Brainstorming

**Space pollution**   
trash in space – pieces of rockets, satellites    
game about dodging the pollution/space trash

Astronaut leaving earth or alien invading earth

**Otter survival**   
surviving as an otter, survive as many levels as possible.

Level more polluted the further you get. The sky changes to darker. Co2 clouds

Factory in distant, paths get blocked by trees and trash.

Surface of the water, might add under water.

3th person, 3d environment, 2d characters

Tutorial doesn’t have any pollution

Collect food to survive (night cycle or heath bar)

Maybe need tools (rock) to open shells, have bell flap pouch (inventory)

Every where otters, the further you get less otters. Dialog.

Target platform: pc, option VR

Game mode 1 big area, survive as long as possible: certain amount of food in inventory, after a day you lose certain amount of food. Longer the day goes on the less food there will be available. Food spots disappear or less food available because of pollution.

Game mode 2 multiple levels: every area is a new level, travels trough levels.

Game mode 3 Big area divided in 3 smaller area’s that connect.

Coastal sea

* Underwater
  + Kelp
  + Coral
* Pollution
  + Dumping grounds
  + Oil
  + Fishing
    - Nets
    - Fishing lines
* Food
  + Mussels
  + Clams
  + Sea urchins
  + Fish
* Tools
  + Rocks
    - Open mussels and clams
  + Fur
    - Go faster in the water/stay warm

Lake connected to ocean.

Forest/river area.