

World of Everbies

Project idea and description:

The project we've chosen is a version of the classic Tamagotchi. But with a more urban direction, with aspects such as nightlife and combat. Furthermore there will be a different growth system in the form of levels. Then which type of character your creature (which we call an Everbie) will develop is up to the way you choose to take care of it, so you can never be sure what your pet will become.

Motivated License:

GPL: Because we reckon that our game should be enjoyed both the way it is but also open up the opportunity to make modifications to further enhance World of Everbies.

Features that we think we'll manage:

We will start of quite simple by only have an image of the creature you are currently taking care of. The menu button will contain a menu of different actions you can do but for starters we will only have the action feed. There will also be stats for the creature that will change depending on your actions. We will later add more actions, more creatures and more stats, such as the possibility to give your pet a dumbbell to increase its strength, or let it take a walk to the city for a chance to meet other Everbies.

Main responsibilities:

Rickard Hallberg:	Project Leader
Teodor Ostwald:	Code Design
Emil Åhsberg:	Graphic Design
Markus Otterberg:	Developer