Games for Change Questions:

Description of your game (100 words)
The player is an oceanographer on a submarine who is committed to doing everything they can to help the ocean. The player must use their skills and knowledge to clean the ocean and help protect marine wildlife. The player is presented with alerts on a map, allowing them to choose out of our three minigames. The first is a game where the player reroutes boats to avoid disrupting the mating and hunting patterns of whales. In the second, players use their submarine to collect trash, and help clean the ocean as fast as they can. Finally, in the third minigame, the player fights the Great Pacific Garbage Patch using recycling, reusing, and cleaning up. To successfully complete an attack, the player must correctly answer a trivia question about ocean pollution.

Your game's tagline
Join the Ocean Rescue mission: Play, learn, and save the seas from your computer! Reroute boats, battle a colossal trash monster, and clean up the ocean—all while uncovering its most pressing issues.

How do players learn about the theme you chose for your game? (100 words)
We decided to build our game around bringing awareness to sound pollution and trash (especially plastic) pollution. Each of our three minigames have introductory screens before the actual game that present important information about the issue the player is tackling in that minigame. Our minigames have the player solve (in game form) a real issue hurting our oceans, using realistic solutions that are equally effective if done in real life. One of our minigames is built around answering ocean pollution trivia in order to attack a trash monster (the Great Pacific Garbage Patch come alive). This format not only educates the player about the severity of ocean pollution, but also gives suggestions for what they can do to help in the form of the moves they use to attack the trash monster. This format lets players learn how much of a problem pollution can do and some things they can do to combat it, all while having fun. We think that quiz-style games are great for teaching kids about important topics they might not learn about in other places. Our game not only informs players about ocean pollution but also inspires them to take real-world actions to protect our oceans. By combining entertainment with education, we hope to create a meaningful learning experience for players of all ages.

What inspired you to make a game about this theme? Why is it important to you? (100 words)
All members of our team value protecting ocean life. When we realized how many problems the ocean faces, our team wanted to do what we could to help and spread word about these issues. Each of us are interested in different aspects of game development, such as making aesthetic graphics, coding, or researching topics to create the game. When we heard about the Ocean Wise theme in this year's Games for Change challenge, we saw an opportunity to combine our interests: we could make a game that draws awareness to the issues that face the ocean. We hope our game succeeds in spreading the knowledge we gained while creating it and helps raise awareness about the issues that are a danger to our oceans. So many of the issues our oceans face seem too large and difficult to tackle, but we saw this as a great chance to make a difference. Alone we can't do much, but if everyone who plays this game contributes a little, we can slowly make the world a better place.