

# SEIKINONAI

So, where have  
we been?

Opening



Well... It's been a while, hasn't it? We've been busy behind the scenes working on SEIKINONAI and dealing with a lot of life, so unfortunately we have been unable to update you for a long time. But now, the time has come. That image in the corner is life hitting us in the head with a ball. Thank you all for sticking with us through all the delays and development difficulties. We have a lot to get to. Where do we start...

## New Team Members

We have a whole bunch of new team members! The team has expanded from 4 people all the way to 7! We'd like to reintroduce ourselves, with all new team members!



Image by  
Harlow

### LunaLia Riley

Creator, Director 1, Programmer, Designer, Writer She/Her

"Hey!! I'm Luna, the freak behind this project. I've always loved games, and I hope our game leaves you feeling something."



I have no funny  
comment for this  
one, sorry

### Serrava

Creator, Director 2, Writer, Artist She/They

"Heyo! I'm running on caffeine, and spite, and my posture looks like this! 🍷"



She Loves octopuses

## Sooph

Director 3, Writer, Moral Support She/Her

"Hiya! I'm one of the main storywriters and directors for this project. I can't wait for you to see what we've been cooking up. :100"



Isn't Odin (his dog) the cutest?

## Logan "SoLorpede"

Sound Designer, Composer He/Him

"I am the Logan. I do the music. I specialize in metal and hard rock which is why the majority of the music is in a minor mode, and theres blast beats in every song."



The fop...

## HarLow The Fox

Artist She/Her

"Hey there, I'm HarLow! I've been a lover of video games all my life, so to be able to work on one is a dream. I'm excited for you all to stare at my drawings!"



Minions! We're stealing the moon.

## Moon (watermoon747)

Artist She/They

"Hello! My name is Moon, I draw and animate frequently :1 you'll see my art pop up here and there... be prepared"



image from deltarune

## Joyden "Elbows"

UI and Tilesset Artist He/Him

"I have no idea how I got here, but my job is to smash squares together and hope they look good; more colloquially known as pixel-art."

# Game Progress

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We have so much to talk about here.

## Art

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Art has been progressing amazingly. All of the new team members are artists, so we've been able to split the workload more, and a lot has gotten done! First, we'd like to show the key art for SEIKINONAI. It was drawn by Serrava. We hope you like it as much as we all do on the team!

A lot more art has been completed, too! Ali (the main character) now has a full set of overworld sprites! Look at that awesome fellow. All drawn by Harlow! We're so happy to see how the game is turning out!! We also have dialogue portraits for Ali and River! They're all being drawn by Moon! Here's a peek at their neutral sprites! We can't wait for you all to see more! We also have the battle UI pretty much completed, but sadly it isn't ready yet! We'll show it soon! Another thing that has





been making extremely good progress is the Area 1 tileset. Drawn by Jayden. It's still being worked on at the moment, but this is what it looks like right now in game, and we are extremely happy with how it is coming along.

## Music

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Music has been moving along really well! There's a lot of songs currently being worked on, and we unfortunately cannot show much. However, we can show something really cool. As a thank you for waiting so long, we have released a compilation of 4 songs from the game (one of them is ambiance).

1. SEIKINONAI
2. Frog Shaped Crickets
3. Run n' Gun!
4. Riverflow
5. Rivertown
6. Critical Thinking is Taking a Nap (Bonus Track)

Thank you for all your support, we hope you like these songs!

[Listen to them here!](https://youtu.be/IPH2j3C5PVA) (<https://youtu.be/IPH2j3C5PVA>)

# Writing

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Writing is also progressing alright. It's been hard for us to find time to work on writing, but somehow we manage! Area 1 is what we are currently focusing on with writing, along with Area 0, and the overarching plot. In this devlog, we'd like to share the text for the opening of the game. We are extremely excited to show this, as it is the first time we've ever shown any of the story from SEIKINONAI. Apologies for the weird formatting!!

*"Many years ago, a group of psychologists discovered where 'life' comes from.  
They claimed that in every soul, there is a world formed by creativity.  
And that the world was where dreams, personality, and 'life' would come from.  
They also found that this world can collapse.  
When someone becomes 'lifeless'-  
someone so broken, they no longer have personality  
-the world would start to collapse.  
And when a world collapsed, the host would die.*

*These psychologists, so desperate to prove themselves right, started a dangerous study on people who they deemed 'lifeless' to prove that these worlds were real, and collapse lead to death.*

*After the third death, the program shut down, and the research stopped.  
The psychologists destroyed most of their studies and scattered across the world.*

*Many years have passed since then, and there have been several strange deaths  
From people who had similar symptoms to those the psychologists deemed 'lifeless'  
But not all died.  
Some were able to recover.  
The people who recovered said that they were-"*

# Programming/Gameplay

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Programming and gameplay has been moving slower than it should be, unfortunately life got in the way and I have been unable to work as much as I used to on the game. However, a lot has changed since the last devlog.

The text system has been completely reprogrammed from the ground up, again. It's better now. I haven't shown the old one but I promise you it is so much better. There's like no new features, but it's better. I've been mainly focusing on more on the UI over the past few months, so not a lot of gameplay programming has happened. The battle system is going great, and I cannot wait to show that in the next devlog.

Overall, it's been moving. Hopefully in the next devlog there's more to show with the gameplay and programming.

## One More Thing...

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We have one more thing to announce...

We are **finally** launching the SEIKINONAI Discord Server.

All of us are so excited to finally launch this server, and we can't wait to hang out with you all! We plan to use this discord server as one of the main news hubs for the game, along with exclusive and random teasers, behind the scenes, just random developer yapping, it's gonna be great.

[You can join right here!](https://discord.gg/ZqxyXsevJd)

(<https://discord.gg/ZqxyXsevJd>)

# SEIKINONAI Social Media Accounts

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We have only 3 official accounts + our Discord Server. A Twitter, A Bluesky, and a YouTube. If we ever make another, we'll let you know on Twitter, Bluesky, and Discord.

The accounts are all linked below:

[Twitter](https://x.com/SEIKINONAI_Game) (https://x.com/SEIKINONAI\_Game)

[Bluesky](https://bsky.app/profile/seikinonai.com) (https://bsky.app/profile/seikinonai.com)

[YouTube](https://www.youtube.com/@seikinonai) (https://www.youtube.com/@seikinonai)

[Discord](https://discord.gg/ZqxyXsevJd) (https://discord.gg/ZqxyXsevJd)

## Closing Thoughts

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It's been a hell of a ride. But, we're only just starting. Thank you so much to anyone who has supported us in any way over the past year and a half, it means the world to us all. You are what keep us going. From the bottom of our hearts, thank you.

-Lunalia Riley