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IGME 689
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1. My Data set and why I chose it

I choose to use the NOAA's data set on how climate change is affecting global sea levels. I chose this set because this simulation seemed very doable and can incorporate some of the map sdk. For my simulation for the sake of viewing I increased the height of the water levels to an extreme degree, where it would take hundreds of years to actually reach the levels of my simulation.

2. Controls

For this simulation I have the regular camera controller so WASD to move, right mouse button for directional looking, and left mouse button to position displacement. In addition, I have a UI slider that will change the height of the water levels

3. How can I gamify this?

I have many different ideas on how I can gamify this type of simulation. The first being a world where the water levels are increasing significantly faster than our world. The player would have to navigate through the city before the waters catch up. I can see this game sort of becoming like only up or can be narratively driven.

Another idea I had for this simulation was sort of like a GTA type game but with the sea levels extremely high. In this game there would be new architecture, new and different ways to travel/navigate through the water. This type of game like GTA would be both an open world game that gives players complete freedom or a game that has a narrative to it.

Finally, the last game idea I came up with was like a multiplayer game shooting game like Splitoons but with the twist that the water is rising. So not only do you need to get rid of the enemy teams but also manage your position as touching the water would immediately result in your player dying.