



CLEVER OZZY

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About Us



GAME KITCHEN

Fig. 1: A Game Kitchen Production

Our Previous Achievement

- A brick breaker game

Product Design

- Always think as a player when desgning
- Always think ahead and plan everything
- Pursuing relaxing, free and multichoices in game

Game

- Our game is a RPG game with sandbox elements. You can experience the longing school life and create your own story right away. What's the most exciting part? You will do these as a smart cat!

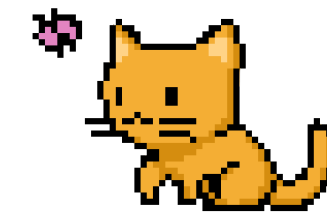


Fig. 2: Who doesn't like a cat?

Game Background

- Olive University is a famous university in a city where smart animals and human live together. Ozzy is a cat who is one of the several animal freshmen in the Olive University. Today is his first day on campus and he meets a girl called Lisa who's standing beside the lake...

Tech

- Elm (functional programming)
- Git: basic usage in team programming cooperation
- Having a good coding style and habit can prevent bugs and save time

Technical Communication

- Redmine: A platform offers experience of working in a real company
- Latex: Design poster and slides
- Intergroup feedbacks: Improve both ours and others work

What We Have Improved

- Develop a new copyright awareness.
- Learn how to efficiently cooperate with others.
- Cultivate a vision of overall situation and the ability of learning.