Game Proposal

Group:

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Game Concept:

A platformer where a player plays a conservationist trying to save the well-known fauna of Indonesia while navigating the dangerous terrain of Indonesia.

Objective:

Create awareness in players about which fauna in Indonesia is important in an engaging manner.

Game Description:

There are 3 levels representing Sumatra, Java, and Kalimantan. On Sumatra, the player has to save the Sumatran Tiger, on Java, the Javan Rhino, and on Kalimantan the Orangutan. Each level has hazards that the player has to navigate through under a timer. Each level becomes progressively harder to navigate. The animals are spread out throughout the levels and the player has to collect all the animals in order to pass a level.