Clean the Water Save the Planet.

3d model of a planet. You see plastic floating on the ocean and in order to collect them you use a net. Maybe you can implement an upgrade feature that allows the player to gather plastic quicker. Implementing turtles that you can save for bonus points. Upgrades for the waste filtering systems that doesn’t allow people to throw stuff in the ocean.

Mert Imput.

You start as a fish, sea lion etc. When the ocean was clean. The second level shows that pollution has become visible. Giving the player the perspective of the animals that actually suffer from this thing. You can become entangled in seaweed and other trash and it affects your gameplay. In the third level you are a sea turtle and you try to clean as much as you can but its impossible, the trash is too much to handle. You become entangled and you see the sea turtle slowly die.

Rares Imput upon Merts imput.

Instead of making a story about different creatures, we can make the player invest a lot more into the story by implementing a recurring character. The sea turtle starts as a baby on the shores of the pacific and you progress trough his life in every level. It is the same concept as above.

Vlad imput upon Rares+Mert input

Instead of 3 whole levels we can make an endless runner that shows what Rares has said above. You have 2 bars 1 hunger 1 hp, you eat to not be hungry and you steadily grow in size. When you have eaten enough you will become a teen and then grow into an adult. There is a timebox that shows the current age you live in and when you reach about 2015-2020 you wont be able to find as much food and there is only plastic that harms you on your way. From 2010 onwards the only food that you can find contains plastic or other waste.