

Game Presentation

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Game Description

Premise of Game

- The forest creatures (the player) are defending their home against the humans (the enemy)

How it Incorporates the Theme

- As the humans attack the forest, the cold winter approaches. This is where the game begins
- As the forest creatures begin defeating the human (progressing), their forest is able to be restored into spring.

Type of Game/How to Play

- Single player, Turn & Grid based, Strategy RPG

Game Trailer



Key Features

Four Unique Character Types

- Forest Deer (Tan) - Close range, melee-damage
- Fauna Deer (Blue) - Long range, ranged-damage
- Griffin - Flying movement, avoids obstacles
- Treant - Tank type, reduced incoming damage

Other Things We Are Proud of

- Enemy AI that responds to player's actions
- Use of Dijkstra's Algorithm for character movement options
- Four levels that gradually introduce new skills and traits
- Hover UI for additional information
- Visually appealing/interactive feedback features (animations, sound effects, etc.)

Similar Games/Inspirations

Primary Inspiration:

- Into the Breach

Similar Games Mechanics:

- Guardians of Gridvale
- XCOM / XCOM 2

Style Inspiration:

- Root (board game)
- General top-down pixel



Data From Playtests

In Class Alpha/Beta Data

- Main feedback regarding a tutorial level
 - *Solution:* Integrated information boxes to walk the player through new skills and levels
- Secondary feedback regarding more strategy
 - *Solution:* Implemented different character skills to allow players more option regarding plays and choices

Outside Alpha/Beta Data

- Fun increased 2.00 to 3.25 (↑ 62.50%)
- Replayability increased 2.50 to 2.75 (↑ 10.00%)
- Innovation increased 2.16 to 3.00 (↑ 38.88%)

Thanks for Listening!

Positive Statements

- "The idea of the game is good. The artwork is nice. The movement system is well made. Attacking is fun. The strategy component is good"
- "The variance in characters and resulting strategies was fun"
- "Game art looks great and appealing, movement is easy and intuitive"
- "Great map, animations, and game mechanics!"