

Project Leader/ A Day with Leader

PLATFORM : PC/Switch(?)

GENRE : Visual Novel, Dating Sim, Otome

MODE : Single-Player

TARGET AUDIENCE : Adults/older teenagers, fans of Regis Altare/Holostars



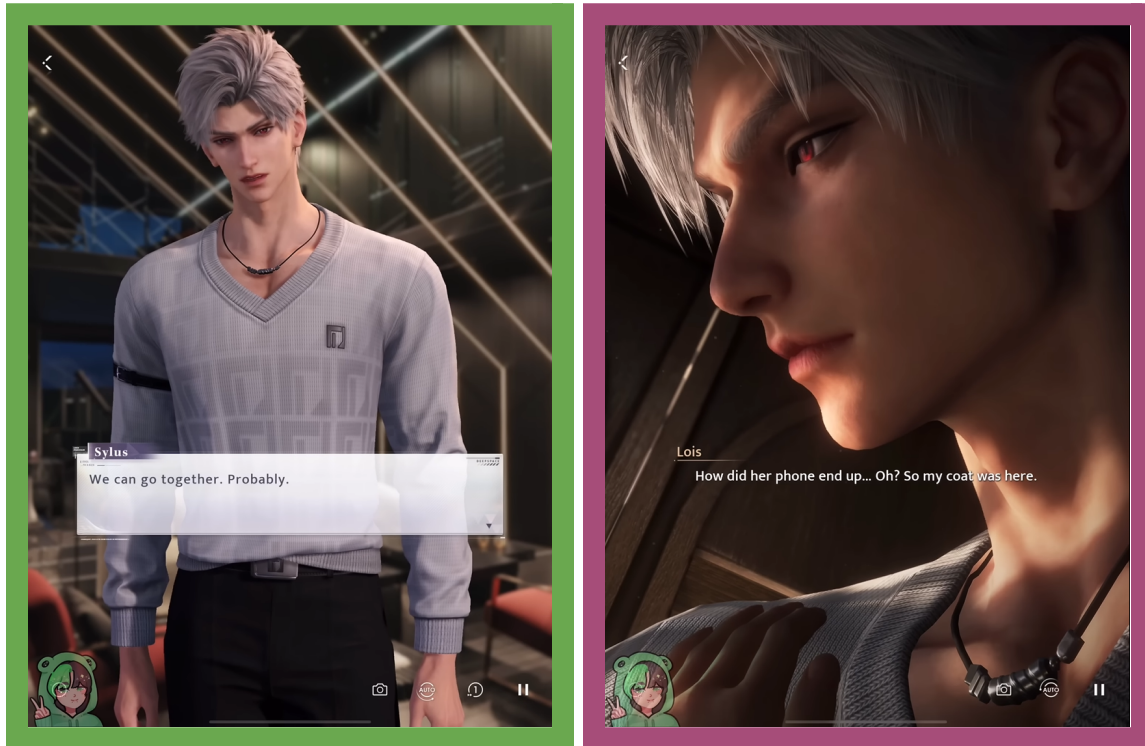
[Draft Story Outline](#)

[Gameplay inspiration example: Love and Deepspace
"Immersive Cutscenes"](#)

[Altare vrm model placeholder](#) / [glb](#)

Gameplay

The visual novel sections of the game will have two different types, **regular** and **immersive**.
(ours will be landscape)



Regular will be the typical visual novel style of dialogue with Altare's 3D model. There will be various talking, reaction, idle, and movement animations playing during dialogue, but all of them very simple.

Immersive may be more difficult to do depending on how we approach it.

- Hiring an animator to hand animate all the immersive cutscenes will be expensive unless the animator is on board with revshare
- There are free alternatives to mocap, but the animations may not be as polished as hand animated

But we can consider a hybrid of the two somehow.

Pre-rendered cutscenes to avoid bugs and to have the highest quality