

OtoJam 2025 Concept

Recruit Document

This is an **unpaid** and **non-commercial** project for [Otome](#) and [Josei Jam](#).

Due to the length of the project, I am planning to release a **demo** for the jam, and the full game hopefully by **December 2025**. How much content the demo entails is TBH.

Please let me know upfront if you're willing to work after the jam period. We won't be working on the project for several months straight, but do expect loose deadlines after the jam period.

If you're interested, please DM me (Discord: @otokeneko) or reply in the recruitment post and link your portfolios. I am also available by email (otomenekos@gmail.com). Please mention that you came from the recruit post on wherever you found it from (in case of spam/bots)

Right now, the team is just me (Programmer, Sprite/CG Artist, Writer)

This doc and ideas for the jam are still a WIP!

Positions Needed

Please be **18+**. The project won't be dealing with explicit NSFW but will contain mature themes.

Composers/Sound Designer(1-2)

Looking for something upbeat and bright. Jpop mostly! Also thinking of jazz in some parts like Persona 5! Also hoping for character themes.

- [Cupid's Parasite OST](#)
- [Persona 5 OST](#)
- [The Cat's Whiskers MASTER OF MUSIC Instrumental](#)
- [American Swing Rhythm](#)

Writer(FILLED)

~~Looking for some writers to collaborate on brainstorming the story with those who are familiar with comedy and romance. I'm not particularly good at both 🥲~~

~~Each writer will also be assigned 1 character route + their respective endings. Currently, no estimated word count ATM. Note that there will be a common route as well.~~

~~Would also prefer it if you have some experience in writing spicy scenarios. There won't be anything explicitly NSFW though.~~

~~There will also be some fantasy elements incorporated so be aware of that.~~

~~Look under the **Characters** tab for some info about the characters. Please tell me which you'd prefer to write for!~~

~~Proofreader/Editor(FILLED)~~

~~Someone to help check for errors and make sure the story is coherent.~~

~~Background Artist(s)(FILLED)~~

~~Currently, these are the few I have in mind, but there will be more:~~

- ~~—Pet Salon~~
- ~~—City~~
- ~~—Clothes Shop~~
- ~~—Internet Cafe~~
- ~~—Competition Area~~

~~CG Director(FILLED)~~

~~Someone to draft the CG scenes and create a rough draft. The CG Artist (Me) will then use it to render the CGs!~~

~~The number of CGs is still unplanned. At least 2 in the demo is the hope.~~

~~UI Artist(FILLED)~~

~~Someone who can create bold and colorful UI with patterns.
More info under **Visual Style**.~~

Renpy Scripter

Someone to help write the script into Ren'Py

~~Chibi Artist(FILLED)~~

~~To draw the mini cutscenes for the activities.~~

~~Item Artist(s)(FILLED)~~

~~An artist to draw out the item icons. Estimation TBH.~~

~~VAs + VA Director~~

~~After game is finished.~~

Premise

OJ2025 (working title) is a stat-raising VN hybrid set in the pet-loving metropolis of New Cork City. The players will take on the role of a young woman who moves to the city to fulfill both her dreams of running a pet beauty salon and compete in the Best Pet competition (working title).

Everything seems to be going smoothly until the pets of NCC start going into a frenzy?!

Inspirations: Dandelion-Wishes brought to you, Cupid Parasite

Genre

Slice of Life, Romance, Comedy, Fantasy`

There will also be scenes featuring mature topics/subjects.

Setting

Takes place in the city of New Cork (no idea for backstory of this name...Corgi?!).

Key Features:

- Shop management
- Stat building

- 2 endings per character (Friendship or Romance)
 - Also goes for the secret route
- And interactive pet elements (yes, you WILL be able to pet that dog)

Outline(WIP):

- Common route
 - Chapter 1 (Day 1)
 - MC arrives in New Cork City and is excited to open up her shop
 - She gets hungry, looks up a hot spot and bumps into Love Interest 1.
 - Love Interest 1 is rude to MC,
 - MC goes through the rest of the day unhappy and annoyed
 - She complains and someone comes up to her and asks what's wrong. That person is her roommate.
 - End
 - Chapter 2 (Day 5)
 - MC finally opens her salon for the first time. She goes out and advertises but gets no customers.
 - She closes early and decides to hang out with her roommate.
 - It suddenly rains, so they go their separate ways.
 - She meets Love Interest 2 where he finds an injured stray, and they take the stray to the vet.
 - Vet happens. Discuss where the stray will stay.
 - What a hectic week already.
 - End

- Chapter 3
 - WIP
- Cue finally starting the stat raising part with scenes sprinkled in between.
- Branch off to routes

Characters

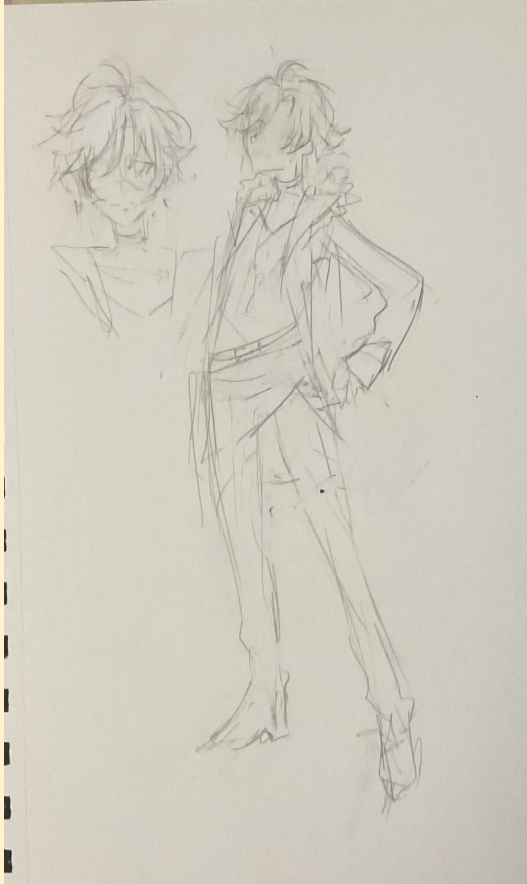
MC (Female) Name TBD

Age: 25+	Pet: White Rabbit	Pet Name:	
Likes:	ÆΘƷ	Dislikes:	
Main Color	Pink	Sub Color:	
Appearance	Light pink hair and blue eyes.		
Personality	Bubbly.		
Backstory	Can talk to animals if she concentrates enough. MC came to New Cork because of the city's love for animals. Plus, to win the grand competition of best pet (Title WIP).		



Love Interest 1 (Male)

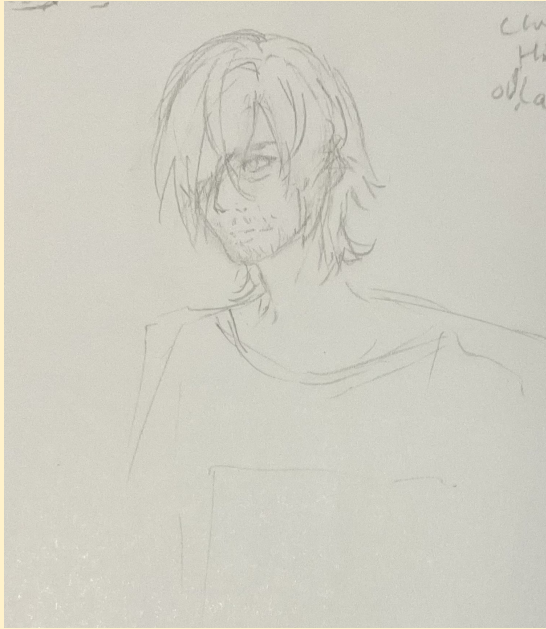
Age: 20s	Pet: FAT HAMPTER	Pet Name: Cheeseburger	Major Stat: Charm, Courage
Likes:		Dislikes:	
Main Color:	Orange/Red?	Sub Color:	
Appearance	Sunglasses.		
Personality	Tsunidere, a little childish. Drama queen...		
Backstory	Runs a pet boutique with his HAMPTER. Everything is for cheeseburger		



Love Interest 2 (Male)

Age: 30s	Pet: Dog	Pet Name:	Major Stat: Kindness, ?
Likes:		Dislikes:	
Main Color:	Blue	Sub Color:	
Appearance			
Personality	A giant teddy bear		
Backstory	Someone who arrived at the shop one day with a stray dog. He's a big man with an even bigger heart. Quiet. He lives in a manga cafe. Job...? Lives off ramen. And the occasional egg		

	Dog just came up to him one day.
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Third Secret LI (Male)

From maxing all stats :3 and having enough affection with all love interests...prolly

Age:	Pet:	Pet Name:	Major Stat: ALL
Likes:		Dislikes:	
Main Color:		Sub Color:	
Appearance			
Personality	Hm...someone shy..?		
Backstory			

Best Friend and roommate

Orange haired? Goth girl? Claris Tia! MC's fast friend and roomie

Mechanics

Shop Management

Players will manage a shop selling goods and services. Will there be upgrades to the shop?

Players will work from M-F, afternoon only time for home activities. Unless...night outdoor activities?

Saturdays and Sundays are free days, but players can still choose to work (bonus money on these days!)

Will this be a chibi cutscene or interactive?

Nice to have: interactive washing/grooming

OR this can be moved to home activities with rabbit

Player Stats

These stats will affect how the story progresses and who will visit. Players will need to raise these by going to places by spending money.

What does each stat mean to the story and the character?

Dandelion stats: Stress, Pressure, Femininity, beauty, Art Skill

https://www.reddit.com/r/otomegames/comments/khq3s3/stat_raising_and_otome_games/

<https://steamcommunity.com/sharedfiles/filedetails/?id=322883513>



Stats		
Name	Description/Affected by	Affects
Money	Currency to do stuff. Earned by working.	
Stress	Increases from working and other stuff. Also is exhaustion.	Locks out certain activities and events if too stressed. ..Force the player to rest?
Charm	Appearance. Increases from Activities.	
Knowledge	Increases from working	

Stats		
Kindness	Increases from working.	
Courage	Increases from...	
Affection (Per character)	Affection with each love interest.	

Activities

Certain activities will decrease/increase certain stats. Certain items will also increase/decrease stats or provide a bonus for activity/

Indoor (Home)		
Place	Description	Affects
Sleep		Decreases Stress
Cooking		Decreases Money, Increase Kindness, Stress
Watch TV		Decrease Stress, Increase certain stats dependent on show.
Bath		Increase Kindness, Charm, Affection
Play with pet		Increase Kindness, Knowledge

Outdoor		
Place	Description	Affects
Beach		Increases Charm, Courage, Decreases Stress
Shopping Hub		Decrease Money, Increase Charm, Affection
Internet Cafe		Increases Knowledge, Affection

Gifting?

Players will be able to give gifts. Probably.

Items

Increases or decreases stats.

Visual Style

Simple shapes but lots of patterns and bold colors.

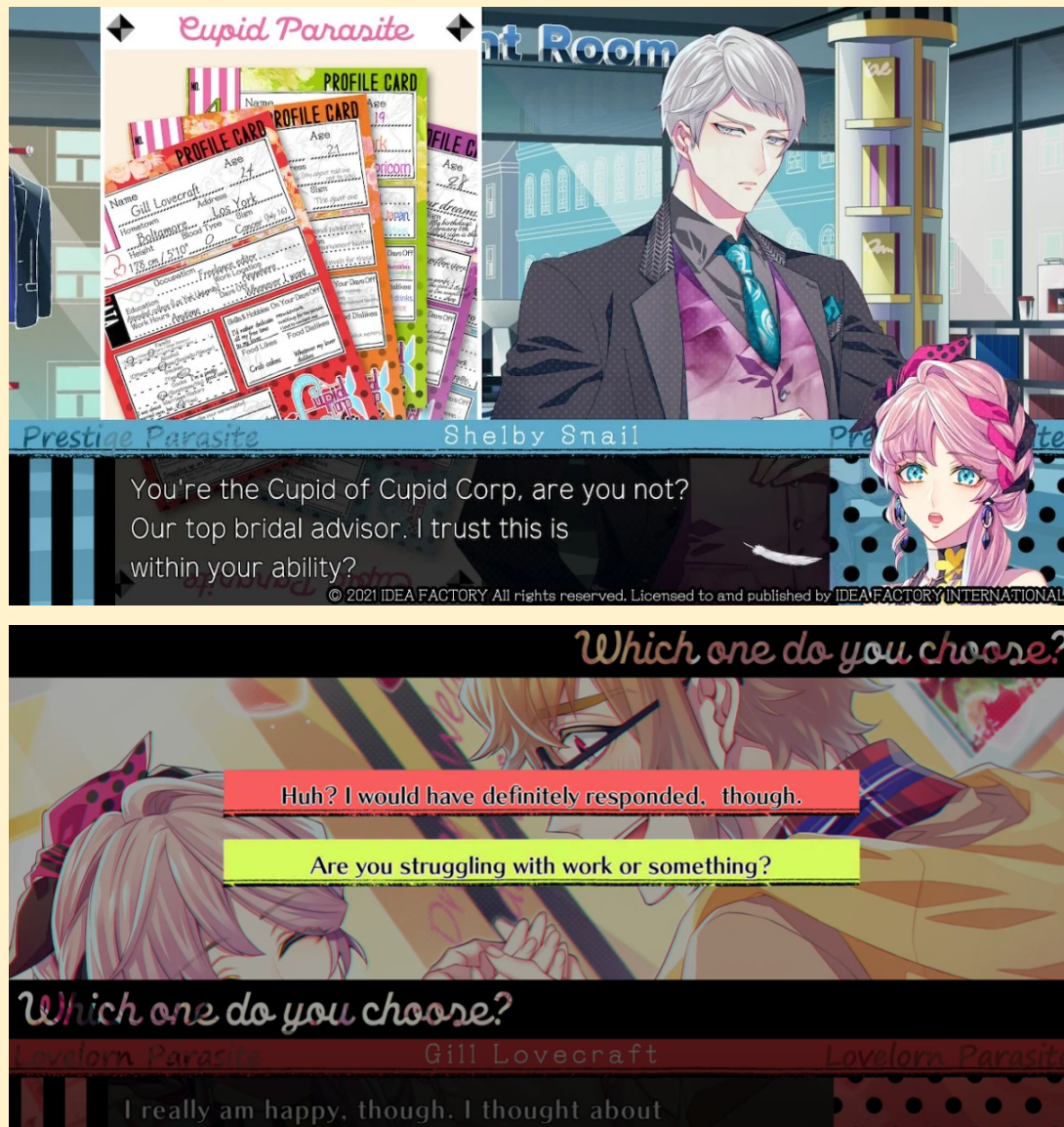
Similar to *Cupid Parasite*

Though, I would like there to be more animal motifs/imagery within the UI.

Something that sells the idea of fun!

Textbox will change color to fit character

Should also be sliding out and in animations!





Idea Dump

Idea dump here.

Writing/Plot

MC meets LIs and Roommate chapter 1-2

Gameplay mechanics start on Day 3?

Common route then branching at some point (player select or based on points?)

Mechanics

REQUIRED:

- Shop management
- User stats (Stress, Charm, Knowledge, Kindness, Courage)
 - Others: Money, item inventory
- Items: increases stats
- Locations to affect stats or buy items

POSSIBLY REQUIRED:

- Some petting mechanic (the masses want so!!!)

NICE TO HAVE:

- Hm

OTHER:

- Also have stats for the pet? (Since there is a pet competition)

Locations

Current Locations:

- Beach
 - Increase courage, decrease stress
- Shopping Hub
- Internet Cafe (LI 2)
- Pet Boutique (LI 1)
- Competition Area
- MC's pet salon
 - Increase money, stress

Item Ideas

Item name ideas and what stat they affect

Characters

YU NARUKAMI WORKING AT INTERNET CAFE AHAHAHAH

Graha-tia

OUTFITS:

- MC sleepwear :0

GUI