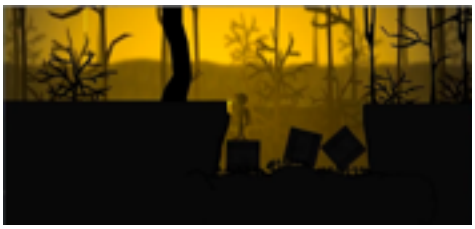
IEEE GameSIG Intercollegiate Game Showcase 2018
Game Overview: DEER ME Date: 04/15/18

One-Sentence Description	DEER ME is a side scrolling puzzle-based game in which you are a child trying to escape a Wendigo by using your surroundings to get through the woods.
List of Team Members and Their Schools	Raven Peterson, Chapman University, peter325@mail.chapman.edu Caitlin Duffy, Chapman University, duffy104@mail.chapman.edu Meghan Noyes, Chapman University, noyes104@mail.chapman.edu Charlie Bruene, Chapman University, bruen101@mail.chapman.edu Michael Brutsch, Chapman University, bruts101@mail.chapman.edu Matthew Marshall, Chapman University, marsh189@mail.chapman.edu Vince Carpino, Chapman University, carpi111@mail.chapman.edu Anna Wozniewicz, Chapman University, wozniewicza@gmail.com Main contact phone number: (516) 830-7156 (Raven Peterson)
School Level	_x__ College/University ___ High School
Target Platform and Audience	Target devices are PCs and TV-connected consoles - the visuals are best seen on a large monitor and the controls require multiple different buttons. Target audience is all genders, ages 12+ - the puzzles will be easier to solve for more experienced gamers, but are critical thinking based and solvable by anyone with an interest in taking the time to figure them out, which we believe is not limited to a particular demographic.
One-Paragraph Summary of Gameplay and Objectives	In DEER ME, the player takes on the role of two young boys camping in the woods. The gameplay is initiated when the boys hear some strange noises coming from the trees, and a Wendigo - the manifestation of a human overtaken by a cannibal spirit - begins to chase them through the trees. Each boy is the character within his own level (of which there are two), and each level focuses on a different aspect of gameplay. Level one takes the player through the forest floor, using their surroundings and critical thinking skills to make it over traps and river bends, across uncrossable paths, and through a mechanical water mill. Level two takes the player through the treetops, where they discover the origin of the Wendigo and the storied path of the forest itself. The player wins the game by solving all the puzzles and escaping the woods to safety.
Key Features	- Unique and eye-catching art and cinematography - Immersive sound design that transports you into the world of the game - Innovative gameplay that will make you think on your feet and put your critical thinking skills to the test - Tangible goals that will keep you playing until you win - Elaborate lore and story building that makes the game feel real
Thumbnails of Game Art	   

	
Software Libraries and Packages Used	Unity 2D Platformer Library Unity 3D Software ToonBoom Harmony Adobe Photoshop Visual Studio Mono Develop Gimp Rider
Third-Party and Ready Made Asset Credits	Sound Effects sourced from the following libraries: Freesound CC0 Pro Sound Effects SoundStorm T.H.E. Sound Effects Sound Ideas
Faculty Member Name & Contact Information	Christopher Boyd, Chapman University, cboyd@chapman.edu (657) 234-0027
YouTube Link	https://youtu.be/KTYvXv9HXQY
Misc. Notes	

Submitted by: Raven Peterson (516) 830-1756

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?	Our main challenges had to do with game physics. There is functional water in the game that reacts to both game objects' and the players' movement, and getting that to act correctly in game was very difficult. We also faced a few challenges concerning the lighting within the game - we have practical light coming from a torch that the player carries, and ran into a lot of issues with that light playing on all the objects within the game and looking nice. The Wendigo is an AI, and getting that to behave correctly was a challenge as well, because we wanted it to adhere to the ground within the game (and not just float into frame), but didn't want it to trip over obstacles or fall into holes.
How did the design evolve during development? What changed, and what didn't?	We had originally planned on having a third level that would have been less puzzle solving and more just simply avoiding the Wendigo, therefore ramping up the stress levels and therefore the difficulty of the game. We didn't have time to program and design this level, though, and so restructured to make level 2 the end of the game. If we get the chance to continue to work on the game, we would like to build this third level, but for now we have re-written some of the backstory and re-thought the second level to make the game simpler and more comprehensive in all.