

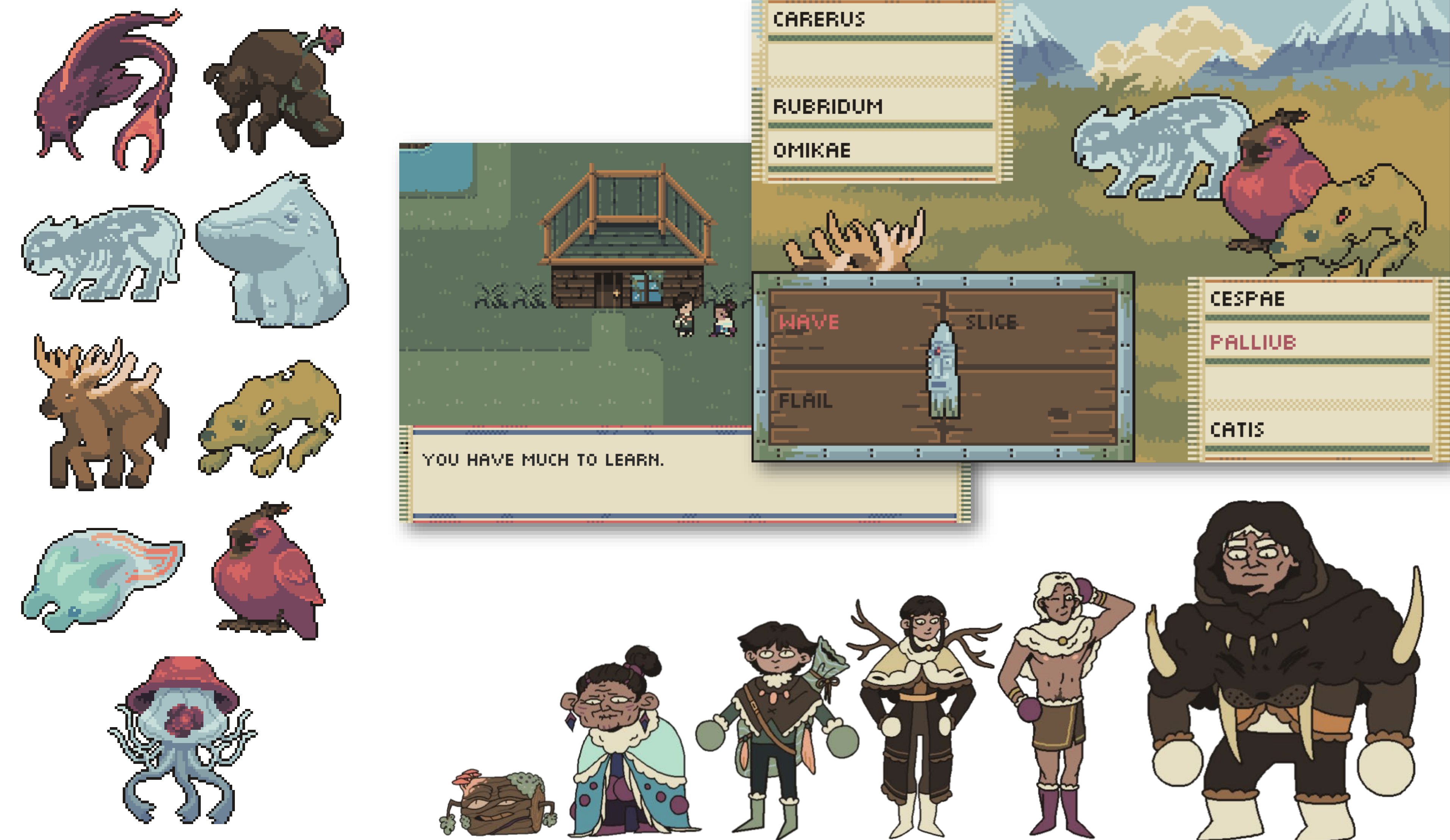


Rustymon (Team 5)

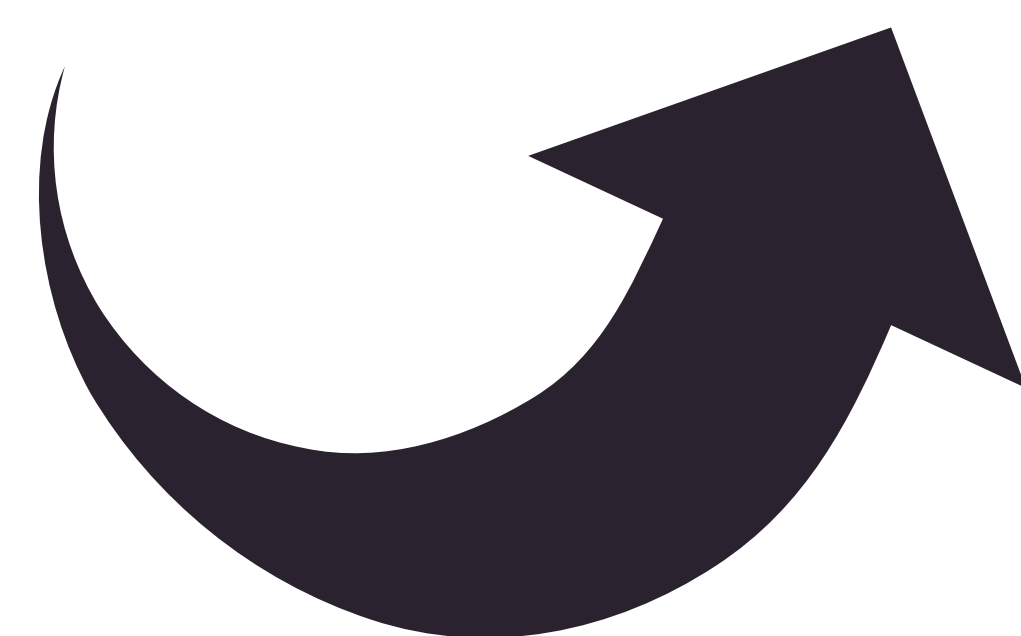
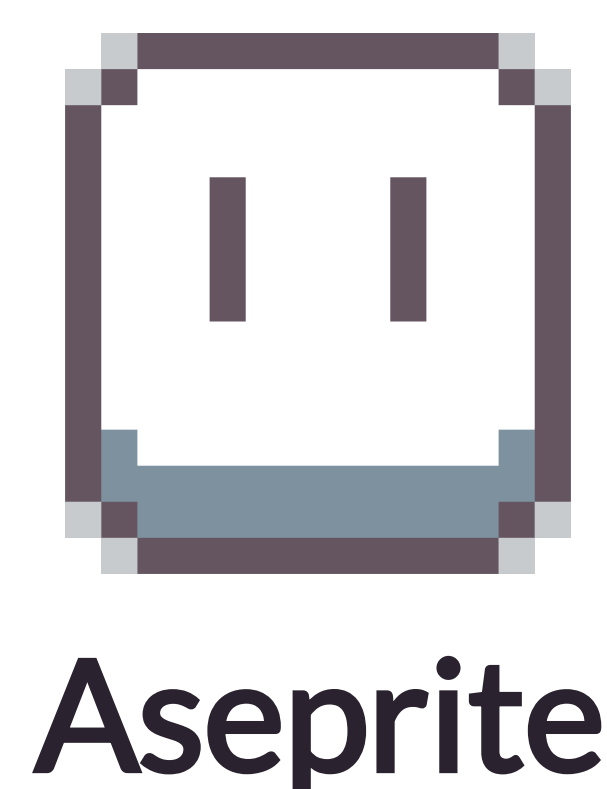
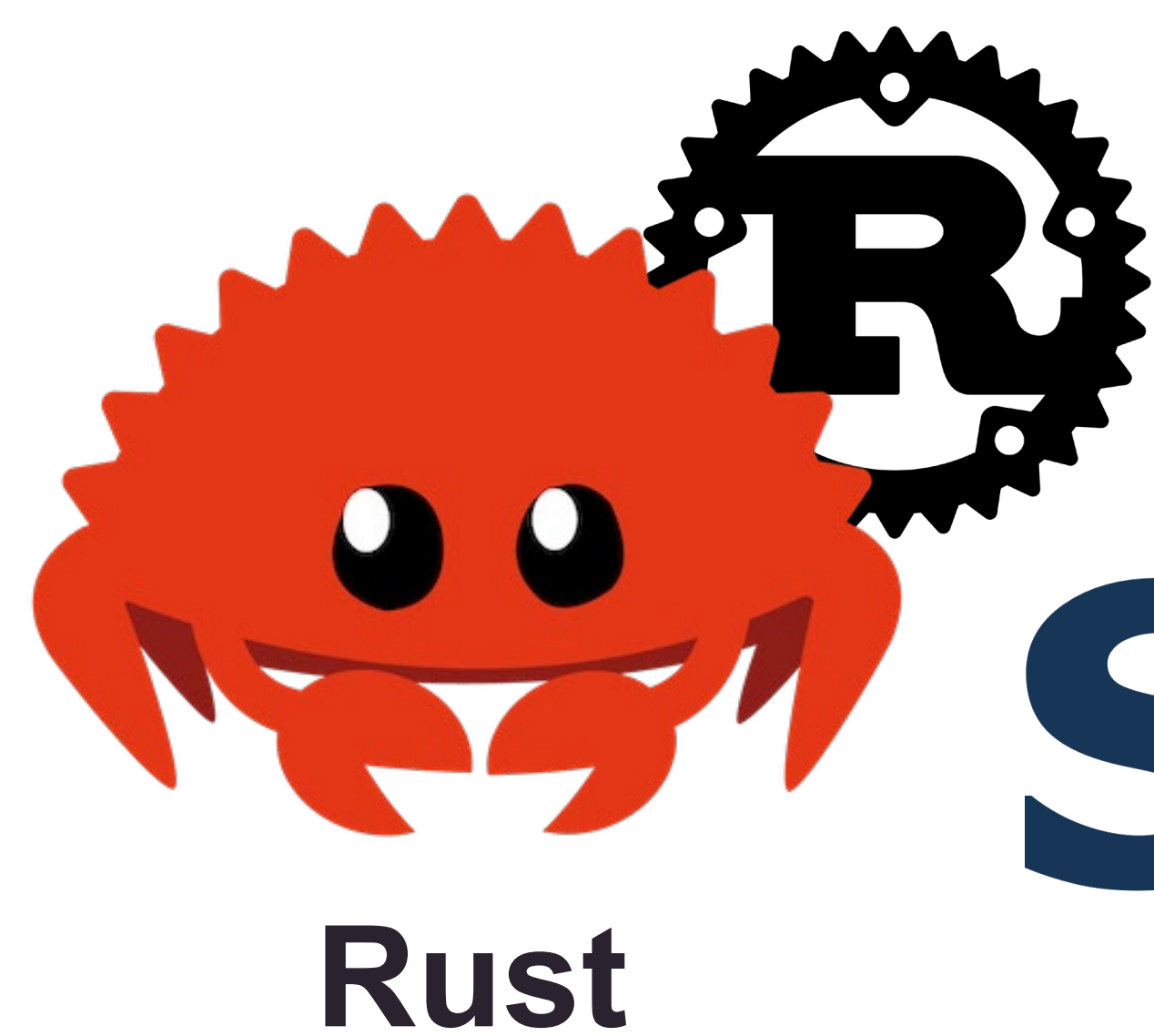
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Description & Purpose

- Rustymon is a 2D role-playing game where the player collects creatures called strays, with the goal to save the region from bad-actors.
- Our team had the desire to build out an entire game from scratch, including UI assets and foundational components.
- For fun! For ourselves, for the gaming community, for those interested in this style of video game.
- We now have a solid game-engine to build a more fully-fledged game on top of.



Design



Ethical & Intellectual Property Issues

Ethical Issues

- It may be unethical to "own" animals and make them fight each other, though our creatures are technically from the spirit realm and are not owned by the player.

Intellectual Property Issues

- The name of the game is reminiscent of Pokémon, as is some of the gameplay. As we add functionality (and change the name) we hope to distance our game from Pokémon further.