Freshman RPG Iteration

In Game Swag

Buy swag and have it show up

Change how player is rendered for swag

Sticky

More crews

Service Quad

Sticky

Getting rid or changing some of the engineering specific stuff

Redo/reorient outside maps

NPCs of certain people in Mowrey

Gilbert Hall

Rail Trail

Campus Farm

NPC in the farm

Mowrey Hall(Or some other spelling)

Old Main and Fountain

Career Center in cub

Notes from Presenation
Questions
Can we add more buildings (CUB, Mowrey for tutoring)? (YES)
Add NPC/real character that is a real person, example girl from tutoring center

Ideas for Things to Add/Change
Send slides to her so they could brainstorm what they want to add (need to think what would be important for the class
Add things you can buy in the shop, like ship apparel (sweatshirt, football banner, sWaG)
In game swag and might be able to get donations/use $100 FYS budget for real life stuff
Potential idea: Add rail trail and campus farm
Used as a Service Quad, to encourage community involvement/service that is branching off the regular Quad-- Room priority will be decided later
Quests
FYS is split into 3 requirements
--Who are you and why are you here
--Challenge you faced and how you overcame it
--What you learned about being a student at ship so far
**Time management adventure would be really important
**Learning how to study Good (lol forget the word she said), not just staring at a page

Going forward
Start making new maps
Add ingame swag and way to make the characters able to wear swag
Think of new adventures that would help/be in line with FYS
What to do w Terminal/very engineering aspects – Change to be more PG lol, Keep functionality
Use language that connects to the history of ship (ex Old Main fountain, gilbert hall MSA, career center)
Redesign the map-- Style is okay as is
Come up with the story – keep it cohesive
What adventures will be and in what order
Crews: Need to be able to have more of them/add more colors
Be able to to wear/take off swag

Merlin's Priority

Buy a beanie and put it on your head

Redesign map, same style but better layout (need to change

Create mock version of the database

Setup table in database

Textures for new hats

Mock gateway

Mock Data Enum

Changeable hats

Redraw sorting hat to be the old beanie