Future of the Riverfront *Mockup*

Version 2
Art Assets and Other Updates

By Emmy Belloni and James Brink

The present...
Downtown Northfield, MN...

View in presentation mode to be able to click to see some of the intended interactions.

There are a few slides that are NOT part of the gameplay demonstration but do include mechanics information, so be sure to look through in non-presentation mode as well.

Click here to open the app!

Opening the app for the first time.
A brief tutorial/explanation is shown.

Welcome to Bridge Square! This part of downtown Northfield sits at a crossroads: will the Ames Mill dam be removed because of potential hazards and environmental impacts, or will it remain for its historic significance to the town?

As we sit at this crossroads, we have noticed a series of anomalies: glimpses into the future that we have named **confluences.** In order to understand what our future might hold, we want you to seek out these confluences and record the possible futures that they show.

Investigate confluences by getting close to them in the real world. Once you are close enough to a confluence, it will begin to react to your presence and you will be able to click on it to see a possible future.
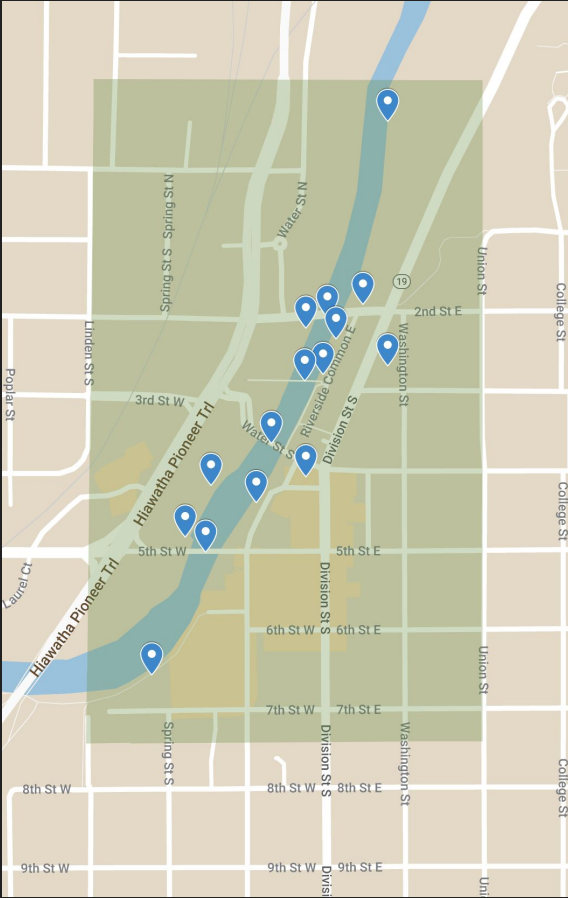
Your goal is to find as many possible futures as you can. To check on your progress and learn more about the futures that you see, open up your Book of Basins.

Good luck!

Begin!

Confluence Spawns

These 15 points on the map indicate the potential places where confluences can spawn.

When the game boots up, it should randomly pick 3-4 of the confluences to be "active", displaying on the map.

Once a player has cleared out all active confluences, the game will roll to spawn in another 3-4.

Since we do not want people accessing dangerous locations, the spawns will be limited to the ones that we have included on this map.

All gameplay takes place within the green rectangle that you can also see on the map. There should also be a message for players that have left that area, letting them know that the game only has content if they are within bounds.

The potential futures that a player might get to see are somewhat tied to the location of a confluence. For example, things tied directly to the dam only appear at confluences near the dam.

Player view upon starting the game. The game keeps track of your real-world location to see if you are close to a confluence.

Move in the real world….
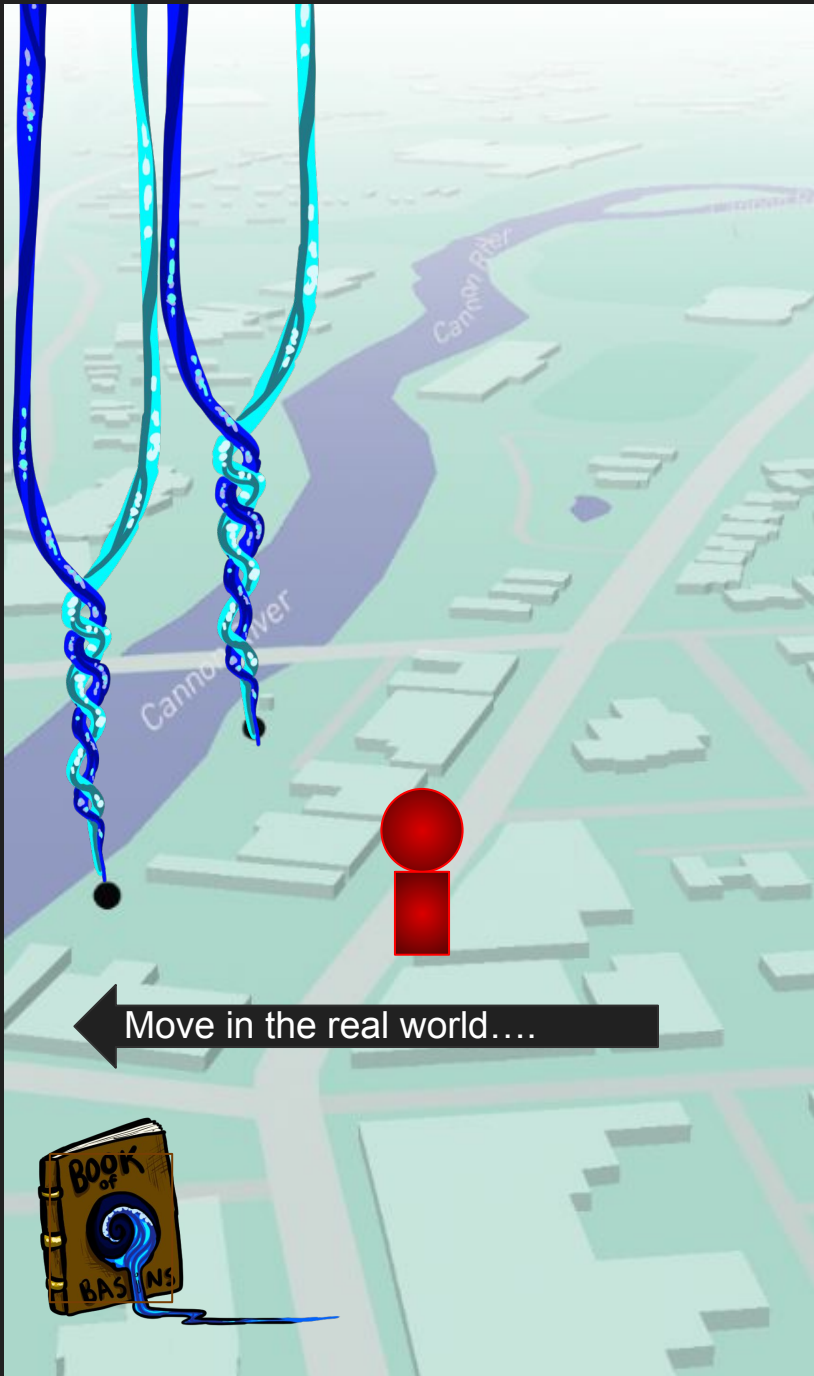
Player approaches a **confluence.** The confluence changes shape to indicate it can be clicked.
Player can also open the Book of Basins to see their progress.

Random futures

When a player clicks on a confluence, the game should pick randomly twice, once weighted and once unweighted.

First, it will roll for which category of future the player will see:

➜ Common (60% chance)
➜ Uncommon (25% chance)
➜ Rare (10% chance)
➜ Extremely Rare (5% chance)

Then it will pick randomly among that confluences list of futures for that category. (As shown in the confluences spreadsheet)

For example, if a player clicks on the Bridge Over the Dam confluence, the game will first roll and see what rarity they get. Let's say they get Uncommon. Then it will randomly pick one of the two Uncommon futures for that confluence: Breach or Northfield Moves to Higher Ground.

A glimpse of the future is shown

Player has the option to return straight to the game and keep searching or learn more in the Book of Basins.

In 2025, the dam on the Cannon River in downtown Northfield is removed. In 2026, a fisherman upstream of the dam catches the first rock bass there since the 1800s.

See entry in Book of Basins

Return to the present
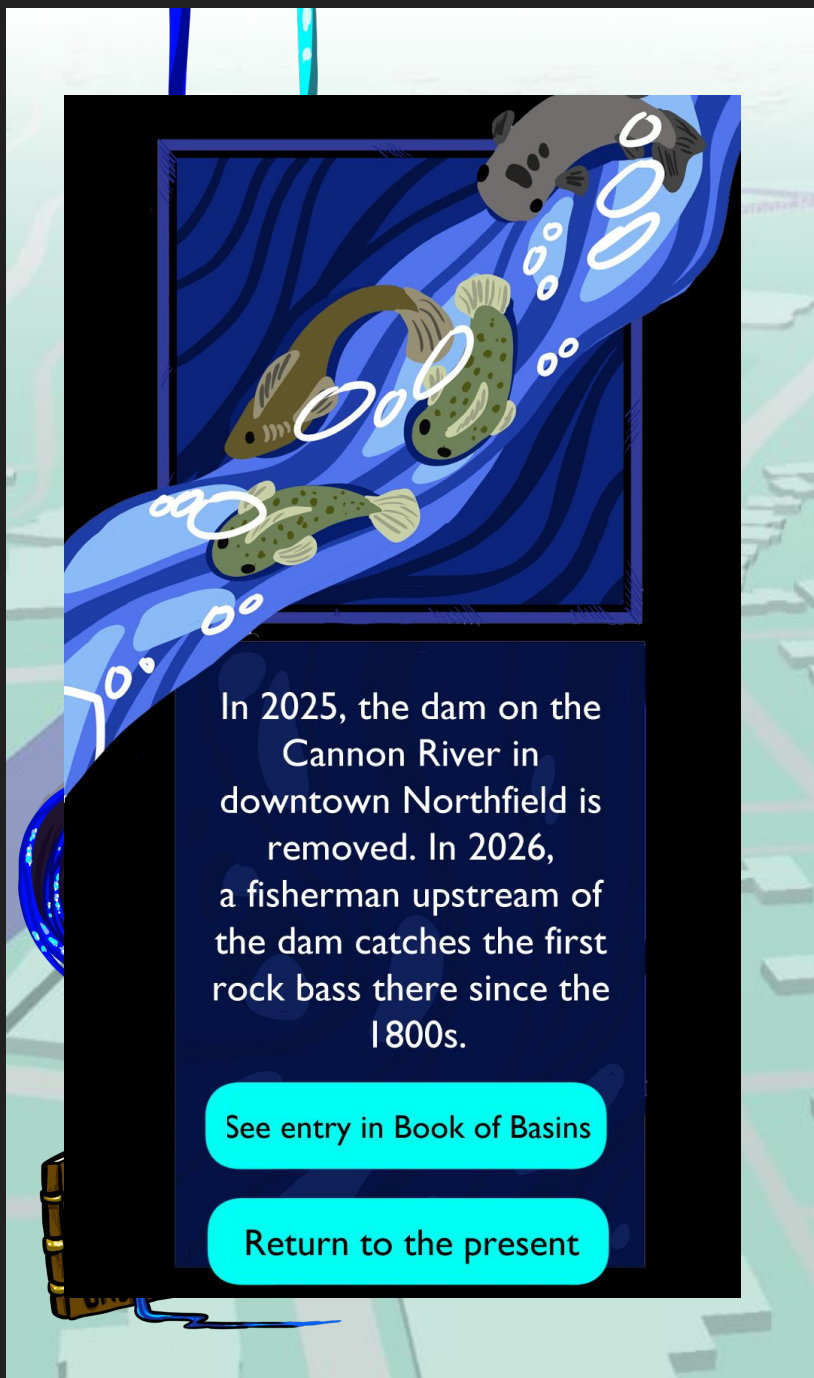
Confluence Traversed!

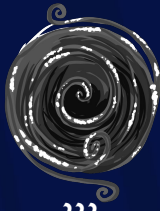The confluence is no longer visible on the map. It will respawn eventually.
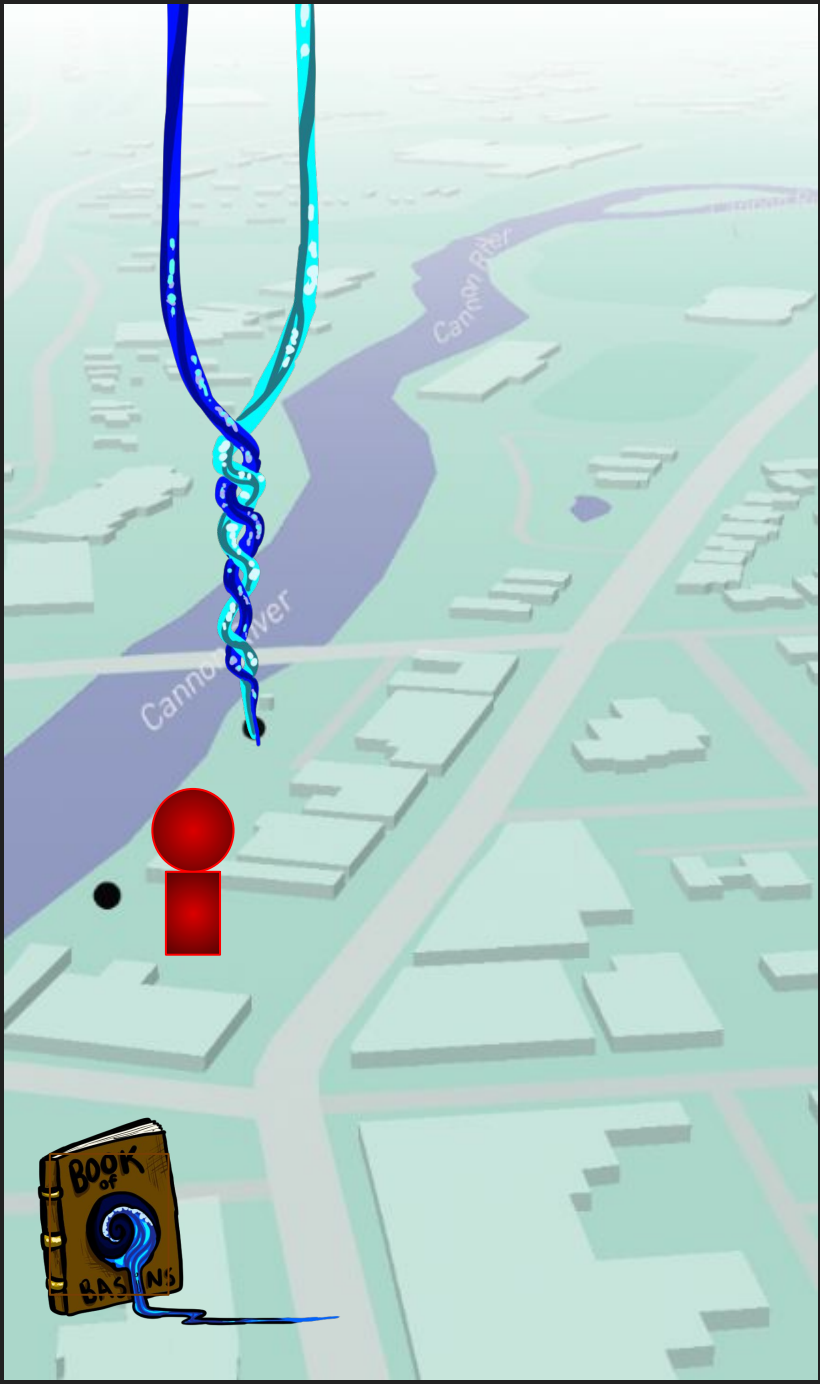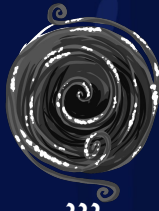
The Book of Basins (Empty)

The Book of Basins records the possible futures that you have seen by investigating confluences. Click on one of the futures that you have witnessed to learn more about how and why it might come to pass.
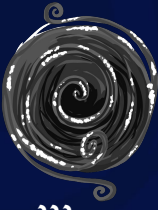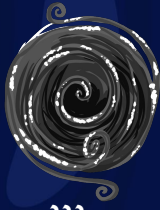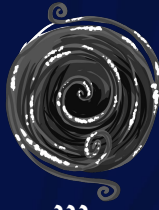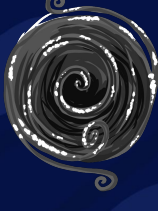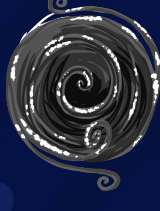
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The Book of Basins (Empty)

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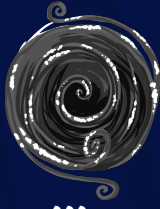
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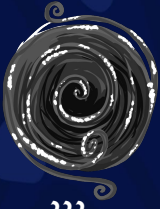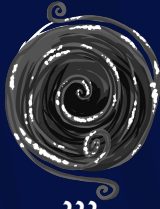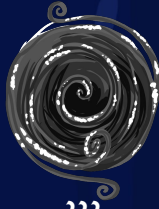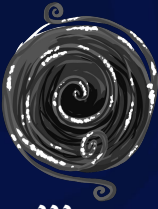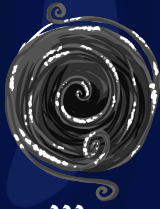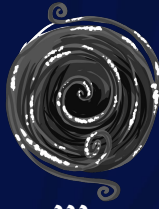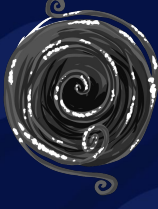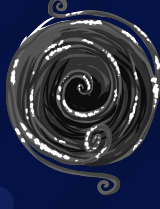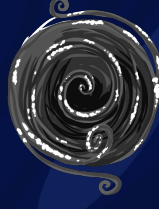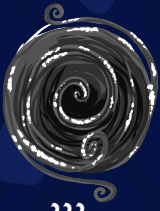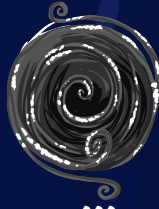
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The Book of Basins (One Entry)

The Book of Basins records the possible futures that you have seen by investigating confluences. Click on one of the futures that you have witnessed to learn more about how and why it might come to pass.
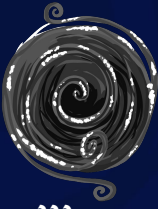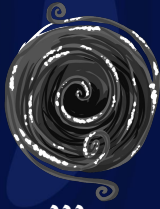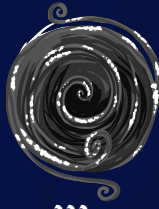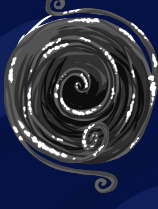
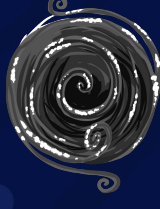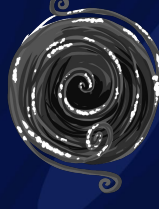Fish Biodiversity
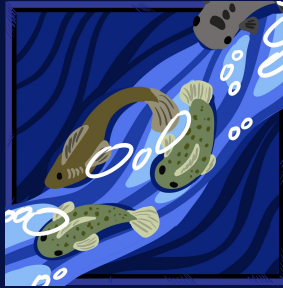
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Book of Basins Entry

Contains information on why the future is a possibility and sources.

Fish Biodiversity

Date: 2026 **Timeline:** Dam Removed
**Rarity:** Common

When dams similar to the one in Northfield are removed, the biodiversity of fish species increases upstream. Dams provide a barrier to the upstream movement of fish, so when they are removed, fish are able to once again travel past the dam, resulting in greater and more diverse populations of fish.

(Gelwicks, Simmons, and Thul, "Effects of the Vernon Springs Dam Modification on Fishes in the Turkey River, Iowa.")
("Cannon-River-Watershed-Overview-by-St-Olaf-Class-2004.Pdf.")

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Visual Identity
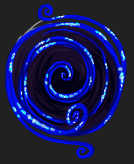
While artistic style for a final product can be flexible, we want to stress the importance of everything being grounded around water. We chose the term "confluence" for our wormholes because it is a term for the meeting of two rivers, and wanted the art and design to reflect the idea of the importance of water.

The font used for the mockups is Gill Sans, because fish have gills.

I designed a mascot for fun, she is based on the North American River Otter and she wears a Dwarf Trout Lily, which is a critically endangered plant native to the Cannon River.

The assets used in this mockup are mostly there as placeholders and to show how we wanted to demonstrate the importance of water and the river to this project.