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Scene 1

‘A news shown from a TV that the world have reached 3 degree celsius increase in temperature (like a running text at the bottom of the screen)’**SAYID**

*TV Narration: The world is reaching its final days everyone*

//Scene 2: Shows a scorching red of fire that engulfing the entirety of kalimantan’s rainforest

*TV Narration: In just 25 years, we have bring upon this*  
  
//Scene 3: Shows a family that is malnutrition (extremely skinny) moving out from their homes due to rising sea level (Preferably jakarta)

*TV Narration: This nightmare that will befall all of us*

//Scene 4: Shows a chaotic demonstration the people of indonesia to its government due to economic instability, food scarcity, and livelihood

*TV Narration: It is with saddening heart that I say*  
  
//Scene 5: Pure black

*TV Narration: Goodbye to everyone*

….

//Scene 6: shows a ceiling of a lab

*???: Ah, You have woken up!*

//character 1: A robot that is trying to simulate the world using VR, understanding, and is undeniably genius. (HE IS AN AI DUH, Still have no names)

*???: So… How is the simulation?*

//Scene 7: Shows a lab full of computer

*???: What are the things that you see?*

*Player name: It was terrible, the forest was burning, the sky was almost pitch black, the people were suffering, and the world was basically ending*

*Player name: …*  *It is NOT good*

*Player name: Why did you make the story so depressing?*

*???: What do you mean by story?*

*???: What you have seen is climate change. These changes are happening even right now as we speak*

*Player name: what do you mean by climate change?*

*???: You know how it feels hotter each year? This is what we call global warming, the warming is happening because humans have been abusing and increasing the output of greenhouse gasses.*

*Player name: And WHAT is greenhouse gasses?*

*???: Greenhouse gasses are the gasses in the atmosphere that absorb the heat from the earth and then reflect it back into the earth, thus making it warmer, since the heat cannot escape.*

*Player name: Wait, wait… this is too much information for me right now*

*???: In Conclusion. The world could end up dying from human activity just like the simulation*

*Player name: THAT what makes it even more depressing*  
  
*???: Well, the main point is that this VR should make people more aware of the danger of climate change*

*???: Climate change are a very real and imminent thing*

*???: This phenomenon are caused by human activity, my team are trying to prevent this from happening*

*???: So, what do you say about joining our operation now?*

//Options: Yes or No

if yes: Then continue with the story

if no: Either shows a scene ending where the world literally died off, or just adds a narration where the player are forced to join in.

*Player name: Well i don't have any choice after witnessing all that now, do I?*

*???: That's exactly what I want to hear, partner!*

*???: can*

//Scene 8: A powerpoint or at least a introduction for the RECHARGE

*???: As you know, our R.E.C.H.A.R.G.E operation is a specialized movement that aims to decrease this climate change, with our target being a stable 1.5 degree* celsius *increase*

*Player name: why 1.5 degrees* celsius *though?*

*???: with 1.5 degree* celsius *increase. We could sustain earth and all of the living beings in it*

*???: This may seems like an easy goals, but at the moment we already at 1.1 degree celsius so there is not much room left, nor is there much time left*

//Scene 9: play the exact scene 7, but with the (???) character pointing at the player

*???: Which is why we need YOU, yes you (insert player name) to help us reach that goal*

*Player name: How can I. Does a single person bring any change?*

*???: It always start with one person, and if even just half of the human population do it, then nothing is impossible*

(The player pondering to themselves)

(Should I really do this change that may hinder the convenience of my daily life?)  
  
(But if it means that I can change the future from that nightmare. It may be worth it)

*Player name: Sure! I’ll do it!*

*???: That's exactly what I want to hear, partner!*

*???: Well、 first*…

//Scene 10: Shows the R.E. part of the R.E.C.H.A.R.G.E operation

*???: R.E. is called the Renewable Energy, as the name suggests, these energy should be unlimited. These energy also reduce pollution, and have multiple other benefit*

*???: We need to enforce the paris agreement to increase the use of renewable energy*

*Player name: And what can we do to enforce this?*

*???: Well, we can do multitude of things*

*Player name: Such as?*

*???: First, we can raise public awareness by advocating green and renewable energy, then we can also supports multiple projects that aim to create more renewable energy*  
  
*Player name: Is that all?*

*???: No! We can help by supporting any research and development for renewable energy, and finally we can also keep track of government commitments and actions related to the Paris Agreement. Use social media, petitions, and public forums to hold them accountable*

*???: Well? what do you think? There are a lot of ways for us to do such a change, yeah?*

*???: Okay then, shall we do this operation first?*

//Option 2: Yes or No

//Game 1:

There is a charge that will need to be filled (each point consist of 33%)

The game is that of connect the dot, we connect all the problem into the solution (simple yeah?), Public awareness connected to public ignorance to climate change (or something i dont really know), Advocation for project and research connected to lack of innovation, News research connected to misinformation about climate change. (You can also make some short compliment for each time the player connected the dot, eg: when the character connect public awareness to the ignorance the robot will say stuff like ‘now people know more about these things’, etc)

At the end of the game the robot will says something like ‘Good job, now we have done our first work, partner!’

after the game then shows the cutscene:

if Yes: Shows Scene 11 (the player doing public speaks to increase public awareness with the scientist in the background giving away pamphlet), Scene 12 (The player and advocating for projects and researches), and Scene 13 (The player opening news source from their computer with multiple tabs open about any project and policies that are connected to the renewable energy)

if No: Shows the same ending scene, OR again. just force them with a funny narration where the player CANNOT refuse

//Scene 7: back to the laboratory with the computer

*???: Good job partner! thats a solid work if i say so myself*

*Player name: yeah… I don't even know if we have made any impact*

*???: Oh, don't be discouraged, we have made quite a big impact*

//Scene 14: Shows Data: (This graph will be replaced with the homemade version)

//Scene 15: Shows 3 image of the jakarta night sky with the next image more clearer than the one before, OR shows how a 2.1 degree celsius rise affect the world compared to 3 degree celsius

*???: As you can see, just by using these renewable energy we have decrease the expected temperature rise from 3 degree celsius to a mere 2.1 degree celsius*

*???: But partner, this is not enough to reach the 1.5 degree celsius that we aim to reach*

*Player name: You're right. So, what is the next step for me to do?*

*???: Well we can begin on the second part or R.E.C.H.A.R.G.E*

//Scene 16: Shows the C.H.A.R part of R.E.C.H.A.R.G.E

*???: C.H.A.R is what we called as Carbon Harnessing and Reduce*

*Player name: And what does that even mean?*

*???: Carbon Harnessing is capturing the carbon that are already polluting the earth, and making use of them*

*Player name: How do we use them? Do we make stuff from this pollution?*

*???: We can either capture them and storing them underground, or we can reuse them in industrial production such as creating fuels, and building materials*

*???: And of course we can't forget the important reducing part of it*

*???: So, what do you say? Are we going to do this now or what?*

//Option 3: Yes or No

//Game 2: Point and click:

The scenario is filling a charge (like the name suggest DUH), each scenario is 20% so by the end it will reach 100%

Scenario 1: daytime in a room, the player are supposed to flick the lightswitch to turn off the light

Scenario 2: Going out, this shows a bus stop and garage, the player are supposed to click the bus stop

Scenario 3: Reducing the meat (ayo? pause), this shows a meat on a weight scale,and a calendar that highlight a week, the player are supposed to reduce the meat which is at the start is at 2kg, and reducing it until it hit 0.7kg (the healthy standard)

Scenario 4: Plant the tree, This shows an empty lawn, and shows a tree seed (inside a sack), a compost, and a watering can. The player are supposed to click the seed, the compost, and the watering can in that exact order

Scenario 5: Recycle that trash, This shows a trashcan and some (3-7) trash that are outside of the trashcan, then the player are supposed to click the trash and click the trashcan so that the trash will be inserted into the correct trashcan, (plastic into the plastic box, glass into the glass box, etc)

Again at the end the bot will give out some compliment ‘there goes the carbon that we hate so much of’

after the game then shows the cutscene:

if Yes: Shows Scene 17 (The player and ??? are saving electricity), Scene 18 (The player and ??? using public transportation), Scene 19 (The player are reducing his meat dietary), Scene 20 (The player and ??? are planting trees), Scene 21 (The player are recycling trash)

if No: at this point you already know what to do

//Scene 7: back to the laboratory with the computer

*Player name: Wow. I can already feel the change, have we reached our goal?*

*???: Congratulations, we have completed the 1.5 celsius increase!*

*???: Now we have ensured the future of earth! How delightful!*

*Player name: Wait, what about the G.E. part?*

*???: Now we are entering the G.E. part*

//Scene 22: G.E. Introduction

*???: Obviously, with the change we have brought. It will only go away if we don't take active part in Global Engagement*

*???: Now, our role is to be active in any communities and keep ourself being the center point*

*???: So what do you say, partner? ready for the last, long and tedious dance?*

//Option 4: Yes or No

//Game 3: flip the card

This also have a charge with each scenario consisting of 25%

Scenario 1: ‘JOIN THE COMMUNITY’ - Shows 20 cards that are randomized (these cards are filled with organization name), the goal is to find the same one.

Scenario 2: ‘MAKE THE WORLD GREEN’ - Shows 20 cards, that randomized (these cards are filled with trees and the biome that they should be planted on), the goals is to find the correct tree for the correct biome (you can show which one will be paired to which by adding the example beside the cards)

Scenario 3: ‘CLEAN THE WORLD’ - Shows 20 cards (again at this point i don't even need to classify this ig), the cards is filled with trash type (toxic waste, Recyclables, Solid garbage, Domestic wastewater, municipal solid waste, hazardous waste, industrial non-hazardous waste) the goal is to find each trashcan that have the same colour as the type of trash (you can choose, eg: toxic waste, this signified that the trashcan is colored green, etc.)

Scenario 4: ‘TEAM WORKS MAKE THE DREAMWORKS’ - shows 20 cards, these cards consist of 10 nations and 10 biggest problem, here are the biggest problem (USA - Extreme weather events, China - Air pollution, India - Clean water scarcity, Indonesia -Rising sea level, Australia - Bushfire, Russia - Permafrost thawing, Brazil - Deforestation, European Union - Heatwave, Canada - Melting ice, Niger - Rising temperature)

The Bot yet again are praising the user for completing these events something along the line of ‘Being a team player always work better than being alone, yeah?’

after the game then shows the cutscene:

if Yes: Shows scene 23 (the character and ??? making a new community), Scene 24 (The community activities such as planting tree, recycling and cleaning big mess of trash)

if No: The world regresses into the former chaos since there is no one actively trying to keep these changes, the world END (what a surprise), Or again. just force the player

//Time skip into 2050

//Scene 23: Shows scene 1 again, but now the world is much more healthier

*TV Narrator: Good morning world! What a beautiful planet that we live in*

//Scene 24: Shows a flourishing green and lush forest of kalimantan, but make it more green

*TV Narrator: With how the world are right now*

//Scene 25: Shows a happy family going to the zoo

*TV Narrator: It would be a miss if you don't go out and see this beautiful earth*

//Scene 26: Shows a magazine with the player as the cover of the green movement or maybe TIME magazine (obv don't include the word TIME since we don't have the license)

//Scene 27: Transition into the character looking into the city from afar (better make it smooth, you can either make it into 1 video so that the transition is smooth or idk)

*TV Narrator: So everyone, Go out there, explore and have fun!*

*???: So… how does it feel helping and becoming the hero of the earth?*

*Player name: I gotta say... It does feel refreshing, but also a surprise, who would’ve thought that my small action have such big impact*

*???: It always start with small steps to traverse a large land, you can even cover an entire mountain with those small steps*

*Player name: Yeah… and I have to say thanks to you for bringing me to this point*

//Scene 28: The ??? are looking straight into the screen as if looking at the PLAYER instead of the character ‘player’

*???: So, Will you do your part starting now?*

//Option Final: Yes

END

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