

Spring 2024, CS 475: Beaver RPG Game

February 1st, 2024

Austin Counterman (ac31@hood.edu),
Natalie Lee (nml3@hood.edu),
Carrie Wasieloski (cgw2@hood.edu)

1 Project Description

The Beaver RPG Game¹ is a Software Development project. This game will address the importance of the North American beaver by demonstrating their expansive role in an ecosystem. Playing as a beaver, the user will harvest dam-building items, bring them to a dam location, and more while watching the health of the game environment come to life.

2 Resource Requirements and Tools

All required resources for this project are free to access or have already been obtained. No funding is required.

The following development tools have been chosen for their open-source natures and accessibility for beginners without compromising on functionality or features. The project will utilize the Godot Engine and associated code will be developed using the GDScript language in the Godot Code editor or Visual Studio Code. Art and animation will be designed using Aseprite. Audio and music development will employ GarageBand and sound effects from Zapsplat. Git and GitHub will be used for version control. The project management will be aided by the software Asana with the integrated timekeeping software Everhour.

3 Processes

The Agile software development process, specifically a small-scale Scrum framework, will be used to structure and accomplish project objectives to aid our development team's ability to react to change and strict deadlines.

This project will be split into weekly Sprints to ensure maximized productivity and communication. Scrum meetings will be daily and Sprint review and planning will take place every Friday.

4 Expected Deliverables

- A fully functional RPG simulation game with game assets including characters, environments, and UI elements.
- Documentation covering the game design, development process, and user guide.
- Source code with and version control history.
- A poster and oral presentation about the development process and final product.

¹ The name of the game is to be chosen thoughtfully over the course of development.