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Game Development

CS 4423-001 Spring 2023

Blood Moon

# Overview

This game is the beginning of a long-term project. It involves a park ranger who gets thrown into a world of the supernatural as he becomes the focal point of a murder mystery; however, for the scope of this class, I intend to make this game much less story based than I want for long term. For a simple overview, it will be about battling nature, beasts, and even other people as you solve clues and find loot. The game should fall under the category of a 2D RPG platformer which happens to be one of my favorite styles of games. I feel that since I enjoy this style so much, it might make the project less work and more fun to create. As far as setting, it will take place in a small town in my home state, Oregon surrounded by mountains, trees, waterfalls, and scenery that I grew fond of growing up with.