|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Ending No.** | **Ending Name** | **Task Completion Order** | **Future State & Visual Setting** | **NPC State** | **Environmental Atmosphere** | **Possible Music** |
| 1 | |  |  | | --- | --- | |  | **Apocalyptic Future (Bad Ending)** | | **Pollution controlled last** Icebergs & forest handled too late | Dark skies covered in thick pollution, abandoned ruins, mutated monsters roaming the streets. | **Most NPCs are extinct, few survivors hide in shelters.** "You're too late... Everything is already over." | **Decay, destruction, and abandoned ruins** Constant lightning storms and volcanic eruptions. | **Heavy, low-pitched electronic noise** **Distant distress signals from survivors** |
| 2 | **Ecological Collapse (Broken Balance Ending)** | Forest saved first, but pollution & icebergs handled too late | Desertification spreads, dried-up riverbeds, extreme heat waves, and acid rain storms. | **NPCs struggle to survive in the harsh conditions.** "How much longer can we last? I don't know..." | **Barren landscapes, extreme climate effects** Intense sunlight and constant dust storms. | **Sparse piano notes with long echoes** **Occasional cracking sounds from dried-up ground** |
| 3 | **Pollution Not Fully Contained (Toxic Future Ending)** | Icebergs handled first, pollution controlled last | Industrial ruins with lingering toxic fumes, glowing bioluminescent water, mutated creatures adapting to the environment. | **NPCs wear gas masks, trying to adapt to pollution.** "At least we can survive… but the world is not the same anymore." | **Semi-industrial wasteland** Neon lights reflecting on toxic water, remnants of automated machines still running. | **Mystical electronic tones with mechanical noises** **Dripping water sounds with slight reverb** |
| 4 | **Transitional Future (Imperfect Balance Ending)** | Task order is not optimal but not extreme | Cities undergoing reconstruction, some pollution remains, weather gradually stabilizing. | **NPCs are rebuilding society, but challenges remain.** "We have hope, but there's still a lot of work to do." | **Mixed landscape: Some restored areas, some wasteland** Mostly clear water, but some contaminated regions remain. | **Soft orchestral background with occasional deep percussion** **Distant sounds of people working and talking** |
| 5 | |  |  | | --- | --- | |  | **Sustainable Future (Normal Ending)** | | **Pollution → Forest → Icebergs (Reasonable but not optimal)** | Lush greenery, clean streets, cities running on sustainable energy, slight remnants of past pollution. | **NPCs are grateful, humanity is rebuilding in harmony.** "Thank you, we can finally look toward the future." | **A futuristic city where technology and nature coexist** Buildings powered by renewable energy, clear skies. | **Smooth orchestral music with violin melodies** **Ambient forest sounds with wind gently passing through trees** |
| 6 | **Ideal Future (True Ending)** | **Pollution → Icebergs → Forest (Optimal order)** | Crystal-clear waters, harmonious cities blending with nature, vibrant wildlife flourishing. | **NPCs are thriving, civilization enters a golden age.** "You did it! The world is alive again, the future is saved!" | **Utopian environment, fully restored nature** Sparkling lakes, freely roaming wildlife, a perfect balance of futuristic design and organic elements. | **Light, uplifting string melodies with background bird songs** **Peaceful river sounds and rustling leaves** |