Reflecting on revisions:

I approached the revisioning process with a plan. I made a list of things I wanted to improve based on the feedback I got from my peers and instructor. Then I made a schedule for when things needed to be done like assets and animations. I watched YouTube videos by the channel 'ren.py design' on how to do things that I didn't know. Especially for the animations, learning how to do those was tricky. I also had my parents play the game and they found some bugs. The code at that point was really long (about 250 lines) so finding the faulty code was difficult. It felt like finding a needle in a haystack. At first I manually went through each line but it was taking a long time and I wasn't finding anything. So I googled what to do and I found an online debugger. I downloaded it and It found and highlighted the syntax errors almost instantly and I was able to spot the mistake and then correct it thus fixing the bugs. Another thing I wanted to do was increase player engagement. I did that by adding more choices. I also read an article that gave me tips on how to improve visual novels dialog then worked to improve some dialog that I thought was awkward or boring to read.

Incorporating Feedback:

I got two pieces of feedback that stuck out to me. One was from my classmate Robin who mentioned some of the dialog in the first part was awkward. The second was from my instructor who suggested visual improvements like adding more sprites and finding a way to make it clear which character was making decisions. I worked to make the dialog better by reading an article on visual novel dialog. It suggested adding more choices to engage the player, using different fonts and text sizes, and using dialog before a choice to give context and make the choice feel meaningful. I got to work and made some slight changes to dialog throughout the novel especially in the part with kindergarten Dana and the part about middle school. I also realized while working on the project how grateful I was to everyone helping me and wanted to thank them more. So I added more dialog to the end to express my gratitude. To tackle the second piece of feedback, I decided to add animations to make the character making the decision come closer with a thinking face and say something like "what should I say". I think it adds more movement to the game which makes it feel more lively and adds clarity. I also edited sprites to make more so Bria and kindergarten Dana are recolorings with slight alterations of elementary school Dana and I asked my boyfriend Dean to draw the middle school teacher!