

Brick break / space invaders style game to represent the severity of Ocean/Water Pollution. Trash will move top to bottom on the screen as it approaches the "shore". Different pieces of trash will take more hits to remove from the ocean representing the cleanup of waste. As time progresses more and more trash will appear to destroy. There is no real end game, survive as long as possible. This represents the nearly insurmountable task of cleaning up our water sources. As more and more trash piles up on the shore the player loses life.

