

## Beaver Envirnoment/Ecosystem Research

**Map:** Players will be able to move throughout the map using the keys on their keyboard. They will begin in the wetlands where it is overcrowded with other beavers. The player will be tasked with starting their own colony, where the first step is building a dam. To collect the materials to build the dam, players must complete minigames. Minigames can be found in different areas on the map. Once the player has successfully built the dam, the map will change to show the impact beavers have on the ecosystem.

### **General Map Overview - Beginning of the Game**

- Showcases all locations on the map at the start of the game
- Players will begin the game in the wetlands (top right)
- The forest, arid area, and the river will include minigames
- When players attempt to enter the cave, they will be notified that beavers never reside in caves.



### General Map Overview - After the Dam Has Been Built

- Showcases all locations on the map after the dam has been built
- Once the beaver dam has been built, the map changes to reflect a more accurate beaver environment, including areas like the beaver's pond and the new wetlands.
- The new map will also include the dam and the beaver's lodge.



### **Wetlands - Starting Area**

- Players begin the game in the wetlands
- Populated with other beavers and animals
- The wetland is too crowded, so the beaver must leave and build their own home
- At around 2-3 years old, beavers leave their parents and search for a mate and start their own colony



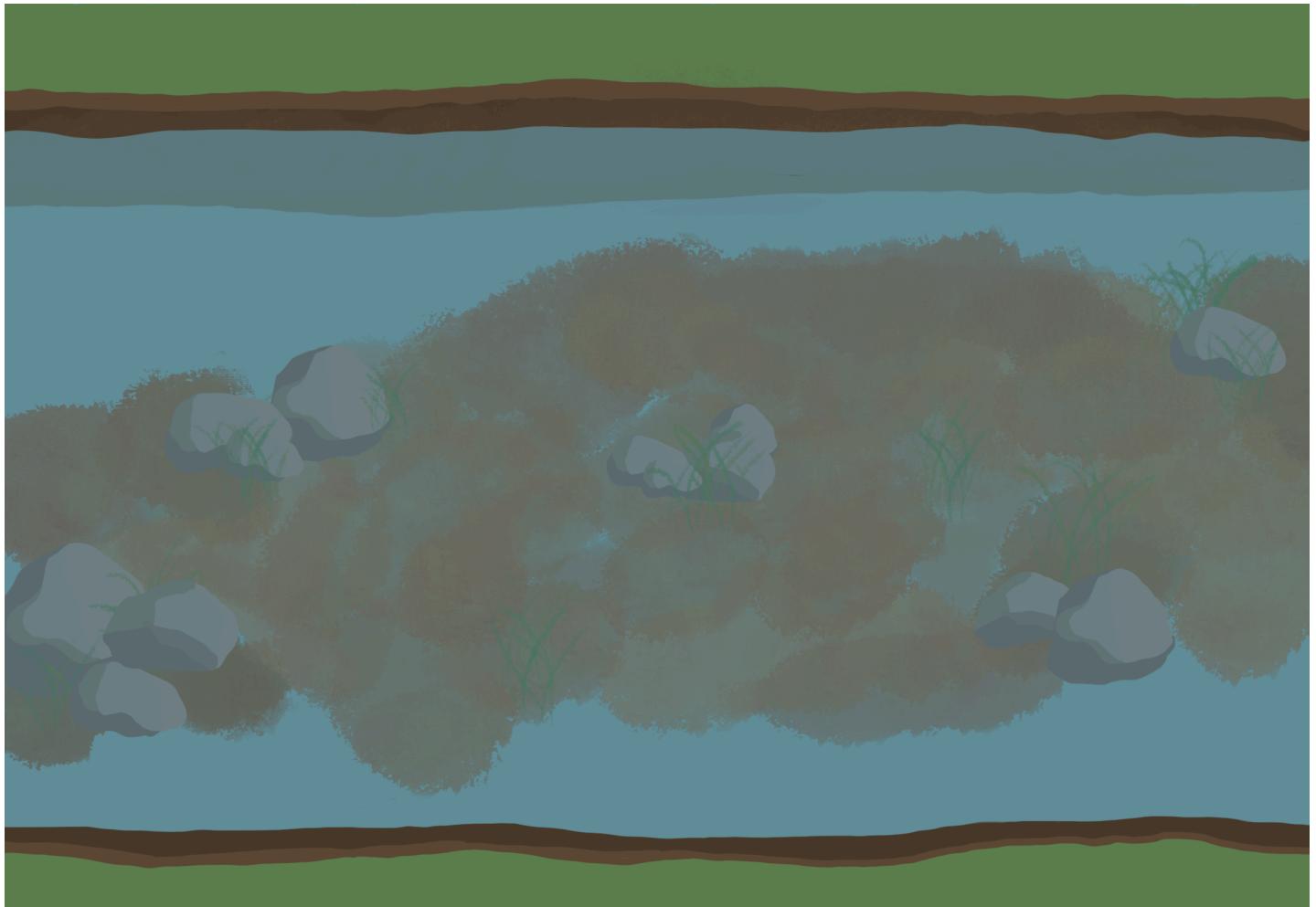
## Forest

- The wood chopping mini-game will be available here
- Will plants and trees accurate to beaver surroundings:
  - Aspen trees, birch trees, alder trees, willow trees, cottonwood trees, maple trees, rushes, etc.



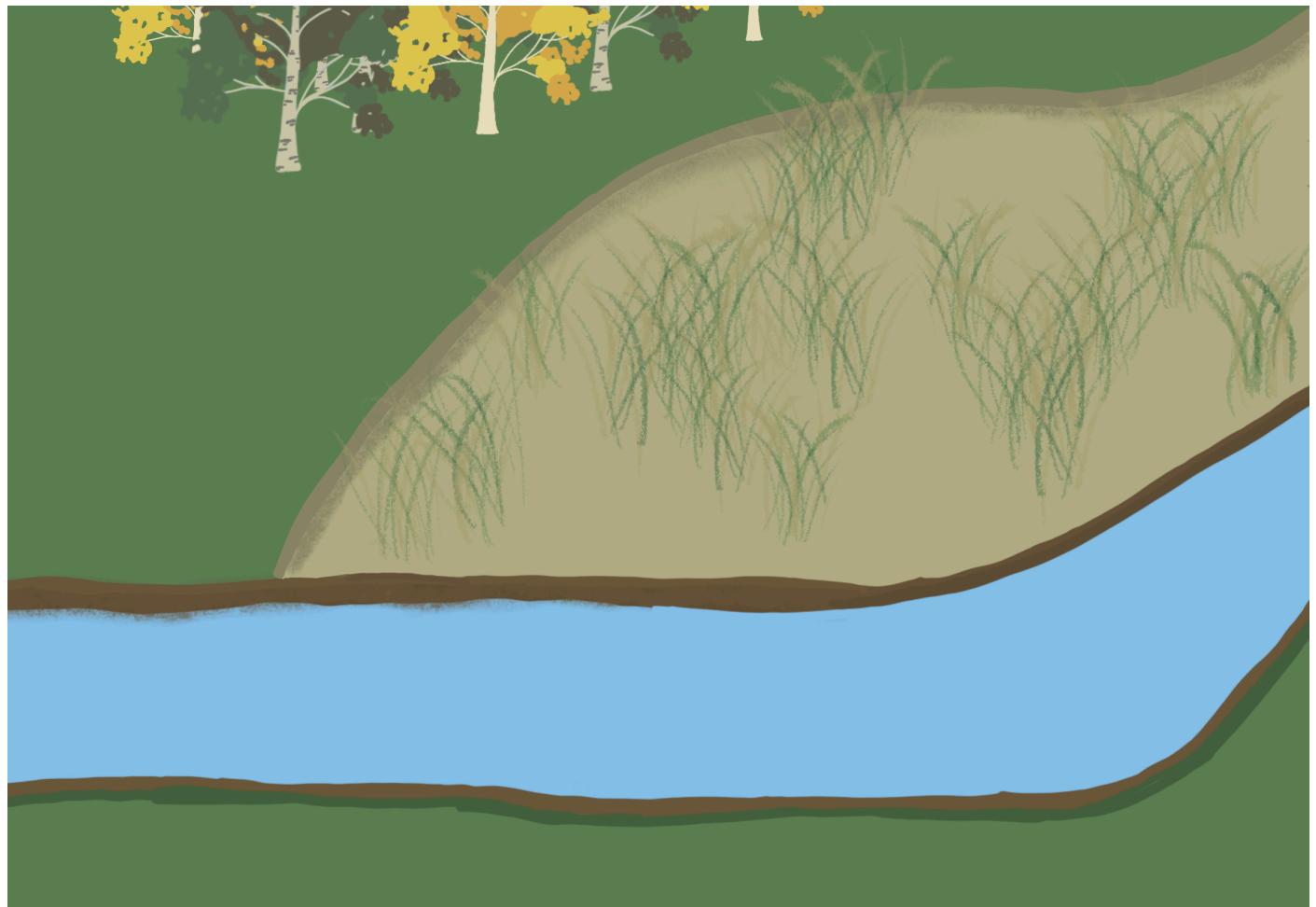
## River

- The swimming mini-game will be available here
- Allows players to swim underwater



### Arid Area/ River Bank

- Canal building mini-game
- Beavers build canals from their pond to the forest for easy transportation of building materials
- Will include plants accurate to beaver environments:
  - Rushes, sedges, cattails, giant ragweed, etc.



### New Wetlands - Post Beaver Dam

- After beavers build dams, a wetland is created which becomes a home for many other species
- Possibly include NPCs - educational dialogue on how beavers and dams impact the ecosystem and other animals
- Will include plants accurate to beaver surroundings:
  - Cattails
  - Water lilies
  - Sedges
  - Rushes

