2) Beaver RPG Video Game

Due to their unique ability to modify the habits they reside in, the North American Beaver is integral to a thriving, diverse wildlife. The beaver population is stable but under the threat of pollution, habitat loss, and human conflict.

I want to build an RPG video game where the player assumes the role of a beaver to address the importance of protecting the beaver population and inform players of their expansive role in an ecosystem. This game will follow the relaxing tone of popular video games Stardew Valley, Unpacking, and Powerwasher Simulator where most of the tasks are straightforward but satisfying to complete. The gameplay will include collecting branches and bringing them to a dam location alongside a curated playlist.

I am looking for creative teammates interested in crafting a story and building an aesthetically pleasing pixel art universe while working together to learn how to develop a game from scratch.

I expect the project to have the following major features:
1) Expansive wetland/river environment: The main landscape will take place in the beaver's main pond, which will be developed to capture the essence of a forest in Northeastern America.
2) An engaging and informative storyline: The game must be a thoroughly researched and accurate representation of beavers, their relationship habits, and the challenges they face. The story can be in chapters where each chapter concludes with the flooding of a new area and its impact on the environment.
3) Fluid gameplay: Fluid easy-to-use mechanics for "swimming", carrying branching, and rising water levels.

For this project, I would like to use the following tech stack: Unity Game Engine, Unity 2D Pixel Perfect (Open to suggestions since new to game development and saw that many of last year's projects were games.)

For this project, I would need the following non-free extra resources (hardware, software, services, etc.): Not sure yet… (music use might cost something ?)