Project Overview

Development Team

Drew Sauer – Artist/Animator
Jivan Vergara – Programmer
Garrett Ward – Designer/Producer

Game Title

Terracian Trails: Profit Playground

Why Terracian Trails?

Many a world creator story begin with the meeting of earth(terra) and sky(tian), so as to illustrate the importance and possibilities that exist within both spaces. Further, it is within the space where these places meet that the story of humanity and with all other organisms have come to flourish and persist. Therefore, "Terracian", is a world consisting of vast skies and lands, iconic to the topography and setting of the Western genre. A vast frontier, reminiscient of the American Old West, awaits those who set out on a journey to the unknown, never come before these. As the itself just be a vast, unknown frontier, so too does life have many trails or paths to choose from. After spending time in the world of Terricia, no matter which path may be chosen by our players in their day-to-day lives, they will have the tools and skills they need to be successful.

Additional Interpretations of "Terracian Trails"

Evokes Western genre iconography:
Slight allusion to Oregon Trail
Art expectation of exploration
Playful alliteration
Multiple experiences,
Other worldly, yet familiar
Possesses an element of the unknown, yet familiar
Implication of continuation between two or more points of interest.

Why Profit Playground?

The player ventures around the town of Budget Branch, assisting each of our Red Ranger characters with their respective duties that support the well-being of the community.

Additional Interpretations of "Profit Playground"

Sets an expectation for free, yet guided play within structures developed with intention.
Communicates movement throughout a designated play space.
Informs that there is an element of financial education involved in the gameplay experience.
A place for play, fun and development of relationships.
Evokes the concept of "play with a purpose."

Synopsis

Terracian Trails: Profit Playground seeks to teach children, ages 2 and up, the base fundamentals of financial literacy through a series of engaging mini-games that support pre-literacy, memory, and cognitive development.

Gameplay Goals

Introduce the fundamentals of a functioning society's economy by presenting a series of professions, that serve as both the vital components of a functioning and the foundation for the complexities of commerce as it has evolved alongside humanity's societal systems.

Product Goals

Short Term: To be utilized by FCCU to develop, teach, inform, engage, and entertain their membership and externally of the FCCU ecosystem.

Long Term: To be utilized by FCCU to attract potential business partners who will participate in the formation of a CUSO.

Data Collection

Outside of any data collected by the device and tension upon which it is played, Profit Playground will not have any capabilities to collect user data, and therefore should be compliant with COPPA regulations.

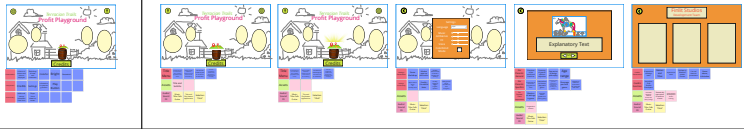
Developer Notes

Opening of Terracian Trails: Profit Playground

Component Details

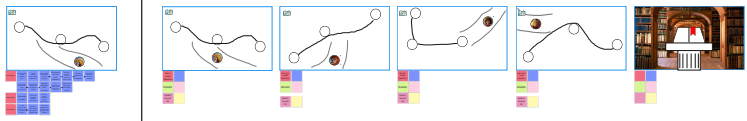
Frame by Frame of Interactivity

Title Menu

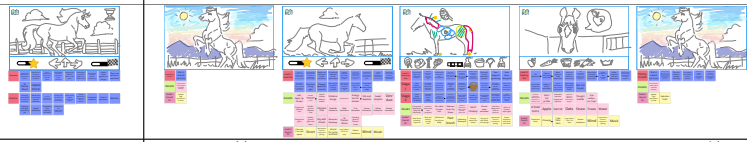


Map of Town for Selection of Mini Games

Character Specific Mini Map for Level Selection and Archive



Mini Game 1 Star Horse Caretaker



Mini Game 2 Penny Fruit Harvest

Mini Game 3 Buck Gemstone Miner

Mini Game 4 Marshall Money Assembly Required