

Changemakers: Creativity and Value Creation Assignment 2

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Introduction

This report outlines the development of a small 2D narrative-driven video game created as part of my Changemakers course, where the aim was to design a computing project that encourages creativity and critical thinking. The game focuses on player choice and consequences, following a touring musician who encounters unusual characters and situations that shape the outcome of the story. To guide the development process, I collected feedback from peers through a questionnaire and iterative testing, which helped refine both the gameplay mechanics and narrative direction. The project was built using Godot as the game engine, with assets created in Resprite and GitHub for version control. This report also includes a reflection on the development process, including technical learning, design challenges, and the use of external resources such as tutorials and peer feedback.

Task 1

Q.1:

In order to collect feedback, I have created a questionnaire on Microsoft Forms. In the heading of the questionnaire, I have written this:

In my Changemakers course, I need to work on a project that has to do with computing and has to be a project big enough to take a couple of weeks to make. Those are the only requirements. This course is meant to encourage us to think creatively. For my project, I am making a video game.

It would be a small 2D pixelated video game that would consist on teaching the player about actions and consequences. Across the game, the player will encounter different characters that they can interact with, either by fighting them, or simply speaking to them. The ending of the game will be different based on the actions of the player.

The player would be a girl who is going on tour with her indie metal band. In the last city she's supposed to tour in, she encounters strange individuals that make her question coming to this place, like two engaged lovers who appear to be in a cult they're very passionate about, a conservative yet power-hungry politician who is more excentric than he is short, and a strange boy she can't seem to run away from no matter how hard she tries.

I chose to make a small video game because I plan on making a bigger one in the future and this is a great opportunity for me to introduce myself to video game creation.

To program the game, I am using the game engine Godot.

To design the sprites, I am using the mobile app Resprite.

If I have enough time, I plan on adding some music to the game as well. For that, I plan on using FL Studio.

To store my progress, I plan on using Github.

Afterwards, I have written various questions regarding my idea, and how I plan on implementing it. I sent the questionnaire to 5 of my classmates from ISEP, my school in France, and this is the feedback they sent me.

Regarding my project idea, I asked them if they liked it, what they recommend I improve, and what I should implement, whether it is game mechanics or story related. Each participant has stated that they like my project idea, and each has given me their idea of how I could improve it.

×

3. What are some things you think I should implement to my game? Answer can be either story-related or game mechanics.

5 Réponses

ID ↑	Nom	Réponses
1	anonymous	Character creation would be pretty fire
2	anonymous	Make sure characterisation is shown not just through mandatory dialogue but through immediate consequences of the players actions (dialogue reaction, storyline evolution)
3	anonymous	You should add meaningful choices, multiple endings, and dialogue that changes depending on the player's actions
4	anonymous	Idk
5	anonymous	You mention the player can choose to fight characters they meet throughout the story, and that these interactions would affect the outcomes of the game. I think that's a very interesting aspect that could also lead to users playing the game multiple times to get multiple endings, thus giving the game more play time as well. In that vein, I think a sort of actively updating karma mechanic could be an addition and a way for the player to keep up with the interactions they have with the characters, and if they fight or act aggressively a large portion of the time, their bad karma would increase, and this could actively affect their future interactions in the game, not just the ending. So like maybe later on when they attempt to get into a bar or something, a character won't let them in due to them behaving rudely in past interactions, thus giving more active consequences to the players actions. It would make the game feel more real and the choices feel more important for the player. Just an idea tho :)

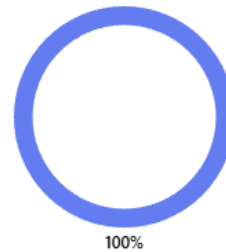
Regarding character creation, as recommended by the first participant, I do not plan on implementing the idea as it could take a lot of time and I would like to keep my project as simple as possible so that I may complete it in time. Otherwise, my peers have given me ideas on how to implement the consequences aspect of my game. I plan on at least attempting to implement part of each idea as it fits my vision for the game.

Afterwards, I questioned my peers about the tools that I plan on using. I asked them if they believed that the tools I plan on using are good, and the results were very satisfactory:

4. Do you think Godot is a good programming engine for this project? (0 point)

[En savoir plus](#)

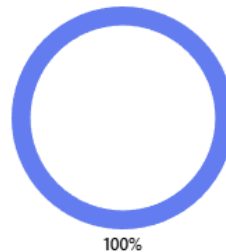
● Yes 5
● No 0



6. Do you think Resprite is a good application for the sprites and background design? (0 point)

[En savoir plus](#)

● Yes 5
● No 0



8. Do you think FL Studio is a good music-making engine? (0 point)

[En savoir plus](#)

● Yes 5
● No 0



10. Do you think Github is a good place to store my project? (0 point)

● Yes 5
● No 0



After each of these questions, I had added follow-up questions for those who would answer “no” so that they could recommend me a better tool, but the questions ended up being left unanswered.

I asked my peers one last question: would they play my game, and why or why not? Once again, my classmates have given encouraging answers:

12. Would you play my game? Why or why not?

5 Réponses

ID ↑	Nom	Réponses
1	anonymous	OF COURSE I FREAKING WOULD, the plot is rly intriguing and it sounds like something i would want to play!
2	anonymous	I'll give it a try when it is finished
3	anonymous	Yes! The story is original, with multiple choices that make it more interesting
4	anonymous	I would.
5	anonymous	Yes I would, it sounds like a very fun game with a promising storyline.

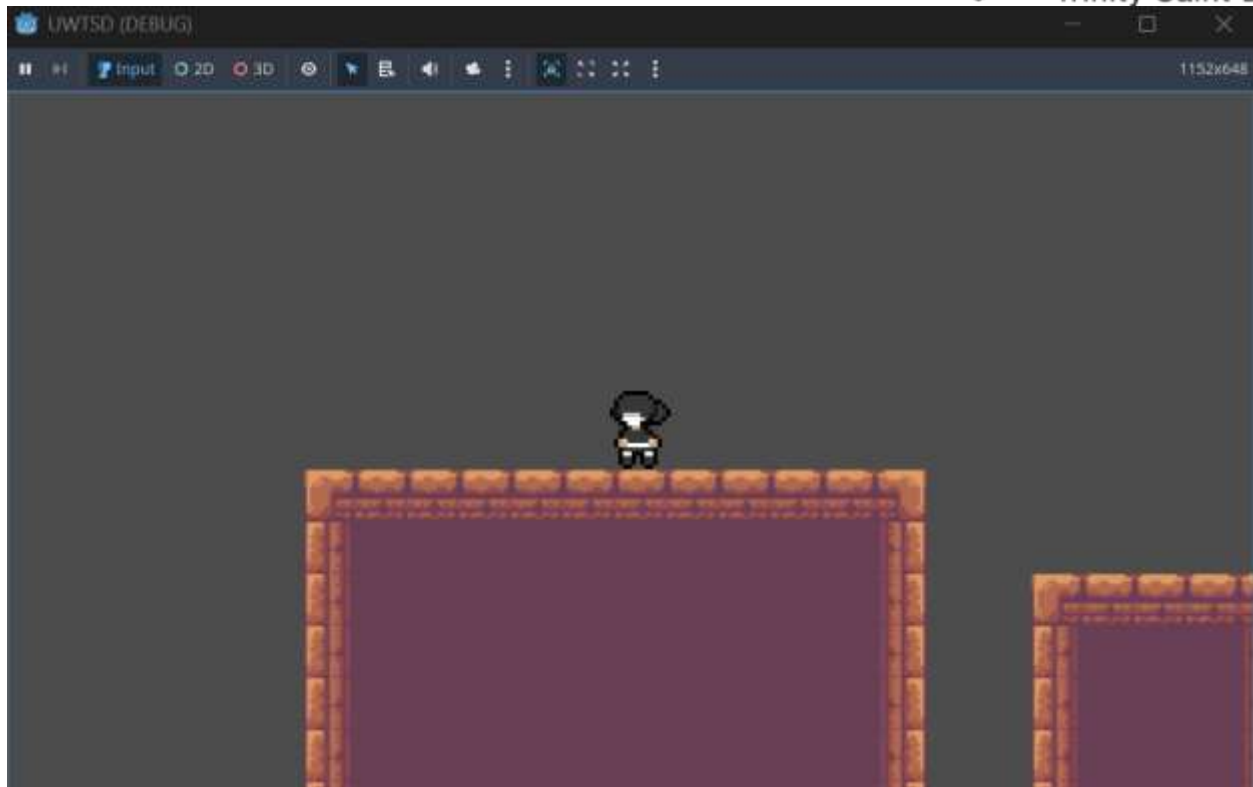
Q.2:

For this project, I had to rely a lot on tutorials that I found on YouTube as I had no experience programming on Godot. I used three in particular: “How to make a Video Game” by Brackeys [1], “How to Create a NPC with Dialogue System” by DevWorm [2], and “Dialogue System With Options” by Coding Quests [3]. It was thanks to these videos that I was able to do the most crucial parts of my game.

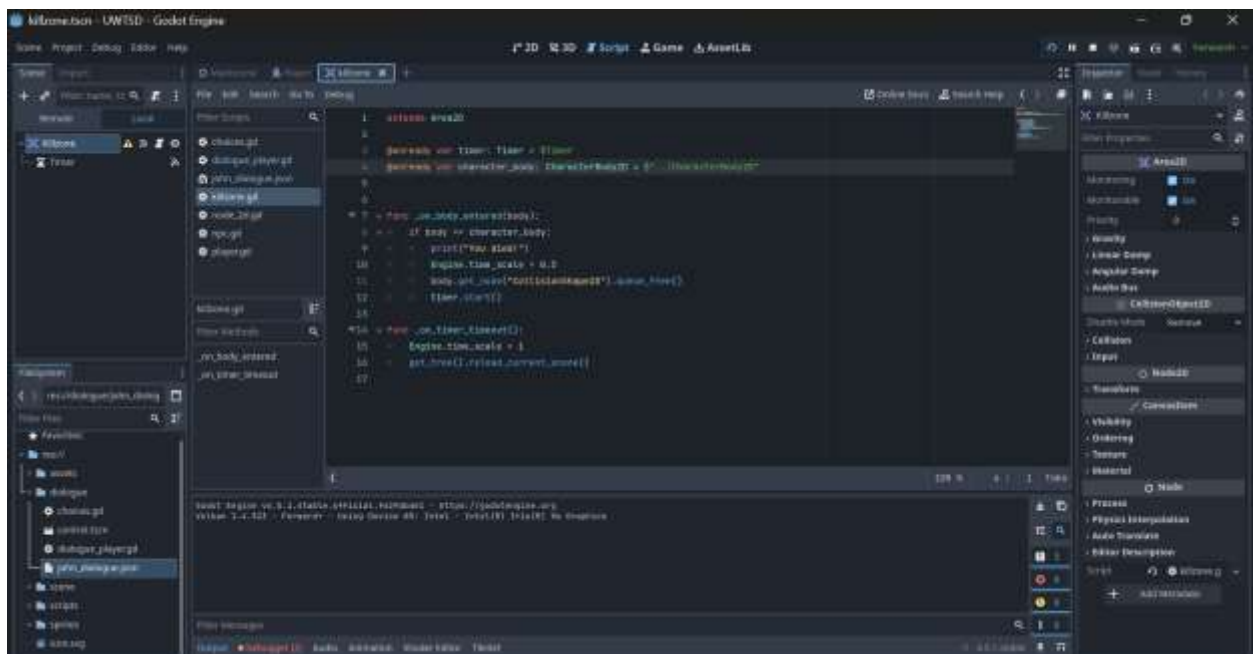
I started by creating the Player and the worldbuilding with Tilemap. At first, the player had a random sprite that I found on Google, but I eventually created my own using Resprite as shown below:



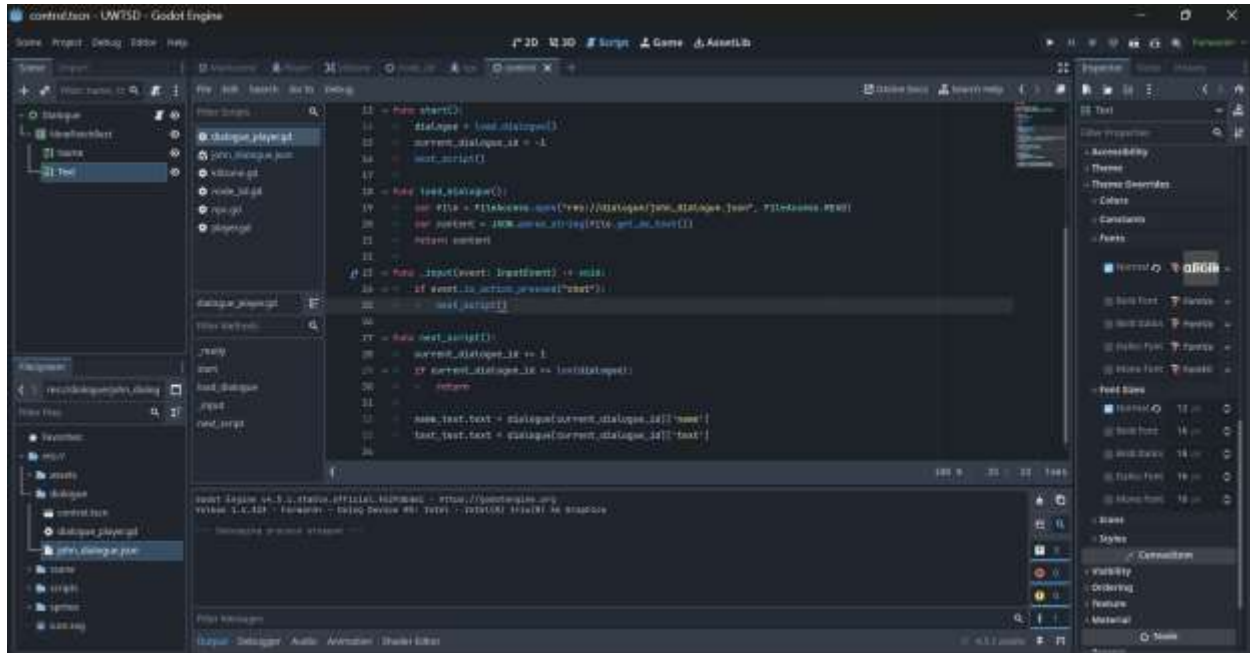
After adjusting the animation to the sprite and the movement of my character, I now had a player that could stay idle, run, and jump. After adjusting the collision shape of both the player and the different tiles used on Tilemap, I now had a player that could interact with the world around it.



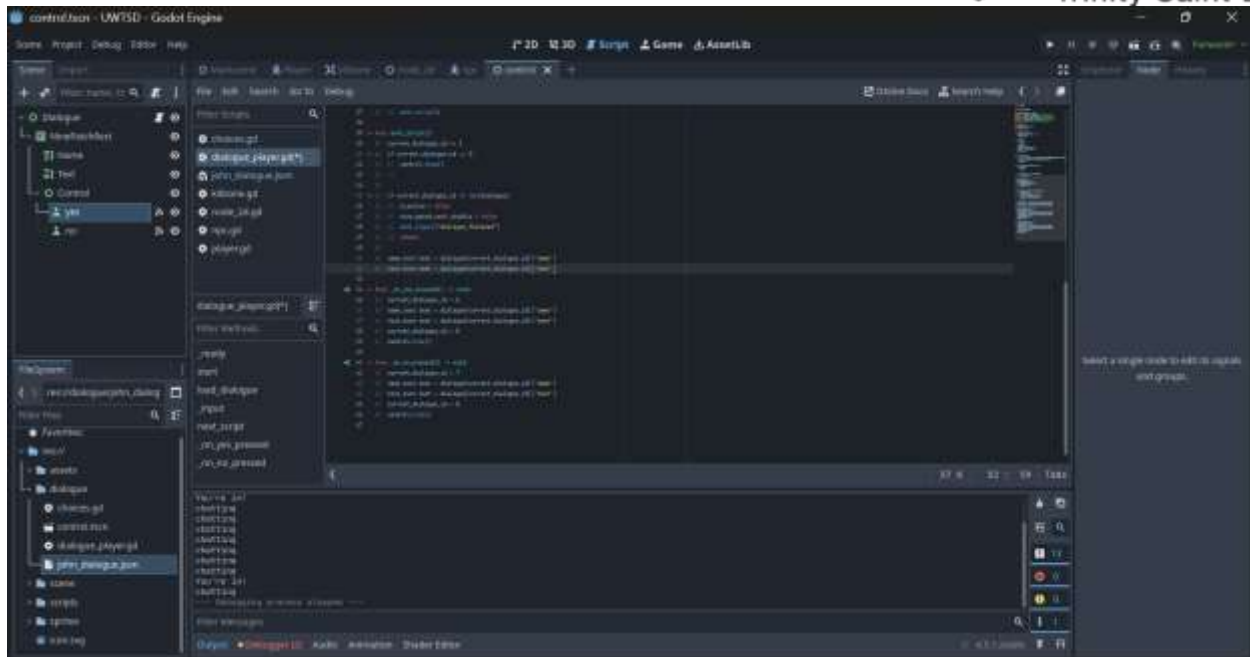
Afterwards, I created a small enemy that could walk back and forth when it collided with a wall in its path, I also created a death system with a killzone. If the player falls off the map or touches the enemy, time slows down for .6 seconds and the player returns to the starting point.



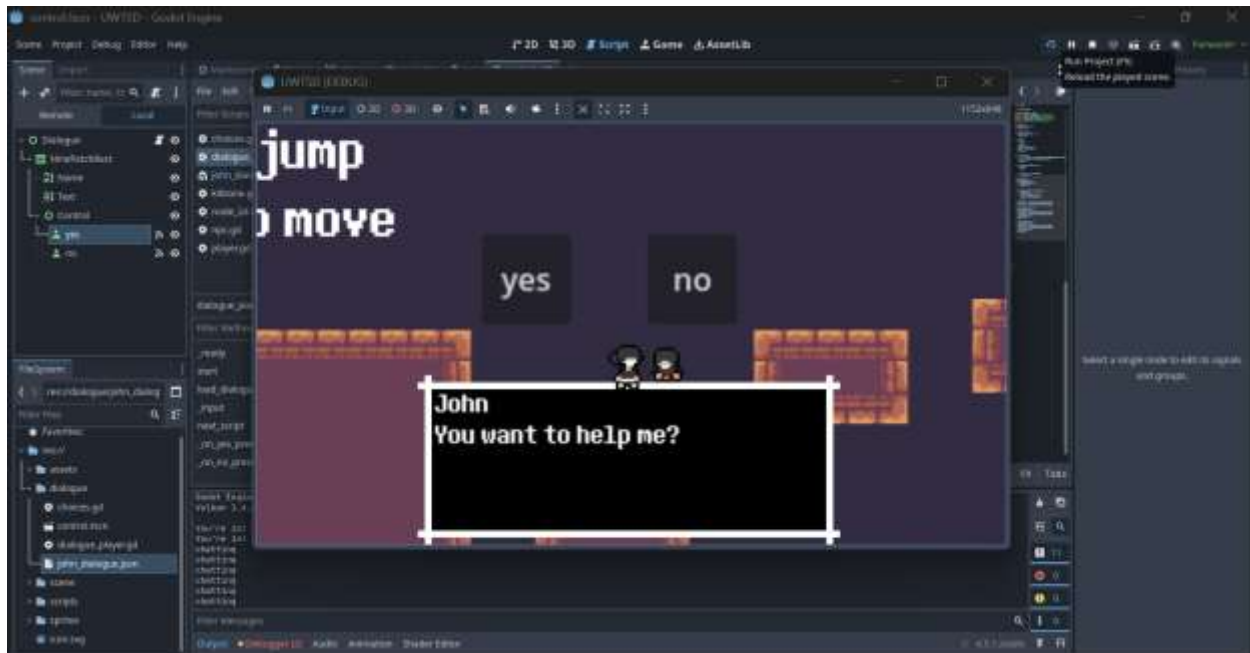
I then started working on creating an NPC. I created a small NPC with only an idle animation and gave it a chatting zone. Whenever the player enters the zone, they now have the possibility of chatting with the NPC. In order to set up this system though, I had to add a dialogue system. I was able to do so thanks to the second video by DevWorm [2]



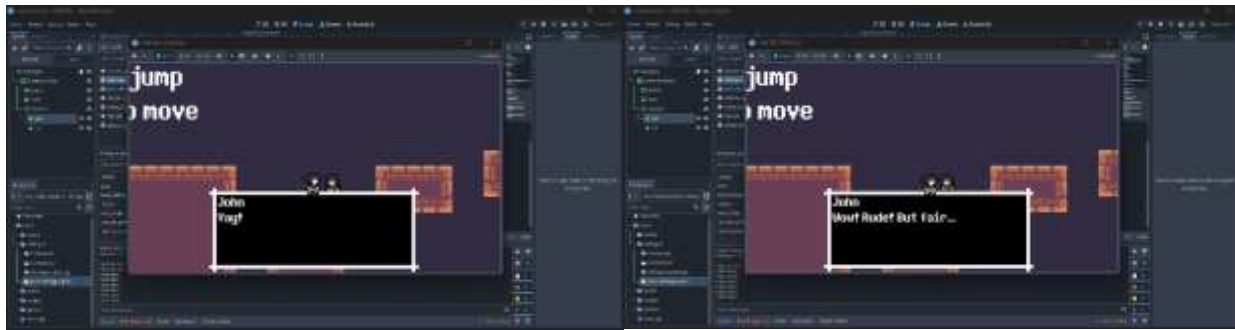
I now had dialogue, but I wanted to add dialogue choices for the player. It surprisingly proved difficult to find a compatible tutorial for this. Most videos would either ask me to download an external package off of Github or another website and other tutorials were simply not compatible with my current dialogue system, which I did not want to change. I ended up finding Coding Quests' video, which also uses a dialogue system different from mine, but I was able to adapt the coding shown into the video to adapt my personal vision on how I wanted my dialogue to work.



Now, the player has a choice that appears during a specific time of the dialogue.



As shown below, a different line of dialogue appears based on which answer is chosen:



The basic setup of my video game is done, I have a dialogue system, I can create NPCs and enemies, and I can expand the world as I please. Despite this, I underestimated the complexity of programming a functioning video game. I am nowhere near done finishing what I hoped to accomplish, but I now have more than enough knowledge to continue progressing and hopefully fix the flaws that remain.

Task 2

T2: Enterprise

Q.1:

Lardy Gaming is a private-sector, sole trader tech startup with a mission to create video games that encourage players to think differently. The company's objectives are to make people question their assumptions, provide entertainment, and offer perspectives that are rarely shared in mainstream media or gaming experiences. Its core values are rooted in human creativity, critical thinking, and perseverance, which guide both its game design philosophy and overall approach to development.

Q.2:

PEST:

A PEST analysis for Lardy Gaming highlights the external factors that could influence the company's success and development in the video game industry [4].

From a political perspective, Lardy Gaming operates within a heavily regulated sector, particularly in areas such as digital content, data protection, and age ratings for games. In the UK and wider European market, compliance with regulations like GDPR [5] is essential, especially if the company collects user data or operates online platforms. Government attitudes toward gaming, taxation of digital goods, and potential restrictions

on certain game content could also impact how freely the company can design and distribute its products.

Economically, the video game industry is large but highly competitive, with revenue often influenced by consumer spending habits and broader economic conditions. During periods of economic downturn, customers may reduce spending on non-essential entertainment such as games, which could affect sales. However, the rise of digital distribution platforms and indie game marketplaces [6] lowers entry barriers, giving small companies like Lardy Gaming opportunities to reach global audiences without the need for large physical production costs. Exchange rates and international pricing strategies may also influence profitability if the company sells worldwide.

Social factors are particularly important for Lardy Gaming given its mission to encourage critical thinking and diverse perspectives. Trends in gaming culture, such as the growing demand for meaningful narratives, indie games, and socially conscious content, could strongly benefit the company. At the same time, changing player expectations, online community feedback, and sensitivity to controversial themes must be carefully managed. The company's focus on creativity and thought-provoking content aligns well with audiences seeking more than just entertainment.

Technologically, Lardy Gaming operates in a rapidly evolving environment. Advances in game engines, artificial intelligence, cloud gaming, and virtual reality create both opportunities and challenges. Staying up to date with tools such as Unity or Unreal Engine can help the company produce higher-quality games efficiently [7]. However, technological change also means continuous learning and adaptation are necessary to remain competitive. Cybersecurity is another key concern [8], particularly if the company develops online or multiplayer experiences.

Overall, Lardy Gaming is positioned within a dynamic industry where regulation, market conditions, cultural trends, and rapid technological progress all play a significant role in shaping its potential success.

Task 3

Q.1:

I presented the current version of my game to the same classmates who answered to the questionnaire on Task 1. I called each of them individually on WhatsApp, shared my

screen with them, and presented how the game looked currently and the code of my game. I then asked them a couple of questions regarding their thoughts.

I asked them what they generally thought of the game. One of them was disappointed on the progress and expected my game to be more advanced than it currently was. However, upon seeing the code and the issues I am having with it, she understood. The rest were unanimously invested in the way I used Godot and its functionalities, as they had never used a gaming engine so developed before, being more used to things like pygame. Most shared their love for my sprites and enjoyed the current dialogues I had set up.

When asked what they thought I should improve, I had varying answers. Some asked for the fighting mechanic which I had failed to develop yet, others recommended ways I could improve the actions-consequences system. One participant asked that I add interactive worldbuilding, like moving platforms or puzzles. Another participant proposed that I set up levels instead of having the game be the singular scene that it currently is. All participants shared their desire that I make every graphic my own creation, including Tilemap, and even the fonts used in text.

I finished the interviews with the same question as the first questionnaire: would you play my game when finished? All unanimously said yes (although some were more enthusiastic than others).

Q.2:

I have never used a project management tool like a Gantt chart or Trello before. It is the first time I have had to organize my work in such detail before even starting the project. I had to think of everything before even starting the project so that I could sort everything properly.

This confused me a lot because I usually do not realize everything that needs to be done until I am actively working on the project. This can easily mess up any schedule that is made in advance.

While I managed to make a decent project plan, I ended up not following it at all and just doing everything at my own pace. I did certain things when I felt like they needed to be done and not when the planner I made told me to make them.

Q.3:

When I started this project, I had little to no experience when it came to video game development. In the past, I did take some basic computer science classes that taught me how to make a simple video game on Scratch or python, but the most complicated game I ever programmed was a Connect Four on the python console.

This is my first video game with a player, NPCs, and sprites that I had to create and program on my own. I have learned how to use Godot to make this game, I refined my art skills with Resprite so that I can give decent visuals to my game, and I learned a lot about the fundamentals of programming a 2D video game.

Q.4:

The main purpose of video games is to entertain, to distract, but also to stimulate. I do hope that any video game I plan on publishing can help entertain others during their free time, give them a fantasy world they can escape to when life becomes a bit difficult. I also hope the stories I tell and the messages I share can touch their hearts and make them see the world in a different light.

I want my video games to offer new perspectives on certain subjects. I want the players to take a step back and realize that they have thought of a certain topic only through the lenses of one person and not the other. I want it to encourage the players to think of all the different points of view, to consider as much as possible before forming an opinion on something (if they even should form an opinion on it).

When pieces of storytelling media start gaining a lot of attention, whether it is a video game, a series, a movie, or a comic, a community starts forming. As someone who enjoys RPG games like the one I want to make, I often interact with other fans online, and I can see them come together based on their similar love of said piece of media. I find it beautiful when I see others share their fan arts, fan comics, fanfictions, or fan theories. I want my video games to also create communities like that.

Conclusion

Overall, this project has provided a significant learning experience in both game development and creative problem-solving. Starting with limited experience in Godot, I was able to progressively build a functional prototype featuring player movement, animations,

enemies, NPC interactions, and a branching dialogue system. Peer feedback played an important role in shaping design decisions, particularly in simplifying scope and improving the clarity of the game's core mechanics. Although the project is not yet fully complete and some features remain under development, it has achieved its main goal of establishing a playable foundation and deepening my understanding of how to structure and build a 2D game. Beyond technical skills, the project has also reinforced the importance of iterative development, adaptability, and planning, while highlighting the challenges of managing scope in creative software projects.

References:

- [1] Brackeys, "How to make a Video Game - Godot Beginner Tutorial," Youtube, Apr. 28, 2024. <https://www.youtube.com/watch?v=L0hfqjmasi0>
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- [4] "What Is PEST Analysis? Its Applications and Uses in Business," Investopedia. <https://www.investopedia.com/terms/p/pest-analysis.asp#toc-what-is-pest-analysis>
- [5] GDPR, "General Data Protection Regulation (GDPR)," GDPR, 2018. <https://gdpr-info.eu/>
- [6] J. Wu, "The Rise of Indie Games: How Passion and Creativity are Revolutionizing the Industry," The Science Survey, 2025. <https://thesciencesurvey.com/arts-entertainment/2025/03/09/the-rise-of-indie-games-how-passion-and-creativity-are-revolutionizing-the-industry/>
- [7] J. Sibony, "The Best Gaming Engines for 2023," Incredibuild, Feb. 02, 2023. <https://www.incredibuild.com/blog/top-gaming-engines-you-should-consider>
- [8] Kornélia Sára Szatmáry, "Cybersecurity of the Gaming Industry," pp. 000441–000446, Sep. 2024, doi: <https://doi.org/10.1109/sisy62279.2024.10737510>

Appendices

Progress sheet

Project Progress Sheet

Name: Madeleine Vuillemin (2529549)

Programme: Changemakers: Creativity and Value Creation

Project Aim: Learn how to program a 2D video game with fighting mechanics and different character abilities. The sprites will also be manually created using Resprite and, if possible, the music will be made using FL Studio. What is learned in this project will be used in the future to make a video game that discusses issues that are relevant today.

The aim of the game would be to teach the player about consequences and how your actions reflect on you.

Project Objectives:

1. Learn how to use Godot in order to program a video game.
2. Create sprites and other visual designs for the game.
3. Create an system where your actions have consequences later in the game.

Weekly Project progress forms:

Date: 11/3/2026

Progress:

- Learned how to use Tilemap in order to work on the game map. Now my character collides properly with tiles that can be used to make a map.

Actions:

State priority actions to undertake over the next week below.

1. Creation of NPCs
2. Creation of a dialogue system
3. Work on the player's sprite animation based on movement
4. Stop/Continue as needed

Next review date: 18/3/2026.

Date: 18/3/2026

Progress:

- I worked on the design of the player's sprites and its animation based on all of its movements. I then implemented said animations and made sure they played at the appropriate times.
- I continued working on the worldbuilding of the game, adding a background with Tilemap in the process.

Actions:

State priority actions to undertake over the next week below.

1. Creation of NPCs
2. Creation of a dialogue system
3. Stop/Continue as needed

Next review date: 8/4/2026.

Date: 8/4/2026

Progress:

- Added text to the background of game as a small tutorial along the way.
- Created a sprite for the first NPC as well as a dialogue box.
- Gave the NPC an interactive hitbox that would respond when the player enters it and tries to chat with him.

Actions:

State priority actions to undertake over the next week below.

1. Continuation of the dialogue system
2. Stop/Continue as needed

Next review date: 15/4/2026.

Date: 15/4/2026

Progress:

- A textbox now appears when the player interacts with the NPC.
- The text does not loop, however, the player cannot interact with the NPC again.
- Created an enemy who kills the player upon contact

Actions:

State priority actions to undertake over the next week below.

1. Find a way to fix the limited NPC interactions
2. Add dialogue choices that lead to consequences
3. Stop/Continue as needed

Next review date: 22/4/2026.

Date: 22/4/2026

Progress:

- The player can now make choices mid-conversation with the NPC



- The dialogue system is flawed, however the programming is complicated and trying to find a solution is proving to be difficult, so I am setting this aside
- Choices can be remembered and brought up later in the game.

Actions:

State priority actions to undertake over the next week below.

1. Continue the worldbuilding
2. Add more NPCs
3. Stop/Continue as needed

Next review date: 29/4/2026.

Date: 29/4/2026

Progress:

- Added more to the worldbuilding
- Added more NPCs

Actions:

State priority actions to undertake over the next week below.

3. Continue expanding the world and the story
4. Stop/Continue as needed

CPD evidence

The certified course I am using is from LinkedIn Learning. It is called [Gamification for Interactive Learning](#).