

Project 2&3: Diagram & Flowchart/Timeline

Name of topic:

History of Animal Crossing

5 online resources

<https://www.fandom.com/articles/the-weird-and-wonderful-history-of-animal-crossing>

http://www.nintendolife.com/news/2020/03/feature_animal_crossing_a_brief_history

<https://goombastomp.com/history-evolution-animal-crossing/>

<https://www.wired.com/story/rave-animal-crossing-new-horizons/>

<https://www.theverge.com/2020/3/20/21185067/animal-crossing-new-horizons-nintendo-switch-news-review>

Animal Crossing has been around for awhile now, and is loved by many people. It is such a simple and fun game, where everything is pretty straightforward and everyday there is a task to complete. Every iteration of the different titles has significant graphical and technical improvements. It's a game that can help people express their creativity and show how they can design their towns/islands.

Outline 3 components of thesis

- 1) When did it first come out? Was it a big hit? The usual target audience for Animal Crossing is kids, but this year when the New Horizon trailer came out, it seemed like it was more for people who had grown up with the games.**
- 2) Animal Crossing is about a villager (you) where you're sent to a town/island to become the leader of it.**