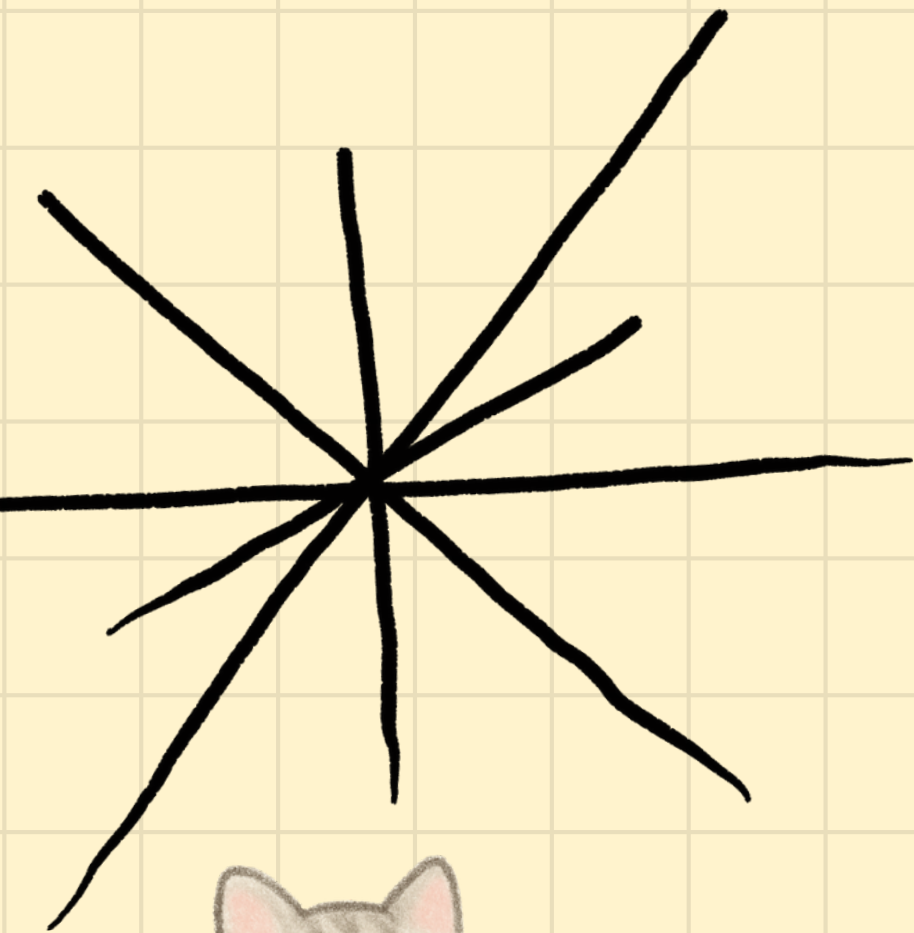


LEVEL 5: DIRECT YOUR OWN VISUAL NOVEL!



**CREATE AN INTERACTIVE COMIC BOOK CUTSCENE TO
TELL YOUR GAME'S STORY!**

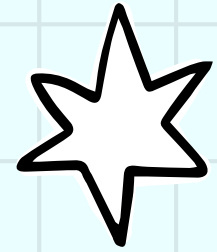


THE DIRECTOR'S CHECKLIST

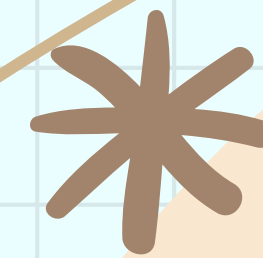
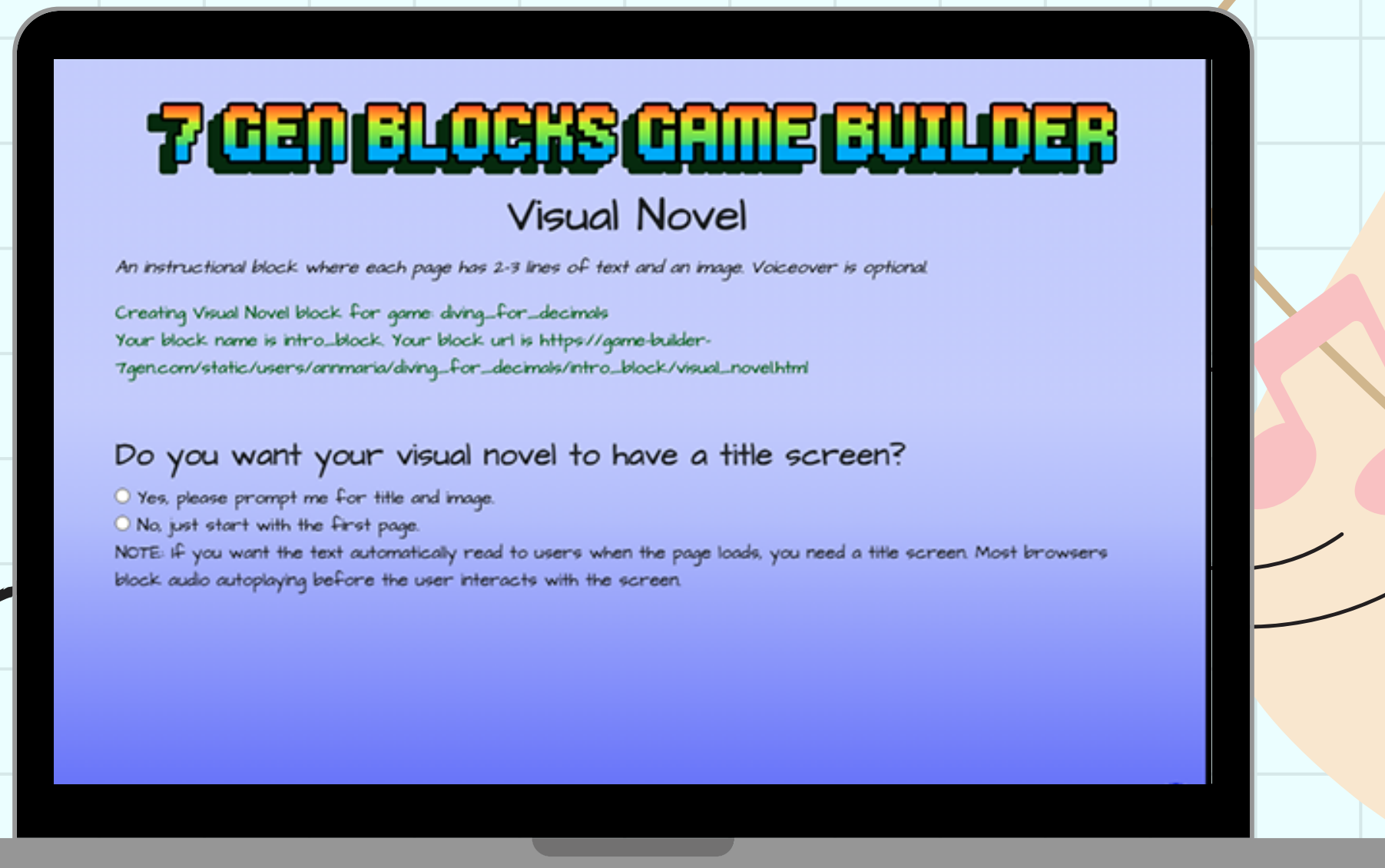


1. Name your story block.
2. Build an optional Title Page.
3. Write your story panels (Text + Image).
4. Keep adding pages until the chapter ends!
5. Link it to the next playable game block.

STEP 1: CRAFT YOUR COVER PAGE



- Choose YES to add a Title Page. Type an epic title and select a stunning background image!



The Secret Web Rule: Internet browsers block background music from playing automatically. Having a Title Page means players have to click START, which unlocks the permission for your epic game music and voice lines to play from page one!



STEP 2: Will YOUR GAME HAVE SOUND?

- The dashboard will ask: "Will you be uploading an audio file for each screen?"
- **Choose YES:** If you want to upload sound effects, spooky theme music, or voice recordings of your characters speaking!
- **Choose NO:** If you want it to be a reading-only quiet comic book (you can always add sound later).

STEP 3: CREATE A STORY PANEL!

1. **Write the Lines:** Type up to 360 characters of dialogue or narration. Watch the counter at the bottom so you don't run out of room!

2. **Drop the Scene Art:** Hit submit, and use the Asset Manager to select the character artwork or background setting for that specific line.

3. **Next Page?** Select **YES** to instantly loop back and write the next page of your story!



STEP 4: BACK TO THE ACTION!

- When your chapter is finished, select **NO** on the next page prompt.
- Type the name of the game level the player drops into once they finish reading your visual novel!
- Playtest Time: Click the automatically generated URL to read through your interactive story in a new tab!

