

## **The Development of *Nu Metal City***

**July 27<sup>th</sup>, 2024**

When I thought up of this game project I had no idea how to go about it. So when I first started working on it, it only had the title of the project and about 20 songs I picked out for it. It was left as a Ren'py project folder that was very bare for months. After working on 2 other projects I came back to it with no clear idea or goal in mind for it. All I know was that

I wanted Nu Metal music to be the main theme of the game.

If I had known how to use Godot, it could have ended up as a tiny Godot project that was simple in nature with something similar to an RPG Maker game. After completing "Calvin and Hobbes-chan" I had more of an idea for the game design. I sure didn't want to repeat the designs of my previous projects. I felt like I was in a rut with my game designs on Ren'py. However, this time, I started giving it some thought into it's open world design which I wanted for it.

The aim in design was to make it open-world, yet simple and minimal. Without being too grindy to compensate for the lack of complexity. As for the main character, I had changed up his personality that I had in mind for this game. This is due to the research I did on Nu Metal and how the music was basically for outsiders. The stories I read about where those in the Nu Metal Scene were those who faced bullying, oppression and other hardships.

Reading that I wanted my protagonist to be a kind person with good morals. Although I didn't get to it, I wanted him to have little dialogue here and there to showcase his good nature towards his band mates and the girls he has relationships with.

In the code, there is plans to include up to 12 girls. Being an open world game, the thought of 9 love interests seemed a bit too short.

As for the game's setting I chose the year 2000. Originally it was going to be in year 2002, where some in the music scene noticed the decline of the music. I ended up scraping the year for that setting. There are some tracks for this game that is after the year 2000 on purpose. I felt they deserved an honorable spotlight for this tribute to Nu Metal Music.

I don't think I will be able to continue this project for it's full completion however. If anyone decides to continue this project, I hope that this and other documents give them a better idea of what I had in mind for it.

One more thing, since this is supposed to be a positive tribute to this music scene. I left out references of the drama from the music scene. Except for the part of sellouts and bands jumping on the bandwagon for that scene, which is mentioned in the prologue.

This game is supposed to have some grittiness to it but I couldn't get that to work well with Koikatsu/ Chara Studio for this atmosphere. Some of the Assets are too modern for the time setting. This was a problem my first project "Demon Pie" as well.

**October 11<sup>th</sup>, 2024**

I didn't want to leave the game too bare, so I revisited it and added more content for it. I don't have the motivation to finish it though. I would have like to add at least 2 more girls making it to 12 girls as originally planned. Apart from that, make proper intro scenes to the girls and 3 proper endings. Another aspect of the game I would have liked done is properly designed male characters for the band members. The sort that will take people back the year 2000. Unfortunately, Koikatsu sucks

when it comes to male models, and long hair as well, which is still an issue for some of my female characters. I will post the assets at a later point, hoping someone can make a better version of the game than I did.

### **October 14<sup>th</sup>, 2024**

I've tried to work on the game and expand it. I just can't find the motivation anymore to do it. I'll be releasing an update for it today.

### **December 7<sup>th</sup>, 2025**

Not finishing this game project has bothered me. It bothered me enough to not leave it unfinished as it is now. I find that leaving this game unfinished is a shame since it's supposed to pay tribute to the music scene. I needed to motivate myself since I'm doing this for the music.

Over a year later and now the game has more content, and actual dialogue for the endings.

### **December 17<sup>th</sup>, 2025**

I've made good progress and nearly completed the game. Content wise the game is complete, even though I've contemplated adding a 15<sup>th</sup> female character and a fourth ending. The version I'm wrapping up right now is 0.99, this version is one that I'm going to archive before making other changes to the scripts and game. There was some back in forth in my head on what to do with some parts of the game. Some things I couldn't help but wonder if I should change or leave alone.

I don't think I'm going to release this version publicly, but I will leave the scripts in documents for others to see and view.

### **December 20<sup>th</sup>, 2025**

I would have had it out a day before but I wanted to take another day to look over some code to catch anything that will break the game and to see what I can improve upon. With everything now in place I think I can live with not having to update the game anymore or revisit it. Since it is free and open-source, anyone else can come and modify the game to add more sex content, characters, etc.

There are things I would have done differently from the beginning, however since it's late into the game's development I don't want to make major changes to the game.

Apart from references made to Nu metal music, there are also some real life references as well so that the game brings you back into the early 2000's era. I was going to go for a 2004 or 2003 year setting. Again this can be changed by someone else who wants to mod or make their own version of the game.

This may not be a perfect tribute to the Nu metal scene but it's okay, I gave my effort and finished what I started.