Writing

Main character is on a quest to find a job as a game producer within the game industry in Japan. Coming from Canada with little experience this task is a little daunting, but with some experience and the heart of a true hero, Jon (the main character) is determined to succeed at any cost!

Main design criteria:

- ① Able to be completed in approx. 20-25mins of casual gameplay
 - ② Character collects items/experience to pass final “boss” interview and receive a job offer.
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1. Main character starts in Vancouver, BC, Canada
 - a. Opening scene starts with a scene of the main character at university a year before graduation.
 - b. **!!! IMPORTANT !!!** - Introduce additional suspense using “mysterious student plot”
 - c. Has conversations with friends and family stating that he has to get into the gaming industry in order to find his dream position -> Leads to study abroad in Kyoto.
 - i. Receive key item “Eligibility To Study in Japan Certificate/Recommendation Letter”
 - ii. Scene leaving home; also offers a chance to briefly showcase Jon’s parents.
2. World map shows travel from NA (Vancouver) to Japan (Kyoto)
 - a. Sped up studies in order to progress the story within the desired gameplay time-frame
 - i. Receive key item “Certificate of Studying Abroad” from Rits. Uni.
 - b. Begin 6-month internship at AGM.
 - i. Receive key item “Letter of Recommendation / Experience from AGM”
 - c. Visa runs out, Jon has to return to Canada to finish studies in order to be eligible for working in Japan.
3. World map shows travel back to NA (Vancouver)
4. Jon graduates from Simon Fraser University
 - a. Receive key item “Bachelors Degree: Business Administration”
5. Works in Canada for 1 year and a bit to accumulate some extra experience and funds for job-seeking in Japan.
 - a. Receive key item “Letter of Recommendation / Experience” from The Bootcamp Effect
6. World map shows travel from NA (Vancouver) to Japan (Fukuoka)
7. Jon undergoes the Japanese Language Proficiency Test (JLPT) exam.
 - a. Receives key item “JLPT N3 Certificate”
8. Main character undergoes an interview with ____ company for a position in the video-game industry.
 - a. Speaks with HR to arrange interview;
 - b. Comes to company to find HR waiting in corner.
 - i. Engage in final “boss” interview fight (only encounter in game)
 1. Cannot lose this fight, get revived/healed any time damage is taken, cannot attack.
 2. Player uses accumulated key items “Recc. Letters, Experience, JLPT Cert, etc.” to win.
 - c. The fight is over and the player is then able to talk with the president of the company
 - d. Get offered a position as a producer / assistant producer.
- ~~9. Scene of working in the company 3-6 months later, shipping first game!~~
10. End Credits roll:
 - a. Scenario writing, Sound engineer, Music composer, Game programmer, Producer, Director, etc. etc. (research main positions being hired for these days)
 - i. Every position is “Jon Johnson” for added appeal (and it is true as it is all done by myself.
 - ii. Give credits for any areas of the game which are not developed by myself, or where assets were borrowed from external sources.