Concepts:

1# Clean the Water Save the Turtles.

2# The misadventures of the Refugees.

3# Plant some trees, keep the Koalas.

1. Target Group: 14+

The game is about a baby turtle that has to survive the trash from the ocean. You start out in the clean ocean water, minding your own business and growing up. As soon as you reach adolescence the ocean begins to become riddled with trash, not much but it slowly becomes abundant. At adult-hood you live to see your once beautiful home, become a festering place for disease, trash everywhere, water is green. You become stuck and you die.

https://www.seeturtles.org/help-save-turtles

1. Target Group: 18+

You are a Syrian refugee trying to escape Turkey and Bulgaria and all of the eastern part of Europe. Join the merry band of refugees in their quest to reach French. You will encounter the daily struggles of an average refugee. Shortage of food, no place to really rest, no place to call home. This game is here to allow the people that don’t know what’s happening to truly feel the experience and hardships a refugee has to go through.

https://helprefugees.org

1. Target Group: 14+

The games objective is to save koalas from the burning wildfires in Australia by having the opportunity to extinguish said fires and potentially replant burnt down trees. As time progresses more and more fires will appear and spread and it will become harder for the player to aid eventually leading to the forest burn down. The closing screen could be a warning message to take responsibility.

[www.savethekoala.com](http://www.savethekoala.com)

We chose 1# because it was a more appealing subject to all of the party member, and right now it being one of the more pressing matter on earth, water pollution and waste are a real problem right now, not only underwater but on land as well.

We came up with different concepts about how we want to tackle the subject.

* 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.
* 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 it’s impossible, the trash is too much to handle. You become entangled and you see the sea turtle slowly die.
* 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 through his life in every level. It is the same concept as above.
* 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 won’t 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.

And in the end we chose what has been said above, the game follows one sea turtle through his life.