

A photograph of a dirt path winding through a lush green forest. The path is covered in fallen brown leaves. Tall trees with dense green foliage line both sides of the path. A large, dark silhouette of a leaf is overlaid on the left side of the image, partially obscuring the text and the forest background.

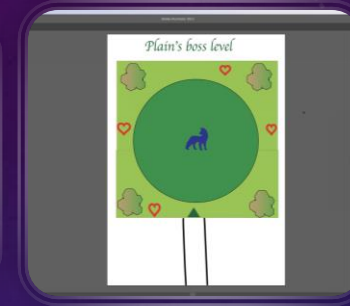
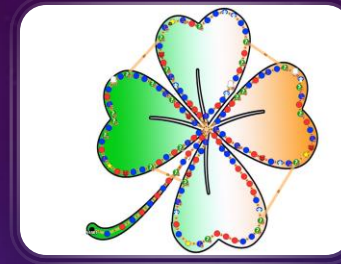
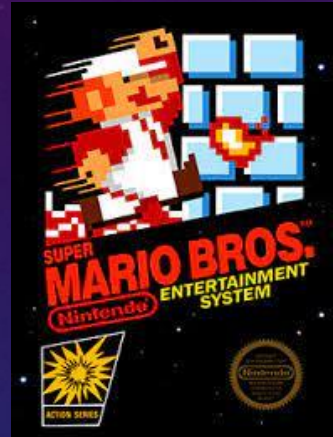
Working together
for nature

ANIMAL RESCUE
GAME

BY KYLE S MURPHY

WOODLAND
TRUST

National Trust



The strengths skills that will help me in this project are reliable because I must always be there for my teammates, and I also must be passionate because I must be passionate to keep up me with me interested in the project I am doing.



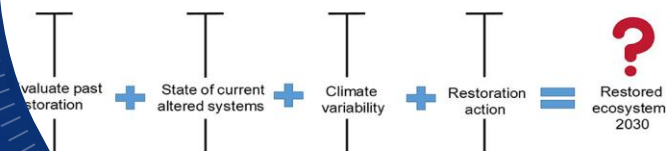
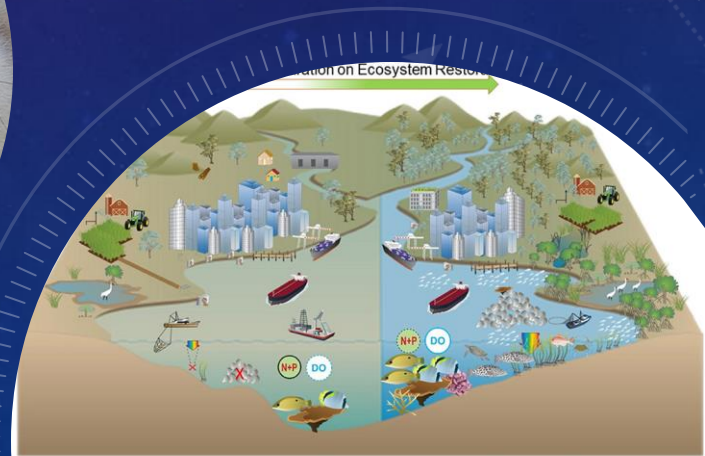
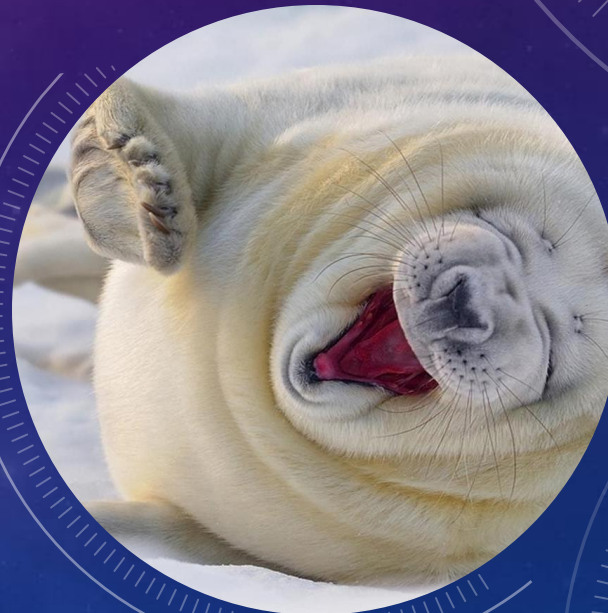
WHAT IS MY PROJECT ABOUT?

The project that I decide was a game about spreading awareness about deforestation and how it effect the animals in the forest and about the animals' homes as well as trying to save some of the wildlife. You play as an animal rescuer where you must save animal in the forest that is getting chopped down by faceless lumberjacks.

AIMS TO COMPLECT FOR THE GAME?

One of the aims for the game is to spread awareness about deforestation and how it can affect the wildlife and the humans as well, so the game will show the main character saving the animals and helping them get better and I will also show how the animal home being destroyed their homes as well

Another one of the aims are spreading awareness are wildfires because it could damage the ecosystem and spreading awareness about endanger species as well as so they can also try the charity we might be working with.



TARGET AUDIENCE

The target audience for our games is between 5-12 years old because children like to play with animals, and It will help adults and children know the effect of the deforestation because people need to know what is happening in the forest.



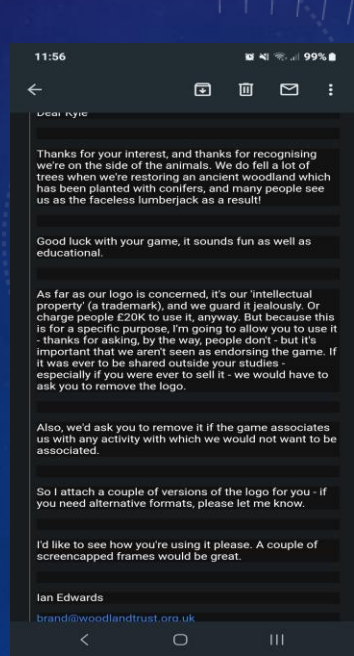
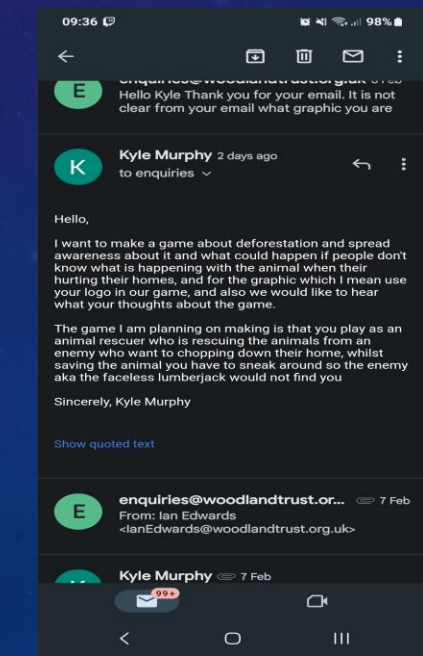
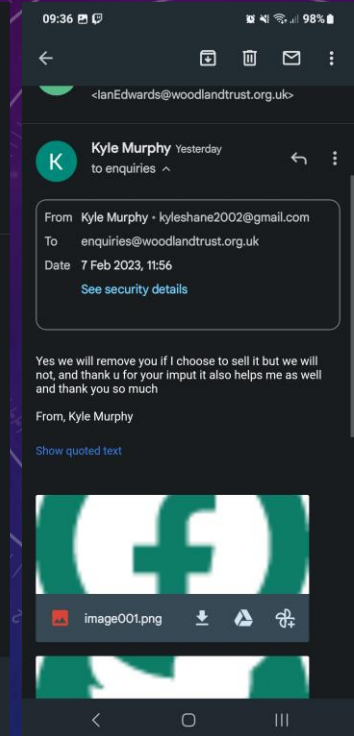
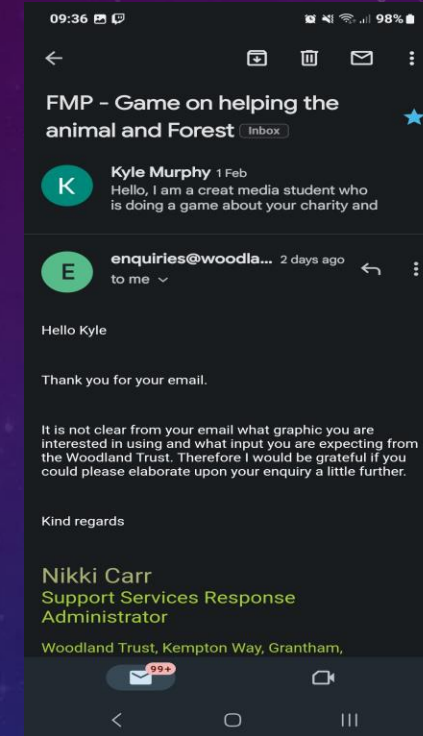
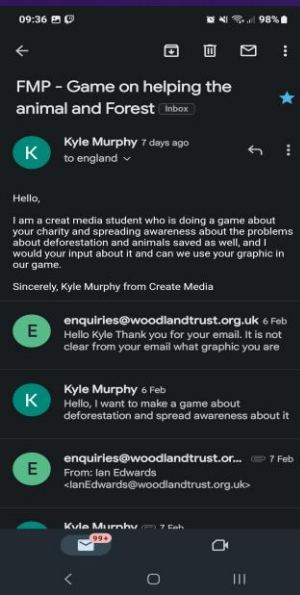
COLLABORATION, PERSONNEL/ RESOURCE LIST

There is 2 people who is working on this project and their roles are different to help them with what their want to do in the further. I will be doing the level design for the game and trying to produce what the level going do in the level and what is will look like, and Morgan will be going to character design and the story for the game because we need to come the story for the level and how it's going on.

The resource that we will need for the project is the characters for the games, the animals as well as. A level for the game because for the game and the level will be a forest. The software we will be using are pixel art, Photoshop and RPG Maker because we are doing a 2D game.

THE CHARITY – WOODLAND TRUST

Woodland Trust is a charity we will be working with, and I have sent them an email about my project and what is going to be about and their also said that I can use their logo's and their also sent me, and I can also send them different design for the game and they also like my idea about the spreading awareness about deforestation



CONTEXT

The games that I got inspiration from is Stardew Valley because of there is an 2D games, it also a platforming it has an RPG games in the game so that is what I am doing for my games, another inspiration Super Mario World which is a platform game so I will be similar what I am making as we because you have to move around in game, and it will be on a console and steam as well because you can play on their.



RESEARCH

The research I am going to do on the project is what animals are in the forest, about the deforestation and how it affects the wildlife, what forests have been destroyed and why they are cutting down the forests. I can also do a questionnaire asking how well people know about the forest and the animals inside the forest. I can also look at their website to see what they do and also who they belong to this charity.

PROBLEM SOLVING/ HEALTH AND SAFETY/ BUDGET

The problem we might have been the work will corrupt and to solve this is by backing up the work I been doing and always save the work so it. The time might be also a problem because the game might not be done on time and the concept.

The health and safety for this project are if we get the forest like pictures I we need to be save and careful because we might get hurt if we go to the place.

There will be no budget for the game because we will be doing everything by ourselves and the logo is 20K, but the charity lets us use it but if we did sell, we must remove it or give them the 20K, so we can use it.

PLANNING/PRACTICAL SKILLS/ AND PRESENTATION

The planning we will use for the project are the level design and how it will look like, the characters design, the environment for the games, we also are planning the story for the game and how it played and how the characters are going to act.

The practical skills I will be using are communication because we will have to talk about what is going on, and what the game is going to have. Game Design, level design and characters design.

The way we are going to present the game will be for a console so it will be easy for children to play and control the character their playing as.

Timetable – Planning

Planning (Weeks)	What we are doing for that weeks
Week 1 (beginning 6th of Feb)	Writing the story and research for the game
Week 2 (beginning 20th of Feb)	Design the level and the characters
Week 3 (beginning 27th of Feb)	Making the concept for the game
Week 4 (beginning 6th of Mar)	Making the layout of the game
Week 5 (beginning 13th of Mar)	Building the game
Week 6 (beginning 20th of Mar)	Coding for the game
Week 7 (beginning 27th of Mar)	Trying to fix the errors
Week 8 (beginning 17th of Apr)	Fix the errors
Week 9 (beginning 24th of Apr)	Finishing the game.
Week 10 (beginning 1st of May)	Tidying up thing in the game
Week 11 (beginning 8th-15th of May)	Final Evaluation

EVALUATION AND REFLECTION AND PROMOTION

When we start doing our evaluation is at the end of each week to see what improved and what we still need to do and what we will make better for the game and how take the feedback from other people like how to the game design. And always top it up with the work I have done.

I am promotion to game designer for how I can make a game and how I can work well with.