

A pixel art landscape titled "Riverscape". The scene features a blue river flowing from the right towards the center. In the background, there are brown mountains under a light blue sky with white pixelated clouds. The foreground is a green field. On the left, there is a tall green coniferous tree and a tree stump. On the right, there is a large, full-canopied green tree, a smaller green bush, and another tall green coniferous tree. A campfire made of logs is situated near the river on the right. The title "Riverscape" is written in a large, white, cursive font with a blue outline, centered in the image.

Riverscape

Source Code: <https://github.com/natalieswork/Riverscape>

Midterm Documents: <https://github.com/natalieswork/SeniorProjectDocuments>

Riverscape: Midterm Project Report

March 28th, 2024

CAN Game Studio

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The Project

- Riverscape Game
- Objectives
 - Pleasing Design
 - Gameplay
 - Intuitive Mechanics
 - Combat System
- The Problem
 - Fun Game
 - Cool Species



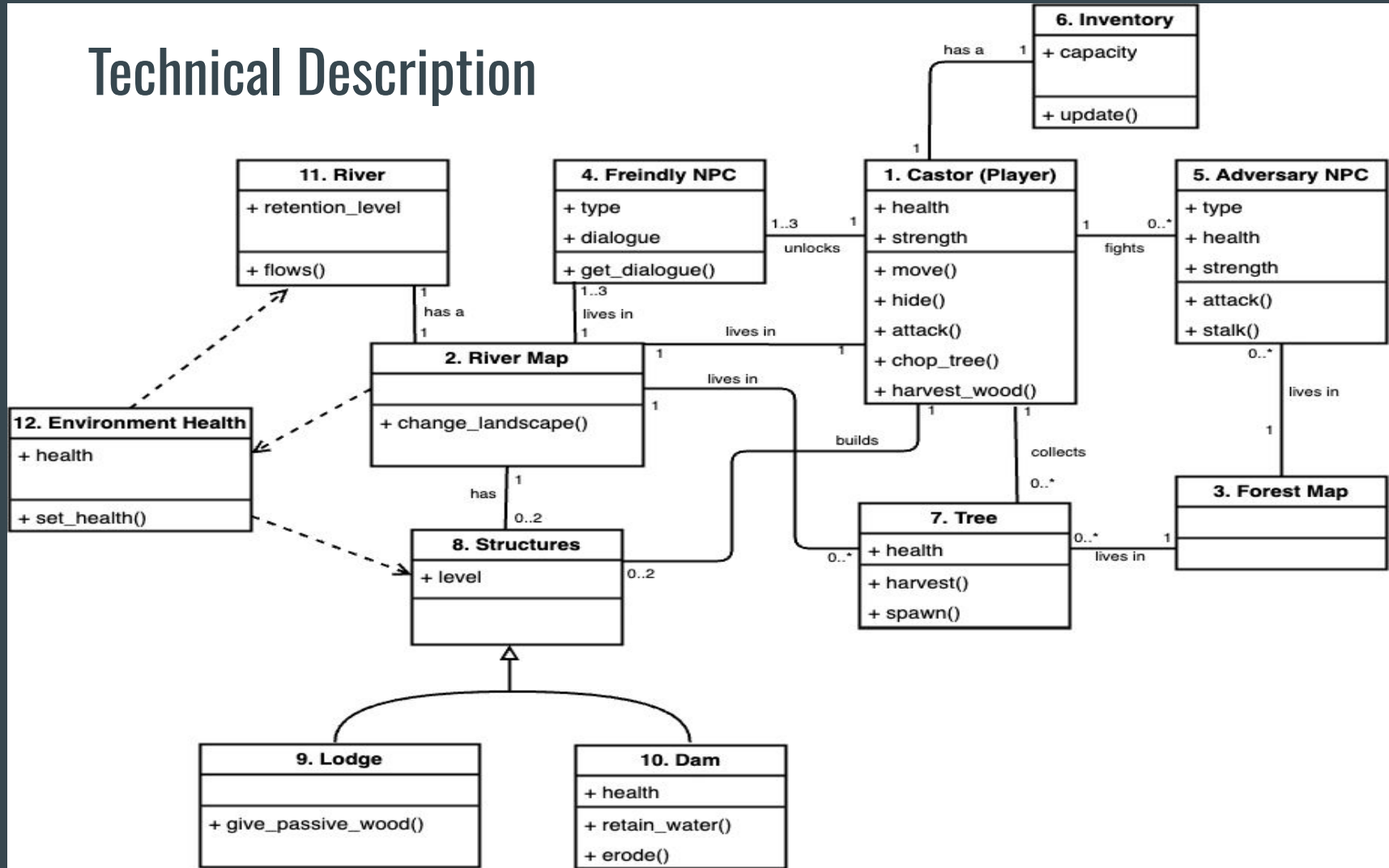
Beaver (genus Castor)

Background & Project Plan

- Why?
- Prior Examples:
 - Timberborn: City planner and micromanaging
 - Bingo Beaver: Bingo game
 - Beaver Clicker: Auto clicker game
- Our Plan



Technical Description



Accomplished Work

- Features
- Size:
 - 5 Classes (300 Lines of Code)
 - 62 Art Files
 - 8 Audio Files



Status - Characters



Status - Landscape



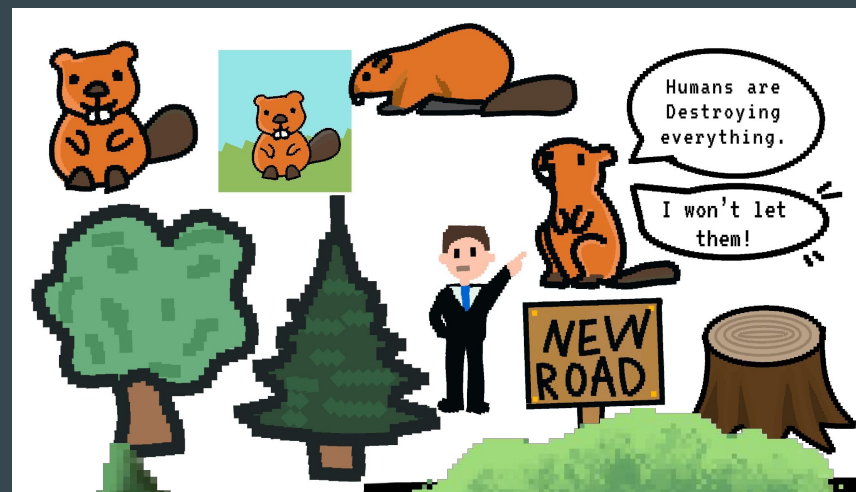
Status - Game Screenshots



Effort

	Austin	Carrie	Natalie
Roles	Sprite and Animation Lead	Sound & Environmental Expert	Lead Developer
Development	57	45	20
Reports/ Documentation	20	25	42
Research/ Planning	5	5	10
Total Hours:	82	75	72
Group hours	15		

Lessons Learned



Future Work

Future Work	Process to Accomplish	Finish Date
Dam/Lodge Upgrades	Wood allocation system	4/5/24
Dynamic Landscape	Change map based on stats	4/12/24
GUI Aides	Make title screen, in-game menu	4/19/24
Multiple Saves	Implement data structure to hold game state information	4/19/24
In Game Clock	Time system using Godot Timer	4/26/24
Tutorial Aides	Static images, NPC advice dialogue	4/19/24
Visual Polishing	Map and animation reworks	4/26/24
Music/Sound Effects	Godot Audio Streams	4/30/24

Demo



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Documents: <https://github.com/natalieswork/SeniorProjectDocuments>

Emergency Video: https://youtu.be/qOb5_b7INCQ