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**Animal Rescue  
Rhode Island**

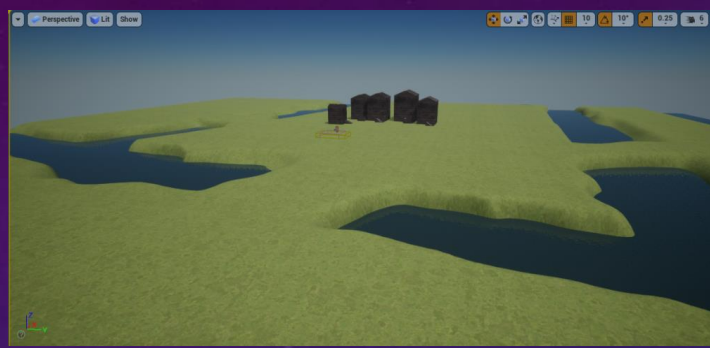
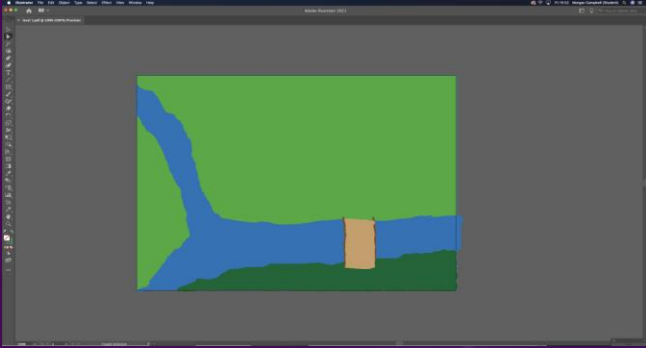
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# ANIMAL RESCUE GAME BY MORGAN CAMPBELL



## WHY I AM DOING THIS PROJECT/INSPIRATION/TARGET AUDIENCE



I am doing this because I have skills in making a game from my last game project, I made that gave me level design skills and character design using pixel art, illustrator and unreal engine. The strength skills that will help me in this project is being dedicated and not giving up on the project the other skills I have are patience and I am organized so it takes a lot to make me angry and I can make all my work organized.

Games that have inspired me do this project are super Mario and Pokémon red and blue as Pokémon gave us theme for the game and Mario gave us the level idea for the games as both are slide scrolling games. Super Mario also gave us the idea for the obstacles and enemies in the games.

The target audience of the project are kids from 5-12 years old because children like play with animals and the game will show them the effects of deforestation and what they could do to help. This also shows the effects of deforestation.

# WHAT IS MY PROJECT/ THE AIM OF THE PROJECT

The project is a game about deforestation of a forest that is getting chopped down by faceless lumberjacks. You play as a animal rescuer that has to go through the forest and save animals while avoiding the lumberjacks and falling trees.

This aim of this project is to bring awareness of deforestation and how it is effecting the ecosystem. To do this I am going to reach out to different charities. Another aim for the project is to bring awareness to endangered species and wildfires. To do this we are going to make some of the animals look like some endangered species like hedgehogs, squirrels and beavers.

# COLLABORATION, PERSONNEL/ RESOURCE LIST

There is 2 people working on this project and their roles are different to help in the project. I will be doing the character design and the story for the game because we need to come up with the story for the level and how it is going on, and Kyle will be doing the level design for the game as he will be trying to produce what the level is going to do in the level and what it will look like. While I will work on he story and characters.

The resource that we will need for the project is the character for the games, the animals as well as a level 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. We will also need a



K to enquiries

Hello,

I want to make a game about deforestation and spread awareness about it and what could happen if people don't know what is happening with the animal when their hurting their homes, and for the graphic which I mean use your logo in our game, and also we would like to hear what your thoughts about the game.

The game I am planning on making is that you play as an animal rescuer who is rescuing the animals from an enemy who want to chopping down their home, whilst saving the animal you have to sneak around so the enemy aka the faceless lumberjack would not find you

Sincerely, Kyle Murphy

Show quoted text

K Kyle Murphy 1 Feb

Hello, I am a creat media student who is doing a game about your charity and

E enquiries@woodla... 2 days ago

to me

Hello Kyle

Thank you for your email.

It is not clear from your email what graphic you are interested in using and what input you are expecting from the Woodland Trust. Therefore I would be grateful if you could please elaborate upon your enquiry a little further.

Kind regards

animal and Forest

K Kyle Murphy 7 days ago

to england

Hello,

I am a creat media student who is doing a game about your charity and spreading awareness about the problems about deforestation and animals saved as well, and I would your input about it and can we use your graphic in our game.

Sincerely, Kyle Murphy from Create Media

E enquiries@woodlandtrust.org.uk 6 Feb

Hello Kyle Thank you for your email. It is not clear from your email what graphic you are

Thanks for your interest, and thanks for recognising we're on the side of the animals. We do fell a lot of trees when we're restoring an ancient woodland which has been planted with conifers, and many people see us as the faceless lumberjack as a result!

Good luck with your game, it sounds fun as well as educational.

As far as our logo is concerned, it's our 'intellectual property' (a trademark), and we guard it jealously. Or charge people £20K to use it, anyway. But because this is for a specific purpose, I'm going to allow you to use it - thanks for asking, by the way, people don't - but it's important that we aren't seen as endorsing the game. If it was ever to be shared outside your studies - especially if you were ever to sell it - we would have to ask you to remove the logo.

Also, we'd ask you to remove it if the game associates us with any activity with which we would not want to be associated.

# CHARITES'S WOODLAND TRUST

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

# CONTEXT

My project is relevant to game design where it will be a 2d game where you must go through a forest and save animals from falling trees and dodging faceless lumberjacks who are trying to stop you from saving the animals. Games that inspired me for the project are super Mario and Stardew valley.

# RESEARCH

The research I am going to be on the animals that 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 question asking how well people know the forest and the animals inside the forest. I can also look at different websites to get information on everything on deforestation and animals in the forest. I can also investigate different charities for forest.



# PROBLEM SOLVING/ HEALTH AND SAFETY/BUDGET

The problem we might have been the work will corrupt and to solve this by backing up the work I have been doing this by always saving the work and having copies of the saves. The time might be also a problem because the game might not be done on time and the concept.

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

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 sell the game, we must remove it or give them the 20k, so we can use it.



# PLANNING/ PRACTICAL SKILLS/ PRESENTATION

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

practical skills we need is the use of communication because we will have to talk about what is going on, what the game is going to have. We would also need to use game, level and characters design to make the game.

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. We will document our work by planning.

Planning(week)	What are we doing for that week
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 March)	Making the layout
Week 5 (beginning 13h of March)	Building the game
Week 6 (beginning 20th of March)	Coding the game
Week 7 (beginning of 27th of March)	Trying to fix errors
Week 8 (beginning 17th of April)	Trying to fix the errors in the game
Week 9 (beginning 24th of April)	Finishing the game
Week 10 (beginning 1st of May)	Tiding up things in the game
Week 11 (beginning 8th – 15th of May)	Final evaluation



# EVALUATION AND REFLECTION/ 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 to take feedback from other people like how to the game design.

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