Climate change

Concept: Play as Ella, a young climate activist traversing different environments affected by climate change.

Gameplay:

Run, jump, and climb across melting glaciers, rising sea levels, and scorching deserts.

Use gadgets and power-ups based on renewable energy sources (solar panels, wind turbines) to overcome obstacles and navigate polluted areas.

Collect resources to plant trees and clean up polluted zones (platforming mechanics can involve collecting seeds and planting them in designated spots, or using wind power to blow away pollution clouds).

Bosses could be personifications of pollution or unsustainable practices (e.g., a giant Smog Monster, a Deforestation Hydra).

Each level could showcase a different real-world environmental problem and potential solutions.

Themes:

Importance of individual action and collective responsibility.

Highlighting the ingenuity of renewable energy solutions.

Encouraging players to see themselves as agents of change.

This is just a starting point, but it shows how a platformer can raise awareness about climate change and its solutions in a fun and engaging way.

Concept: Play as Ella, a climate activist walking through different environments hit with climate change and fix up the area by defeating the bosses that are destroying the area. Each level showcases a different environmental problem and a potential solution.

Boss List:

1st Level: