Cleaners of The Seven Seas

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8 - Sampaguita

PROBLEM STATEMENT:

One of the problems of our globe right now is that we have a lot of trash that impacts our environment badly. We need to clean our ocean in order to have a neat and clean environment.

PROJECT OBJECTIVES:

1. To spread awareness about cleaning the littered ocean.
2. To clean the ocean. (To clean all seven seas.)
3. To obtain seashells to buy from the game's store.
4. To reach certain levels

PLANNED FEATURES:

● Leveling up different cleaning materials that scale with how much time you have spent with the game as well as collecting enough resources to do so. Eg.(lvl 1 tong(cleaning material) –> lvl 2 tong…)

● Achievement system to show how far players have progressed eg. (The Great Cleaning)

- Rewarding system (seashells)

- Currency (seashells)

- Player titles eg. (lowest : Fishchop, middle: Toni Cleaner, highest: Cleaning Lopez)

- Upgrading building = "Seashell Eleganza Extravaganza"

- Menu: Start Game, Quit, Manual

- Different areas for the character to clean eg. (BadduSea, SeaSea, YoSea, SeaNgilin, PoSea, JuSea)

PLANNED INPUT AND OUTPUTS:

- Player's name

- "Continue Cleaning" to proceed collecting trash

- "Stop Cleaning" to stop collecting trash

- "Upgrade" to upgrade your cleaning material

- "Claim" to claim your seashells

LOGIC PLAN:

First, the user will choose a number from the menu that will be shown.

1. Menu

2. Start

3. Manual

4. Quit

Second, if the user chooses 1(start), he/she will then choose a sea.

EG. (There are 7 of them)

1. BadduSea

2. SeaSea

3. PoSea

4. YoSea

5. SeaOfBygoneEras

6. JuSea

7. CaSeaDeh

Each and everyone of them has three levels. If the user is done with all the levels of BadduSea, he/she may choose another sea and he/she will start on level 1. Her/his goal is to finish all the levels of all the seas.

As they level up, it will be a cue for them that they can now level up their cleaning material (3 levels too). They need seashells in order to level up their cleaning material and it is up to them if they want to level it up. To get seashells, you need to pick up 1 trash to get 2 seashells. After picking your selected sea, the game will then start. Pressing P on the keyboard = picking up trash

Level 1

You need to pick-up up at least 25 pieces of trash in 60 seconds.

Considering that your cleaning material is level 1, it also means it can only pick up 1 trash per pick-up.

2 seconds = 1 trash

So make sure you can press P on your keyboard to pick these trashes up.

After 60 seconds, you will be asked to claim your seashells then the program will ask you:

Continue or Go to shop.

If you continue, you will be led to level 2.

If you go to the shop, you will be led to the shop where you can upgrade your cleaning material.

However, it will only ask you this if you managed to pick up at least 25 pieces of trash.

If you weren't able to, the choices are:

Continue playing level 1 or exit the game.

Level 2

Same thing happens but this time..

You need to pick-up at least 40 pieces of trash in 100 seconds.

2 seconds = 2 trash

If you level up your cleaning material, you will have an advantage because it picks up 2 trashes per pick-up.

If you don't, then you need to pick-up one by one.

Level 3

Same thing happens but this time..

You need to pick-up at least 72 pieces of trash in 150 seconds.

2 seconds = 3 trash

If you level up your cleaning material, you will have an advantage because it picks up 3 trashes per pick-up. If you don't then you need to pick-up one by one.

After this, the program will not ask you anymore if you want to continue or go to shop. Instead, it will give you an award if you finish all these levels successfully. After giving the award, you will then proceed to the menu again. When you want to start playing again, the sea that you finished last time will not be in the choices anymore. If the user chooses 2(manual), he/she will be led to the manual where the instructions are shown. Lastly, if the user chooses 3(quit), he/she will be out of the game/program.