Flight game

Vision

Player travels around the world trying to get all items listed with smallest co2 footprint possible. Player will learn more about the countries and their top products while learning about ecological travel. The game is quite a short one, easy to learn and includes a leaderboard so player can try to get a better result each time.

Functions

- Player creates a screen name
- Player gets short instructions on how to play
- Player gets a list of four items to collect
- Player starts from a random location
- Player can choose which continent to travel
- Player can choose a country to travel
- The game calculates the co2 amount of the flight
- If the country involves the item in players list, the item is added to the inventory.
- If not, the player receives a note (can be used next time because the items in the list differ each time the game is started)
- If player has collected all items, the game is over and leaderboard opens
- If player has not collected all items, they can choose where to travel next
- This goes on until all items are collected or player decides to quit

requirements

- The waiting time should be no longer than 15 s between the actions
- Instructions shouldn't be too long, but clear enough
- All the countries should include an item
- No errors
- Player actions should be lead to the next view fluently