



Save the Town!

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PLAY



The Story

Our game is a 2D top-down pixel-art video game designed to raise awareness about sustainability through sustainable logging of a forest. Set in a fantasy world, players will make choices that directly influence the environment and the local community. With the power to maintain both the health of the forest and town, players will learn about the balance between societal needs and preserving the environment.

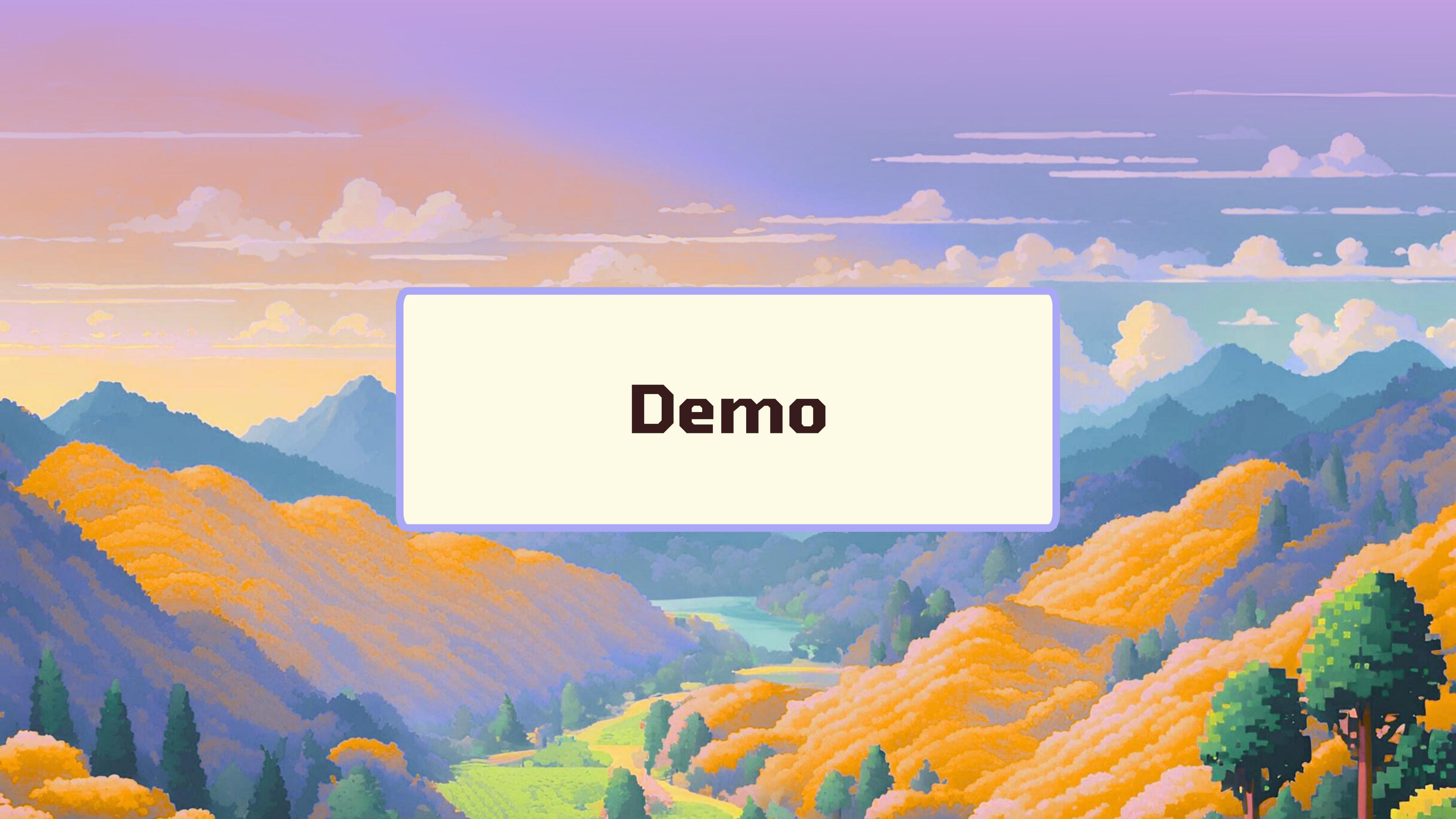
Roles

We each discussed our strengths and what we wanted to learn from this project. While we all have a main “role”, we all work together.

- Map concepts and design → Peyton
- Character and sprite design → Mollie
- Minigame programming → Atreyu
- Other programming → Annie

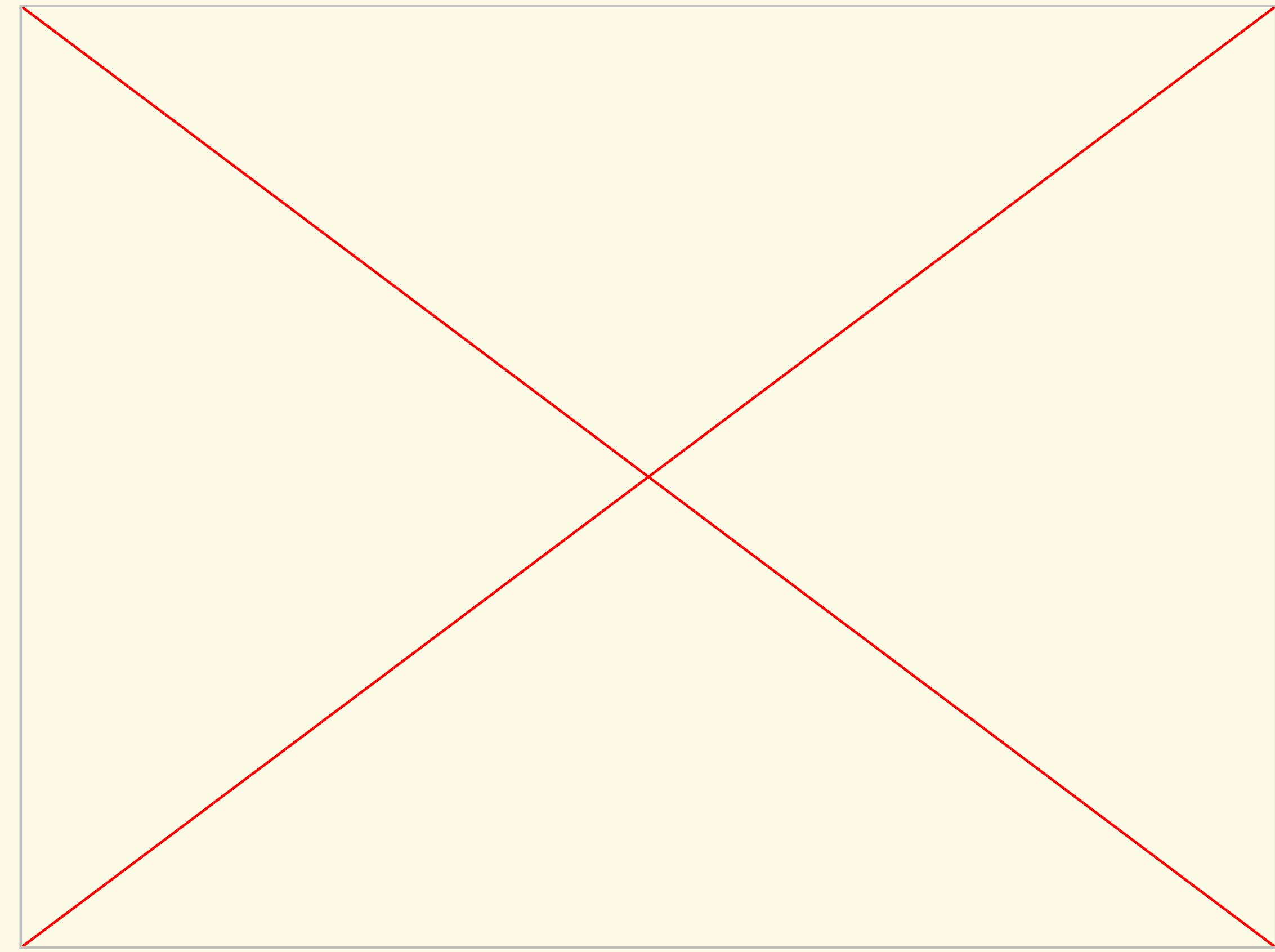
Gameplay Loop

- You exist in a town on an island surrounded by a forest. You have the ability to cut down trees in order to get wood that keeps the village fires lit. Trees drop seeds naturally though if you cut it down at the right time, you also collect seeds you can plant later.
- The health of the village and forest is shown through their respective populations. If the forest is healthy, there's more animals. If the town is healthy, there's more people!



A scenic landscape featuring rolling hills covered in orange and yellow foliage, a calm lake in the distance, and a range of mountains under a vibrant sunset sky with layers of pink, orange, and purple clouds.

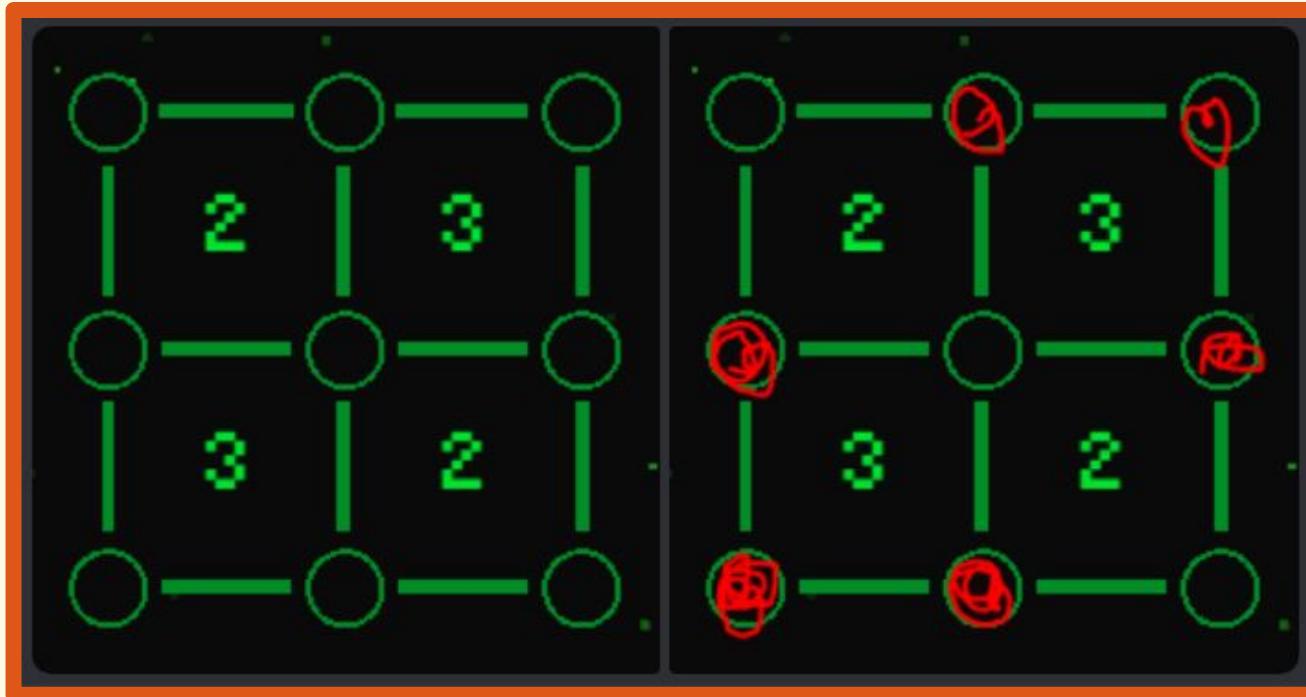
Demo



Prototype Artifacts

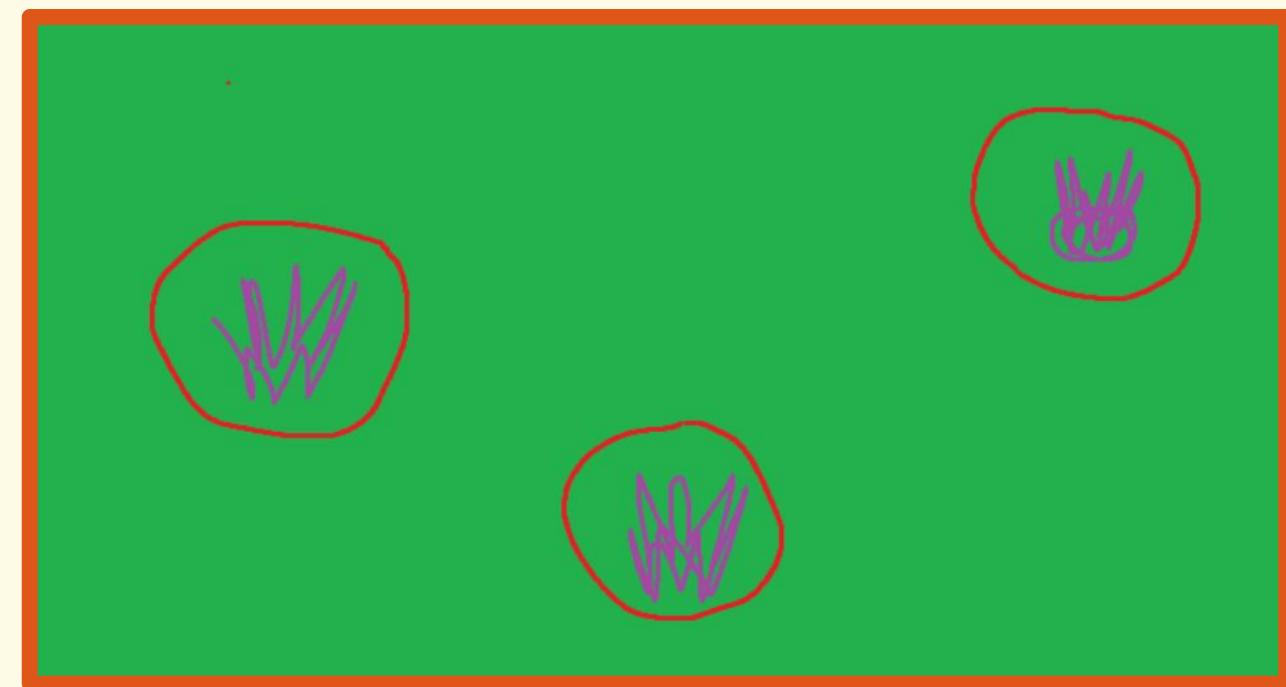


Minigames



Sustainable Logging Game

Teaches about sustainable logging, finding a balance between gaining resources and helping the environment



Forest Fire Precaution Game

Teaches about the practice where gaps are made in forests so that if a forest fire happens, the fire can't spread to adjacent trees

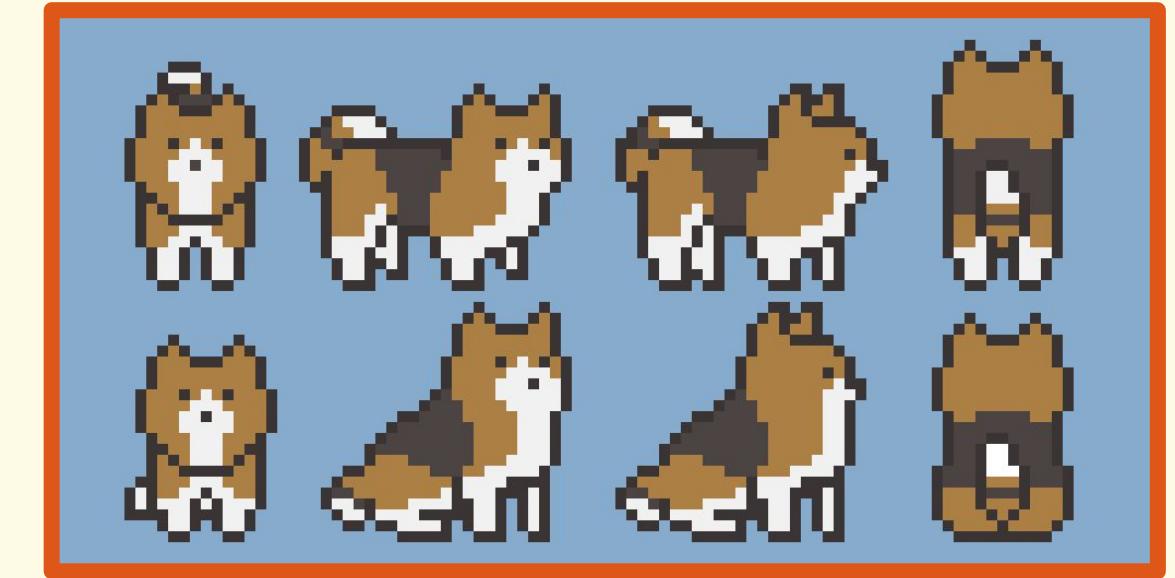
Character Sprites



Player Sprite



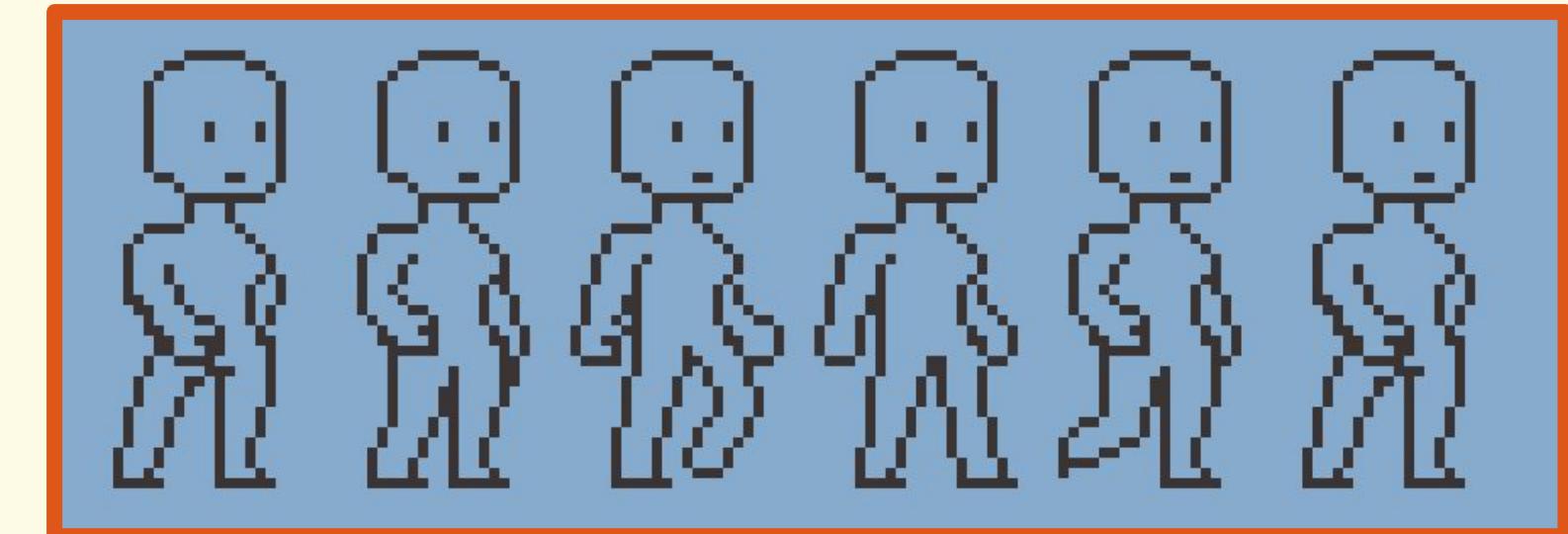
Forest Goddess Sprite



Dog Sprite



Lumberjack Sprite



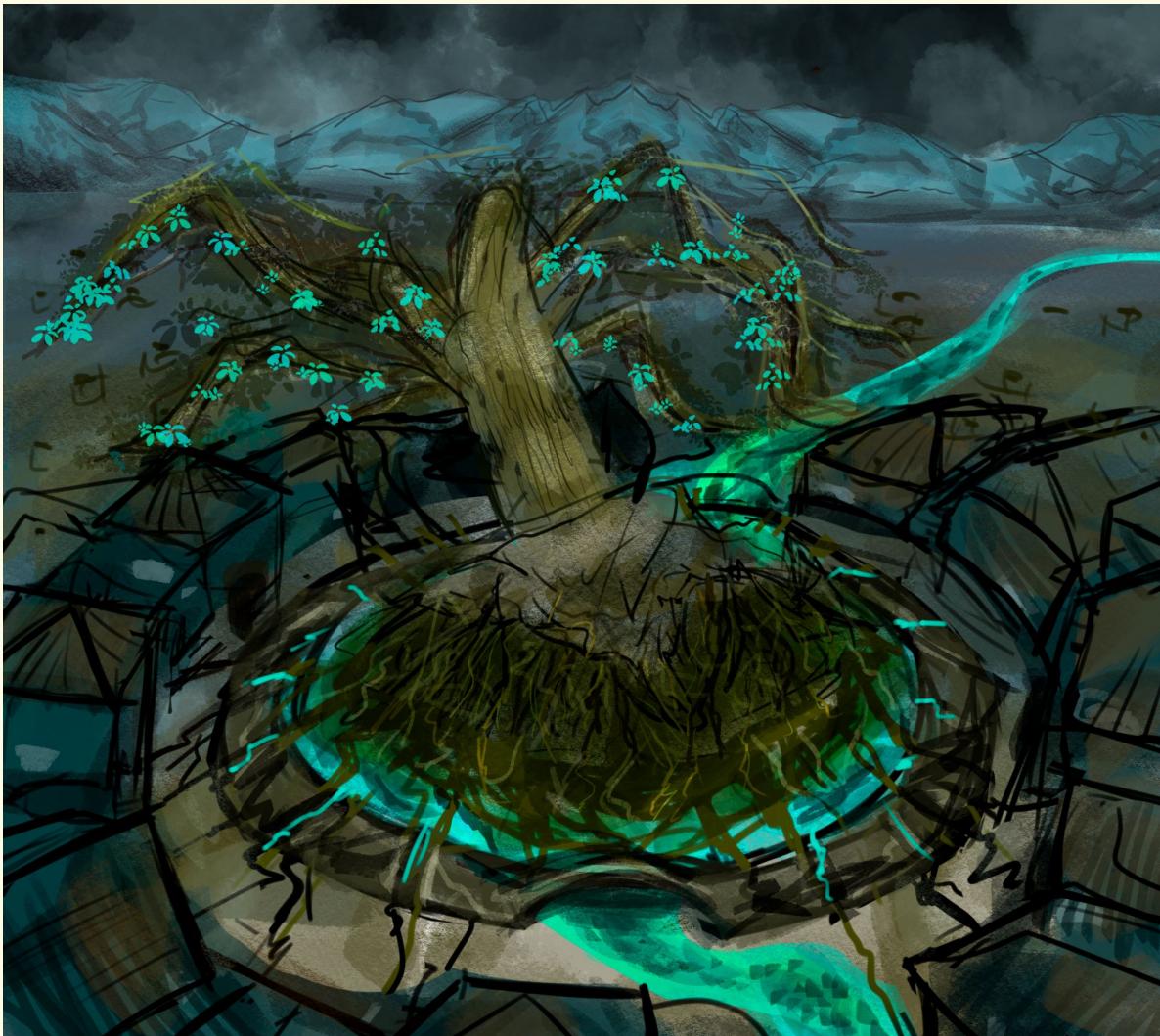
Walking Animation

World Map



Rough draft of the map

The Tree



Concept art



Final Sprite

Tech Resources Required

Game Engine: Unity (C#)

Built for: PC

Tilemaps: Tiled

Resources used to learn Unity:

- Lots of YouTube videos
- Unity Learn



Theme Relevance

Based on our feedback for the game's focus, we decided to really hone in on our project theme of sustainability. The gameplay loop will serve as not only a fun challenge for the player, but also a way to teach the player about sustainability techniques in real life. Additionally, the game will incorporate our original idea of the world being visually affected by the player's choices.

Timeline

Week 1 (4/5)

- Make 2 animal sprites
- Make stone, water, & grass sprites to match style of characters
- Finalize base mechanic (wood dropping and population movement)

Week 2 (4/12)

- Implement a variable that tracks population rates and 'health'
- Design two additional NPC's for the town
- Make town building sprites to match style
- Create starting forest surrounding the town

Week 3 (4/19)

- Finalize logic UI such as inventories and menus
- Create minor NPC and animal animations
- Refine minigame
- Refine final tilemap for the town and surrounding forest
- Have forest and town change with variable

Project Expectations

- Refine our minigame based on tree planting and have the forest/animal population grow
- 3 different types of trees, 3 different types of animals, 5 different villager designs
- Create a refined final map with a surrounding forest
- Set up our karma system (points based on how well you do in the minigames will generate more life in the forest)

The background is a vibrant, stylized landscape painting. It features rolling hills and mountains covered in lush green and yellow foliage. In the distance, a range of mountains is bathed in the warm, orange glow of a setting sun. The sky is filled with soft, white and orange clouds, creating a peaceful and scenic atmosphere.

Thank you!