

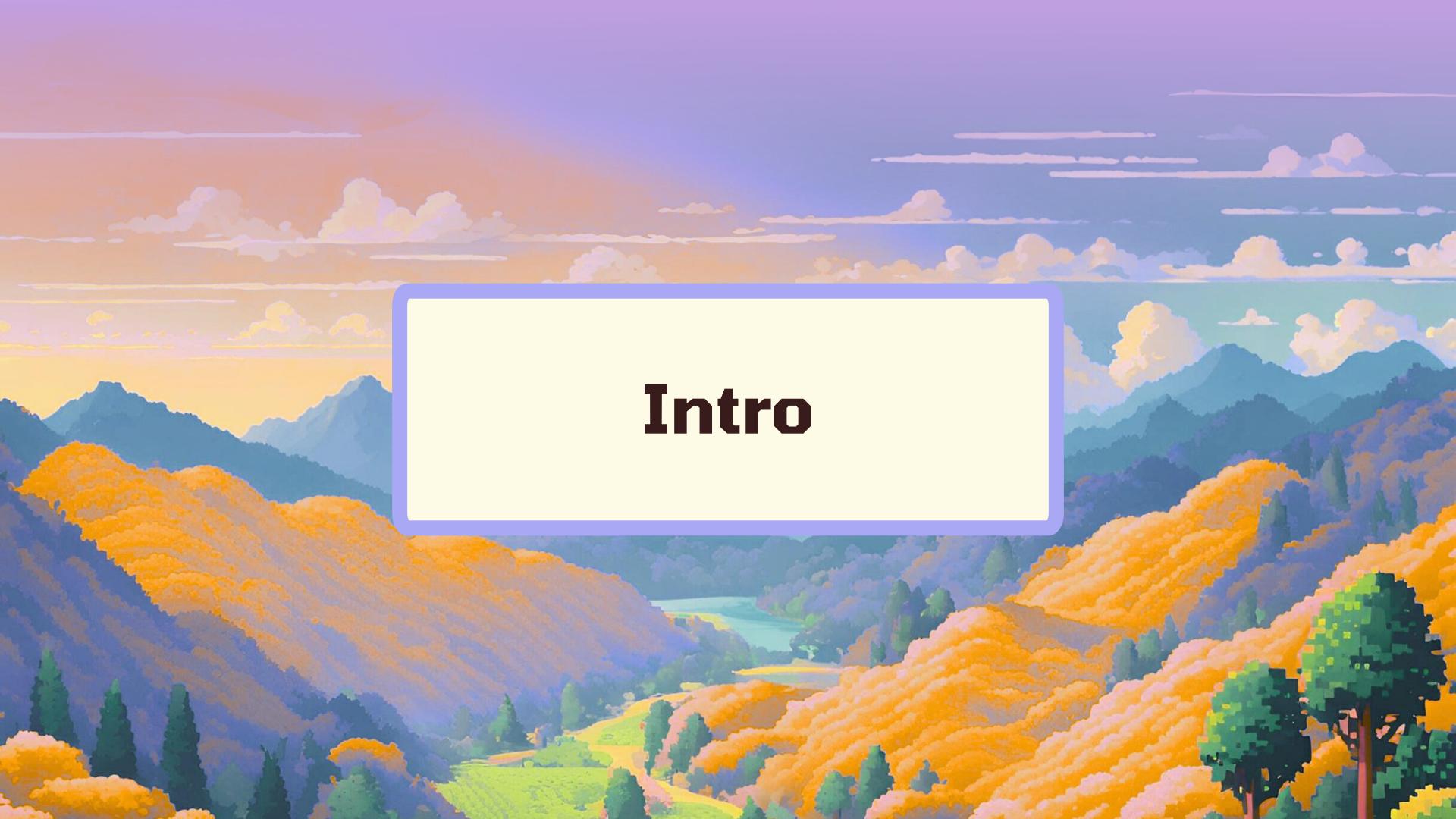


Forest's Peace

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PLAY

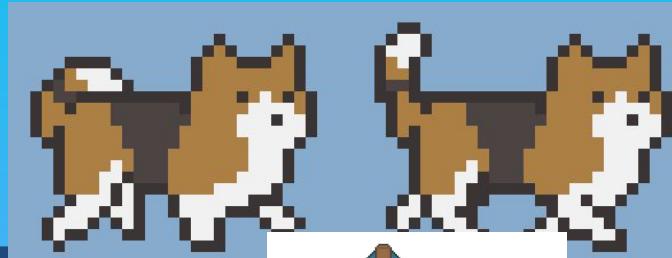


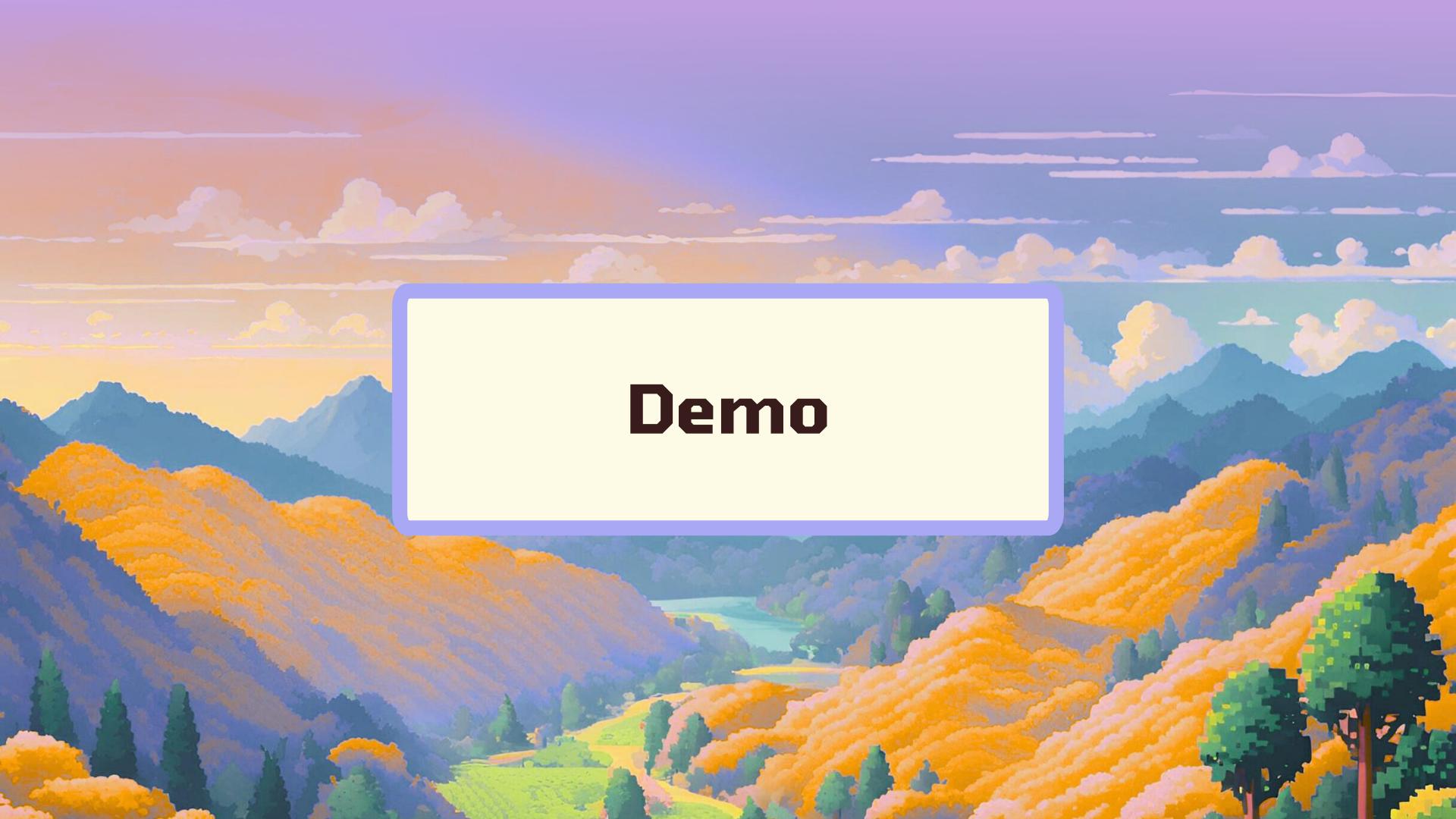
The background is a vibrant, painterly landscape featuring rolling hills and mountains. The foreground is dominated by golden-yellow fields, while the middle ground shows green pastures and clusters of green trees. In the distance, a range of mountains is visible under a vast sky filled with soft, white and orange clouds. A large, semi-transparent white rectangle with a thin purple border is centered in the image, containing the word "Intro".

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!



The background is a vibrant, painterly landscape featuring rolling hills and mountains. The foreground is dominated by hills covered in orange and yellow foliage, suggesting autumn. In the middle ground, there's a valley with green fields and a few tall evergreen trees. The background shows more mountain ranges under a sky filled with soft, pastel-colored clouds transitioning from orange to blue.

Demo

The background of the image is a vibrant, painterly landscape. In the foreground, there are rolling hills covered in dense vegetation, with colors ranging from deep green to bright yellow-orange. A small valley with a teal-colored body of water is visible between the hills. In the middle ground, more hills and mountains are visible, transitioning from yellow to blue and purple. The sky is filled with large, fluffy clouds in shades of white, yellow, and orange, suggesting a sunset or sunrise. The overall atmosphere is peaceful and scenic.

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

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Thank you!