

CS 474 Team Formation

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Team members:

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Project idea: Beaver RPG Video Game

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

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 collecting branches and bringing them to a dam location alongside a curated playlist.

The Beaver RPG Video Game will utilize the Unity game engine and Unity 2D Pixel Perfect.

We aim to have an actualized storyline that includes protagonists/antagonists while maintaining an informative undertone. This storyline will be refined by the end of winter break so that we can begin technical development on day one of the Spring semester.

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.

Have a nice break!