

*Serving It Hot:*  
**Breaking the Mould  
of Adult Games and  
Game Jams with  
'Whipped and Steamy'**

By *Whales And Games* • <https://whalesandgames.com/>  
Game Dev Camp 2019





# CONTENT WARNING

There is no explicit content in this talk, but we're still talking topics about **sexuality and pornography**, producing **suggestive imagery** and researching **adult games**. These topics can understandably be bothersome/uncomfortable for some.

If anything of the former makes you uncomfortable, or you feel such way during the talk, it's understandable if you feel the need to leave!

# Who are we at Whales And Games?







Somewhere in this room, there's two speakers:

## *Jorge Carvalho (JorgeGameDev)*

- *Co-Founder and Lead Developer of Whales And Games*
- Making games since 10 years.
- *Games And Apps Development* in Universidade Europeia.
- Most likely to be JoJo-posing in pictures.



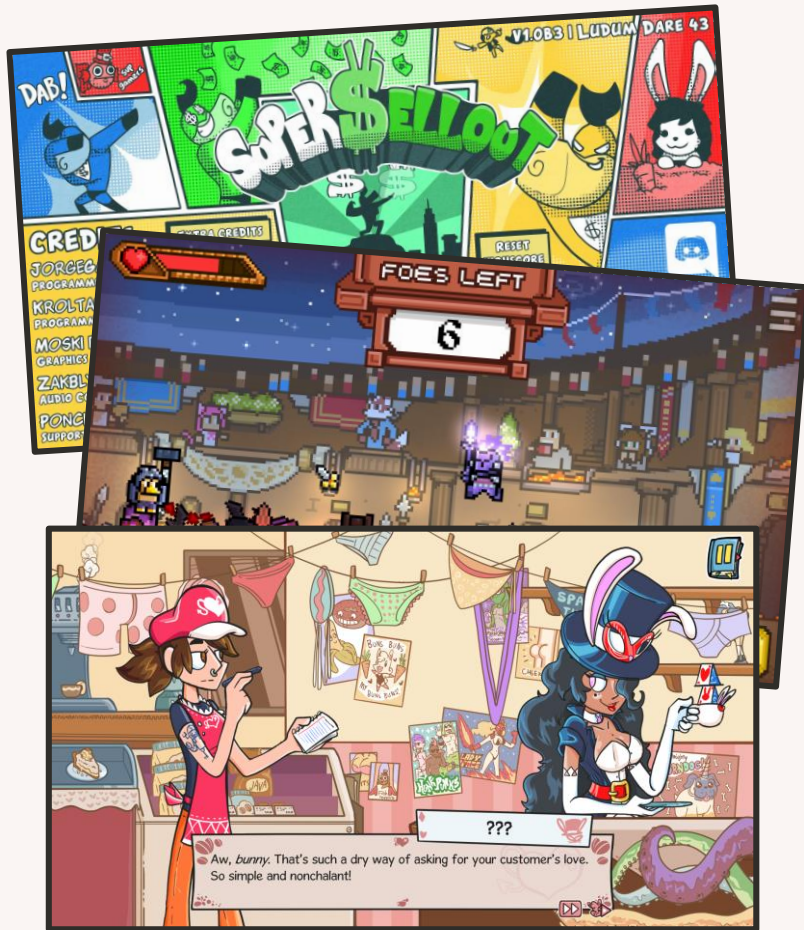
## *José Sanchez (MoskiDraws)*

- *Co-Founder and Lead Artist of Whales And Games*
- Self-taught artist since 15 years ago.
- *Master in Marketing* in Instituto Tecnológico de Monterrey.
- Enthusiast in drawing in Napkins and actually a real-person.

*...also special thanks to Robin Couwenberg (RobinhoodPT), Leonardo Scur (Kroltan) and Henry Smith (Henforth)!*







Two-year informal gamedev and creative studio.

Games and Art full of 'whaleistic personality'!



by Drauthius (@drauthius), published 10 months ago  
That was hilarious! Amazing polish and execution, and a fun take on the theme!

hopinsteadofjump 6 months ago (+1)  
I loved the art style for this game, I clicked it immediately because of it. It was a fun little game!

by Sniperninja564 (@sniperninja564), published 2 years ago  
This is actually a masterpiece. Love the 4th wall break!

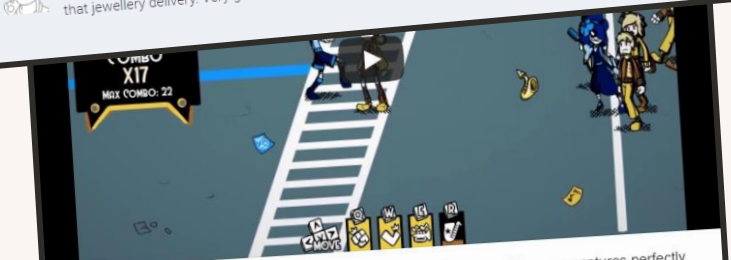
by SilverTwig (@sivertwig), published 2 years ago  
This is one of my favourite games of the jam so far, its so well made, and really good humour. I do wonder whatever happened to that jewellery delivery. Very good game, can't wait to see any further developments! ❤️ 2

by ColeSlaughter (@coleslug), published 2 years ago  
This is an incredibly well-made legit retail game (low-key probably being my favourite). You guys had all the time in the world to make this look like a Bastion-style, but I wish I could have selected any of the contracts from the start, instead of seeing the unique-sounding ones un-selectable, and only being able to choose from a bunch of speed-dropping contracts. Regardless, though, I'm super impressed with what you guys have done here! This is easily one of the most polished games I've played so far!

by Behenate (@behenate), published 2 years ago  
This game is very cool and addictive. I made it to the end in 1800 years with 100 happiness 50 wealth. I really love graphics, music is also very good. I didn't notice and bug, so your game is very polished. Great job! ❤️ 2

TwistedHawkAdultGames Submitted 218 days ago (+2)  
You did a lot in a short amount of time. Great job! The game is addictive at a lot of fun! It's like an adult version of the old classic Lemonade Stand!  
Submitted Don't Let Me Down  
Like Reply Delete Report Ban...

# Mostly participated on Game Jams. In Ludum Dare we became known because of our level of polish.



Although I was confused with the idea of hitting the fans to love you, this game captures perfectly the idea of 'the more, the worse'. With a simple control, we must avoid that the fans of your rival give you a powerful beating while we use our abilities so that they happen to our side. However, more and more fans will arrive, and you will find yourself running around the stage with an army of more and more fans will arrive, and you will find yourself running out of the cooldown. The stress is

by Ollec (@ollec), published a year and a half ago  
Since this was my first Game Jam I didn't know Whales and Games, but it seems you guys are well known around here and for good reason (which makes you praising our game even more amazing <3).  
And after playing Jazzy Beats myself I can totally see why. What I played was an incredibly polished, bug-free and most importantly fun piece of entertainment software. The artwork is stunning (seriously, those menus), as is the sound which, in a game called Jazzy Beats, is just as important to me. The gameplay elements à la Streets of Rage are well implemented and the core mechanics of turning fans into allies instead of flat out killing them and not being able to directly fight your true opponent give it a nice unique twist and strategy depth.  
Add some more levels with different enemy types and I can definitely see myself paying 15 bucks on steam for this gem. Easily the best submission I have seen so far! :)

Zccc says ...  
Aug 30, 2016 @ 3:17pm  
Wow, the amount of polish is amazing. I really got addicted to this, good job!

(A genuine quote from the creator 'José Castanheira!')







# TAKEAWAY

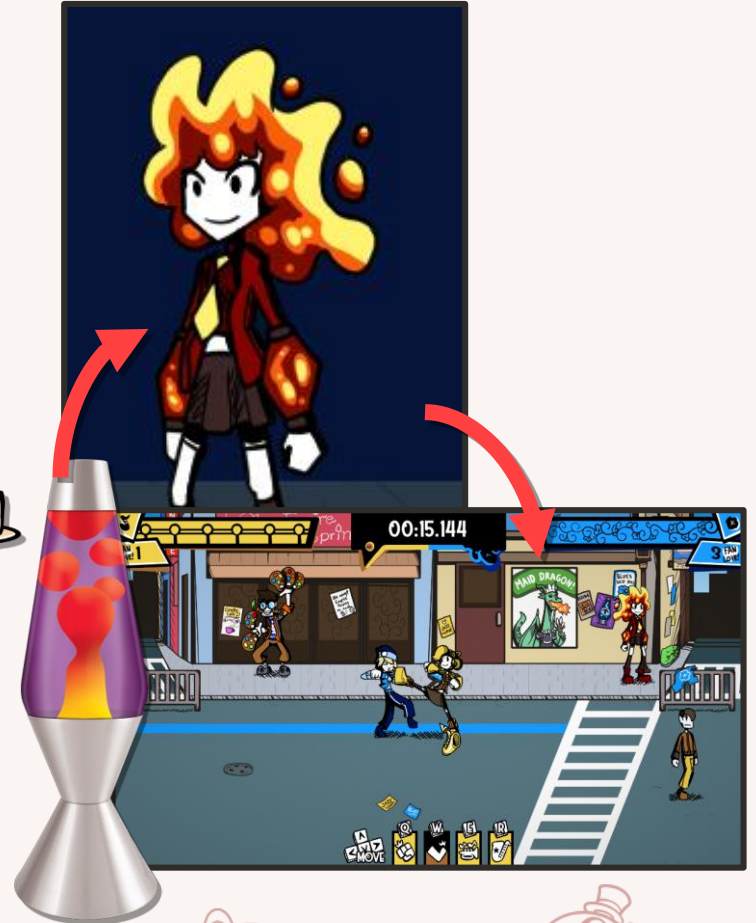
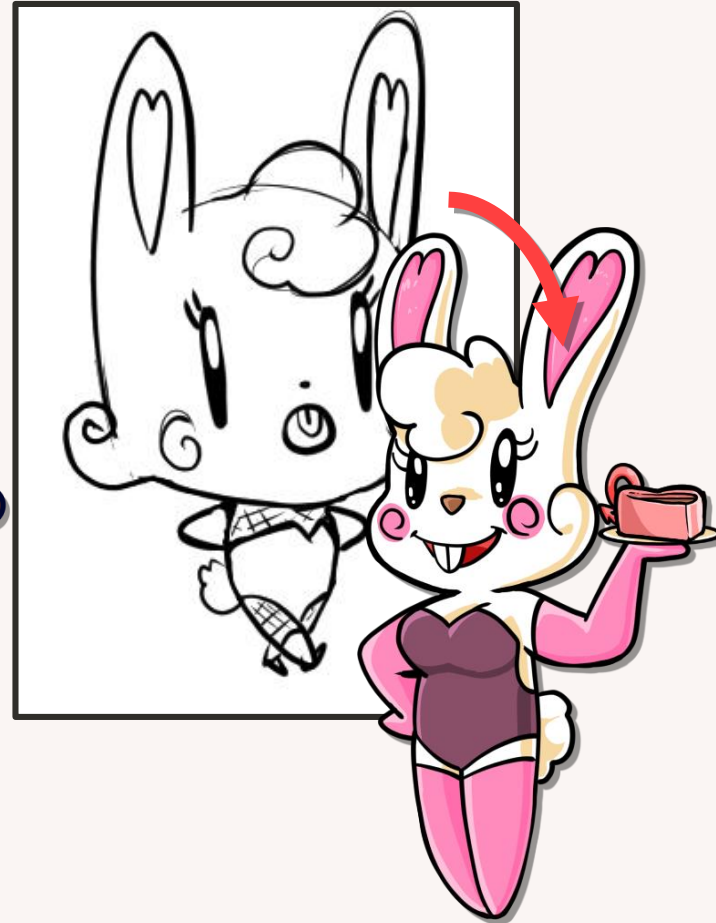
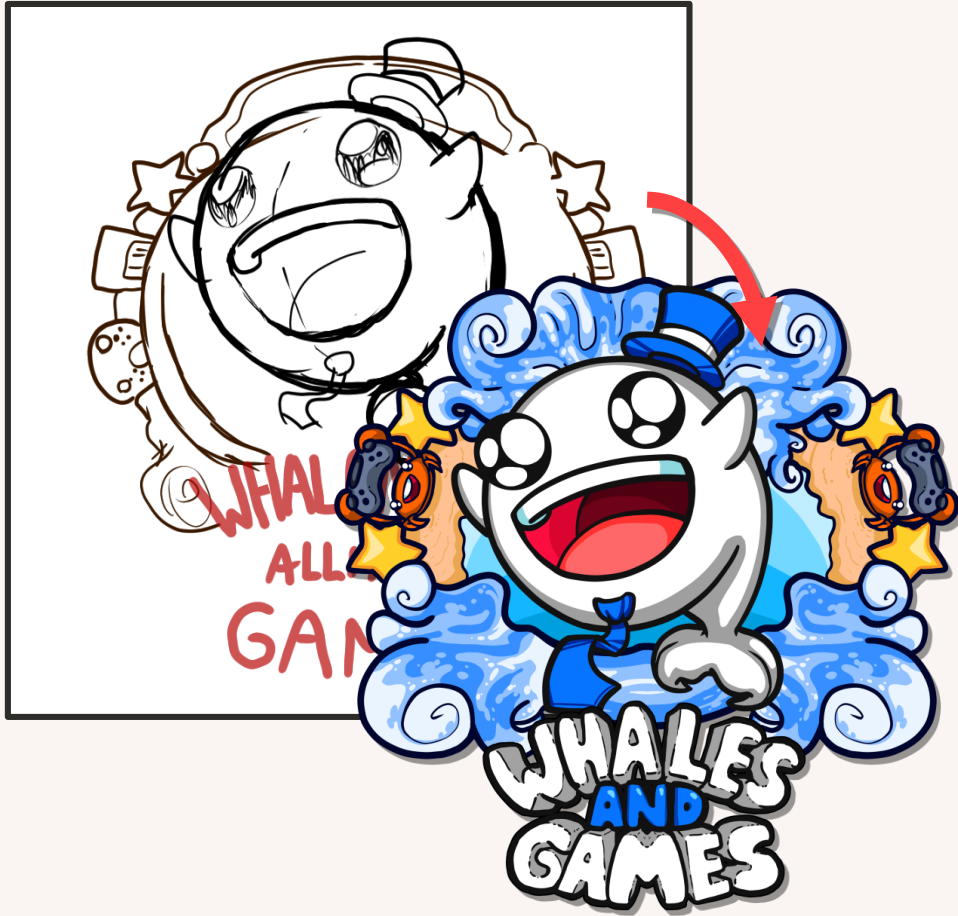
**We all got to start somewhere!**

Even if we don't know what to make of ourselves at the start, we eventually find what clicks from our games with people.





The best things that have happened to *Whales And Games* were **accidents**.





The story of 'Whipped and Steamy' begins with us searching around for **new jams on itch.io** to expand our jam portfolio.

**Game Jams on itch.io**

itch.io is a place for hosting and participating in game jams online. Anyone can instantly create and host a jam. **61,183 games** have been created for jams hosted on itch.io. [Manage your submissions and jams](#)

[Host a jam](#)

**Browse Jams** [Upcoming This Month](#) [Featured Jams](#) [Top Past Jams](#) [In Progress](#)

**Jam Calendar**

October

9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th
Jam - Week 117 (76 joined)			Mix and Game Jam (2019) (1,124 joined)						Mini Jam 39: Monsters (67 joined)	
			Game Jam I-Feel (9 joined)							Weekly Game Jam - V
			Horror Humor Jam [8 Bits to Infinity] (86 joined)							Utah Indie Game Ja
			Godot Wild Jam #14 (154 joined)							
			SCREAM JAM 2019 (355 joined)							
			Autumn Lisp Game Jam 2019 (45 joined)							
			The Maturity Explained J-Horror Jam! (122 joined)							
			Shacknews Jam: Do It IV Shacknews (63 joined)							
			BYOG 2019 (200 joined)						Troika Backgrounds Jam! (62 joined)	
			Our Little Food Jam (51 joined)							
			Devtober 2019 (430 joined)							
			Gentle Ghost Jam (276 joined)							
			Cryptid Jam (488 joined)							
			Pixel Nightmare Jam 2019 (105 joined)							
			PCT Game Development Club's Fall						Pre-Fright Check-In (7 joined)	
			UW-Stout IGDA 48 Hour Game Jam, Fall						Philosophy Game Jam #2 (38 joined)	
			2D Multiplayer Game Jam using modd.io (71 joined)						Trijam #41: The 3 hour gam	
			Weekly Rainbow Jam - Week 8 (5 joined)						Two-Week Halloween Jam	
			Weekly Game Jam - Week 118 (74 joined)						Weekly Rainbow Jam - V	
			Jam - Week 7 (5 joined)							

<https://itch.io/jams>

## Lewd jam 2016

Hosted by [you're waifu](#) · [#lewdjam2016](#)

23 Entries

[Overview](#) [Submissions](#) [Results](#) [Screenshots](#) [Submission feed](#)

This jam is now over. It ran from **September 16th 2016 at 5:00 PM** to **September 29th 2016 at 5:00 PM**. [View results](#)

The objective of this jam is for the participants to create any kind of game where sexually stimulating content is the primary focus of the game. **Mildly lewd ("ecchi") games and cute-lewd games are also acceptable!** The particular game mechanics, genre, level of sexual explicitness and fetishes represented are entirely up to the participants.

Any kind of lewd game is welcome, from text based to 3d virtual reality games, and anyone is welcome to join in!


In addition, just for fun, a special **lewd mystery prize (!)** will be awarded to the developer of the highest rated submission when the jam ends.

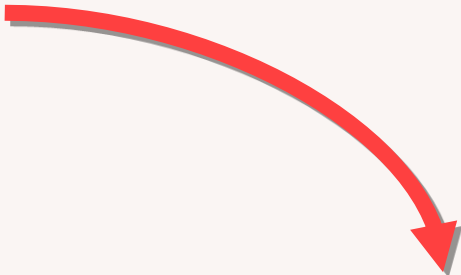
**From September 17th you will have two weeks to submit a game to the jam.**

Note: There should be no issues with posting a lewd game on itch; just make sure your content does not break any laws or contain truly obscene material eg. pedophilia.






**JorgeGameDev | Polite Whale** Today at 5:30 PM  
 How come que ainda não há uma Lewd Jam 2017?  
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 How come que ainda não há uma Lewd Jam 2017?



A single joke glitched-out comment led to...



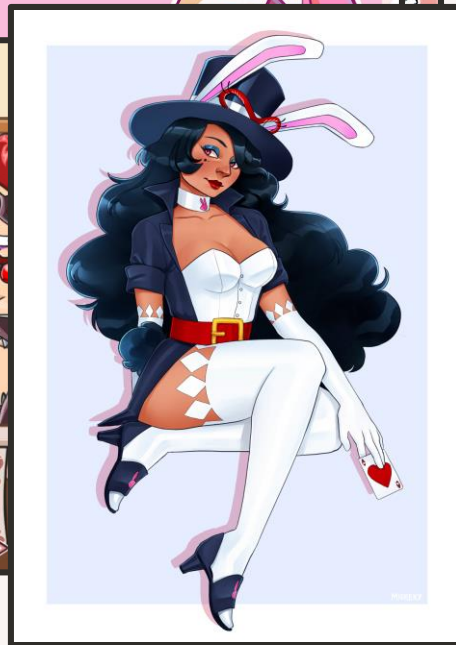
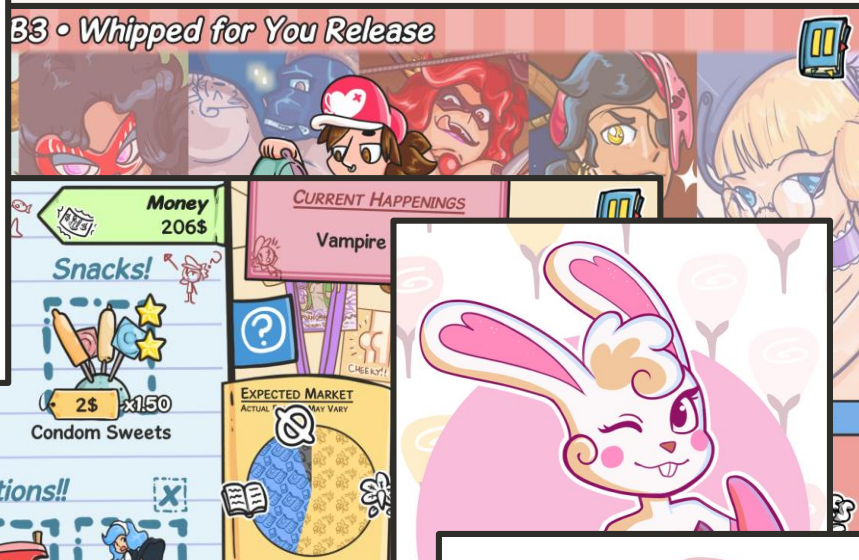
...us making a parody 'Whalechan' that actually became a mascot.



...us designing what would be WAG's take in an 'adult game'.







Thanks *Discord* and *Human Brain* for derping out!





## TAKEAWAY

Experimenting, research and overall *dumb* ideas can lead to unexpected moments of brightness. Chill, joke around, experiment under tight deadlines and accept your creativity.



What is *'Whipped and Steamy • Cosplay Café'*?







**Sales Report • Day 4**

Cosplay Groups	Number of Costumers		Coffee Sales		Snack Sales		Tips		Total
	Today	Last	Today	Last	Today	Last	Today	Last	
Vanilla	7	13	21\$	26\$	14\$	26\$	0\$	0\$	35\$
Fantasy	46	33	138\$	66\$	92\$	66\$	92\$	66\$	322\$
Exotic	0	0	0\$	0\$	0\$	0\$	0\$	0\$	0\$
Non-Cosplayers	0	0	0\$	0\$	0\$	0\$	0\$	0\$	0\$
<b>Totals</b>	<b>53</b>	<b>46</b>	<b>159\$</b>	<b>92\$</b>	<b>106\$</b>	<b>92\$</b>	<b>92\$</b>	<b>66\$</b>	<b>357\$</b>

Current Total Money: 512\$



Management



Visual Novel

'Whipped and Steamy • Cosplay Café' *management* and *visual novel* game with an *erotic-cosplay* theme, set in a town where adult media became the new best thing.





Our goal was to design a game that's more about **people's relationship with media** (in this world, most of it being pornographic) rather than to be a *pornographic game itself*.



Cheqmate → *Bunny Splash Casino*  
(Videogame)



Captain Bootybeard → *Tragedy of Capitan Bootybeard*  
(Movies)



## TAKEAWAY

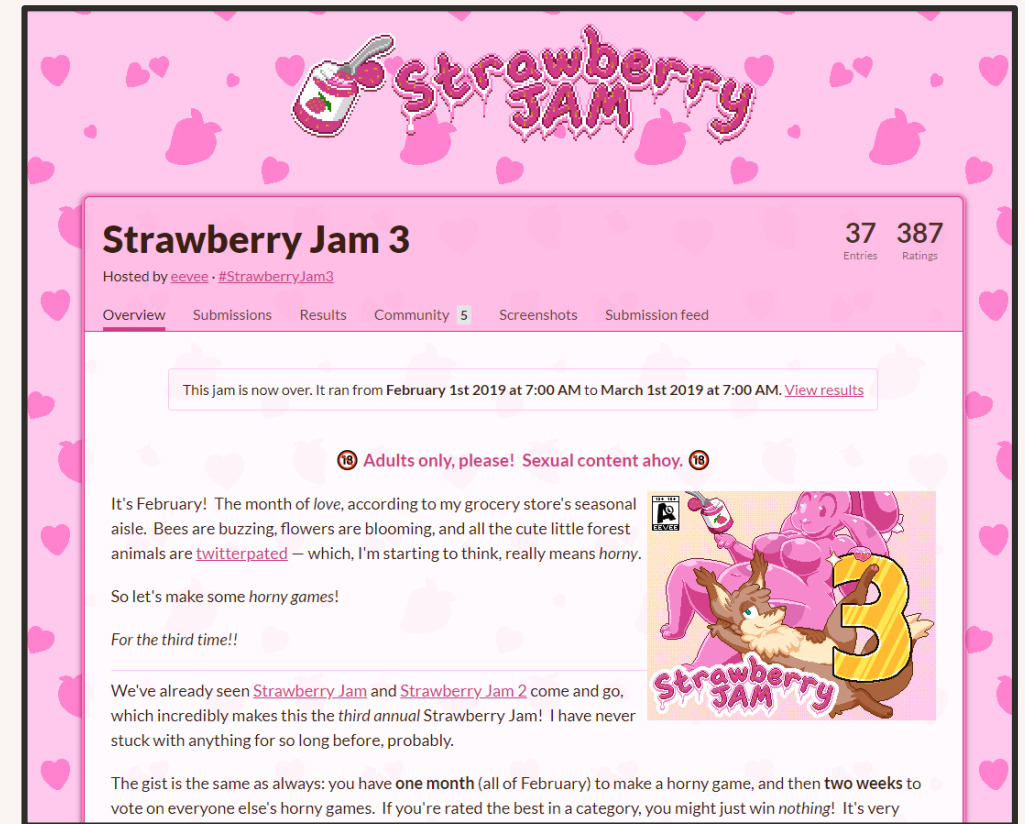
**Pitch and describe your game in broad terms.**

What are you trying to achieve, how are you going to get there, and what scope are you striving for?





The game was developed in 30 days for *Strawberry Jam 3*, an adult game jam with ratings in several categories including *Play, Narrative, Harmony, Aesthetics, Horniness, Sound, ...*





### Whipped And Steamy • Cosplay Café

by Whales And Games, RobinHoodPT, JorgeGameDev (Polite Whale), Moski

Ranked **1st** with 12 ratings (Score: 4.019)

[View submission page](#) →

Criteria	Rank	Score*
<a href="#">Play</a>	#1	4.250
<a href="#">Harmony</a>	#1	4.333
<a href="#">Sound</a>	#1	4.667
<a href="#">Overall</a>	#1	4.019
<a href="#">Aesthetic</a>	#1	4.833
<a href="#">Narrative</a>	#3	4.333
<a href="#">Novelty</a>	#4	3.833
<a href="#">Kink</a>	#6	3.500
<a href="#">Stealth</a>	#11	3.250
<a href="#">Horny</a>	#14	3.167

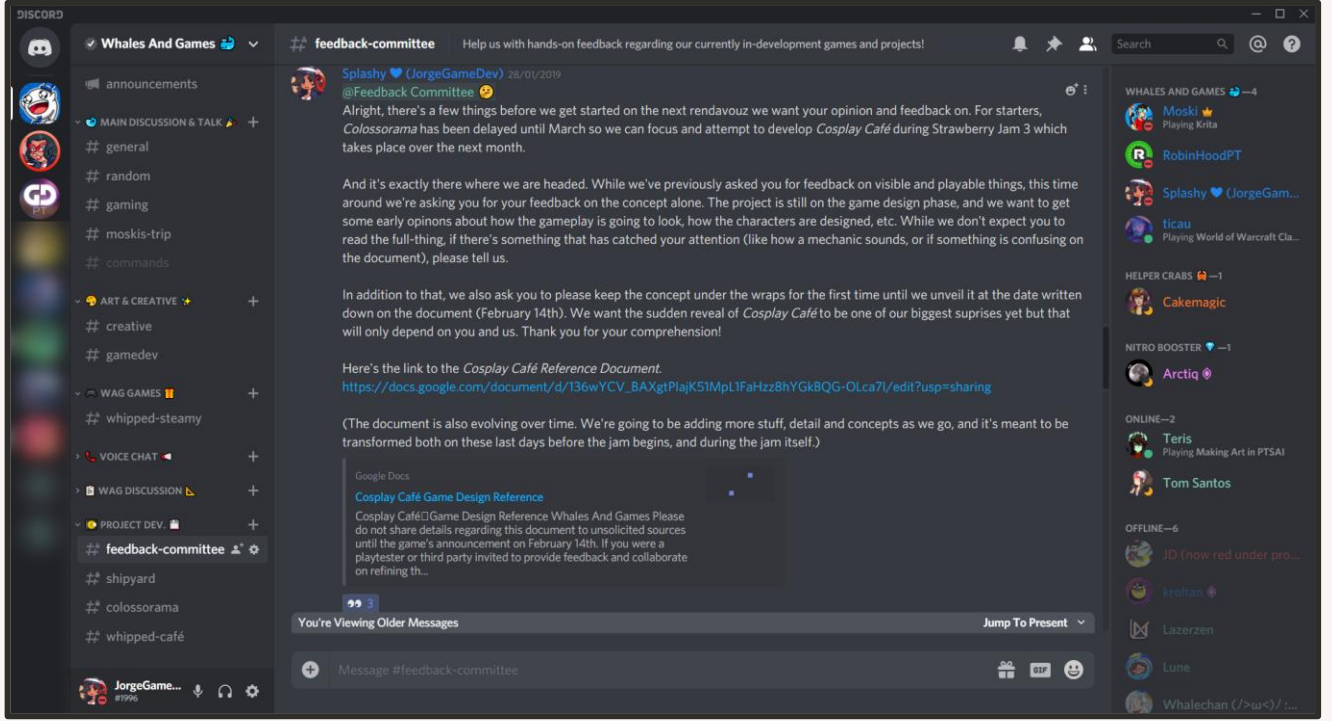
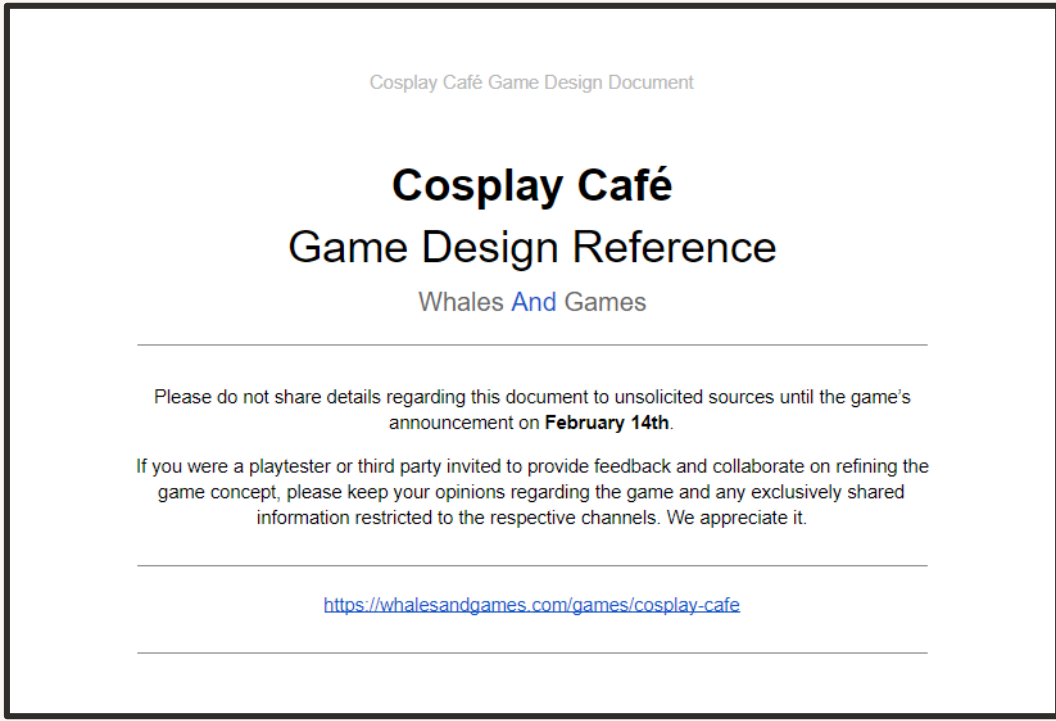


And behold, we ended up scoring **Overall #1**, as well as **#1** in *Play*, *Harmony*, *Sound* and *Aesthetic*, and got praise through the jam's and adult community, alike.





How do we scale from **3-day projects** to a **full-month** endeavour?  
 The most important thing we had to do was **avoid over scope.**



Being a specific genre game jam, we planned our design ahead of time, making design references, and iterated on it with **feedback.**






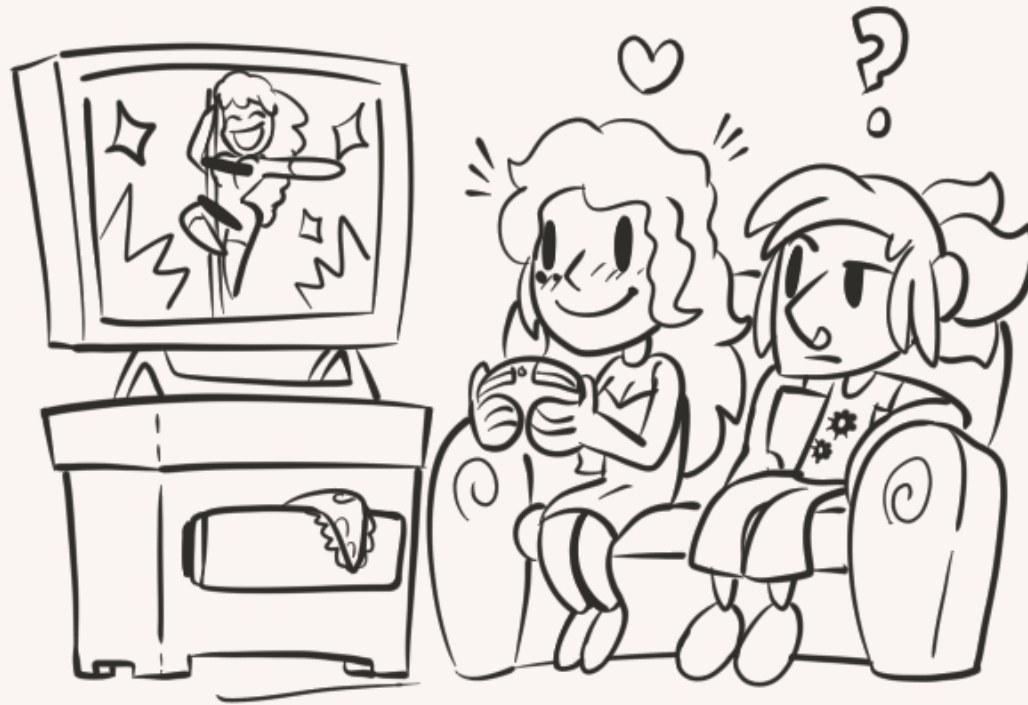


## TAKEAWAY

**Game jams can be stressful events when one has a concept in mind and fails to see it to completion. Know your strengths, account for your weakness, and make the most of your time!**



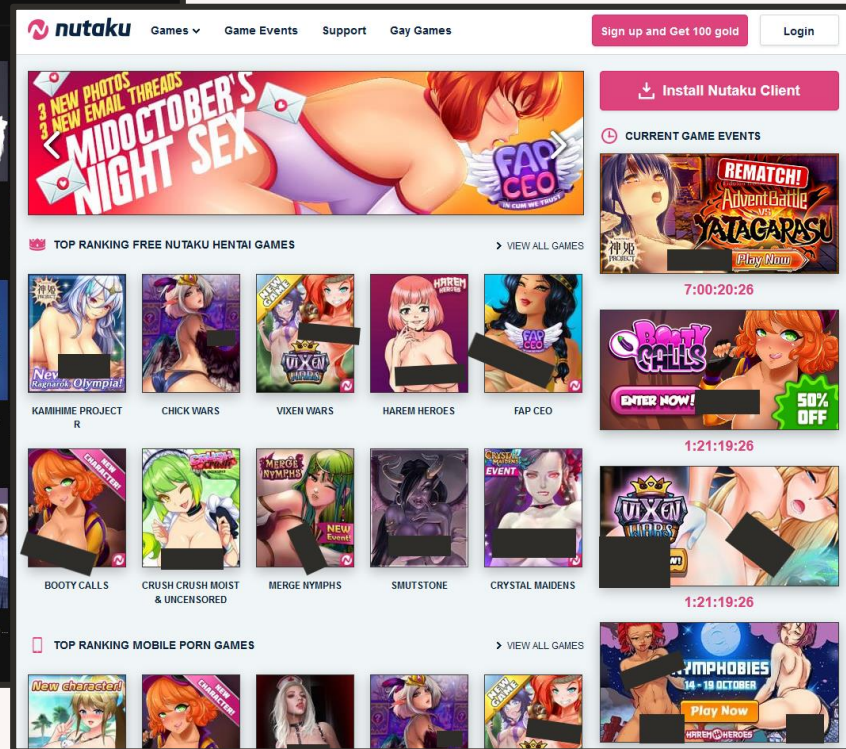
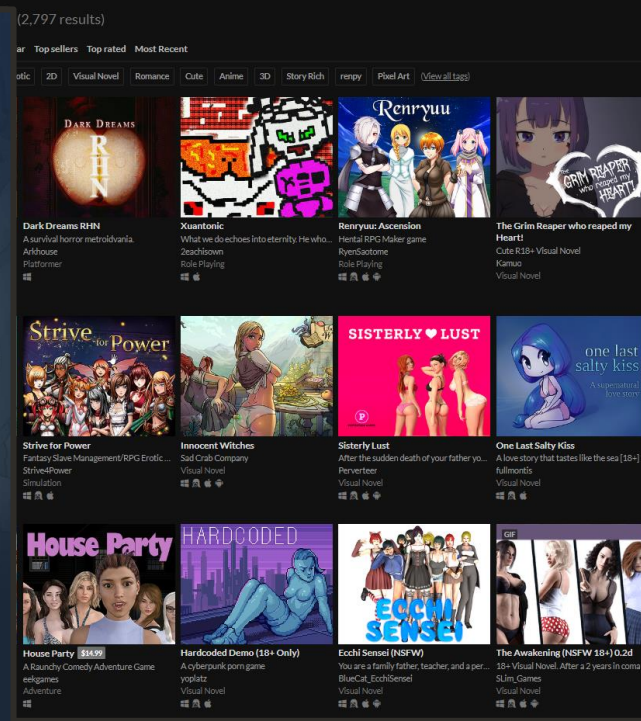
Let's talk about the elephant in the room! – *'Adult Games'*





# Adult games\* have always been their own (often) hidden niche.

(\*in the context of this talk, *adult games* are games that feature erotic themes - nudity, sexual themes and content)



Steam, Itch.io and dedicated portals like Nutaku have lead to the *proliferation of adult games.*







Yet the genre is often perceived, even by it's own fandom, as **low quality**, **gameplay-lacking**, **grindy** etc., with there being a whole audience wanting the opposite, *but still being delivered the same thing.*

Posted by u/1233amthrowaway 19 days ago  
**What is the most polished lewd game you've come across?**  
 Discussion nsfw  
 I'm relatively new to the genre but it gets a little disheartening coming across dozens of renpy VNs perpetually stuck at 0.14 with loads of spelling errors, poor UI choices and chock full of unexplained dead ends & coming soon.

**Recommend** Any Lewd game with decent **gameplay**? nsfw  
 r/lewdgames + · Posted by u/sasakihaise1700 8 months ago

**Recommend** Lewd games with actual decent **gameplay**? nsfw  
 r/lewdgames + · Posted by u/Arcterion 6 months ago

**Discussion** Why are some games boner killers with their grinding? nsfw  
 r/lewdgames + · Posted by u/Poontang\_Pie 1 year ago  
 20 Comments Give Award Share Save

**Akjosch** Last Saturday at 22:05  
 Well, for me I'll just check whatever short stories are left there that interest me (which are behind waiting times, so no way to speed it up anyway), and expect to leave the game behind in a week or two. Others will probably try to go for 100% completion as usual.







**Villa Party Has Less Game and More Debauchery**  
 While there are quite a few Nutaku games that tack on the adult entertainment bits, *Villa Party* is much more focused on the sex. Players will make choices as they make their way around the party, and the results of your decisions will determine who you're going to be spending some special time with.

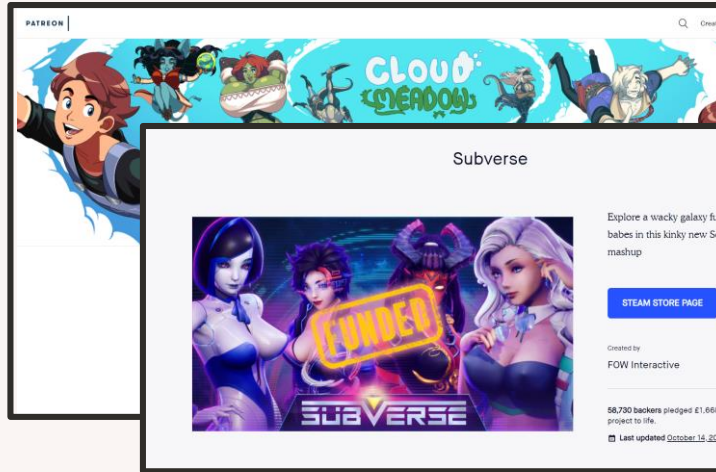


## Top Patreon Adult Games

Ranked list of the most popular Patreon adult games including top earners. Updated daily. Check out more charts, like the Monthly Adult Games Ranking or All Adult Games Creators.

1 Month 3 Months 6 Months 1 Year

 <b>DarkCookie</b> <i>NSFW</i> Creating Summertime Saga	1	20,704	\$56,419
Change from Jul 14, 2019 to Oct 14, 2019:		+1,896	+\$3,668
 <b>Redamz</b> <i>NSFW</i> Creating Monster Girl Island	2	8,159	
Change from Jul 14, 2019 to Oct 14, 2019:		+445	
 <b>ICSTOR</b> <i>NSFW</i> Creating ADULT GAMES	3	7,783	
Change from Jul 14, 2019 to Oct 14, 2019:		+2	+2,011
 <b>Meshed VR</b> <i>NSFW</i> Creating Adult VR Games and Simulations	4	7,478	
Change from Jul 14, 2019 to Oct 14, 2019:		-1	+766
 <b>Fenoxo Fenfen</b> <i>NSFW</i> Creating Adult INTERACTIVE FICTION (18+)	5	6,256	\$31,813
Change from Jul 14, 2019 to Oct 14, 2019:		-1	-\$849
 <b>Adeptus Steve</b> <i>NSFW</i>	6	5,389	\$59,078



New breath has started to come to the audience with *Patreon*, *Kickstarter* and *iterative releases*. There's a needy-growing market, and 'heroes' of the genre have started popping up.





## TAKEAWAY

**Study your market, understand their needs.**

Learn from what came before or what's current. What can you change or fulfil in a genre? What are you introducing that's new?





Observing the *needs of the audience*, but also wanting to do our twist in the genre we started designing 'Cosplay Café' back in 2017, and eventually aligned it with the 30-day development time of **SJ3!**

**Strawberry Jam 3**  
Hosted by eevee · #StrawberryJam3

Overview **Submissions** Results Community 5 Screenshots Submission feed

A jam submission  
**Whipped And Steamy • Cosplay Café** [View game page](#) →

In a town where adult media is the new best thing the Whipped and Steamy Café is the best fun for all cosplayers!  
Submitted by Whales And Games (@WhalesAndGames), RobinHoodPT (@RobinHoodYT), JorgeGameDev (Polite.Whole) (@JorgeGameDev), Moski (@MoskiDraws) — 1 minute, 36 seconds before the deadline

[Remove this submission](#) [Report submission](#) [Add to collection](#)

**Play game**  
[Whipped And Steamy • Cosplay Café's itch.io page](#) ↗

**Results**

Criteria	Rank	Score*	Raw Score
<b>Play</b>	#1	4.250	4.250
<b>Harmony</b>	#1	4.333	4.333
<b>Sound</b>	#1	4.667	4.667
<b>Overall</b>	#1	4.019	4.019
<b>Aesthetic</b>	#1	4.833	4.833
<b>Narrative</b>	#3	4.333	4.333
<b>Novelty</b>	#4	3.833	3.833
<b>Kink</b>	#6	3.500	3.500
<b>Stealth</b>	#11	3.250	3.250
<b>Horny</b>	#14	3.167	3.167

Description	Effect
It's a uniform unless stated otherwise.	NA
Just the tip.	Extra Tip
Old fashioned goodness	Extra Base Bonus
Whipped for you!	Extra Tip
For those that want it more calm.	Increases Flirt Success Rate
The milkman knows best.	Increases Flirt Bonus Increases
For short displays of energy	After a Gossip, increases Tip
If you wait enough, then it becomes late.	Double Tip, disables Gossip
For the ride	Double Tip, disables Flirt
Hot comfort in a cold night	Extra Base Bonus
If only our janitors dressed like that.	Increases Flirt Bonus Increases, but decreases Flirt Success Rate
Whales And Coffee	First Flirt has a 100% success chance
Shocking!	Increases Flirt Bonus by a lot, but sets Flirt Success Rate to 50% after all changes have been applied
She's stealing all the cucumbers!	Increases Tip on female characters
Used to spank bad boys and girls	Increases Tip on male characters
It's all about the first impression	That's a matching pair
That's a matching pair	They're fun to rub
They're fun to rub	Increases Flirt Bonus Increases by a lot. Failing a Flirt reduces that round's Check to a total of 0
We hope it's a good one today!	Increased Evolique Visit Chance and their Tip
Looks royally unreliable	Increased Fantasy Visit Chance and their Tip
Looks royally unreliable	Increased Vanilla Visit Chance and their Tip
Liquids on them	Pops up WAG's website
petals	Increases Flirt Success Rate, but failing it once blocks Flirt for the rest of the day
NSFW sketch on it	Falling at Gossip or Flirting increases Tip
ly round	Increases Flirt Success Rate. Can't Check without having Flirted first, unless Flirt is disabled.
lar to the ones in Archer	Increases Tip for every consecutive Check where there were no failed Gossip or Flirt
I know where this is going.	Increases Flirt Success Rate. Can't Check without having Flirted first, unless Flirt is disabled.
Let's make it smooth	Dramatically increases Flirt Success Rate on the third attempt.
They're good for your skin	Increases Tip relative to the Gossip level of the customer
You degenerate freak	



## TAKEAWAY

*“Paixão com Razão”* - Sometimes the ‘present time’ is simply not the ideal time for a project. Don’t wait for the perfect moment, but don’t go for something if you know it won’t work out at the time either.



# Building a believable world where ero-media reigns supreme!







I was at my wits' end when she showed up.



Hmm? Nah, I'm chill, I'm chill.

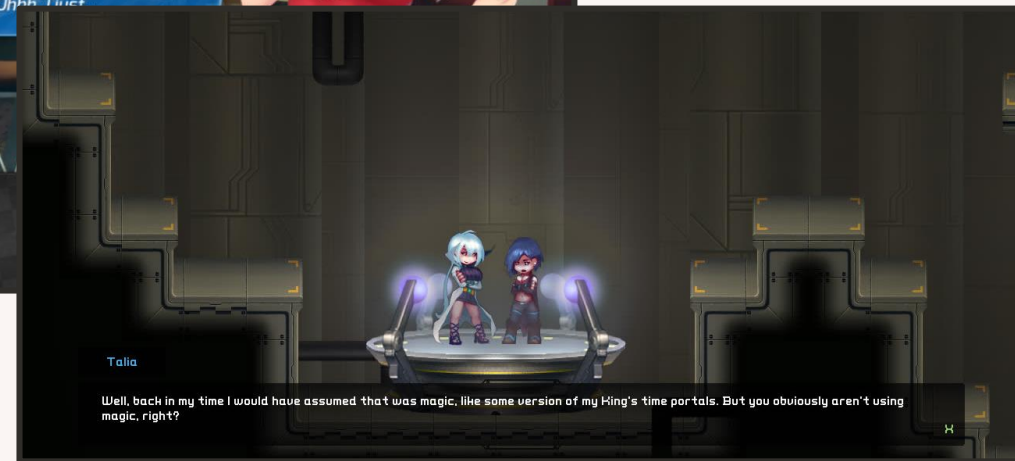
What do you mean? I'm fine.

Oh, no I just... Uhhh, I just...



Toby

Guess love knows no boundaries these days, huh? People these days... Always getting swept up in the heat of the moment.



Talia

Well, back in my time I would have assumed that was magic, like some version of my King's time portals. But you obviously aren't using magic, right?

Adult games rely a lot on their **narrative**, which can lead to varying degrees of success depending on their settings and themes. It's was important to set a setting right. ✓



As such, an early worry in development was the *project's writing*, and that we could alienate players if we missed the mark.



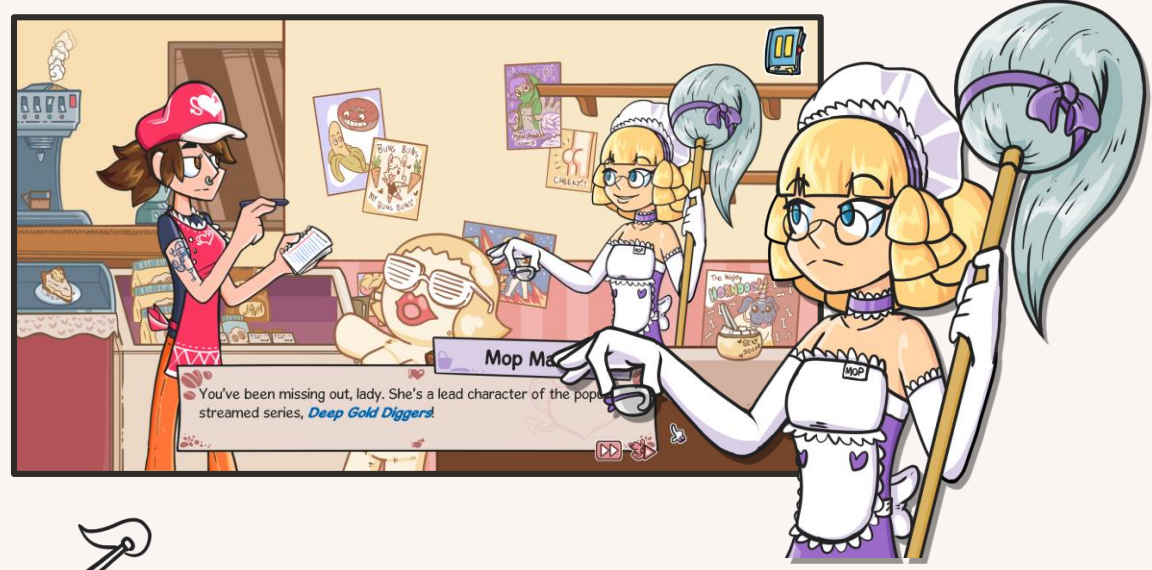
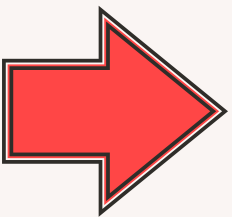
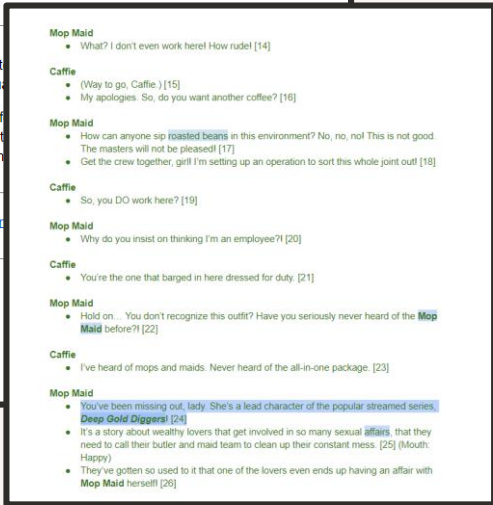
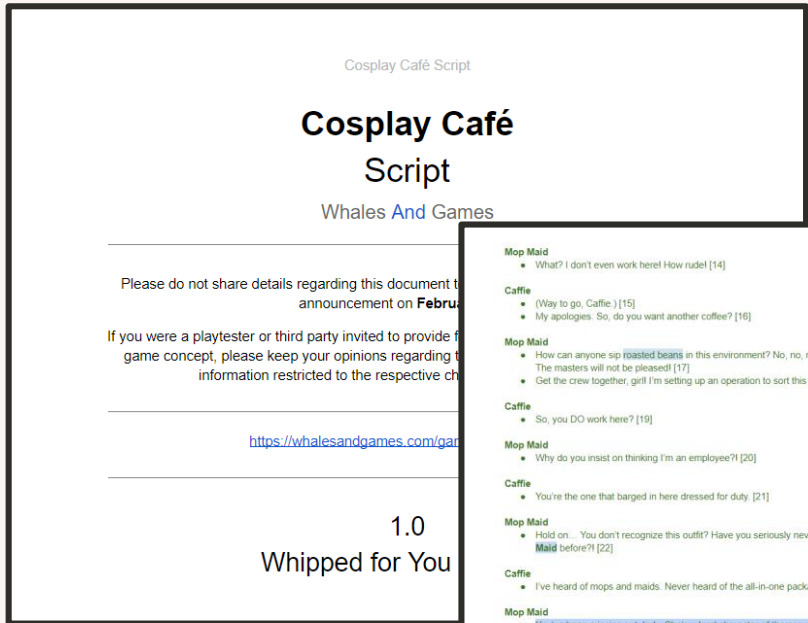
We decided to go with the risk, trusting our previous experience with *The Farming One* and *Petty Puny Planet*.







Being in charge of the writing allowed us to better approach the direction we wanted with our project's characters.



Mop Maid → Deep Gold Diggers (TV Soap Opera)

We know the game had to use *world-building* together *narrative writing* and *game design* if we wanted to struck out in adult games.







## TAKEAWAY

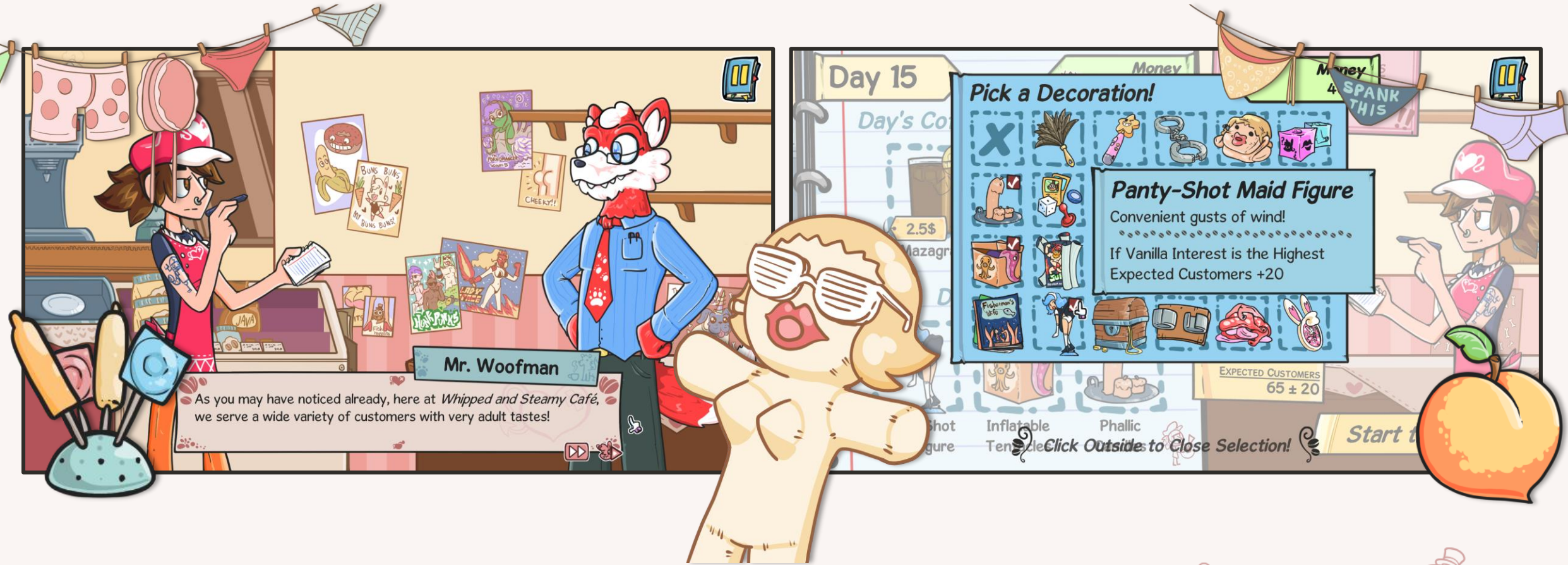
**Don't be afraid to trust your gut and experiment with your skills!**

But also remember to collect feedback during the process.  
Talk with community members, other developers, playtesters, etc.





We decided on our setting as 'A town where *ero-media* became widespread and mainstream, instead of taboo.' and a café where cosplayers of such media gather namely during a *cosplay convention*.







Princess Dom → *Feudal Dominance*  
(Roleplaying Community)



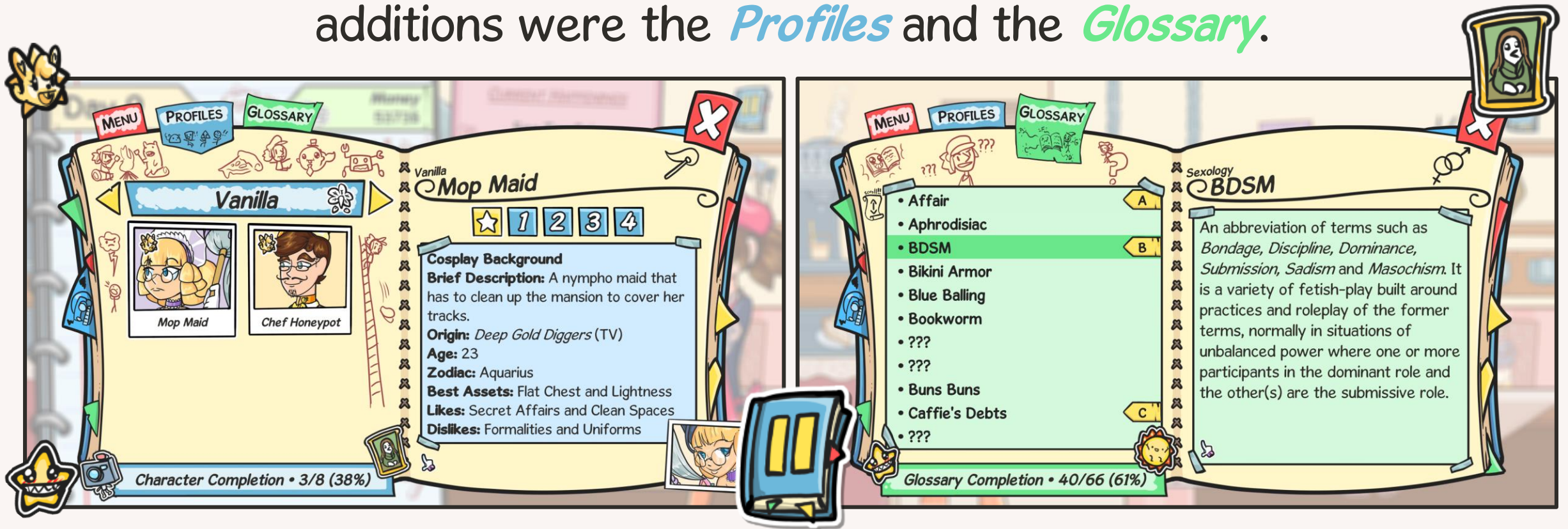
El Bidissimo → *Submissionmania*  
(Videogame)

For the different characters, we took various media formats and modelled characters after them. *Books, Films, Video Games, Online Roleplay, etc.*  
Our character diversity comes from ***their relationship with their media.***



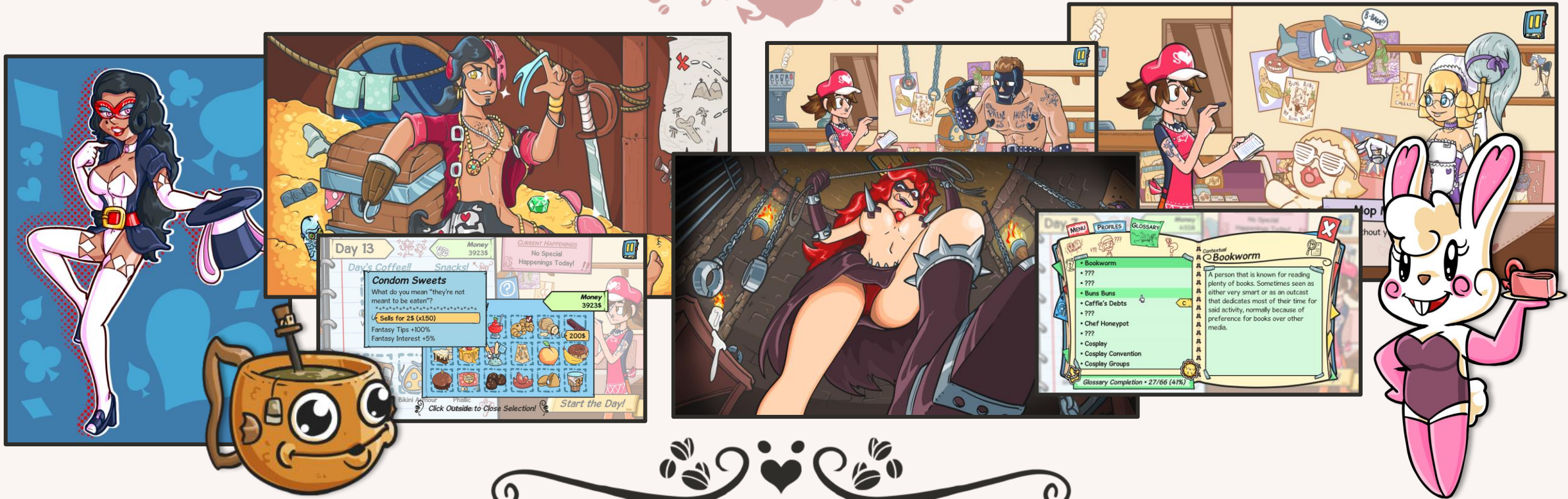


To ease players into the world and its themes, one of our most popular additions were the *Profiles* and the *Glossary*.



This allowed players to **learn** more about concepts, fiction and characters of the *'Whipped and Steamy'* world, as well as about sexology itself.





All of this allowed us to be creatively free when it comes to characters, both in their art as well as their writing.

However, a certain character was still necessary to make them accessible to connect with, and for that we used...

# JUXTAPOSITION



Whipped

SWALES  
AND  
GAMES





## TAKEAWAY

**Design a world that makes sense to its inhabitants. What may be alien or over-the-top for us can be the most grounded thing for them. However, make sure that the player still has an entry point.**



Interesting characters through  
*Juxtapositional Conflict!*





Torako from 'Yotsuba'



## Juxtaposition

\ ˌjək-stə-pə-ˈzi-shən  
noun



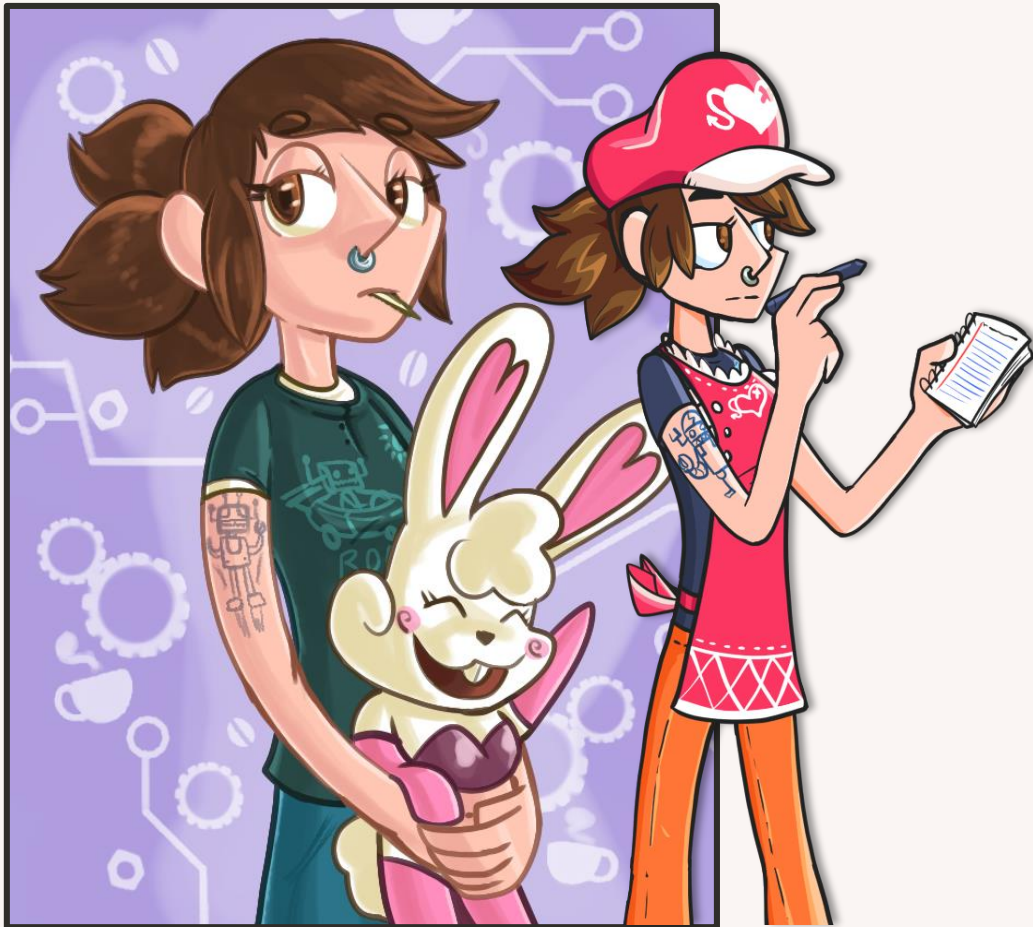
1. the act or an instance of placing two or more things side by side often to compare or contrast or to create an interesting effect

Merriam-Webster





*Caffie*, our game's protagonist, was designed to be alien to the adult themes. She's a mechanic, interprets things literally, is dead-pan, etc.





## TAKEAWAY

**Games and stories are built around conflict!**

Having X, wanting Y, achieving Z. Setting a character on the wrong place at the right time is a starting point that writes itself.





Characters (other than *Caffie*)  
have two faces:

- The **Character** – The character they're trying to emulate.
- The **Cosplayer** – The person who they are under the dress-up.

Characters aren't just there for the 'sexy' reasons/persona, they're people beyond the character they're cosplaying.

Chef Honeypot



Character – *Seduction Spy Chef*



Cosplayer – *Former Junkie*



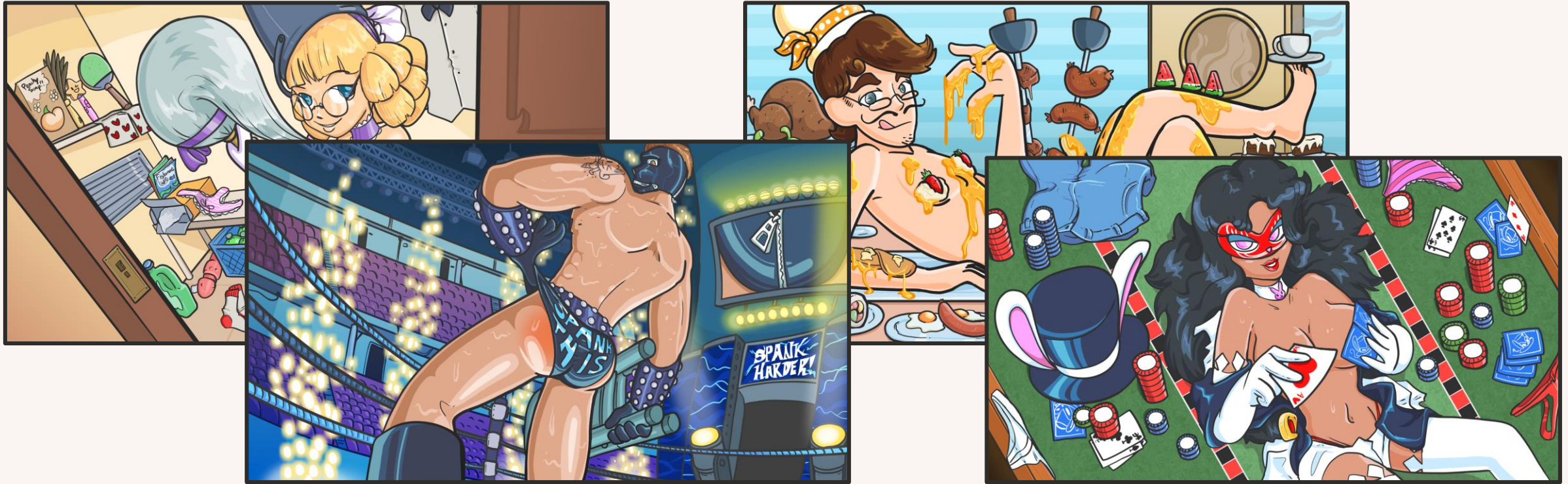
The game becomes about exploring how *Caffie* interacts with her costumers, understanding their characters, comprehending them as a cosplayer, and understanding herself as well during the process.



These interactions became the best part of the game for most players.



However, being a game that still classified itself as an “adult game” we still needed some visual *‘spiciness’* with the characters as well.

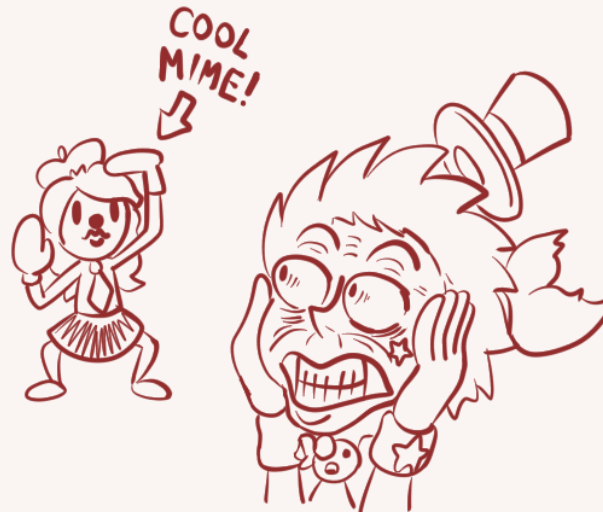



Once you complete a relationship path with a character, you get a **fan-service artwork** of them, celebrating both **character** and **cosplayer** as one.



## TAKEAWAY

**Character development goes beyond just how they look. They have looks, personality, backgrounds, likes, dislikes, attitudes when challenged, attitudes when pleased, and more!**





Chicken or Egg: Start with the  
*Setting/Story* or *Gameplay*?





We knew we needed to have narrative elements to make characters relatable, but also introduce **gameplay mechanics** that combated the “*adult games have no gameplay*” stigma.



We designed the gameplay loop in a way that it would both motivate **gameplay** and **narrative** and assure they would connect as much as possible.



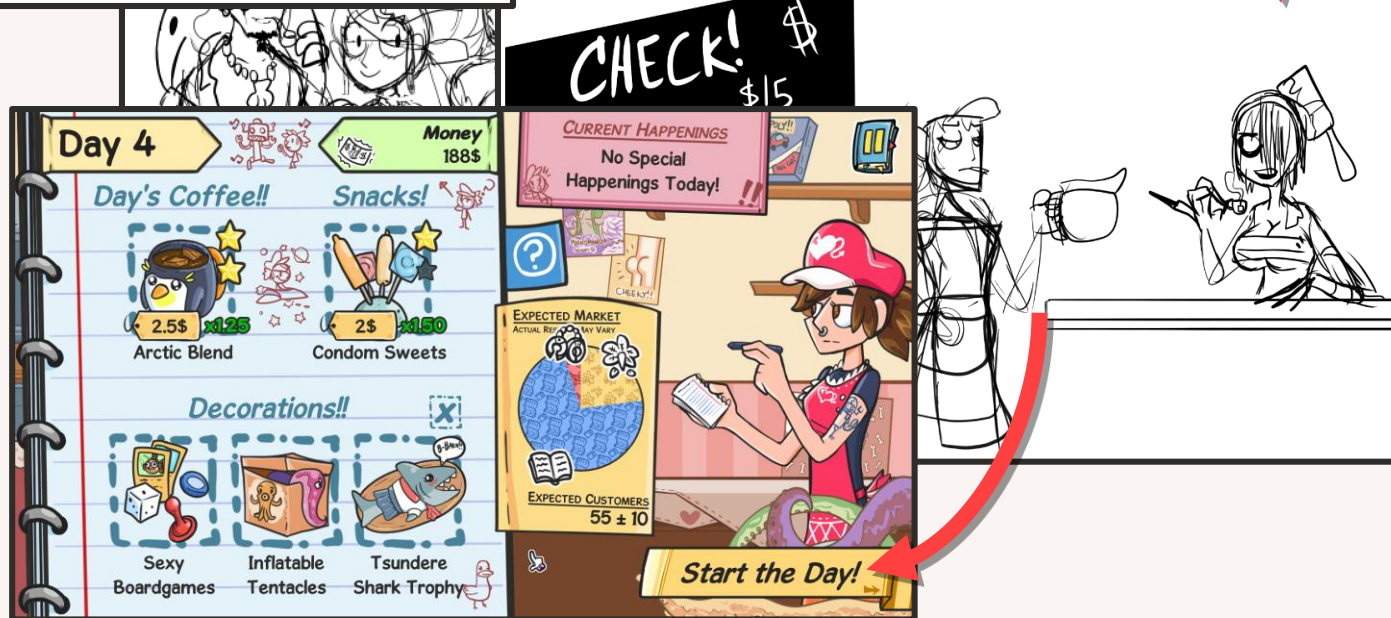
*Cosplay Café* was created long before the current mechanics were decided. This allowed us to tweak the **core gameplay** to better fit the setting we wanted to conceive.

Pitch

*Cosplay Café* is a management mixed-in with dating-sim elements where you take the role of Caffe, an undergraduate that takes the job of a coffee waitress at a cosplay-centric café as an important convention is coming up. However, in this world, adult entertainment dominates the entertainment market with cosplayers taking the role of characters from such pieces of entertainment including dominating princesses, handsome pirates, fursuits, etc.

Caffe is unphased by the world of cosplay around her and instead tackles the world on first impressions. In order to obtain extra tips and increase her chance at covering her bills, she has to upgrade the café that was left at her hands, all in all while establishing friendships with the customers she believes to be worth her time, knowing the characters of their cosplays, while meeting the person behind them as well.

The game forces you to take multiple business-centric decisions while challenging you to juggle between them as you try to level-up the relationships with different characters. Will you try to appeal to a specific group to try to maximize profit? Or will you try to juggle them all and get to know everyone?



Gameplay

*The Setting affected the Gameplay's Development!*

Setting





But, deciding on certain mechanics like the cosplayer groups also allowed us to design characters that better fit the different groups and allowed us to tweak the **setting** of the game!

2\$ x100 om Sweets

EXPECTED MARKET  
ACTUAL RESULTS MAY VARY

EXPECTED CUSTOMERS  
55 + 20

- Vanilla Group
  - Mop Maid (Maid)
  - Chef Honeybuns (Chef)
- Fantasy Group
  - Cheqmate (Bunny Girl)
  - Captain Bootybeard (Pirate)
  - ique Group
  - Princess Domination (BDSM - Sadism)
  - El Edissimo (BDSM - Masochism)

Character sketches: A male character in a chef's hat and a female character in a maid's uniform.

Gameplay

*But likewise, the  
Gameplay affected  
the Setting!*

Setting



Expected market dictates the likelihood of a character from a specific group to appear.



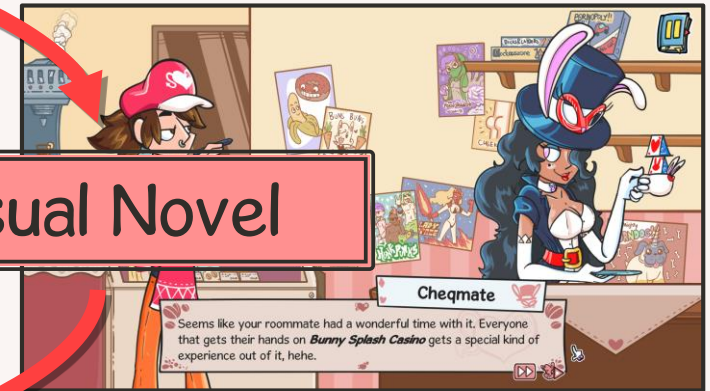
Visual novel segments for getting-to-know characters over multiple relationship levels eventually unlocking their artwork.



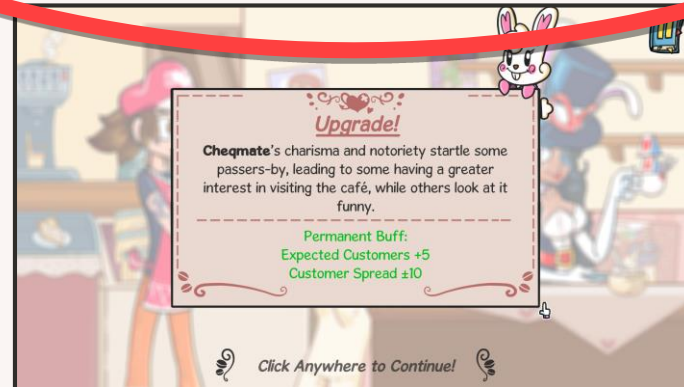
Management

## *A day at the 'Whipped and Steamy Café!'*

Visual Novel



Management planning, picking/buying items for the day to affect expected market to cosplayer groups, tips, payouts, etc.



Grants buffs that benefit the Management side.



## TAKEAWAY

**Games are not just ‘form follows function’!** Design don’t just go one way. A game’s setting is likely to affect a game’s mechanics, and a game’s mechanics can improve a game’s setting.

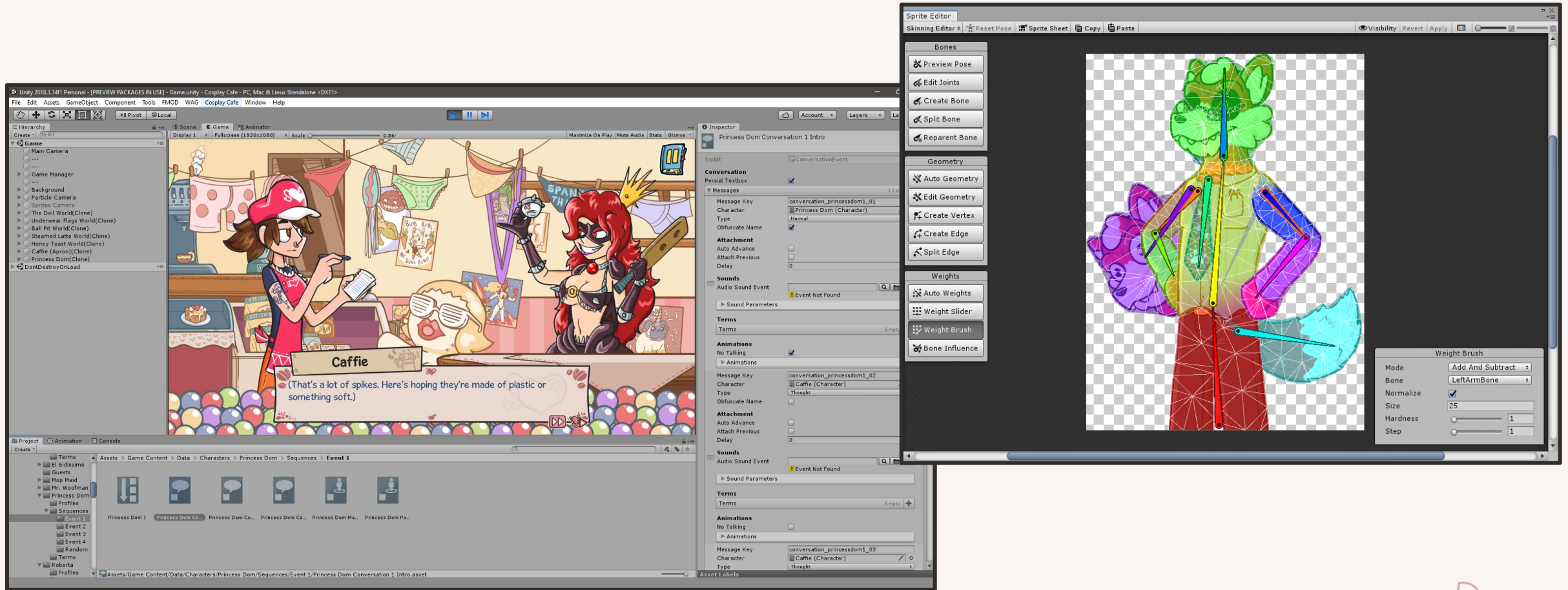


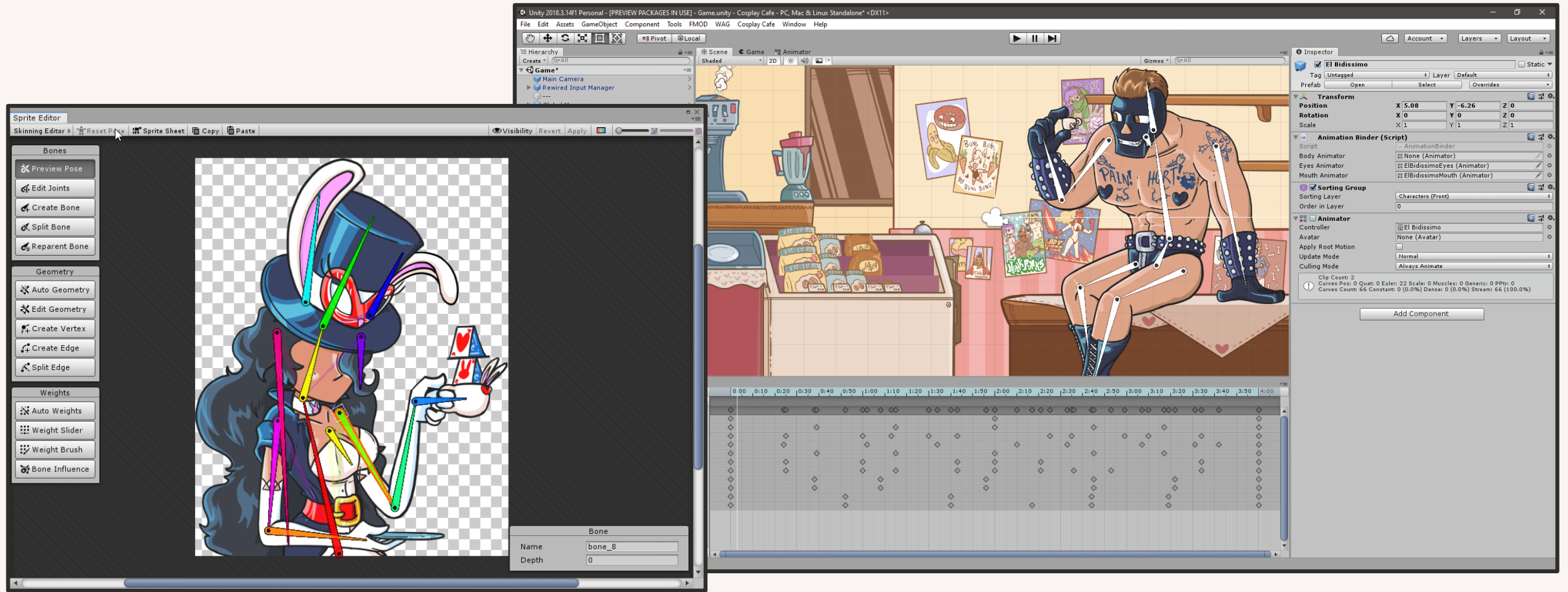


Content-Driven Pipeline with new  
and existing *Unity* knowledge



When participating in a game jam, it's important that you know what you are using. In our case, we, once again, used the *Unity Engine*.



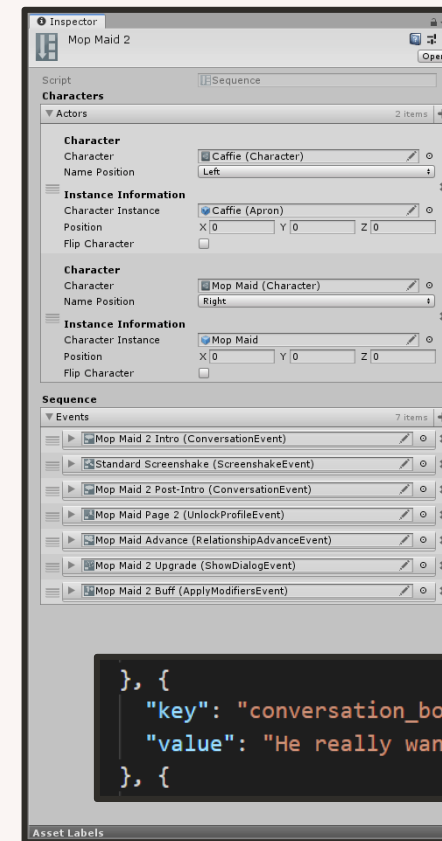
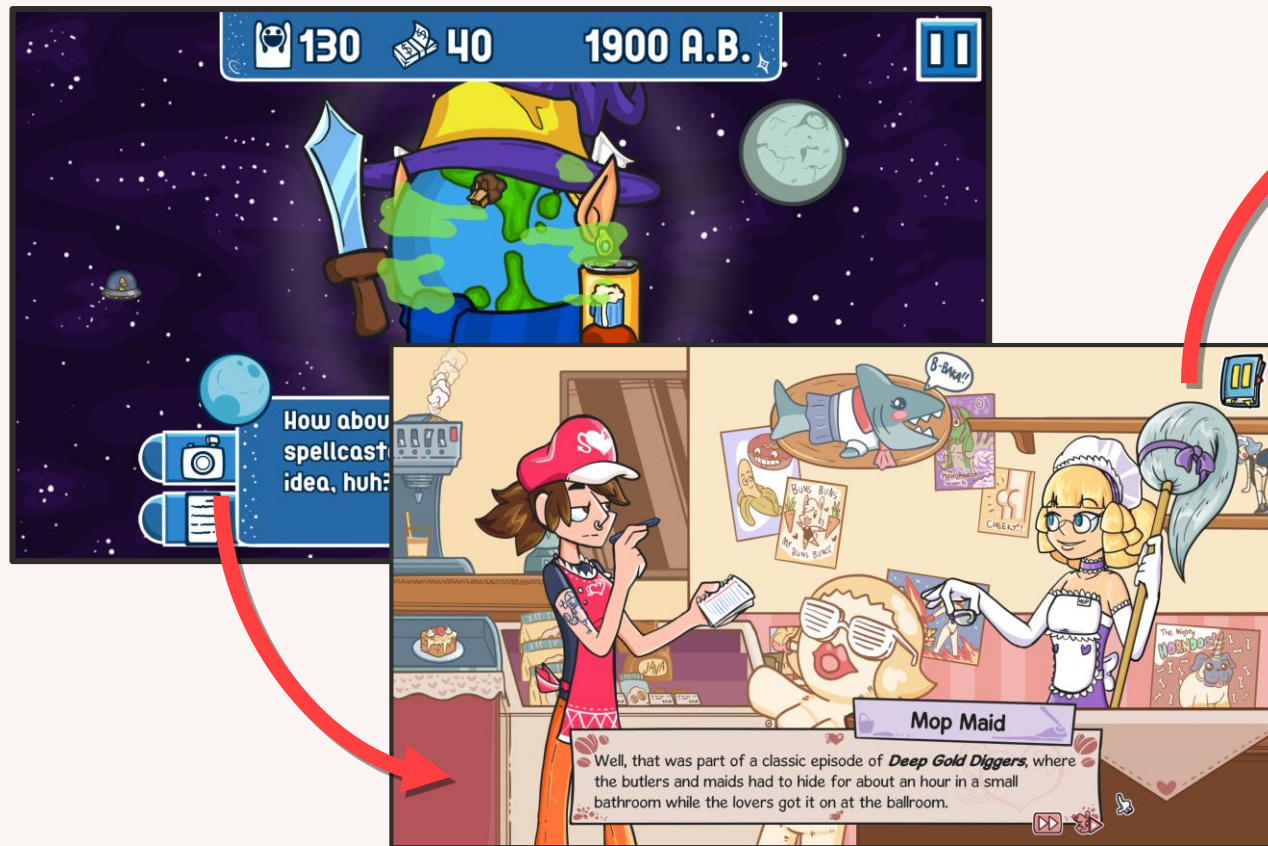


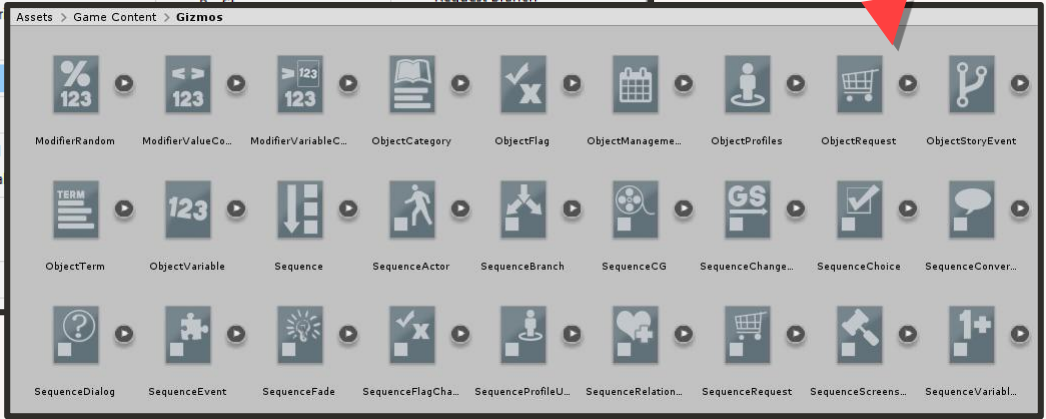
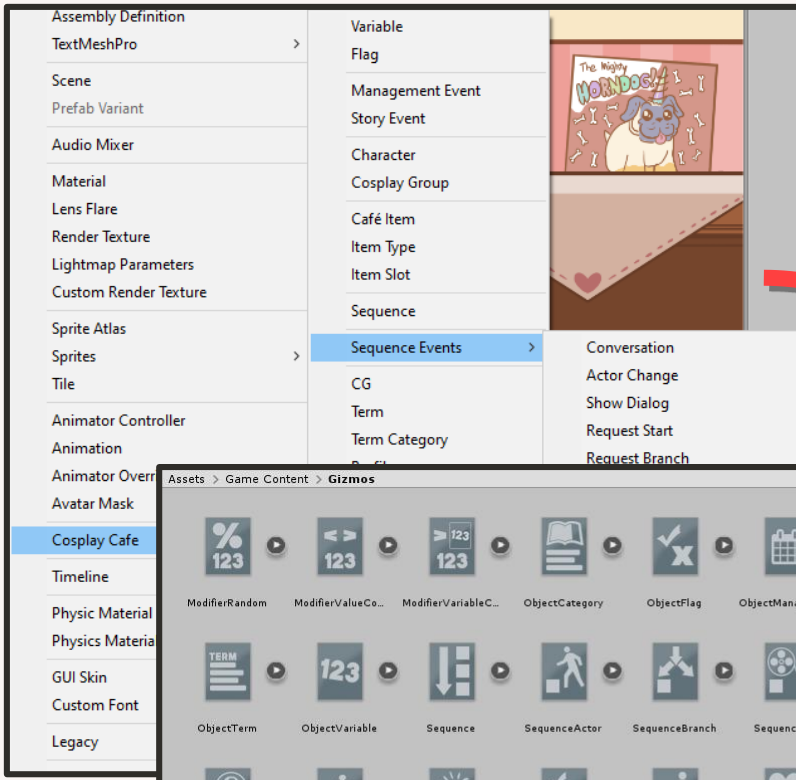
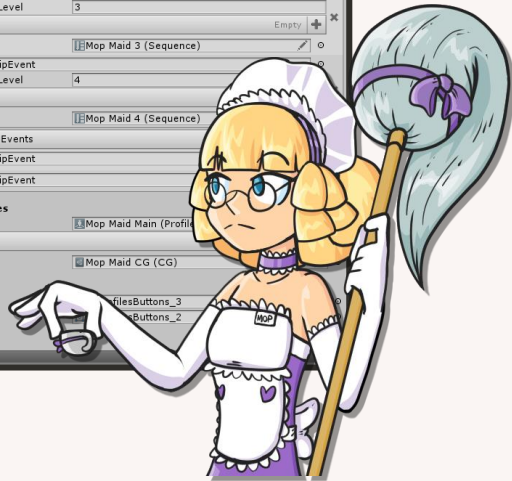
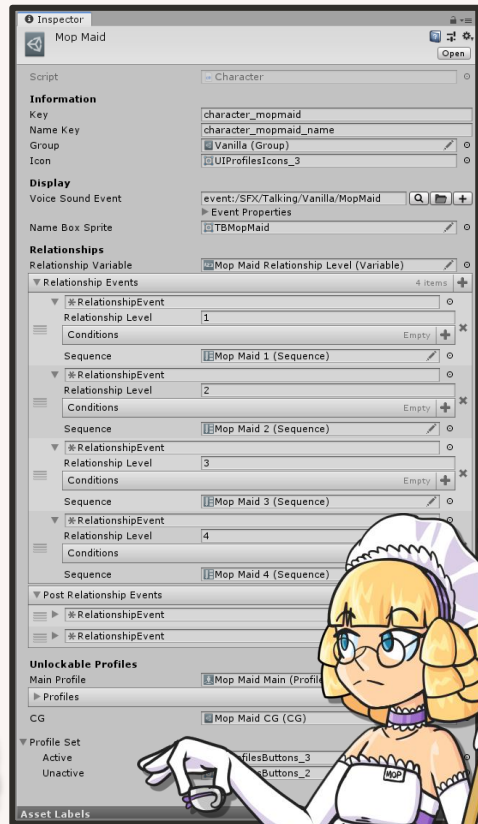
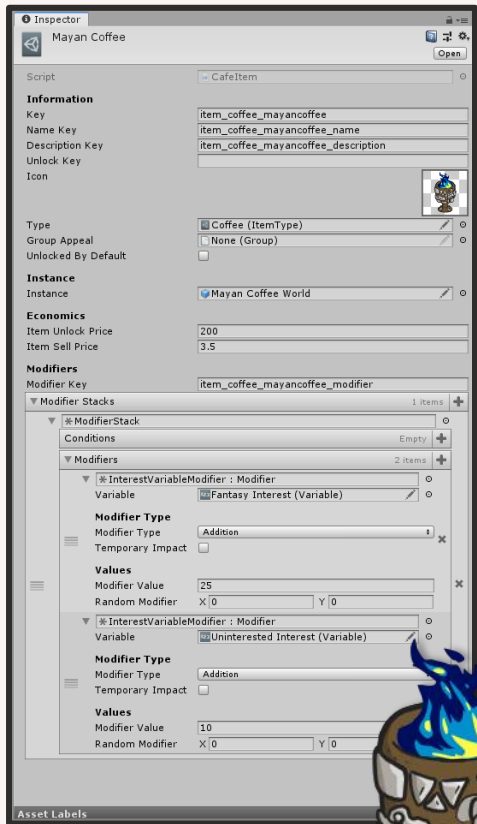
For animation, we used the new *2D Animation preview* package, which allowed us to rig and animate characters directly on the editor itself.





Our dialog system for the *Visual Novel* segments was brought over from *Petty Puny Planet*, but was expanded with the *Scriptable Objects* knowledge from *Super Sellout* and made even more modular.





In fact, our entire game content relays on *Scriptable Objects* that are then read at runtime, making an **entire content-driven pipeline.**



## TAKEAWAY

**Know your tools, what you have done and don't be afraid of experimenting.** Don't reinvent the wheel, cut time by reusing what you have, and don't be afraid of using unstable tools if it improves your game.



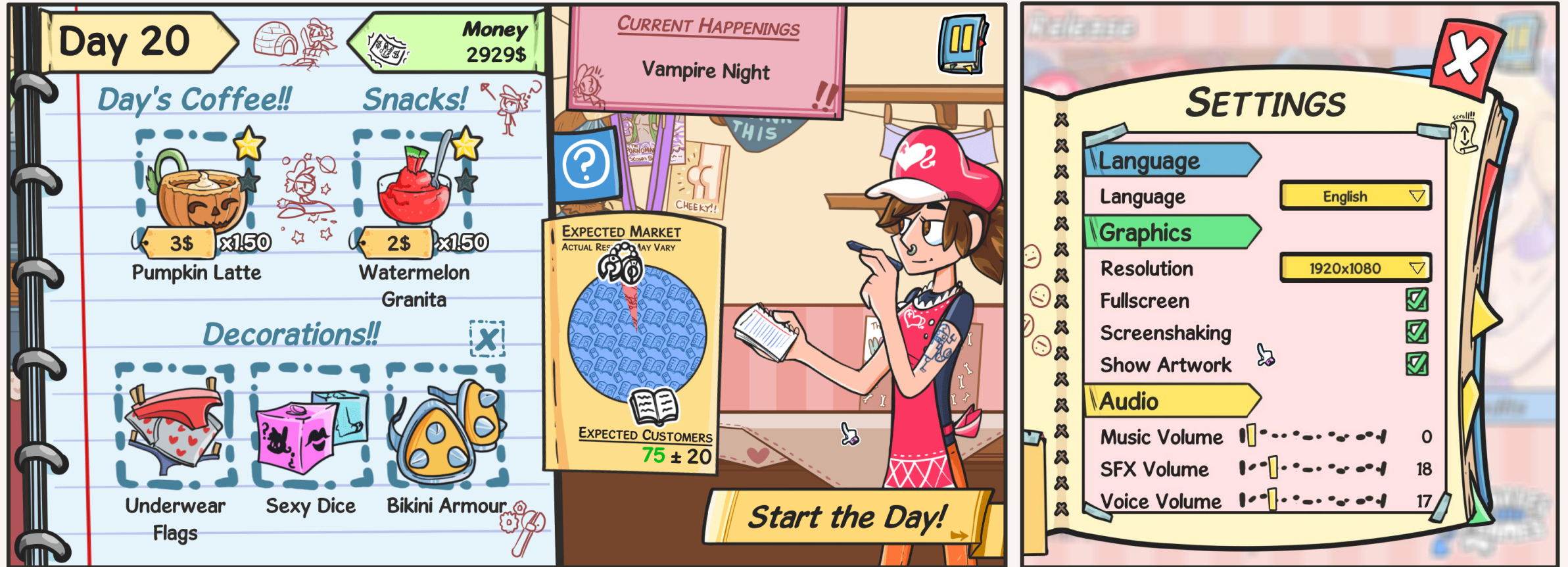




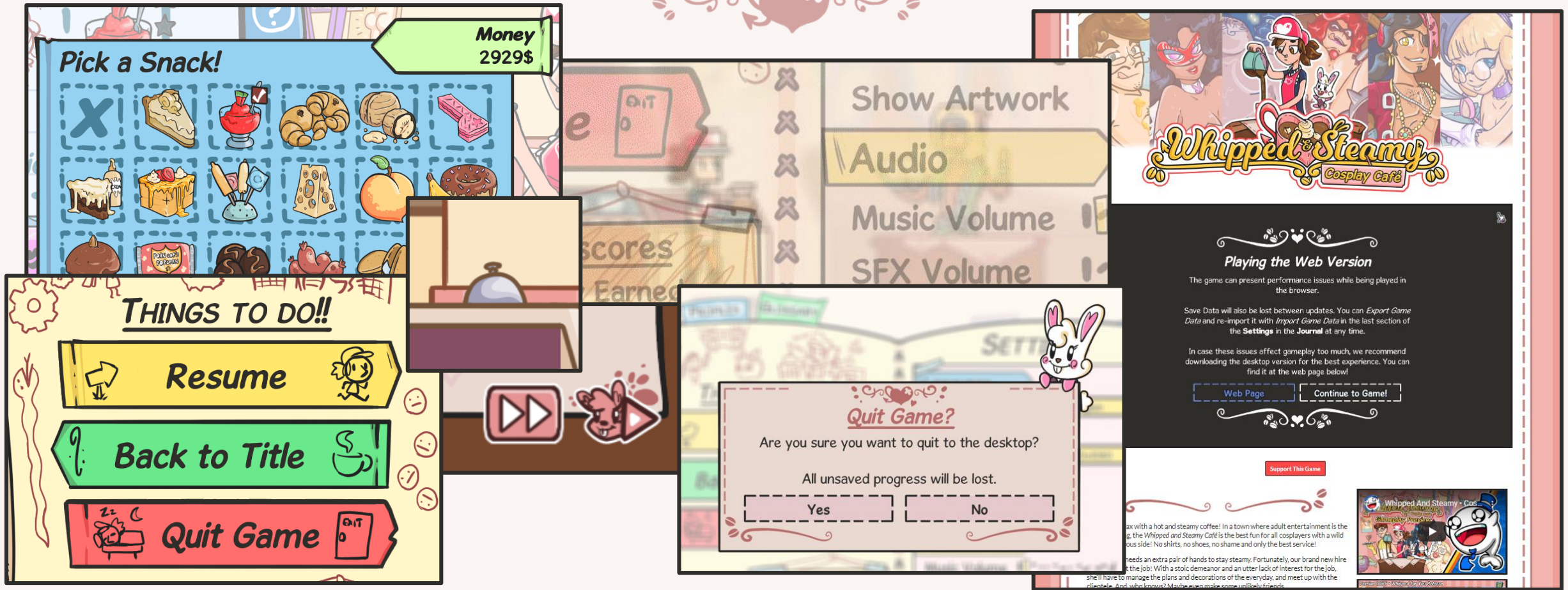
# The final stroke on the painting: **Polish!**



For us, the definition of **polish** is 'the amalgamation of small details that combined improve the feedback given to the player and improve the overall quality feel of the game, resulting in a more pleasant gameplay experience.'







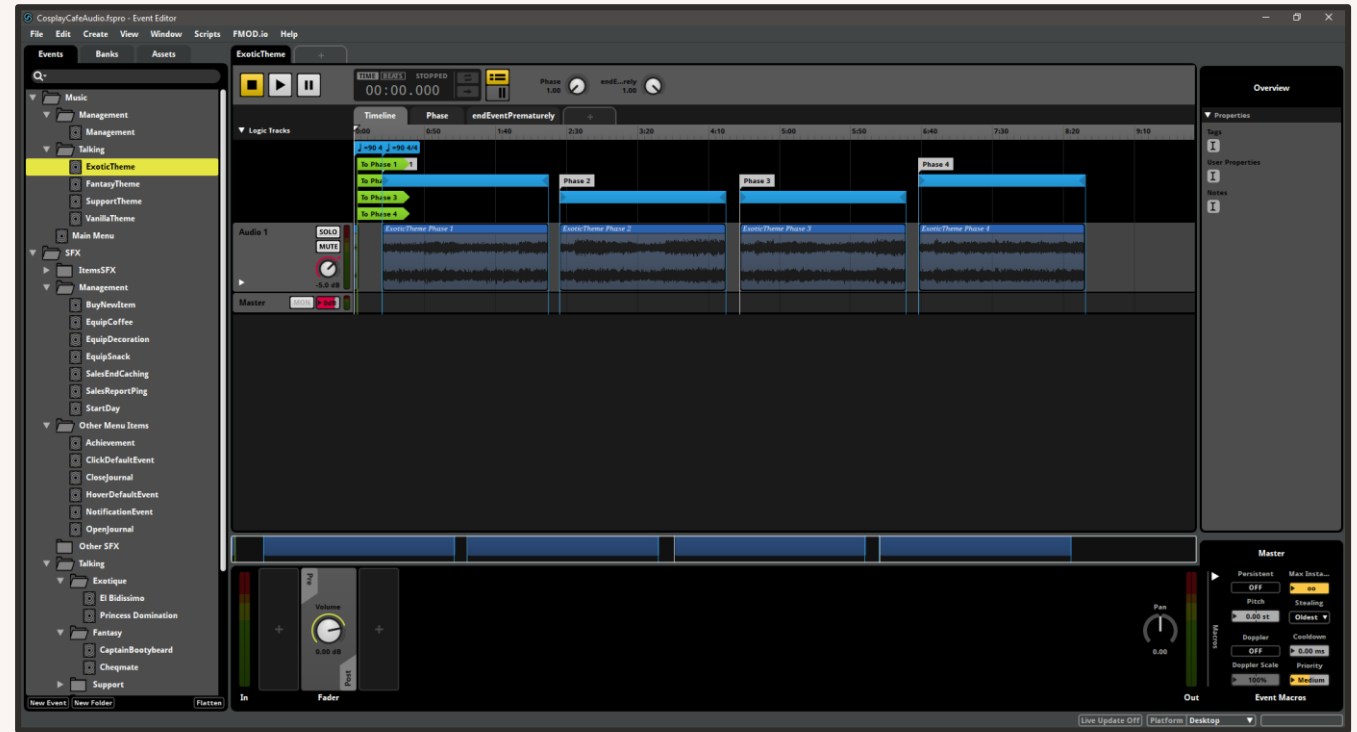
Polish comes in many forms, making sure different UI elements react to the player, paying attention to quality of life features, and just adding more **'charm'** where possible. ✓





Using FMod (*middleware*)  
also allowed the music to be  
*dynamic*.


Each cosplay group has their  
own track, and each level of  
relationship with a character  
adds an extra layer to the  
music.





## TAKEAWAY

**Polish is the unsung hero of game development. Players and developers alike will definitely tell a game's quality apart due to its polish. Each game has their own way of being polished.**



We released an erotic-themed game. What now?







Despite success during *Strawberry Jam 3*,

One of our worries would be our reception in adult channels, but we got excellent reception with the **gameplay** and **polish** being the highlights.

↑ 192 ↓

**r/lewdgames** · Posted by u/WhalesGames 6 months ago

**Whipped and Steamy • Cosplay Café - In a town w**  
**the new best thing, manage the Whipped and Stea**  
**Visual Novel meets Management Simulation! Free**

[whalesandgames.itch.io/whippe...](https://whalesandgames.itch.io/whippe...)

**disposable\_qwerty** 16 points · 6 months ago

This is easily one of the best...  
 animations and ac...  
 Unfortunately I did...  
 sex, nothing. Just l...  
 Perhaps in the futu...  
 don't regret playin...

**wolfbanana** March 16, 2019

> • One handed mode, because you'll ask for it anyways. Just use your cursor to make all the decisions!

Thanks.

ROFL

**MattChap** 1 poi

Pretty aweso

Pros:

- Character
- Game me
- Dialogue

**HayleyPetHarley** March 11, 2019

Having a lot of fun with this so far :3 Just finished 2 playthroughs and got the bad ending xP but I understand the management aspects a little better now, so hopefully I'll be able to sell enough coffee and cakes to keep this place running.

I really like the visual design, the sales screen is super cute with all the pixel people coming in and out :3 The character interactions are great too, having one at the end of every day is a nice incentive to keep playing (whilst paying closer attention to the customer ratio).

It would be great to see more story elements implemented in the future, like taking Cheqmate up on her strip poker offer. The picture rewards are good, but they could use some more variety.

Overall, fantastic game with an addictive management system and cute concept! Definitely looking forward to a sequel.

Love!

**HentaiWriter** 17/06/2019

your game looks pretty damn polished btw @Splashy (JorgeGameDev) do you have a patreon?










Yet, even with the game's decent reception in both sides, it also makes us question just exactly **who exactly are we marketing it to.**

 **Splashy Wizardy** ❤️ (JorgeGameDev) 08/03/2019  
 @Feedback Committee 🙄  
 So. We're trying to take some notes about the game here as we're trying to find the specific market for it. Overall, do you consider that the game falls more towards a standard visual novel, or does it fall more towards a NSFW game?

 **Sebastian Standke** @s\_standke  
 "Cosplay Café" is the best game @WhalesAndGames made so far imho. The gameplay is fun, you can learn about different kinks thanks to the glossary and the game teaches a lovely lesson: While fetishes and kinks can be a big influence for a person, they don't define them as people.  
 8:02 PM · Mar 2, 2019 · Twitter Web Client  
 3 Retweets 15 Likes

 **Sebastian Standke** @s\_standke · Mar 2  
 Replying to @s\_standke  
 So thanks to the whole dev team for creating this little gem - I'd love to see a full version released someday - and also thanks to @eevee for hosting the #Strawbern

 **Generic Final Fantasy PrettyGirl** 09/04/2019  
 Besides  
 There's something wholesomely needed on a game that treats sexualized cosplayers like the human beings they are and not pieces of meat



★★★★★

Quite a good game. I lost way too much time on it. I wouldn't really qualify it as erotic, because even if the descriptions and dialogues may get graphical it's just a comment and very philosophical in general. I doubt anyone would get horny because of it.

It's rather challenging, there are plenty of things to get a chuckle from, the main character is very likeable (a stoic person facing all these unaccounted things). The main challenge is heavily dependant on luck, though. And after you get it, you just accumulate money extremely easily without having too much to invest it on (perhaps you could unlock more characters or pictures?). I and that you don't want to get more adult than you already have here, which is perfectly purposeful but might work a little bit as a deterrent. There are a lot of things that don't serve much of a purpose. I never really found a chance to use. I mean, I could, but only if I wanted to maximize earnings or get interesting results. Perhaps you should take a look at that.

I checked the options and there are some placeholders like in Language (Option A, B and C which don't really change anything) and there's also a kind of sound bug: after getting the bad ending, I reloaded the last day and the music was playing twice, making it unbearable. I collapsed the game, opened the saved file and everything was fine, so I guess it's a matter of reloading in the same playthrough without closing the game.

**disposable\_qwerty** 16 points · 6 months ago  
 This is easily one of the more polished games I have seen on this sub. Great art, smooth animations and *actual strategic gameplay* that is not just grinding.

Unfortunately I didn't realise until quite a while in, that there is no really *lewd* stuff. No nudity, no sex, nothing. Just lots of discussion and references to it. So be warned.

Perhaps in the future it could be added? Even if it never does, I still enjoyed my time with and don't regret playing it

time in this, I don't know if I actually think is really taking into account how much chance plays in the comments from the different special

😊 2








## TAKEAWAY

**Marketing is too broad, and can be achieved in many different ways. Showcase, be open minded and friendly, don't spam people, post in the places appropriate to your game and seek your audience.**



Version 1.0B5 • Whipped for You Release



RELEASE WHEN??



**Whales And Games** is at a tipping point. A one-month project changed who we are, and now we question ourselves where we are headed. We hope you join along for the journey.







## TAKEAWAY

Sometimes we have to overthink. We're all faced with questions that we need answers for yet we need to keep on moving. The important thing is that we keep being **enthusiastic** about what we are doing as creatives.





Play **Whipped and Steamy!**

 <https://whalesandgames.com/games/whipped-and-steamy>



Whales And Games ([whalesandgames.com](https://whalesandgames.com))

 @WhalesAndGames

 [discord.gg/WhalesAndGames](https://discord.gg/WhalesAndGames) ()

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José Sanchez (MoskiDraws)

 @MoskiDraws

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Thank you for  
listening!  
Q&A away!





By the way...  
Talk with us to get your very own WAG  
sticker!

