CS475 Assignment 02: Team Formation

(Team Name TBA)

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Team Member Information

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Beaver RPG Video Game

Project Type: Software

In the Beaver RPG video game, the player assumes the role of a beaver. This game aims to address the importance of protecting the beaver population by informing 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 harvesting dam-building items and bringing them to a dam location alongside a curated playlist. Increased complexity to the back end will be developed through water control/flowing mechanics and functions and in-game timekeeping.

The Beaver RPG Video Game will utilize the Godot game engine. GIMP or Photoshop and Aseprite software will be used for art development. The music and sound effects are being composed using GarageBand.

Our team has been thoughtfully chosen to meet the artistic and development challenges this project will encounter. We look forward to developing this idea under your guidance. Please provide any feedback or recommendations.

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*Team Liaison.