Team



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# Our team

# Aim of the project

With this project we aim to spread information and educate more people about why it is so important to save and manage our water resources and of course how to do it. We believe that one of the most entertaining ways to do that is through a game.

# The game

3.1 Review of the game

The project we made is a 2D puzzle solving game where your goal is to complete missions to stop the pollution in the water. A miniature person is going through the pipes trying to find and remove the pollution.

3.2 Rules

The whole game is underwater. You will drown, if you don't breathe for 15 seconds. You can replenish your oxygen on green platforms, whereas red platforms instantly kill you. You can press on things to interact with them. There are 5 levels in the game and 3 difficulties. With each harder difficulty, the amount of time you can spend in water decreases. Stand on the pressure plate to go to the next level.

# The site

We decided to present the idea of the game in a website so it can reach to as many people as possible. You can see most of the information there.

# Future of the project

Future plans for the development of our project are:

* to add more levels to the game
* to improve the design and the graphics of the game
* to add a login form that is going to help us update users about the progress we achieve

# Block Diagram

