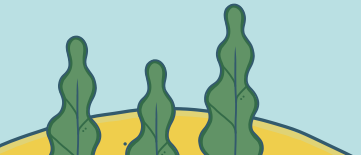
TEAM 12

OCEAN RESCUE

AN ANDROID DEVELOPMENT PROJECT



Team Members

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SDG Goals

Clean water and sanitation

Life below water

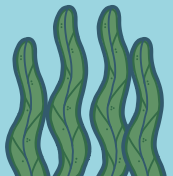
Our application is based on the above sustainable development goals. Using this application one can come to a knowledge about the need of water to be clean and how it affects the survival of the life under the water.

PROPOSED SOLUTION

- Building a **mini game**

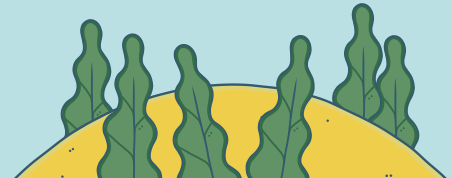
- **Game Idea:**
  - There will be a fish/(marine animal) avatar at the bottom of the screen where user can move left/right using the touch screen .
  - And there would be continuous fall of different items(harmful waste / food) from top.
  - Each game has three lives.
  - If player hits plastic, fish life gets reduced by 1.
  - Main goal is to **escape** from hitting the **harmful items** And **gain as many points** as possible.
  - Difficulty level increases as player progresses through the game.

This game helps the user understand the harmful consequences of dumping waste into OCEANS.



TECHNOLOGIES

- Language: **Java**
- **Android Studio** (with IntelliJ IDE)
- Vector images
- **Figma** (For design and wireframing)
- **Git** and **Github** for version control



Existing Solutions and why they don't work ?

- Although policies, implementing taxes and bans can be effective measures, there is also a **need to raise awareness** among the people about the **impact of dumping waste on marine life.**
- There are games centred on the survival of life under water, however playing those games is **not so easy** for certain group of aude to **complexity of the game** rules .

Solution Evaluation

- gives an basic pictorial view on **life under water**
- Helps understand the **consequences of waste disposal** into oceans.
- Target Audience : **age (< 15)**
- Helps **distinguish** between **hazardous and non-hazardous waste**
- **Understand Effects** of waste **on marine life**

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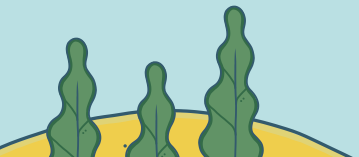
Thank you