3d models

Hazards:

Oil barrels with pool of oil – oil barrel

Searchlights – A high lamp on the shore

Environment:

Factory – looming over the cove. Big and high

Pipes – 6 big pipes that pump the waste into the sea.

Pipe cover – separate model, can be animated with code to close the pipe

Above water:

* Tree
* Stones (different sizes, also for underwater)

Plants and trash for in the water

* Kelp
* Destroyed kelp
* Coral
* Destroyed coral
* Water plant
* Destroyed water plant
* Trash plastic cluster
* Trash Bottles

Thin pipes with bolts/nuts

Tutorial Gate Door - blocks the entrance, open using big key

Tutorial Gate wall -

Cage/trap -

Metal Lid/door –

Plank lid – Can be destroyed with axe to free otter or uncover new path

Net lid – Otter can be stuck behind it, can obstruct area.

Lock – For on gate

Textures / materials

2d images

Items:

Axe – break planks and other objects, to attack with.

Wrench – loosen bolts and hit other objects.

scissors – cut nets, cloth and rope.

Key – can be multiple colours/sizes

Bowl on head – breath longer

Flippers – move faster through the water. Be able to move against the current to reach hard to reach spots

Otters:

1 main character otter + animation

Idle animation

Swim forward

Strafing left

Strafing Right

Attack with axe

6 sad otters, each one made so it can be placed behind something you need to free it from.

UI

Hotbar

Airbar

Icons form items are the same as in the hotbar.

If time left:

3d

Fish in trash – trash can be destroyed releasing the fish

Robofish (modified model of the fish from ‘fish in trash’ )

Big cogs – cogs that can be scales

Gate 1 alternative – Open with axe

Trash straws

Trash jerrycans

Multiple types of trees

Multiple types of rocks

Bushes

Boat

Plank in 2 parts, when broken the plank splits in those

Rope

Cloth

Pile of trash (shovel in case we use the shovel)

2d

Otter animation with items (bowl and flippers)

7th otter at start

Prisoner otter animation

Prisoner otter free pose

Sea urchins – at the bottom of the water. Open to heal

Shovel/scooping shell – dig piles of trash to discover things or free otter.

UI

Healthbar/lives (every time you get caught it reduces 1 life)

A collage of drawings of tools

Description automatically generatedA sketch of plants and plants

Description automatically generated with medium confidenceA drawing of a factory

Description automatically generated A screenshot of a video game

Description automatically generated

A sketch of a container

Description automatically generatedA drawing of various objects

Description automatically generated with medium confidence