YOUNG CODERZ
GDD
Mission To Survive Game

GAME ANALYSIS

The game is about saving the Earth from non-renewable resources. Its mechanics and the flow of colors make the game enjoyable. The game focuses on making people aware of the dangers of climate change and to make people use solar energy and the example of using solar energy (that is used numerously in the game) is using solar panels.

EMENT

The game's name is Mission To Survive, it is available on android. The game's main idea is to save Earth from a bunch of enemies and completing missions to decrease the amount of pollution in the Earth's atmosphere and to increase the number of houses that use solar panels.

STORYLINE & CHARACTERS

Once upon a time, the Earth was normal until a breakout of enemies started attacking Earth, polluting it terribly. Earth decided to send its companion, Eco Earth, on a mission to save it from the non-renewable resources that are polluting it every second.

Character	Description	Characteristics	Misc. Info
Eco Earth 	Eco Earth is a miniature figure of Earth trying to save the Earth we are living in It is a Playable Character.	Eco Earth fights with. It has 1 live. Eco Earth tries as much as possible to hold the non-renewable resources away from Earth not to pollute it even more.	Companion for Earth.

Player Experience

Firstly, you will be greeted with Screen 1, the “Play Screen”. You will see a video (created by the animator, who is also writing this document) that will make you somewhat understand what the game is about. When you click ‘Play’, you will be redirected to Screen 2, your first mission. You are supposed to kill the enemies (Coal) using your companion, Eco Earth. Once you kill 3 enemies, you will be redirected to Screen 3, a photo of the Earth smiling at you for completing Mission 1. After you click ’Next ->’ (which can be found at the right bottom corner), you will be redirected to Screen 4, where you must save an entire city from more than 3 enemies. After that, you will be redirected to Screen 5, you will see Earth smiling with more solar cells implanted on it. After you click ’Next ->’ (which can be found at the right bottom corner), you will be redirected to Screen 6, where you must save the entire planet. Since the outbreak got way worse than before, Eco Earth (you) will be having much more trouble trying to finish off these enemies. After finishing this last mission, you will be redirected to Screen 7, where Earth has been cured... Not entirely. Screen 8 will tell you about how people could reunite and save Earth from the bad non-renewable resources and show you the good ending where the sun will rise, and the Earth will be healthier than ever if you survive. Remember, you only have one life.

Game Objectives & Rewards

Rewards	Penalties	Difficulty Levels
Gaining score points	Every time you kill 1 Coal, it will reward 5 score points.	Screen 2: Level 1 Screen 4: Level 2 Screen 6: Level 3

Gameplay Mechanics:

Character Attributes	
Character	**Movement Abilities / Actions Available**
Eco Earth	Click on Eco Earth's Picture to shoot Coal
Game Modes	
Level 1: Easy Level 2: Medium Level 3: Hard	Level 1: Fight 3 Coal Level 2: Fight more than 3 Level 3: Fight more than 3
Scoring System	
Points/Coins/Stars/Etc.	**How it's Awarded & Benefits**
Score (points)	When you kill 1 Coal, you gain 5 score points

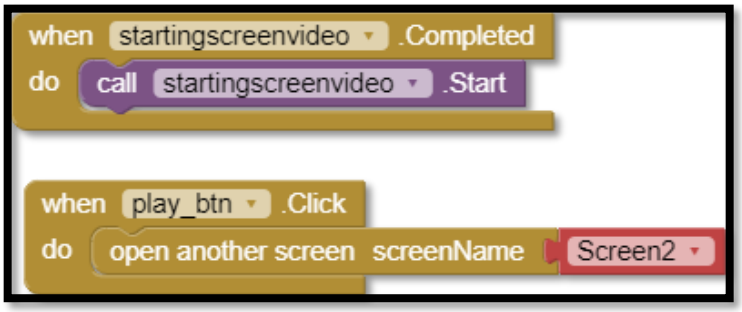
Level Design:

Committed on git hub

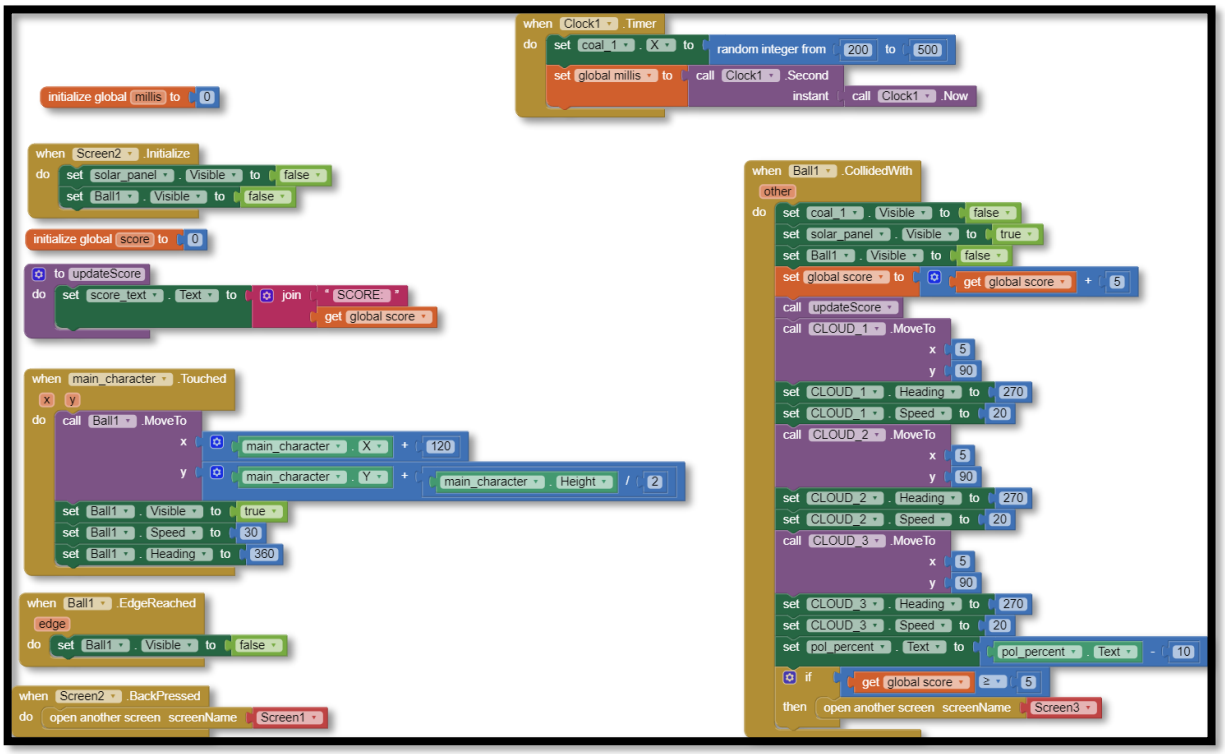
Levels	
Level 1 	Level 1: Fight 3 Coal
Level 2 	Level 2: Fight more than 3
Level 3 	Level 3: Fight more than 3

Code:

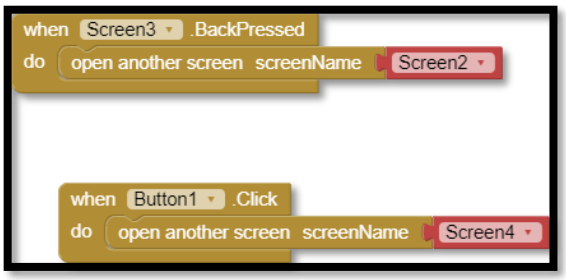
Screen1



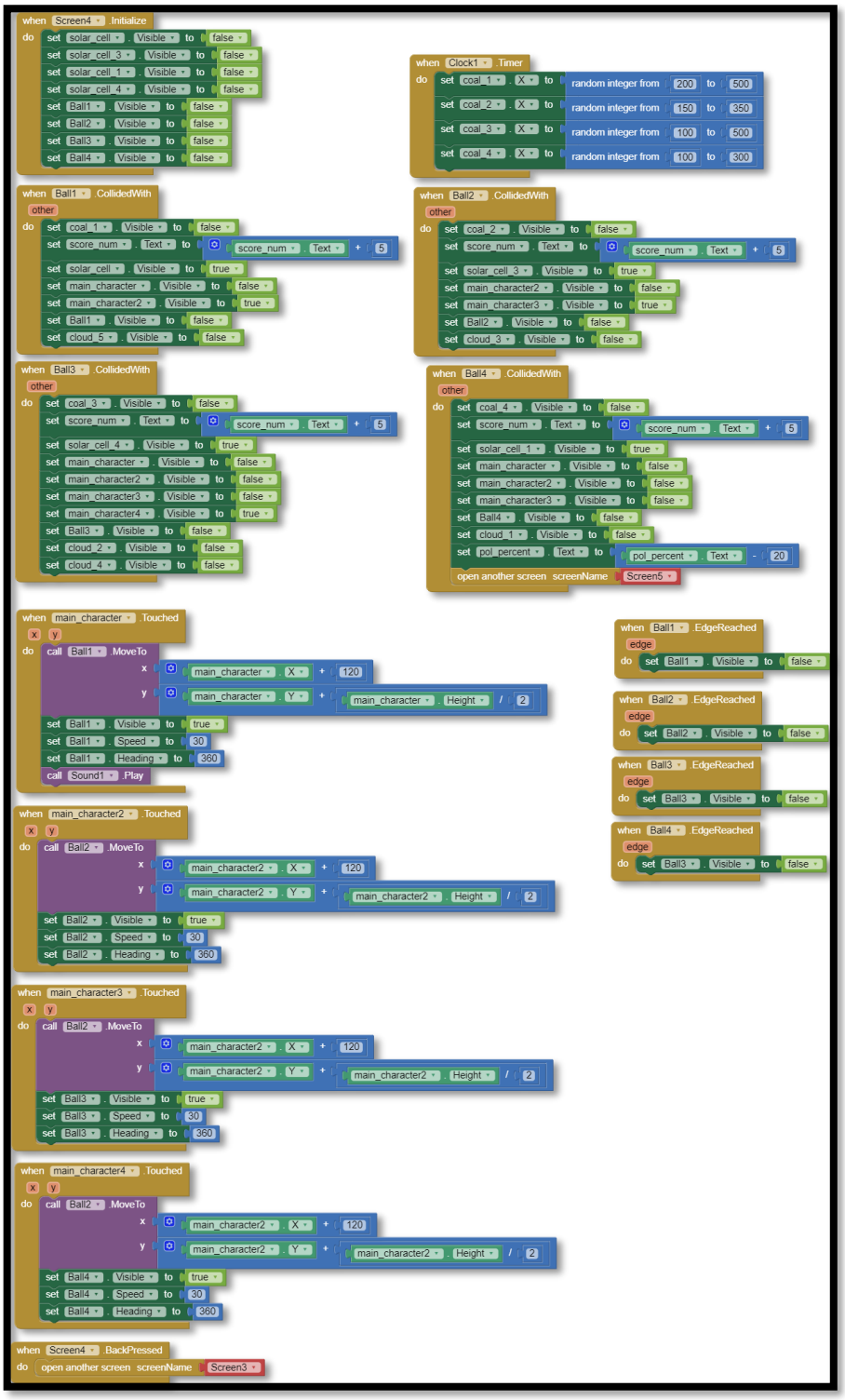
Screen 2



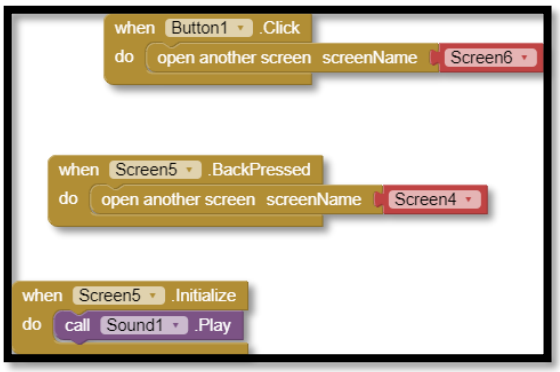
Screen 3



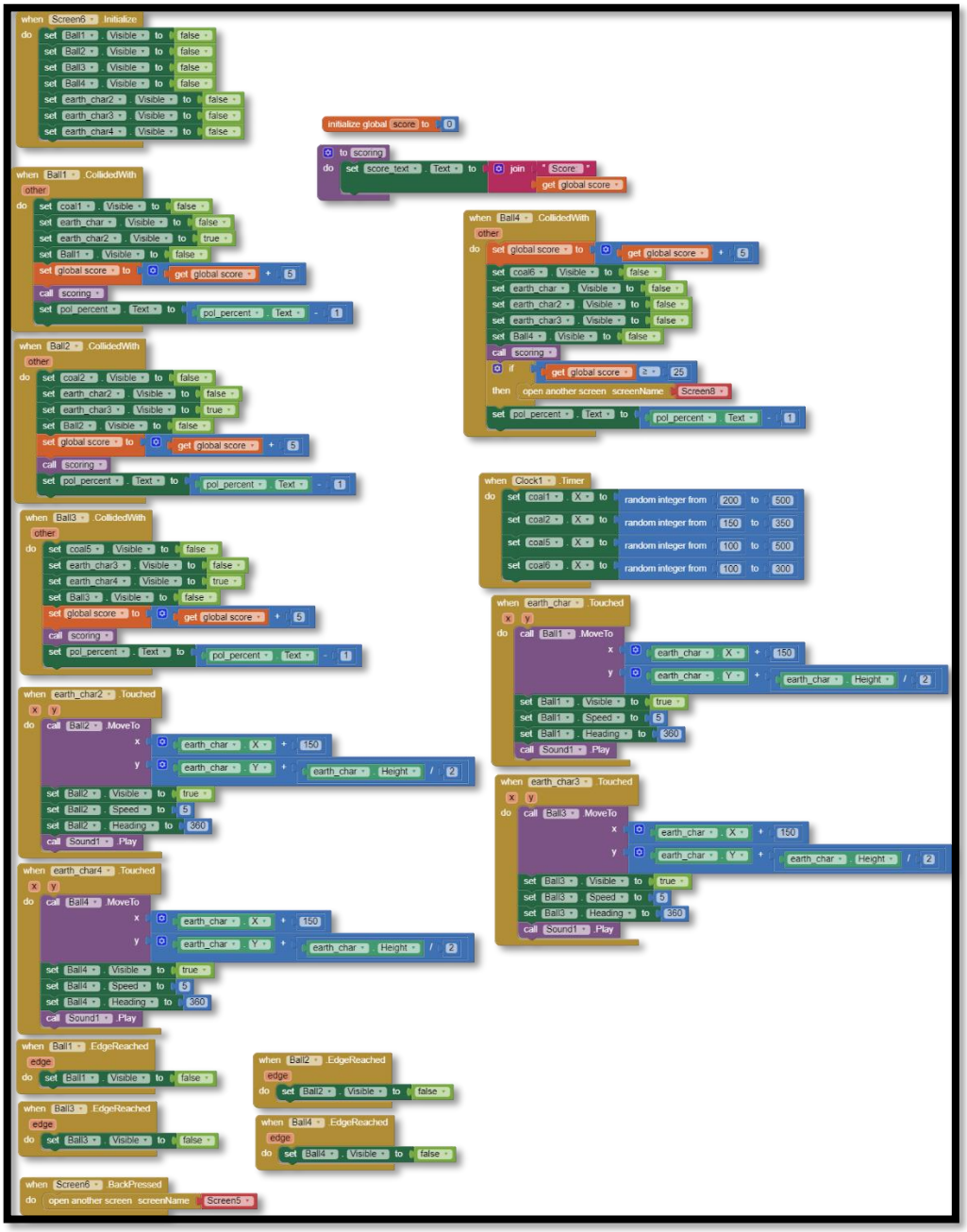
Screen 4



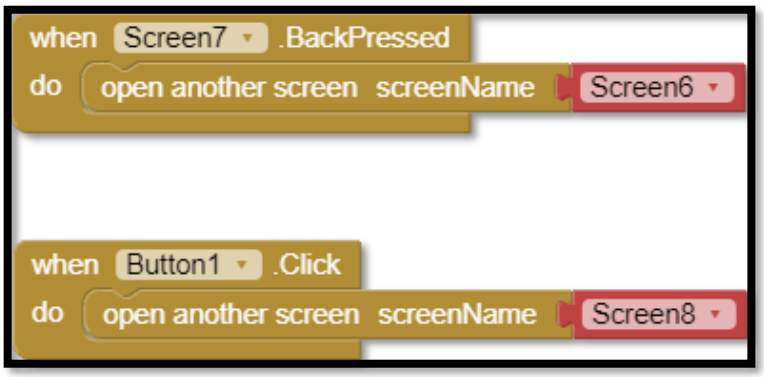
Screen 5



Screen 6



Screen 7



Screen 8