

Love is Unconditional Jam Recruitment

Project: [KISS YOUR SHIP], Volunteer Work

Stream Synopsis

While escaping from your past in the bleak, desolate expanse of space, your pod crash lands on a seemingly deserted planet. As you scavenge for supplies, you stumble across a ship that has been partially buried in the ground for decades, and you realize you are not as alone as you thought. A group of refugees forages nearby, struggling to build a new life for themselves. The sole survivor of the crew, a feathered cyborg, wrestles with a mind full of too many memories. You soon discover that the ship itself is much more than it seems.

Will you build alliances and establish a new community, perhaps even finding love in the process? Or will you take your chances and strike out on your own? Can you survive as your past closes in, not quite as distant as you thought?



Blending point-and-click style gameplay with a visual novel, this game will feature three non-humanoid romance options for the Love is Conventional Jam.

Find the Jam info here:

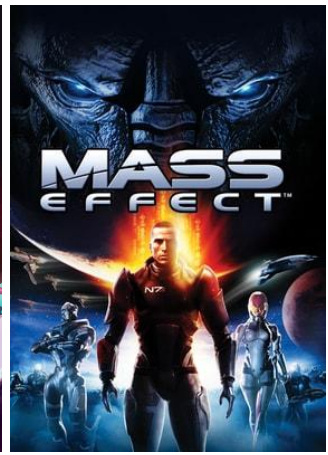
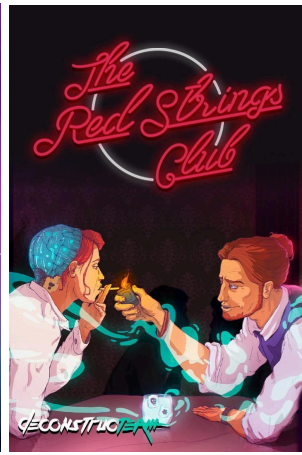
<https://itch.io/jam/love-is-unconventional>

Features we hope to include

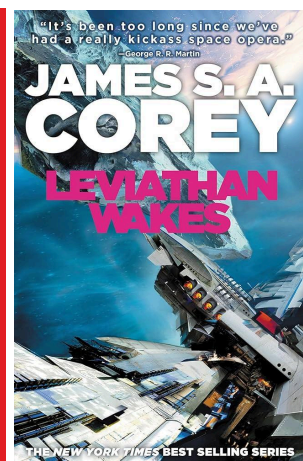
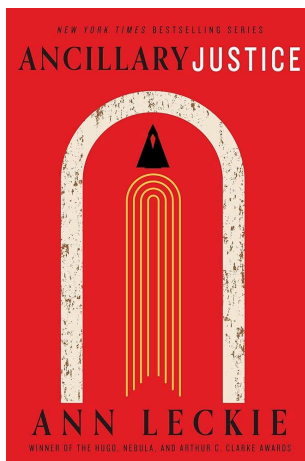
- ▶ 6+ unique endings
- ▶ Player character customization (physical features, background, etc.)
- ▶ CGs for each ending and other notable scenes
- ▶ Custom music
- ▶ Full voice acting for non-player characters

Inspirations

Games



Books & other Media



Current Roles

If there's something not listed here and you're interested in helping out the project please go ahead and contact me. Roles can also be open for multiple people like Programming, QA and Artists, as is needed.

Production

- ▶ **Producer:** [OPEN](#)
 - ♦ Help! I need someone to keep this organized and help with logistics. I'm trying to be good and not take on too many roles like I usually do.

Writing

- ▶ **Game Designer/Writer:** Jess [@jesshutchison.bsky.social](#)
- ▶ **Editor:** Mina

Art

- ▶ **Art Director/Concept Artist/UX/UI Designer:** Mattie/Demeru [@demeru.itch.io](#)
- ▶ **Sprite Artist:** MXGoldenWood [@mxgoldenwood.bsky.social](#)
 - ♦ Must be comfortable drawing sci-fi characters, robots, cyborgs, and aliens/monsters.
 - ♦ Sprites can be done in pixel art or other styles but we're looking to keep it simple over all for time's sake.
 - ♦ There will be multiple characters with a range of expressions, as well as some customization for the MC.
- ▶ **Environment/BG Artist:** [OPEN](#)
 - ♦ Environments will include heavy sci-fi elements such as ships and robotics as well as a more natural setting.
 - ♦ We're hoping to find a pixel artist for this but are open to other styles as long as it's kept simple. We will accept 3D as long as it looks PS1 era or earlier.
- ▶ **CG Artist:** [OPEN](#)

- ♦ As this will be a sci-fi you will need to be okay with drawing robotics and aliens.
 - ♦ There will be a few sprinkled throughout the game, including scenes where the MC meets the main cast, and romance scenes (which will *not* be R-rated).
 - ♦ I'm happy with any kind of artstyle as long as it keeps in line with the overall vibe of the game.
- ▶ **Logo Designer:** [OPEN](#)
- ♦ I'm tired of only sans-serif words for sci-fi logos, would love to bring someone on to make something cool looking.

Programming

- ▶ **Programmer:** Mass
- ♦ Must be comfortable with programming something a little more complicated than choice based narratives though I want to emphasize we're going to keep it simple as we can.
 - ♦ Game Mechanics:
 - Point-and-click puzzles involving finding the right items and using them at the right time.
 - There shouldn't be a need for player movement other than moving between rooms using a map. (Think hidden object games)
 - Relationship mechanics for romances.
 - Normal Visual Novel requirements, plus any extra accessibility features we can include.
- ▶ **QA/Playtesters:** [OPEN](#)

Music

- ▶ **SFX/Composer:** Shane Stephenson [instagram.com/shanemakesnoise](https://www.instagram.com/shanemakesnoise)
- ▶ **Sound Mixing (for VA):** [OPEN](#)
- ♦ Loads of sounds are gonna be needed for this one.

Other Information

- ▶ **For voice acting**, we will be making a more formal casting call when we have a list of characters who we want voiced otherwise casting is closed.
- ▶ **Communication** between team members will be made on Discord on a [KISS YOUR SHIP] Server. Team leads will be available as much as possible to answer questions.
- ▶ There will be a game design doc/mood board to refer to and to act as a guide as we collaborate and make the game.
- ▶ This project **will not accept AI in any form** to be used in the process of making the game. If we find out you've been using AI in your work on the game you will be removed from the team and not credited. We have no tolerance for this.
- ▶ **Payment:** At this point [KISS YOUR SHIP] will be volunteer work only. If we as a team decide the game will be built out further and put on sale we will come together to work on contracts and decide on payment plans for work already done.

If you're interested in helping with the game jam please contact Mattie at demeruart@gmail.com or on Discord @demeru