



Forest's Peace

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PLAY

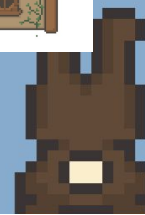
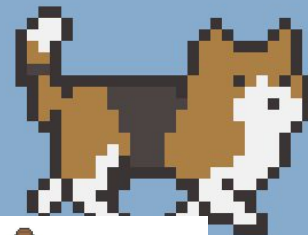
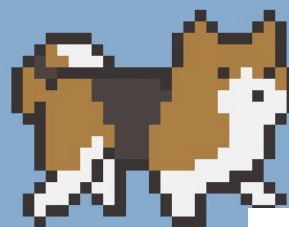




Intro

Milestone 2 Goals

- 3 different types of trees ✓
- 3 different types of animals ✓
- 5 different villager designs ✓
(Now 8!)
- New map and houses too!





Demo



Feedback

Positives

- Loved the art and grass animations
- Enjoyed the music and sound effects for the game
- Liked being able to interact with the environment and change the game world
 - Fixing houses → making the town nicer
 - Planting trees → seeing more animals

Problems

- Didn't understand goal off the bat, controls were unclear
- Want more UI indicating the current mission
- Inventory/collection elements were unclear
- Need to fix animations for player, animals
- Difference in grass tiles was distracting
- Want more benefits/repercussions for fixing or not fixing the town

Surprises

- Worried the hybrid art style might be off putting, encouraging to hear good responses!
- Some people were confused about the point of planting trees
- How instantly some people started to care for the town and forest, also encouraging!

How We'll Address It

- Add more tutorial dialogue or a tutorial menu that explains controls, the main game mechanic, and the risk of unbalance
- Fix animations, make the grass tiles more seamless, & make trees have more contrast against the grass
- Add more UI elements for the inventory & mission objectives
- Have it so NPCs move away if the town is too broken (but can reappear if you fix things!)

Video Production Plan

- Structure:
 - Motivation & Theme Relevance (30 s)
 - Demo (2-3 min)
- How We'll Convey It:
 - Google Slides presentation
 - Screen recording of playing the game

Video Production Plan

- Content - Demo:
 - Show the current state of the map (e.g. animals)
 - Interact with an NPC
 - Cut down trees for wood for that NPC
 - Repair a house
 - Show the altered state of the map (e.g. less animals)
 - Plant trees using seeds gathered



Thank you!