

## Abstract

*Rewild* is an action-adventure game styled after old school dungeon crawlers, such as *The Legend of Zelda*. *Rewild* was developed over the course of four months with a team of five people. Given the topic "Save the Environment", our goal was to design, develop, and finish a game with this theme. We decided to depict the journey of nature slowly healing itself after a century of human neglect. Early on in our design we also decided to focus on creating a replayable experience, which led to us incorporating some elements from roguelikes, such as randomized dungeons and permadeath.

## Introduction

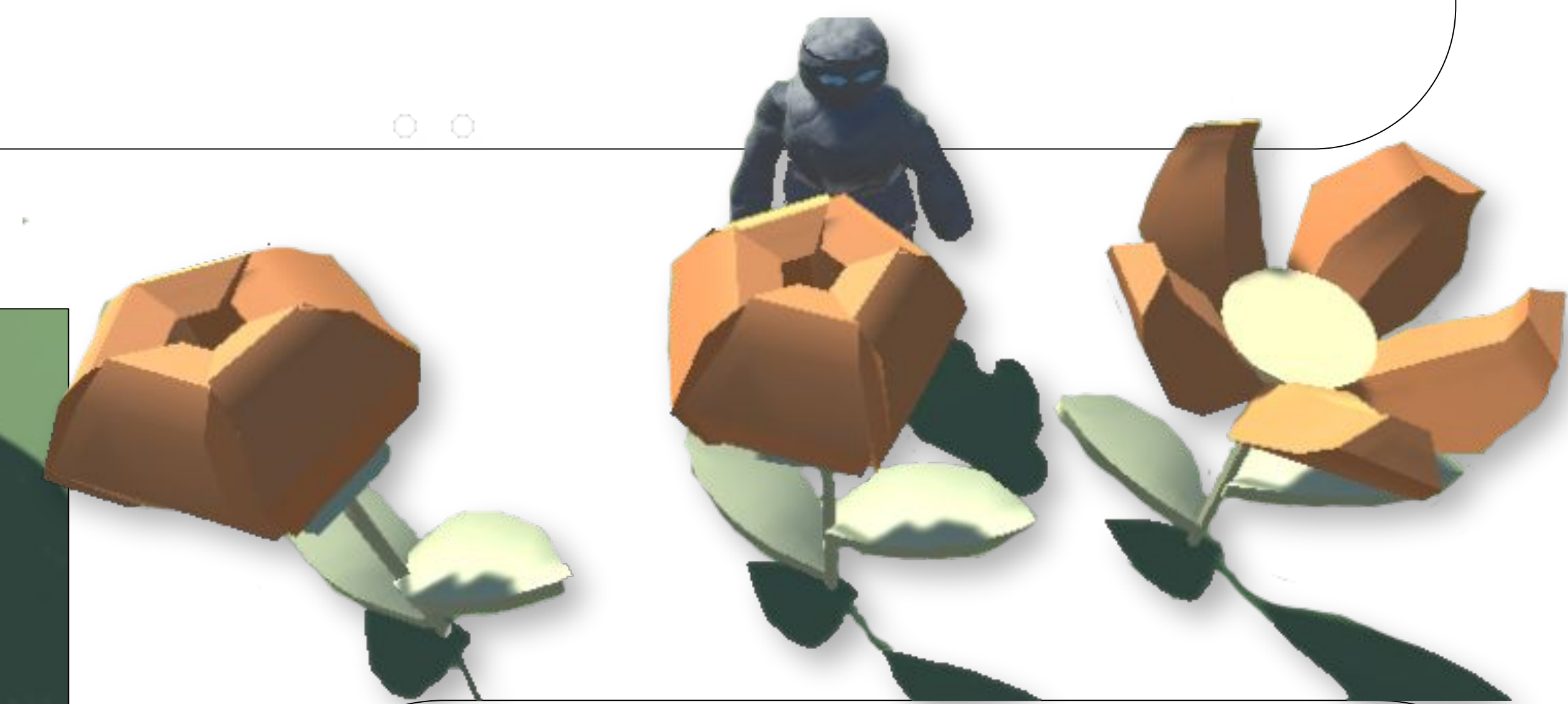
The player assumes the role of a stone golem exploring the now-polluted forest they live in, battling enemies as they try to save their environment and the animals within. Enemies drop orbs once defeated, which the player can collect to heal the forest and upgrade their character. The player has to be careful not to let their health drop to zero, or they will lose all of their upgrades and progress. Can you survive in the forest long enough to find out what's killing it?



## Results

While we succeeded in creating the game loop that we designed at the beginning of the semester, there were some elements we couldn't implement in the amount of time we had (such as multiple bosses, or unique power-ups for the player). There are also still many areas we think the game could be improved, both graphically and mechanically.

However, through playtesting and iterating upon prototype after prototype, we feel we were ultimately able to create a game that is both fun to play and gives the player a unique experience.



## Materials and Methods

*Rewild* was developed using these technologies:

**Game Engine:** Unity 2022.3.17f1

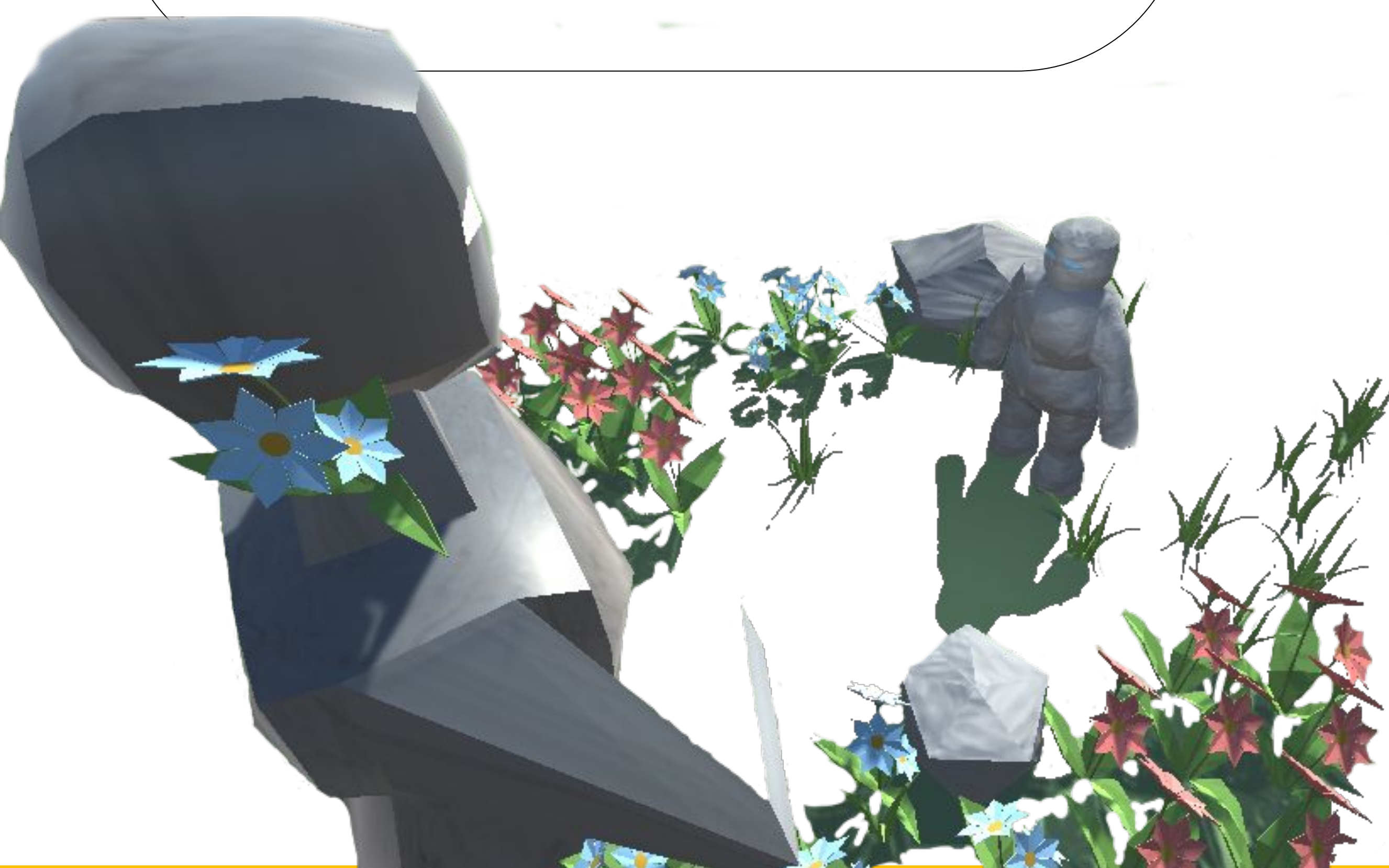
**3D Modeling:** Blender, Maya

**Coding:** Visual Studio 2022 (C#)

**Sound:** Audacity, Reaper

**Version Control:** GitHub

**Project Management:** Discord, Trello, Google Drive



Scan here to play the demo!