

# Every Single Squirrel

## The Squirrel Dating Simulator

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## Goal of the Game:

The goal of the game is to date every squirrel within the game and complete the missions given by the datable squirrels to win the game.

## Game Mechanics:

### Controls:

- Use the W, A, S, and D keys to move your squirrel across the map.
- Use your mouse to click and talk with the squirrel girls in the neighborhood

### Interactions:

- When you click the squirrel girls you'll get varied dialogues between the characters

## Key Software Design Elements:

### Main Menu UI:

The game contains a main menu that allows the player to either start the game or see the credits that the game has implemented. The screen has an animation for the title so it bobs up and down and the buttons have a sound effect when playing. The images seen on the bottom right of the main menu were designed and drawn by Alyssa and Natalija.



Figure 1: Main Menu UI

### Dialogue System Manager:

The game utilizes a queued dialogue system. Essentially, different sets of dialogue can be added to a queue and the queue will display the next dialogue option triggered by a mouse event. There is dialogue that is added manually on each character, thus, the code just has to pull from the character prefab the visible dialogue elements; however, there is mission dialogue that pulls from inside the manager script. In addition, the system also triggers a dialogue box that is used to display the text in a rotating text order. Where each text doesn't appear until the next mouse event.

### Dialogue UI Element Implementation:

The game implements an interesting dialogue system where the player actually has a text box prefab following it throughout the game. The text box is attached to the canvas where it follows the player via the canvas being attached to the camera. Then, when a dialogue scene is ready to be played the box reappears onto the screen via sliding up from the bottom of the camera; and then slides down when the dialogue has finished.

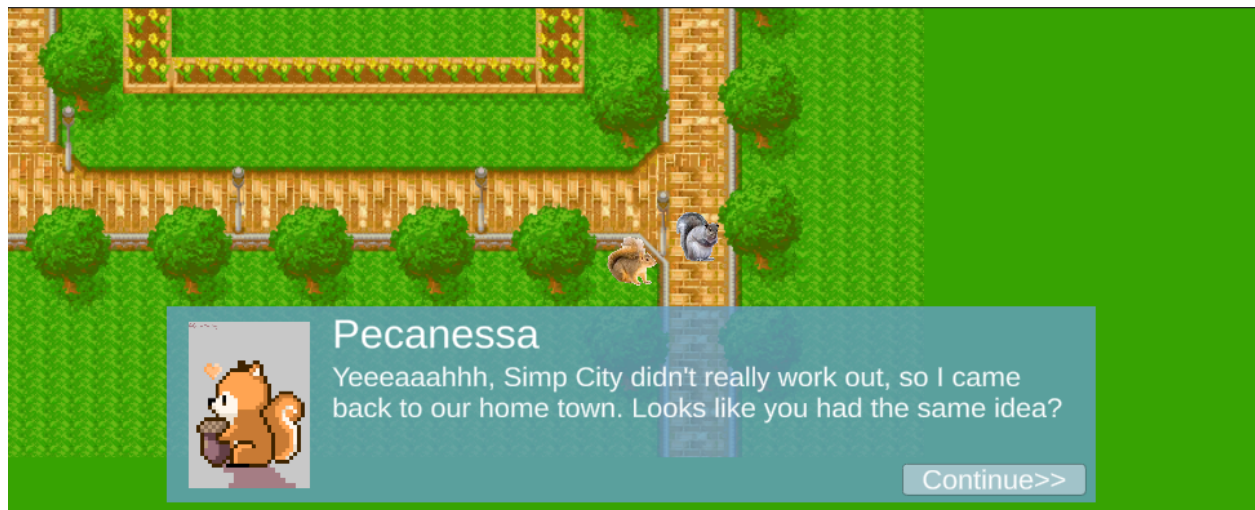


Figure 2: Dialogue UI Element

### Eventbus:

The game also utilizes an Eventbus system to trigger events across the game without having to let each component know any information about the event being triggered. Currently, the Eventbus system is being used to help populate the game from the start menu and showcase the credits at the beginning of the game menu screen.

## Credits and Assets Used:

- Sprite Map Used: “North Side of Mineral Town (Spring)” by samurai goroh  
[https://www.sprisers-resource.com/game\\_boy\\_advance/hmmfont/sheet/184442/](https://www.sprisers-resource.com/game_boy_advance/hmmfont/sheet/184442/)
- Main Menu Sprite Background used: “Sea Forest Backgroun” by Dave Newton  
<https://opengameart.org/content/sea-forest-background>
- Squirrel Portrait Placeholder: “Pixel Squirrel” by Owl\_In\_The\_Sky  
<https://www.colorslove.com/details/5000858>
- Squirrel Sprite Bases: “Types of Squirrels” by Animal Spot  
<https://www.animalspot.net/squirrel>
- Main Menu Button Sprite: “Lo/v/estruck 2D Assets Button” by Chalice Studios's Scouting  
<https://opengameart.org/content/lovestruck-2d-assets-button>
- Acorn Sprite: “Acorn” by primbal <https://opengameart.org/content/acorn-0>