

# RMEF MODULE 2

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Written by Aidan Sweet

# Teaching Goals

- 1. How to clean and pack out an elk/deer while in the field**
- 2. How to prepare the different cuts of meat when butchering an elk/deer**
- 3. How to properly cook and prepare venison**

# Level Design

# Module 2 Environments

Module 2 will consist of 3 unique environments:

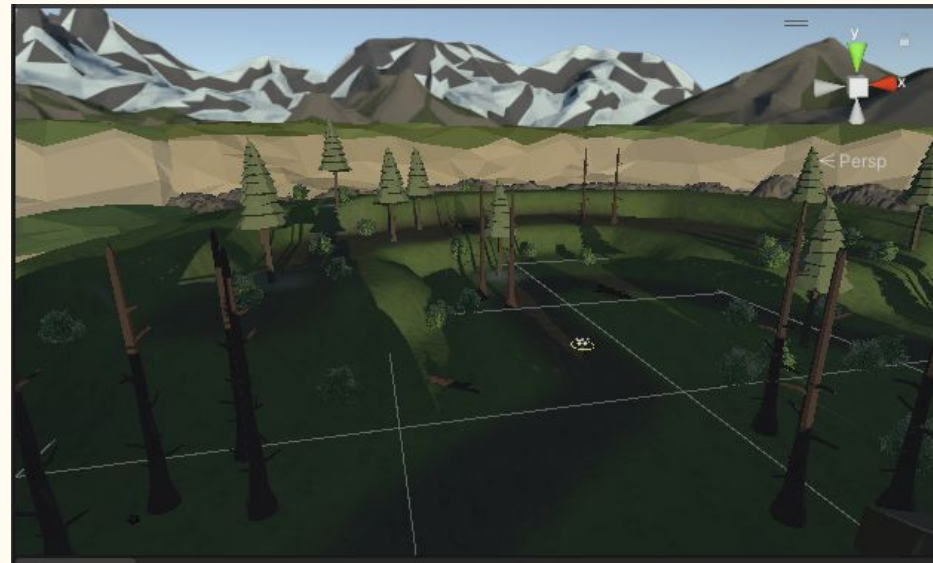
- In the field
- Indoor shop/butchering area
- Kitchen

These environments can be created within 1 Unity scene where each environment can be a separate “island” that the player can explore and work through the teach goals.

At the end of each section the player will experience a fade to black and be relocated to the next “island” to work through the next set of objectives

# Environment 1: In the field

To cut down on development time we can simply cut out a section of the environment that was created for module 1 as we will only need an outdoor environment to simulate the player being out on a hunt.

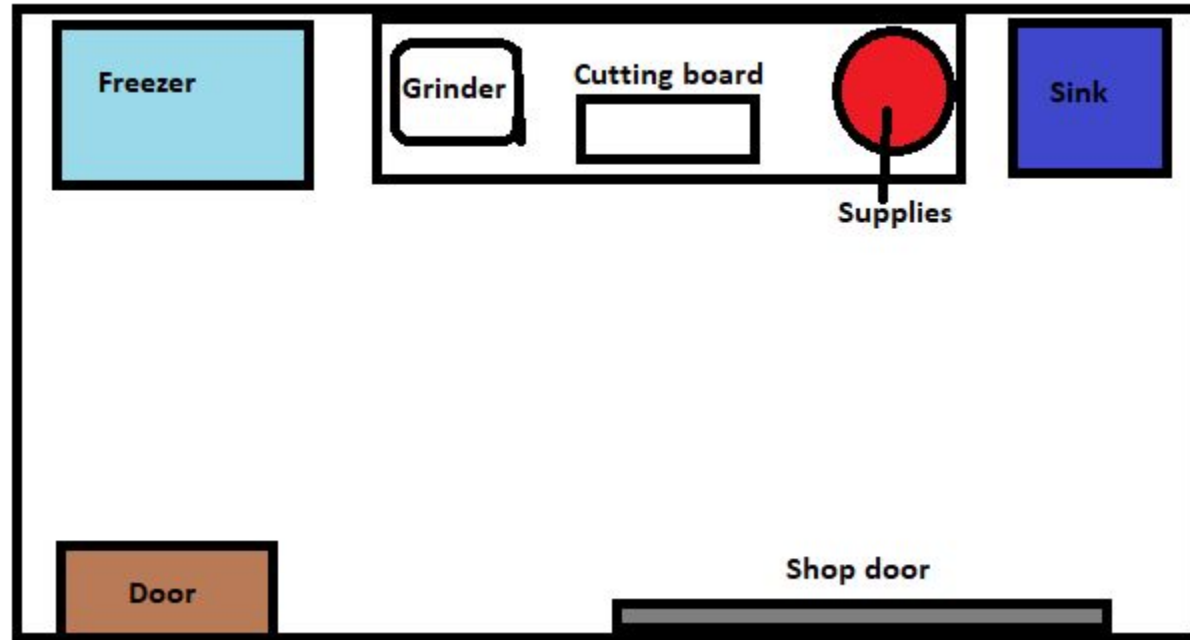


## Environment 2: Butcher Shop

The teach goal for this environment is to have players learn the different cuts of meat and how to properly process an animal. With this in mind we will want to create an environment that closely simulates the kind of set up you would have to process an animal.

I personally have done all my processing after a hunt at home, as many hunters do, but we could also consider creating a more typical butcher shop as that can fit the theme of the teaching goals as well.

# Butcher Shop Layout



## Environment 3: The Kitchen

The final teach goal and its objectives centers around teaching players on how to prepare and the venison that they have harvested in their hunt. To create an environment for these objectives we can once again return to some assets we have already created. We can simply take the existing cabin that we have for the hub and remodel it in Blender to include an intractable kitchen. This would include things like a sink, stove, fridge, knives, and other cookware.



# Kitchen Layout

As I said on the previous page we can simply reuse the cabin for the kitchen but tweak the design a bit to fit the new environment. We can expand the entry room to make room for the new features inside and just replace some objects inside to make the entryway into a kitchen.



Teach Goal 1:  
Packing out an  
animal

# Teach Goal 1 Objectives

1. Break down/piece out the elk
  - Remove the internal organs of the animal
  - Cut back skin from the legs and body as you go along
  - Cut meat away from the bone
  - Place meat into game bags
  - Remove antlers and ivory
  - Pack away game bags, antlers, and ivory
  - Return to ATV to head back to camp
2. Relocate player to next section of level

Teach Goal 2:  
Butchering and  
selecting cuts

# Teach Goal 2 Objectives

1. Quarter up meat and cut it into smaller more manageable pieces
  - Take quartered meat and cut it into smaller more specific cuts (steaks, roasts, etc.)
  - Any meat not wanted for steaks and other cuts can be grinded up into burger
  - Wrap meat in plastic wrap and butcher paper
  - Place meat into a freezer bag
  - Store meat in the freezer
2. Relocate player to next section of level

# Teach Goal 3: Cooking

# Teach Goal 3 Objectives

## 1. Remove venison steak from fridge

- Season or marinate the steak
- Place pan on stove
- Turn on heat
- Place steak into hot pan
- Cook steak (Can have player have to flip it part way through)
  - Have a timer element in play, perhaps a floating loading circle above the pan
- Remove steak from pan and place on plate

## 2. Level ends (Return to hub)