**MEDIAART 3L03 Game script (Underwater Part)**

**Qi & Yufei**

**1. Environment Setting**

• **Scene**: A submerged coral reef site

• **Atmosphere**: Sunlight filters through the surface, illuminating vibrant corals surrounded by scattered plastic debris (Garbage 3D model) and sunken remnants

• **Music & Sound**: Gentle underwater ambient music, bubbling sounds, distant marine creature calls, and a subtle tension-building rhythm to emphasize the time limit

**2. Objective**

• The player must complete the exploration and puzzle-solving tasks within 2 minutes

• The goal is to retrieve the “Eco-Core Crystal”, which is needed to activate a time-travel mechanism and prevent future environmental damage

**3. Mission Flow**

**1) Dive Entry Point**

• The player starts in the water (**The mechanism for floating in water has been worked out by Yufei**)

• A clock shows remaining oxygen (2-minute countdown timer)

**2) Clue Discovery Phase (Exploration)**

• Players freely swim around the reef to find clues:

• A sea turtle (or other creatures) trapped in a fishing net (rescuing it reveals a hint)

• A discarded plastic bottle with a number code (used for solving a puzzle)

• A faded symbol on a dying coral (part of a combination code)

**3) Puzzle Mechanism**

• Unlock an ancient marine research chamber door using a code

• The code is based on combining the bottle number + coral symbol

• Inside the chamber, the player must use a flashlight to locate the Eco-Core Crystal

**4) Time-Limited Challenge (2 mins)**

• As time runs out, currents grow stronger, and visibility decreases, adding pressure

• If the player fails to retrieve the crystal in time, they “drown” and must retry

**5) Successful Ending**

• Upon retrieving the crystal, the player ascends and triggers a cutscene:

“Time-reversal activated – Restoring the reef ecosystem.”

• Next Level Unlocked (back to present/future)

**4. Interactive Elements (depends on the 3D model group)**

• Collectibles: Ancient ocean relics (optional Easter eggs)

• Dynamic NPCs:

• Friendly dolphins that guide the way

• A cautious octopus that warns of nearby hazards

• Educational Pop-Ups: After each level, display real-world ocean conservation facts (e.g., statistics about plastic pollution)

**5. Extended Mechanics Ideas**

• **Multiple Endings**: Varying levels of success influence the degree of ecosystem restoration

• **Progressive Stages**: Each level represents a different part of the marine ecosystem (coral reefs, kelp forests, deep-sea vents, etc.)

**Puzzle Idea (2 options):**

**1. Recycle Sorting Puzzle**

**Type**: Classification / Logic Puzzle

**Description**: The player must sort various floating trash items in the water—such as plastic bottles, glass jars, metal cans, and batteries—into the correct recycling bins: Plastic, Glass, Metal, and Hazardous Waste.

• Correct sorting will unlock the gate to the next area.

• Incorrect sorting will trigger an alarm and waste valuable time.

**Environmental Learning Element**: Educates players about waste classification and the impact of marine pollution.

**2. Coral Code Cipher**

**Type**: Observation and Combination Puzzle

**Description**: Different corals in the area display three distinct colors (Red, Blue, and Yellow) and unique symbols (△, ○, ✖).

• The player must follow the “Eco-Code Chart” found on a nearby wall to determine the correct sequence for interacting with the corals.

• Example sequence: Red △ → Blue ○ → Yellow ✖

• If the player touches the corals in the wrong order, strong water currents will be triggered, causing a loss of time.

Environmental Learning Element: Introduces the concept of coral bleaching, color variation, and the effects of ocean acidification on coral health.