



Project scope

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Community & UN SDG(s): Teenagers/Young Adults + SDG 15 Life on Land

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Project Name	As the Light Grows
Project Deliverables	
Level 1	Background/Setting
	- Open area
	Main Level Gameplay
	List of "enemies": CampfireList of real-life animal impacts: Bugs (moths, etc around the fire)
	End of level "info slide"
	 Screencap of the bugs around the fire with an explanation of why it's a negative effect of light pollution
Level 2	Background/Setting
	- Farm near a pond
	Main Level Gameplay
	 List of "enemies": Yard light, house lights List of real-life animal impacts: Pond of frogs near the yard light
	End of level "info slide"
	 Screencap of the frog pond next to the yard light with an explanation of why it's a negative effect of light pollution
Level 3	Background/Setting
	- Village/town
	Main Level Gameplay
	 List of "enemies": Street lights, lawn lights, house lights, List of real-life animal impacts: Rabbits, turtles
	End of level "info slide"
	 Screencap of the rabbits with an explanation of why it's a negative effect of light pollution After clicking to continue, screencap of the turtles with an explanation of why it's a negative effect of light pollution





Level 4

Background/Setting

- Town/City shops

Main Level Gameplay

- List of "enemies": Street lights, shop lights, car headlights
- List of real-life animal impacts: deer, birds

End of level "info slide"

- Screencap of the deer with an explanation of why it's a negative effect of light pollution
- After clicking to continue, screencap of the birds with an explanation of why it's a negative effect of light pollution

Project Exclusions

- Sound effects/background music
- Level select screen