SUSTAINACITY

By Lewis Whitham

Introduction

- **Title:** Sustainacity

- **Genre:** Sustainable City Simulation / Action-Adventure

- **Platforms:** PC and Console

- **Release Date:** [To be determined by client]

- **Objective:** Players take on the role of a superhero tasked with saving a city from natural disasters and making it more sustainable.

Inspiration

- **Eco-Friendly Games:** Inspired by games like "Stardew Valley" and "Animal Crossing," which promote sustainable living through gameplay.

- **Real-World Challenges:** Incorporates real-world environmental challenges and solutions, encouraging players to think about sustainability in their daily lives.

- **Superhero Narratives:** Draws on classic superhero stories where individuals use their powers for the greater good, I combined this with modern eco-conscious themes.

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Goal

- To educate and entertain
- promoting sustainability and eco-friendly practices
- Fun and interactive gameplay.

Gameplay Mechanics

- Superhero Abilities: Use unique powers to combat natural disasters like meteor showers.

- Environmental Missions: Save the city and its inhabitants by keeping the city safe and reducing its carbon footprint.

- Interactive Events: Engage in special events like destroying polluting vehicles and meteors, which keeps the city alive and safe

Art Style

- Low-Poly Aesthetics: The game's low-poly art style is both visually appealing and efficient, creating a unique look.

- Vibrant Colors: Bright and vibrant colors make the game world engaging and lively.

- Dynamic Environments: The city changes over time based on the player's actions, showing visible improvements as it becomes more eco-friendly.

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Visuals and Level Design
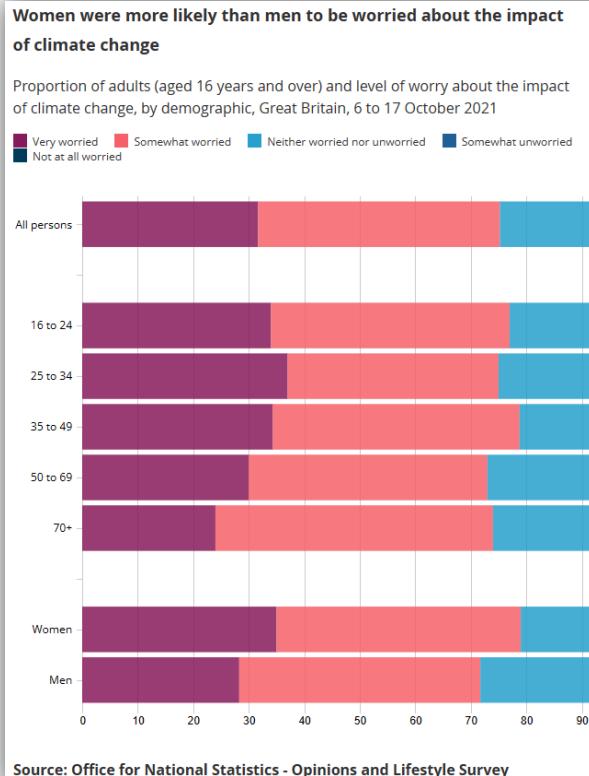
- Art Style: The game features a low-poly, simple art style that brings the world to life with vibrant colours and visuals.

- Immersive Environments: Players can explore the immersive city and see the progress they are making to help make it eco-friendly.

- Character Abilities: Immerse yourself by flying through the cityscape and saving the civilians.
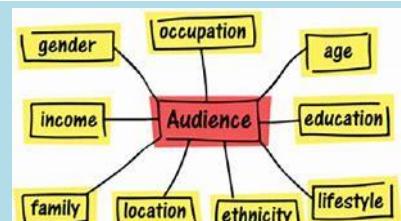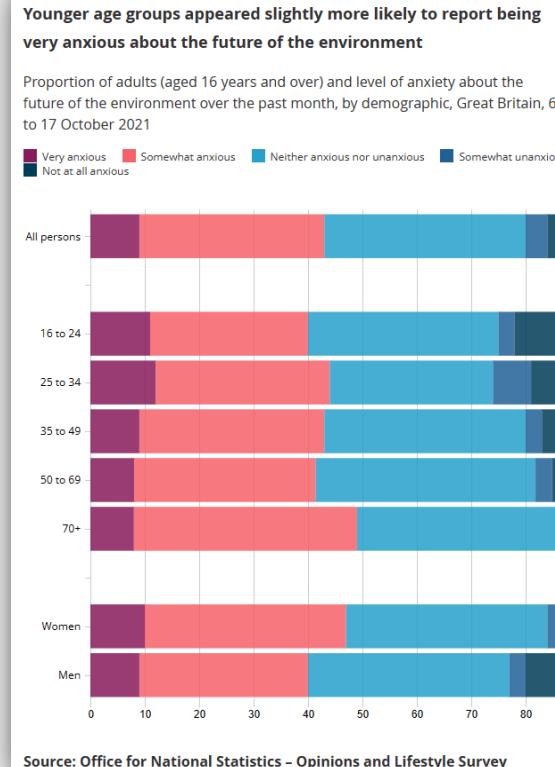
Audience

- **Gamers:** Players who enjoy the fun of games and their mechanics.

- **Students:** People interested in environmental studies or similar subjects.

- **Others:** Urban planners, policymakers, and individuals interested in environmental issues and sustainability.

Gender
All genders

Women were more likely than men to be worried about the impact of climate change

Proportion of adults (aged 16 years and over) and level of worry about the impact of climate change, by demographic, Great Britain, 6 to 17 October 2021

Very worried ■ Somewhat worried ■ Neither worried nor unworried ■ Somewhat unworried ■ Not at all worried

Source: Office for National Statistics - Opinions and Lifestyle Survey

Age
15+

Younger age groups appeared slightly more likely to report being very anxious about the future of the environment

Proportion of adults (aged 16 years and over) and level of anxiety about the future of the environment over the past month, by demographic, Great Britain, 6 to 17 October 2021

Very anxious ■ Somewhat anxious ■ Neither anxious nor unanxious ■ Somewhat unanxious ■ Not at all anxious

Source: Office for National Statistics – Opinions and Lifestyle Survey

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Thanks for listening

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