

# Vision

Team Members: William Lin, Zheng Heng Kwong, Najeeb Al-Awadhi, Shahd Ibrahim

Target Audience: Individuals who are interested in environmental conservation, sustainability, and social issues.

Target Platform: PC

Genre: 2D Platformer, Story-rich, Exploration, Thriller PG-15

## Concept Statement

**Goal:** The goal of the game is to educate people about the importance of conserving natural resources and how we shouldn't take the accessible food and water that we have for granted. We'll portray the lives of people living in a dystopian society with a lack of these essential resources and the desperation of the people in these situations. These events motivate the main character to change their habits and they should change or else (another ending).

**Interactivity:** The player controls a character as they communicate with NPC to slowly piece together what happened to lead to the situation they are in now. The player can also view and interact with objects like newspapers and clothes to better understand the world. While interacting with objects/NPCs and exploring the world certain scenarios will occur where the player would have to make important decisions that will have a major impact on the game.

**Player Motivation:** The player's motivations to play the game are driven by the curiosity to explore the world and to find out why everything is the way it is now.

**Setting, Story, Narration:** The story starts off with a person waking up from amnesia. We as the player control the individual as they traverse the world to figure out what has happened that led to this dystopian future. After the player wakes up and starts exploring the world, they'll soon discover famished people laying all everywhere begging for some food and water. We'll discover groups of individuals fighting for resources, and when the character walks into a restaurant he'll find that everyone is only being served a few scraps of food. After witnessing more gruesome scenes, the player is in shock at the reality of the situation they're in and decides to jump off of a building as their only means of escape. But, they find out that it was all a dream and vows to change how they've been living, this involves generating less waste by only buying just enough food so none are thrown out and spending less time in the shower. The game will end with a few scenes describing annual food and water wasted and how limited they are.

**Constraints:** The game will not end unless the player has interacted with all required scenarios. The player is required to talk to certain individuals or accomplish certain goals before unlocking

new scenarios/zones. The player can't undo any decisions they've made during one playthrough, they'll have to replay to experience it.

### Feature Set

- The player controls a character in a 2D Platformer where they can interact with the environment by getting close to it and pressing "E".
- Talk with NPC to slowly piece together what really happened.
- The player will have some internal monologues.
- Create a progression system where the players have to do certain tasks like wearing a jacket to go outside.
- Create scenarios that force players to make a choice that will greatly impact the game.
- Parkour to reach and collect secrets (food scraps).
- Extra: Create Minigames to educate players further.

### Team Roles

Group Member:	Primary Role	Secondary Role
Zheng Heng Kwong	Game Designer	Front-End
William Lin	Tech Lead	Front-End
Najeeb Al-Awadhi	Subject Matter Expert	Project Manager
Shahd Ibrahim	Project Manager	Game Designer

### The Competition

- Undertale: Our game will have a similar layout Undertale the level design and player interaction would be similar and how the player's action has consequences. But our game teaches players about the significance of basic resources like food and water, similar to how Undertale imparts the lesson of valuing and safeguarding life.
- Precipice: Our game focuses on the same core concepts as we also explore a dystopian future caused by human action, but unlike Precipice, we'll focus more on resource shortages and their impacts by exploring the different environments around us. We'll also be focused more on how people can make positive changes in their day-to-day lives as an overall message at the end of the game. This will take place with the character waking up from a dream with the motivation to inform others. Finally, we'll focus more on

providing players with an engaging experience by creating a 2D Platformer, which introduces more obstacles and gives players wider control over the character.

### Innovation/Creativity

Unique storytelling and setting that'll leave players speechless with different outcomes for scenarios to increase replayability. Each NPC will also have its own distinct and authentic background story and personality, creating an immersive experience for the player to engage with. The art will also be simplistic to increase relationality.

### Scope Management

We limited the scope of our game by creating a low baseline for the elements the game should include like the number of scenarios, character interaction, and dialogue. Where the game can be further improved upon with the inclusion of more interactions and potentially a few minigames or a combat system if there's enough time.

Timeline:

Date	Task
3/12-3/19	Create a basic game concept
3/19-3/26	Flushing out game mechanics and story
3/26-4/9	Deciding which assets to use and dialogue
4/9-4/16	Create a prototype for the game
4/16-5/7	Create the game
5/7-5/14	Bug fixes
5/14 - 5/23	Prepare for the group presentation

Task To Complete before 4/18:

Date	
4/1	Find some food assets and agree to upload them as a group.
Before 4/18	William: Create a cutscene. Shahd: Create some NPC interactions, like dialogue boxes and options. Zheng: Create the basic movements and the underground city scene.

	Najeeb: Complete the dialogue.
Before 4/22	William: Create the endings Shahd: Work on npc interaction and options Najeeb: Work on creating mp3 file for ending and the story with the newspaper. Zheng: Work on the sky city.
Before 4/29	William: Create a point system, and implement a system to change ends(persistent data). Shahd: Work on npc interaction and options Najeeb: Work on creating mp3 file for ending and the story with the newspaper. Zheng: Work on the sky city.
Before 5/6	William: Make sure everything is linked together. Shahd: Work on NPC interaction and options. Najeeb: Work on creating MP3 file for the ending and the story with the newspaper. Zheng: Work on the sky city.

- Customizability – choose music they want to play

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### Meeting/Communication Plans

We are to allocate an hour every Tuesday after class to go over the project in person and the tasks to be completed that week. Moreover, we use discord as a means of communication while meeting on weekends on discord if necessary.

### Additional Gameplay Concept Document

[https://docs.google.com/document/d/1mYF6gUtdM1Iwwpjv7vTm2Dm\\_BHdRIy262w7\\_PdeeKY4/edit?usp=sharing](https://docs.google.com/document/d/1mYF6gUtdM1Iwwpjv7vTm2Dm_BHdRIy262w7_PdeeKY4/edit?usp=sharing)

### Important Notes:

- Dialogue options will be displayed at the bottom of the screen.
- Menu button is on the top left when you click on it to show the number of newspapers and food scraps collected on the top left (display current and total amount of each item) and the normal pause menu in the middle of the screen.
- An ending meter will be placed on the bottom of the screen to indicate the current ending result.



## Timeline of the Game

**\*Scene 0:** The main menu with the game name and play button.

**\*Scene 1 (cutscene):** The player wakes up from bed and heads out the door (Cutscene) (Extra: Let players customize player)

Story and Setting: The player wakes up in a decrepit hotel with broken windows, tables, and chairs. He looks around wondering what happened and can't seem to remember who he is and where he's at. Afterward around for a while, he decides to venture outside to find out what really happened.

Dialogue:

Player (thinking to themselves): "What is going on? Where am I? I can't seem to remember anything."

(Player steps outside the hotel and sees the post-apocalyptic world).

Player: "What?! What happened to this place? It is all dark and abandoned."

(Player continues to walk around and sees people begging for food)

Player: "I am hungry and I need to eat."

*Person 1: "Excuse me sir, can you please spare some food? I am very hungry and my Family has not eaten in days."*

Player (thinking to themselves): "These people are starving. Where am I? What kind of world is this?"

(Person 2 comes up to the player)

*Person 2: "Hey, you there! You look like you are new here. Let me tell you something, Food is scarce here. If you want to survive, you need to learn how to find it."*

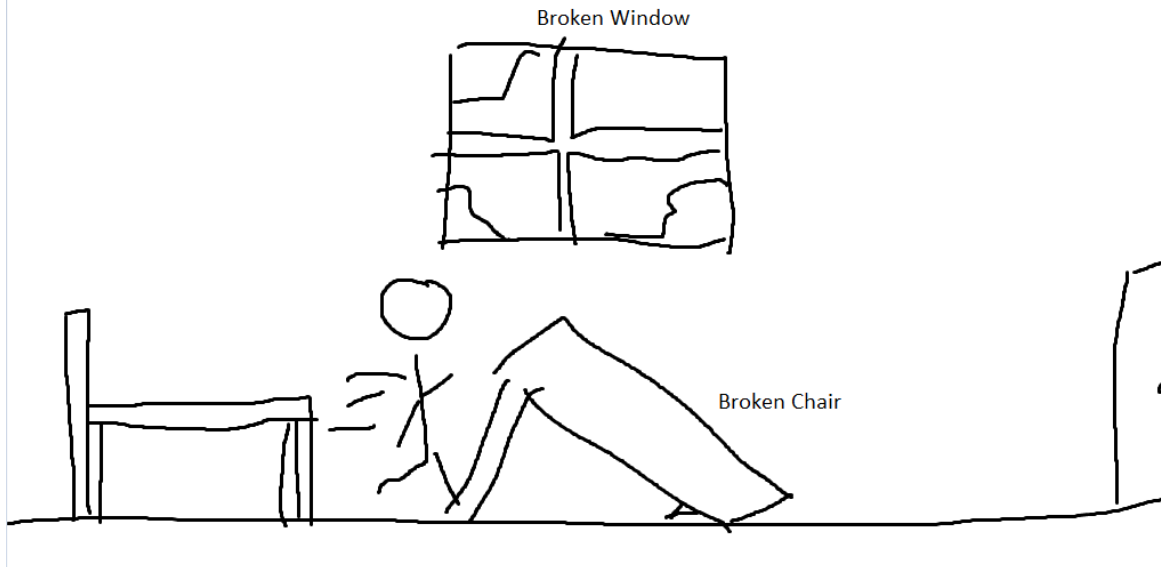
*(Player listens intently to Person 2's advice)*

Player interactions:

- Extra: Clicks on clothes to wear them

Level Design:

Rundown House



**\*Scene 2 (Level 1):** The player walks down the street of the underground city.

Story and Setting: After venturing out of his home, he finds destroyed buildings, garbage everywhere, burns barrels, and famished people littering the streets. He wonders to himself what happened here as he doesn't recall the world looking so bleak. As he wanders the street he finds two individuals, one reminiscing about the past and one who has given up on life, and the player has to agree with one of them(changes ending).

Dialogue:

(Player walks down the dark, dirty streets of the underground city. Garbage is everywhere, and emaciated people litter the sidewalks)

Player (thinking to himself): "This place is a mess. What could have caused all of this?"

(As the player wanders, he comes across two individuals sitting on the ground)

Person 1 (looking up at the sky): "I remember when this place was beautiful. Before everything went to hell."

Person 2 (sighing): "Why bother reminiscing? This world is over. We might as well just give up."

(Player approaches the two individuals)

Player: “What happened here? Why is everything messy and dark?”

Person 1: “It is a long story. But, it all started with food shortages and waste.”

Person 2: “Yeah, people started fighting over scraps of food. And when there was no more to go around, everything fell apart.”

(Player must make a choice and agree with one of them)

Option 1: “I believe we can still fix this world. We need to work together to create a sustainable future.”

Person 1 (nodding): “You are right, We can not give up hope. We need to take action and change things for the better.”

Option 2: “Maybe it is too late. Maybe we should just give up and accept this reality.”

Person 2 (looking defeated): “Maybe you are right. I do not see how we can ever recover from this mess.”

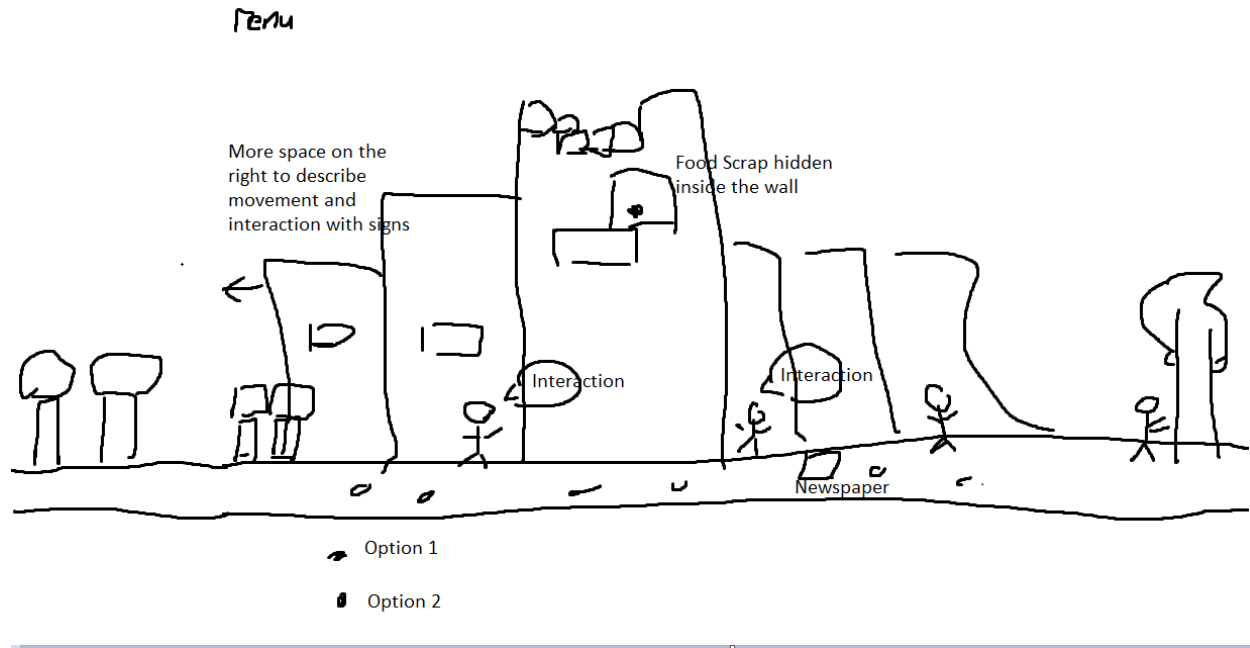
(Player’s choice will determine how the rest of the game progresses)

Player interactions:

- The player can also choose NPCS and choose to agree with one of them.
- Players can pick up the newspaper and food scrap.

Level Design:





**\*Scene 3 (Cutscene):** After the player chooses between the NPCs and walks to the fruit tree on the right:

**Story and Setting:** The player finds a group of people arguing and fighting over a tree in the middle of the street and decides to check it out. After witnessing the event, the player can either act on their impulse and fight for the fruits as well or argue with these individuals to convince them to think about the future and how important it is to plant the fruit for more(affects ending).

**Dialogue:**

(Player walks towards a fruit tree in the middle of the street. A group of people are gathered around it, shouting and arguing)

Player: "What is going on here?"

Person 1 (holding a basket of fruit): “We found this tree first. It is our right to take all the fruit we want.”

Person 2 (pushing Person 1): “No way! We need to share this tree with everyone.”

Person 3 (grabbing a branch): “I am taking these fruits for my family. We are starving!”

(Player can either act on their impulse and fight for the fruits as well or try to convince the group to think about the future)

Option 1: “I need those fruits too! Let me take some!”

Person 1 (shoving the player): “Back off! These are ours!”

Option 2: “We need to think about the future. If we plant these fruits, we can have more food in the long run.”

Person 2 (considering): “You might be right. We shouldn’t be fighting over scraps. We need to think ahead.”

Option 3: “Violence is not the answer. We need to work together and find a fair way to distribute the fruit.”

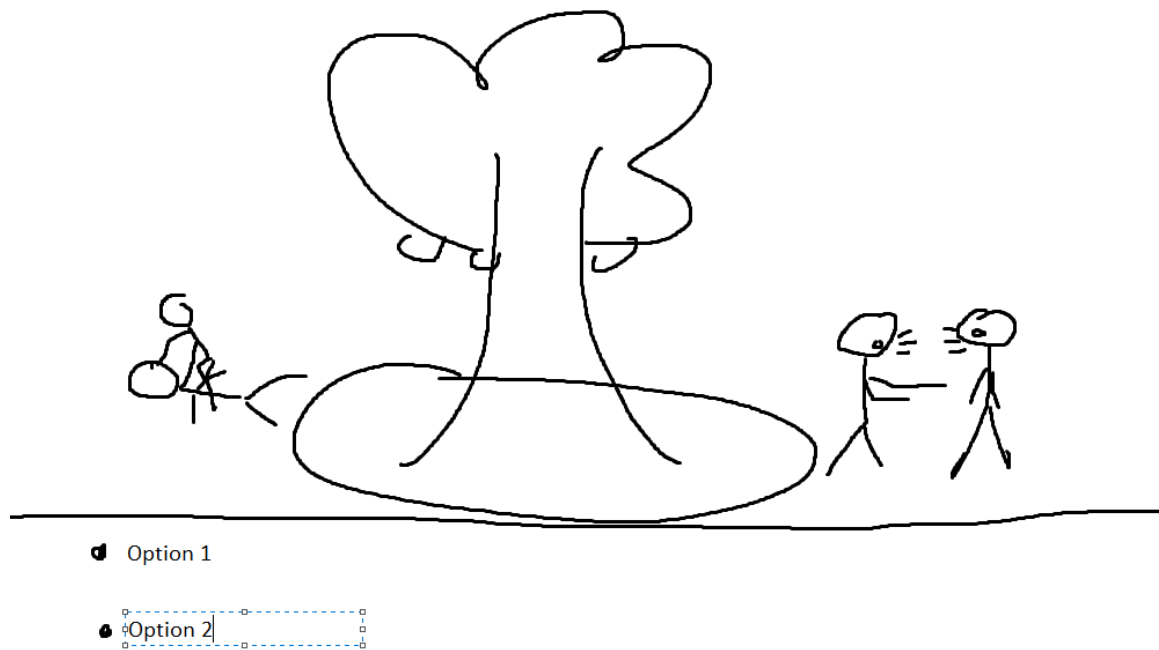
Person 3 (nodding): “You are right. We shouldn’t be fighting amongst ourselves. We need to find a way to share.”

(Player’s choice will determine how the rest of the game progresses)

Player interactions:

- Players can choose between two options.

Level Design:



**Scene 2 :** The player witnesses a robbery taking place where in a hurry, a water bottle is left behind. The player can interact with the aftermath of the robbery.

Story and Setting: The player has become a bystander to a robbery that has taken place in an otherwise scarce convenience store, to which the robbers have fled the area, and a water bottle from the robbery items is dropped on the floor due to the hurry the robbers were in. The player is left with a couple of choices. He picks up the bottle and drinks half of the bottle. Then he has a choice of either to save the other half for later or use it to wash their hands. The second choice is for the player to interact with an NPC and the player has the chance of offering the NPC the water. However, on the off chance that the water is not offered to the NPC will eventually lead to a bad ending (helping civilians), while offering the water will eventually lead to a good ending. Another choice would be to read the newspaper on the floor and learn more about the situation and issues the player has been placed in (help with the player's overall

knowledge on issues). Finally, the player also has the choice of collecting food scraps which will later help their other quests further in the game.

Washes hands → reduced points

Interacts with NPC and has the other half of the water → gets points

Interacts with NPC and does not have the other half of the water or does not give it to him → nothing happens

Dialogue:

(Player enters the convenience store and witnesses a robbery taking place)

Robber 1: "Hurry up and grab everything, we don't have much time!"

Robber 2: "I am grabbing the cash, you grab food and snacks!"

(Player watches as the robbers rush out of the store, leaving a water bottle behind)

(Player picks up the water bottle and drinks half of it)

(Player has to choose between saving the other half or using it to wash his hands.

Option 1: "Save the remaining half"

Player: "I better save the rest of this water. I never know when I might need it."

Option 2: "Use the remaining half to wash hands"

Player: "My hands are filthy. Might as well use the rest of this water to clean them."

(Player notices an NPC nearby who looks thirsty and has the option to interact with the NPC and offer them water)

Option 1: "Offer water"

Player: "Hey, do you want some water? I found this bottle on the floor."

NPC: "Thank you so much! I was so thirsty."

Option 2: "Don't offer water"

NPC: "Please, I am so thirsty. Can I have some water?"

Player (thinking to himself): "I better not offer it. I might need it later."

Player: "I am sorry! I can't give you water. This is all I still have."

(Player notices a newspaper lying on the floor and has the option to read the newspaper on the floor)

Option 1: "Read the newspaper"

(Player picks up the newspaper. The headline reads "Food Shortage Worsens in The City", player reads the article and learn more about the issues facing the city, including the scarcity of resources and the need for sustainable living. Player puts the newspaper in his backpack and continues on his journey, feeling more informed about the challenges ahead)

Option 2: "Do not read the newspaper"

(Player leaves the newspaper on the floor and continues on his way)

(Player has the option to collect food scraps)

Option 1: "Collect food scraps"

(Player searches the store and collects some food scraps)

Option 2: "Do not collect food scraps"

(Player leave the food scraps behind and continues on his way)

Article:

Headline: "Food Shortage Worsens in The City"

Body: "In our post-apocalyptic world, food is a scarce and precious resource. As the situation in the city continues to deteriorate, hunger and desperation have led to fights and Robberies over even the smallest amounts of food. With no end in sight to the food shortage, many fear that it won't be long before people start killing and eating each other out of sheer desperation. The few remaining resources are in high demand and those who hold them have the power. The situation is dire, and the future looks bleak. We are left to

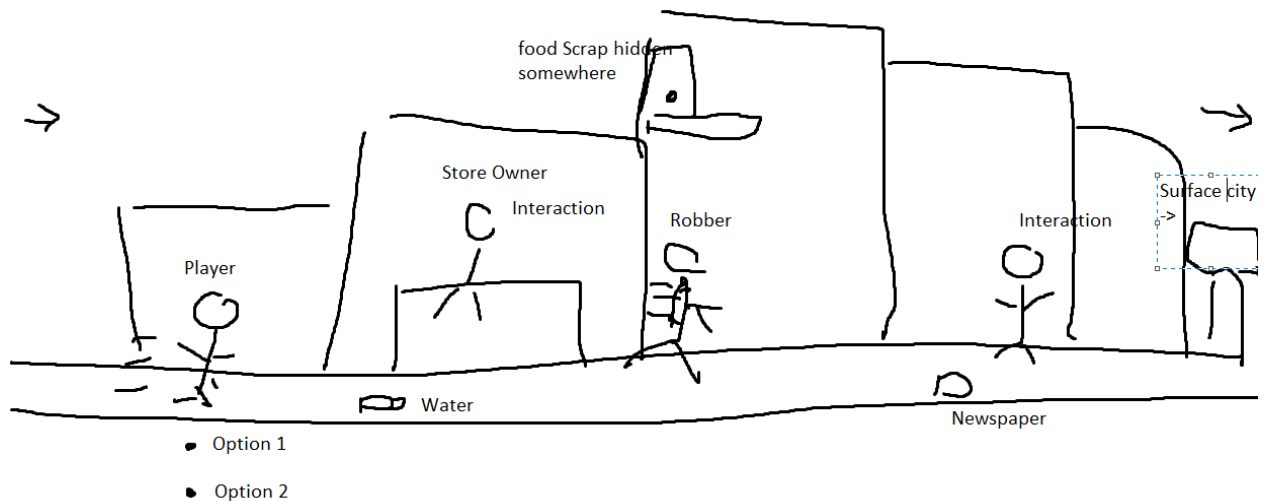
wonder if there is any hope for the future, or if this post-apocalyptic world will become our new reality?”

Scenario: When the player picks up the water bottle, a scenario occurs where the player drinks half of the water and has to pick to save the rest or wash their hands.

Player interactions:

- The player can pick up the water bottle.
- The player can then interact with an NPC, where they can either offer them water or not. Not doing so doesn't impact the ending if, but giving the water leads to a good ending and not having the water at all leads to a bad ending.
- Read Newspaper
- Collect Food Scrap

Level Design:



**\*(simplify it to interact with the guard to past or not)**Scene 2 (Level 1): The player sees a sign to the sky city and decides to check it out.

Story and Setting: The player has come into sight with the sky of the city and is struck with curiosity to find out more about it. This is where the prior collected scraps come into play, as the player now has the opportunity to speak with the guards of the city and bribe the guards with the food scraps to sneak in. The player has an alternate choice to activate a level that will open a secret tunnel to get through the guards of the city.

Dialogue:

(Player approaches the guard station, where two guards are standing watch, blocking the Entrance to the city. One of the guards, a tall man with a stern expression, turns to the player)

Guard 1: "Stop! What are you doing here?"

Player: "Just a traveler passing through."

Guard 2: "Well, you cannot just stroll in here like that. This is a heavily guarded area."

(Player has the option to offer the guards some food scraps to bribe his way in)

Player: "I have come to visit the sky city. Would you be willing to let me through in exchange for some food scraps?"

(Guard 1 eyes the player suspiciously, but then turns to his colleague)

Guard 1: "We could use some extra food scraps. How much do you have?"

(If player has enough food scraps, they can give them to the guards to bribe his way in)

Player: "This is what I have. Will these do?"

(Player hands over the food scraps to the guards, who examine them closely before nodding)

Guard 1: "Alright, you are free to go, But don't cause any trouble, or you will regret it."

(The guards step aside, allowing the player to enter the city)

(If player doesn't have enough food scraps, the dialog will be different)

Player: "I have come to visit the sky city. Can I pass through?"

Guard 1: "Sorry, we cannot let you in without proper authorization. You will have to turn back."

Player: "Alright, I will come back later."

Player: "I will find another way in. There must be a secret tunnel around here somewhere."

(Player searches the area and eventually finds a hidden switch. After activating it, a secret door opens, revealing a tunnel that leads to the other side of the guard station)

Player: "Looks like I found the secret tunnel. Time to sneak past these guards."

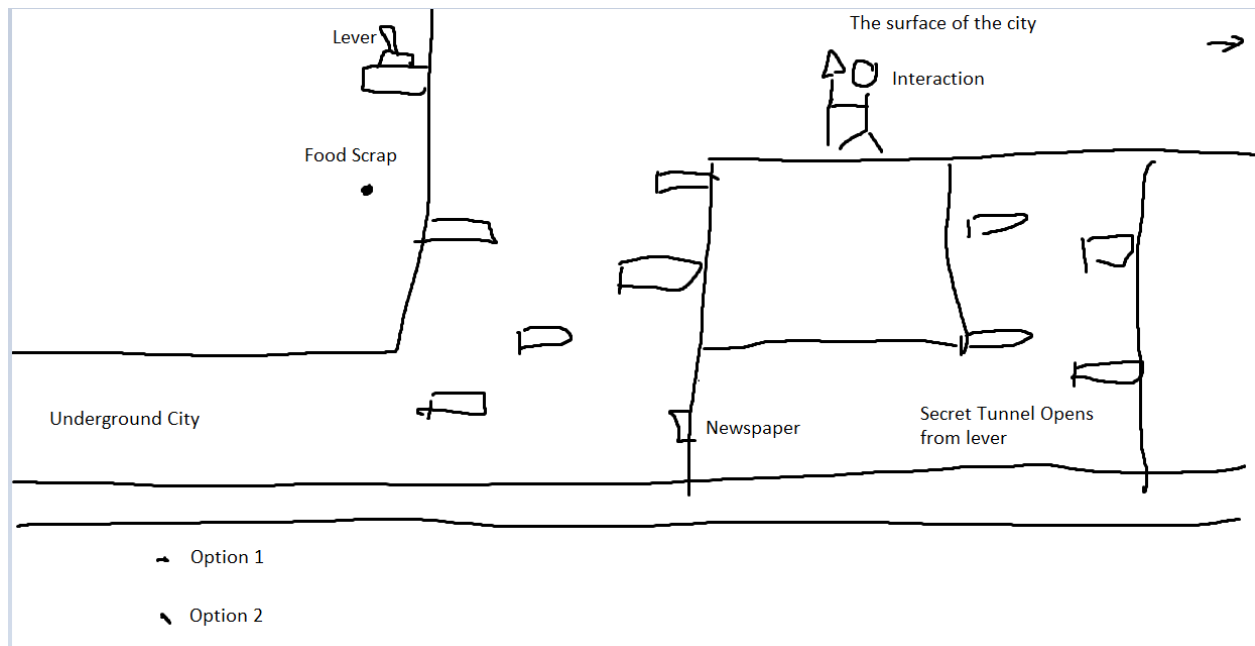
(Player sneaks through the tunnel and emerges on the other side of the guard station, successfully bypassing the guards and entering the city)

Player interactions:

The player can interact with the guards and can bribe the guards with the collected food scraps or they can sneak in.

- The player can collect newspaper and food scrap.
- The player can activate a level to open a secret tunnel to bypass the guard.

Level Design:





**Scene 4 (Level 2):** The player walks around the streets and enters a store.

Story and Setting: The player is now roaming the streets and comes by a food store, to which the player has the choice of entering the store which may lead to more opportunities of more sustenance and/or more interaction with NPCs. The player can also pick up other food scraps and newspapers on the floor which may help them in later scenes.

Dialogue:

(As the player walks around the streets, he comes across a food store. The neon sign reads “Big Belly Bites”. As the player enters the store, he is greeted with the smell of freshly baked bread and various spices. Player has the option to enter the store or continue on his journey)

Option 1: “Enter the store”

Store Owner: “Welcome to Big Belly Bites, what can I get you today?”

Player: “Just looking around for now, thank you.”

Store Owner: “Alright, let me know if you need anything. Oh, and be sure to check out our daily specials on the chalkboard.”

(Player can now explore the store and interact with various NPCs, including the store owner and other customers)

Customer 1: “Have you tried the meatball subs here? They are to die for!”

Customer 2: “I usually come here for the pastries. The croissants are amazing!”

(After talking to the NPCs and picking up some food scraps and newspaper from the store, the player can now leave and continue on his journey)

Option 2: “Do not enter the store”

Player: “I think I will keep moving for now.”

(Player can interact with NPCs on the street)

Person 1: “Be careful out there. There are dangerous people ahead.”

Player: “Thanks for the warning. I will be sure to watch my back.”

Person 1: "Good luck on your journey. Stay safe."

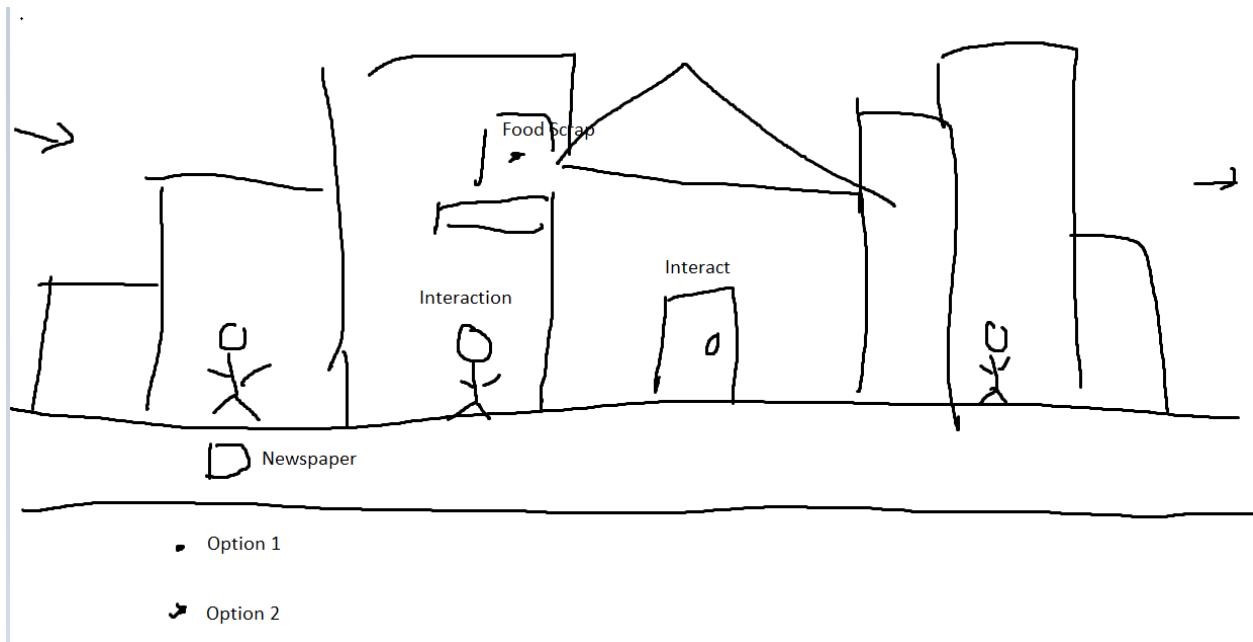
Player: "Thanks. I will keep that in mind."

(Player continues on his journey through the streets, keeping an eye out for any potential dangers. He comes across more food scraps and newspaper along the way, which he can collect to help with his quest)

Player interactions:

- The player can enter the store.
- The player can talk to NPCS.
- The player can pick up newspaper and food scraps.

Level Design:



**Scene 5 (Cutscene):** Player sits down to eat only to find out how little food is on the plate. The player can choose between either arguing about the small portion and being kicked out(leads to the bad ending) or being satisfied with what he got (good ending).

Story and Setting: The player is tired and hungry. He decides to sit down for a meal at the restaurant. He calls the waiter and starts ordering food. When the food comes to the table, the player is not satisfied as the food is not as much as he expected. The player now has two options; one, he becomes grateful and happy with what he got and eats the meal which leads to a good ending. Two, the player starts arguing with the waiter and causing a big scene which leads to a bad ending.

Dialogue:

(Player sits down to eat only to find out how little food is on the plate)

Waiter: "Here is your food, sir. Enjoy your meal."

Player (looking at the plate with disappointment): "Is this all I am getting?"

Waiter: "Yes, sir. That is our portion size."

(Player has the option to be satisfied or unsatisfied with the small portion)

Option 1: "Oh, okay. Thank you."

(Player starts eating and looks satisfied. This leads to a good ending)

Option 2: "What is this? I ordered a full meal, not this small portion. This is unacceptable!"

Waiter: "I am sorry sir, but that's our portion size. If you are not happy with it. I can't help you."

Player: "I demand to speak to the store owner! This is ridiculous!"

Waiter: "I will get the store owner, sir."

Store Owner: "What seems to be the problem, sir?"

Player: "This portion size is unacceptable! I demand to be given a full meal!"

Store Owner: "I am sorry, sir, but that is our portion size. We can't make an

exception just for you.”

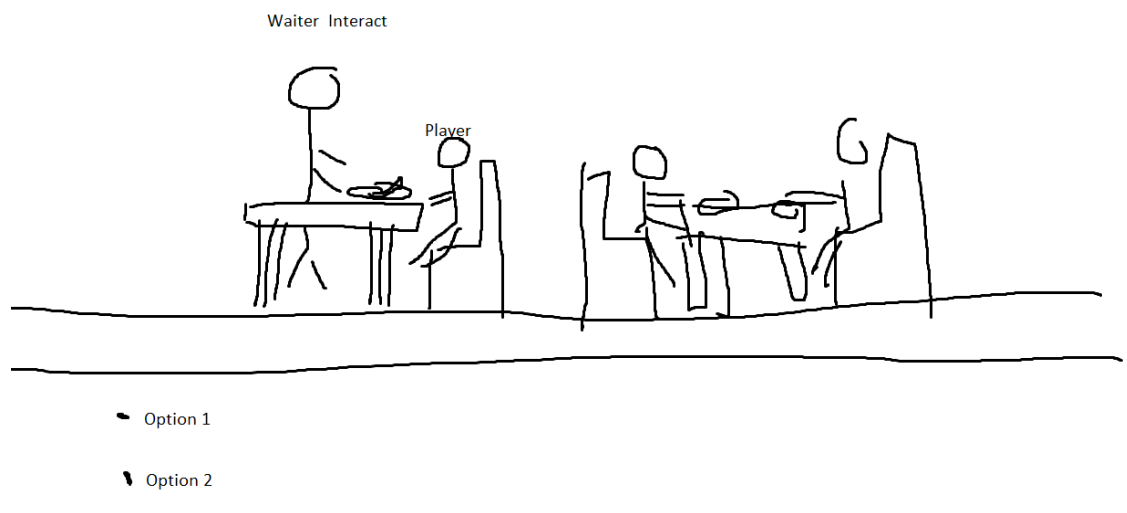
Player: “This is outrageous! I am not paying for this! I am leaving!”

(Player leaves. This leads to a bad ending)

Player interactions:

- The player can talk with the waiter.

Level Design:



**\*Scene 4 (level 2):** The player enters a building ending up on the roof.

Story and Setting: After exiting the store they find cannibalism in a back alley and other despicable acts. As the player walks into this scene, (s)he sees two people running after each

other. One, the prey, running away from the other, the predator. As the prey is running away, (s)he is screaming and asking for help. Then the predator jumps on the prey and starts eating him/her, with sound effects of chewing and evil laughter (hohohoho :).

Dialogue:

(As the player walks into the back alley, he sees two humans running after each other. One is the prey running away from the other, the predator who looks like he hasn't eaten in days)

Player: "Whoa, What is happening?"

Predator (heavy breathing): "Come back here! I just want a taste!"

Prey (screaming): "Help me! Somebody please help me!"

(The prey looks back and trips, falling to the ground. The predator pounces on the prey and starts eating and chewing while making hysterical and evil laughs)

Predator: Hohoho, I got hold of you. You are the best meal of my life.

Prey (sobbing): No! Please, don't do this! Someone help me!

(Player has the option to intervene or flee the scene)

Option 1: "Intervene"

Player: "Hey, you! Leave that person alone!"

Predator (turns around, growls): "You better run away because I am coming for you too."

Prey: "Please help me! He is trying to eat me!"

Player (approaching the predator): "Not on my watch!"

Predator (lunges at the player): "I will have a taste of you as well, Hohoho!"

(Predator pounces on the player and starts eating him too!. End of dream)

Option 2: "Flee"

(As the player is fleeing this gruesome scene, he suddenly hears a noise behind him. Turning around, the player sees someone running after him. The player runs into a Building climbing the stairs to the rooftop. The player tries to escape, but he is cornered on the rooftop)

Player (heavy breathing): “What was that? Why am I even here? (looking around) Oh no, someone is coming! I have to get out of here!”

(Player tries to run but gets cornered)

Player: “What do you want from me?”

Person (aggressively): “your food scraps! I know you have some. Give them to me now, and I might let you live!”

Player (Nervously): I don’t have any food scraps. I am sorry. Please, just let me go.”

Person (Skeptically): “I don’t believe you. Empty your pockets!”

Player (Reluctantly): “Fine, fine.”

(Player pulls out his food scraps and hands them over)

Person (smirking): “That is more like it”

(Person grabs the food scraps and starts to walk away)

Player (breathing a sigh of relief): “Thank God!”

(Player turns around to leave but slips on a loose tile and falls off the rooftop. End of dream)

Article:

Headline: “Surviving the Apocalypse: Can We Create a New Future?”

Body: “The world as we know it has ended. The once vibrant and bustling city now lies in darkness and emptiness, with buildings left abandoned and unoccupied. The only sounds are those of fighting and hunger, as people are forced to scavenge for food to survive.

Hunger has become so intense that some have resorted to cannibalism just to stay alive. The world has become a grim and gruesome place, where survival is the only thing that matters.

The few buildings left standing are a haunting reminder of what was once a thriving metropolis. They now stand in the darkness, their lights gone out forever.

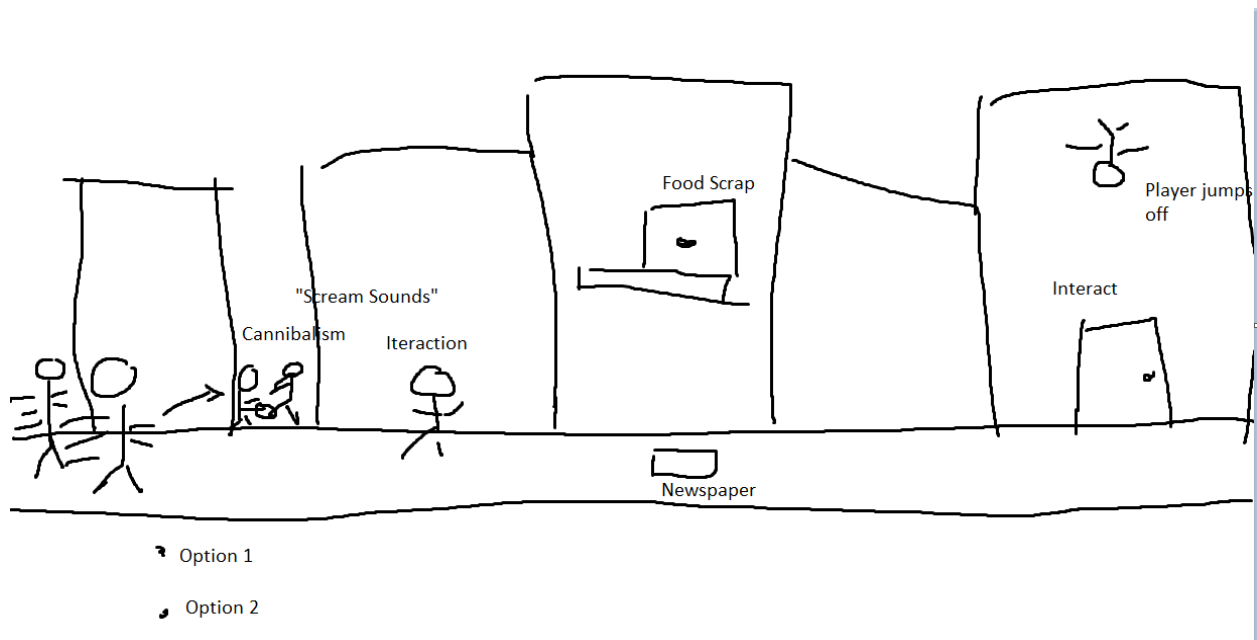
In this post-apocalyptic world, we are left wondering whether there is any hope for the future. Can we come together and create a sustainable future, or will we continue to give up on our humanity and destroy ourselves?

As we face the harsh reality of a world plagued by hunger and uncertainty, we must ask ourselves: Will we choose to take action and work together to create a brighter future, or will we give up on our humanity and allow this post-apocalyptic world to become our new reality?"

Player interactions:

- The player can talk with the NPC about what just happened.
- The player can pick up the newspaper and food scrap.
- The player can interact with a door when he enters the building then jumps off the roof.

Level Design:



Have a donation food bank box right before the end.

**\*Scene 6 (Level 3) - Good Ending:** The player gets up from bed and decides to change.

Story and Setting: waking up from this nightmare, the player decides to change and become better for himself and the society he lives in. The player starts to watch out for his food consumption and makes sure not to buy or order more food than he needs. He starts to dispose of food waste or extra food in a way that benefits everyone and makes everyone happy. Also, the player starts to contribute towards helping teach those around him about food waste and how to dispose of food so that it helps and does not burden society.

Dialogue:

(As the player wakes up from his bed, he looks around the room and takes a deep breath. He sits up and stretches, and then start talking to himself)

Player: “Okay, I have had enough of this. I can’t keep living like this. I need to change, for my own sake and for the sake of others.”

(He stands up and starts pacing around the room)

Player: “I need to start being more mindful of my food and water consumption. I can’t keep ordering or buying more food than I need and I need to spend less time in the shower. I have to start being more conscious of what I am eating and how much I am wasting.”

(He looks out of the window and sees some people walking by)

Player: “And I can’t just keep throwing away my excess food either. I have to start thinking about how to use it or donate it, instead of letting it go to waste. I can start by making a plan before going grocery shopping, to avoid buying too much food. And if I do end up with extra food, I can donate it to local food banks or charities. At the same time, I can start composting, or find a community garden where I can donate my food waste.”

(He take a deep breath and exhales)



Player: “Yes, that’s it. I will change, starting from today. I will do my part to help reduce food waste and educate people about the risks of food waste and how to reduce those risks to make the world a better place.”

Player interactions:

Level Design:

Same as scene 1 but  
nothing is broken



**\*Scene 7 (Cutscene) - Bad Ending:** The player wakes up in scene 7, can't interact with anything and after a minute, he wakes up again in scene 1, then he regrets his decisions and the game ends.

(Player wakes up, unable to interact with anything)

Player: "What is going on? Why can't I move?"

(One minute passes)

Player (Waking up again in Scene 1): "Wait, what just happened? How am I back Here Now? Was that a dream?"

(Player looks around and sees everything as it was before)

Player: "No, this is real. I should've paid more attention to food waste and excess water use. I had the power to make a difference, but I didn't take it seriously. Now this is my reality, I regret my inaction."

(Game ends)

**\*Scene 8 (Cutscene) - End of game:** Gives some information about food and water waste.

Article:

Headline: "The Urgency of Addressing Food and Water Waste: A Call to Action for a Sustainable World"

Body: "Food and water waste are two pressing issues that have significant economic, social, and environmental implications.

Food waste refers to the loss or wastage of food at any stage of the food supply chain. This includes food that is lost or wasted during production, processing, distribution, retail, and consumption. According to the Food and Agriculture Organization (FAO), roughly one-third of the food produced globally, or approximately 1.3 billion tons, is lost or wasted every year. Food waste not only results in the squandering of resources and energy but also contributes to greenhouse gas emissions and climate change. Moreover, food waste can have a significant impact on food security and economic development, particularly in low-income countries.

Water waste, on the other hand, refers to the inefficient use or loss of water resources. This can occur in various ways, such as through leakages in pipes and irrigation systems, inefficient

agricultural practices, and excessive water usage in households and industries. Water waste can have significant economic, social, and environmental consequences, including water scarcity, reduced water quality, and increased energy consumption. According to the United Nations, nearly two-thirds of the global population could be living in water-stressed conditions by 2025, highlighting the urgency of addressing water waste.

Reducing food and water waste is critical to achieving sustainable development goals and addressing global challenges such as hunger, poverty, and climate change. There are many strategies for reducing food and water waste, including improving supply chain efficiency, adopting sustainable agricultural practices, promoting responsible consumption and production, composting food scraps, donating excess food to those in need, and raising awareness and education among consumers. By implementing these strategies, we can help reduce the environmental impact of food and water waste, conserve natural resources, and contribute to a more sustainable future.”

Article:

Headline: “Food Waste and Water Scarcity: A Looming Crisis?”

Body: “Food shortages have become a growing concern worldwide, with a significant amount of food waste contributing to the problem. The issue is exacerbated by the fact that food production requires large amounts of water, which is becoming increasingly scarce.

Food waste is not just a matter of throwing away leftovers or spoiled produce. It also includes waste that occurs throughout the food production and supply chain, such as discarded produce that does not meet aesthetic standards, or overproduction that is not sold.

This waste not only affects food availability, but it also leads to water waste. Food production requires vast amounts of water, and when food is wasted, so is the water used to produce it. This, in turn, contributes to water shortages, making it increasingly difficult to produce enough food to meet demand.

The problem of food waste is a global one, with an estimated one-third of all food produced for human consumption being lost or wasted. This is a shocking statistic, especially when we consider that approximately 690 million people worldwide suffer from hunger.

The good news is that there are solutions to this problem. One solution is to improve the efficiency of food production and supply chains to reduce waste. This can be achieved through

better planning and forecasting of demand, as well as improved storage and transportation methods.

Another solution is to encourage individuals to reduce their own food waste through better meal planning, proper storage, and composting. Food scraps can be composted and used to fertilize the soil, which can help reduce the need for chemical fertilizers that can pollute waterways.

Additionally, donating excess food to food banks and other charitable organizations can help ensure that food does not go to waste and can be put to good use.

As we face the prospect of food shortages and water scarcity, it is crucial to consider how we can reduce food waste and use water more efficiently in food production. Otherwise, we risk a future where food and water are scarce resources that are increasingly difficult to obtain. By taking action now, we can work towards a more sustainable future for ourselves and future generations.”