Alpha Presentation
ERP Kids: Wildlife Preservation

The Capstone Experience

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Project Overview

• 2D top-down wildlife preservation ranger RPG mobile game
• Highlights ranger work and daily life
• Informs users about wildlife preservation
• Showcases earlier Evolutio projects
System Architecture

*Communication flows both ways between systems*
Game Screenshot
Store Screenshot
Inventory & Task Screenshots

- Fence Repair: Fix the fence
- Pot Hole: Fill the pot hole in the road
- Fence Repair: Fix the fence
- Feed Elephants: Feed the elephants for the day

**Items:**
- Ranger can move around the preservation much faster
- x34
- x86
- x58

**Locations:**
- Road
- Green area

**Objects:**
- Rhinoceros
- Bike
- Tiles
**Dinokeng Reserve News**

**Poachers Caught by Ranger!**

Last night, a dangerous poacher was caught! The poacher was attempting to steal an elephant. Thanks to a ranger, the elephant is safe!

Rangers are an important part of keeping wildlife safe on Dinokeng Reserve.

As a thank you for saving the elephant, the ranger has been awarded drone footage!

Click the image to view the footage.
What’s left to do?

• Art and animation
• Music
• Visual and sound effects
• Game feel refinement and balance
• Additional content (story, map, and items)
• Playtesting
Questions?