

Visual novel

Katerina Bashova and Veno Pachovski

University American College Skopje, Macedonia
bashova.katerina@gmail.com, pachovski@uacs.edu.mk

Abstract. Until the 20th century, the books were the window to the world and a way of entertainment and education. However, in the 21st century, with the development of the technology and telecommunications, the Internet became the new window to the world. Even though the books are being adapted into electronic version, still the youth are more interested in multimedia games, which have animation, visual effects, sounds and music. In order to motivate the youth to read, but at the same time to keep their attention with multimedia elements, a multimedia game was developed – visual novel. This paper presents such a game.

Keywords: multimedia, visual novel, Ren'Py, scenario, characters, story.