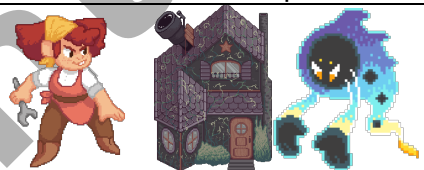


IEEE GameSIG Intercollegiate Game Showcase 2018

Game Overview: When the Moon Rises Date: 4/15/2018

One-Sentence Description	In the top-down RPG <i>When the Moon Rises</i> , the player must save the town of Raven's Ridge from a monster infestation brought on by mysterious cosmic magic.
List of Team Members and Their Schools	Alec Reyerson, Chapman University, amreyer22@gmail.com Andrew Krager, Chapman University, krage100@mail.chapman.edu Carissa Smith, Chapman University, smith426@mail.chapman.edu Dylan Bowman, Chapman University, dbowman06@gmail.com Madison Chapman, Chapman University, chapm125@mail.chapman.edu Rabah Habiss, Chapman University, rhabiss@gmail.com
School Level	Contact: (916) 751-6027 [Carissa Smith] <input checked="" type="checkbox"/> College/University <input type="checkbox"/> High School
Target Platform and Audience	PC and consoles, particularly Nintendo Switch. This game is aimed at players of all ages with a strong appeal to a casual audience due to the game allowing players to set their own pace. These aspects would fit well with the Switch. Nintendo's player base covers all ages and experience levels. The Switch's portability allows users to play the game in short, manageable chunks while on the go.
One-Paragraph Summary of Gameplay and Objectives	The player takes on the role of the protagonist, Sunny, who must collect "star shards" scattered around the woods outside of Raven's Ridge that attract monsters. In order to find the shards Sunny must solve puzzles and defeat enemies in turn-based battles. Gameplay is split into day and night phases. In the day, Sunny interacts with the townspeople to build her skills. At night, Sunny must find a specified number of shards per each level using those skills.
Key Features	<ul style="list-style-type: none"> • Compelling narrative and characters • Gameplay changes based on player decisions • Original pixel art and soundtrack • Tactical-based puzzles and battles
Thumbnails of Game Art	
Software Libraries and Packages Used	Ableton Live (plug-ins: Sforzando Soundfont Renderer, Mau5ynth, Ableton Grand Piano Pack, Ableton Guitar and Bass Pack, Ableton SessionDry drum kit, Ableton stock EQ/Limiter/Compressor/Reverb), Adobe Photoshop, GitHub, Microsoft Visual Studio, and Unity 3D Engine
Third-Party and Ready Made Asset Credits	On next page
Faculty Member Name & Contact Information	Chris Boyd, Chapman University, cboyd@chapman.edu , (657) 234-0027
YouTube Link	https://www.youtube.com/watch?v=iHiy6mtkxEo
Misc. Notes	N/A

Submitted by: Carissa Smith, smith426@mail.chapman.edu, (916) 751-6027

Name or brief description	Source (ideally both URL and creator's name)	If modified by team, explain how.
"Lunchtime Doubly So" font	Dafont.com, by Codeman38, https://www.dafont.com/lunchtime-doubly-so.font	
Ocean_meco.wav, waves sound effect	Freesound.org, by nandre59, https://freesound.org/people/nandre59/sounds/98862/	
SGM-V2.01.sf2, soundfont for composing music	Soundforge.net, by hegppm, https://sourceforge.net/projects/androidframe/files/soundfonts/SGM-V2.01.sf2/download	
HQ Orchestral sf2, soundfont for composing music	Newsground.com, by blackattackbitch, https://www.newgrounds.com/bbs/topic/1200140	

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?

The top technical challenges we encountered in this project were the dialogue system and turn-based battle mechanic. As we progressed with development, these scripts required increasing complexity based on what we wanted in the game. The dialogue, for example, started out as running through a set order of lines. Now, it can switch between different cases depending on Sunny's actions and the locations she visits.

How did the design evolve during development? What changed, and what didn't?

Our user interface has evolved the most during development. Our level design, art, and narrative have gone through minor changes for the sake of polish; however, the UI that helps the players to understand how to interact with their environment has gone through multiple iterations. This is reflected the most in our day action and battle menus. We have refined them through adding in descriptions and tweaking layouts in order to convey information to the player as clearly as possible.