

# microplastics **Macroproblems**



by Guillem Ferrer



## About me...

...I love photography, nature and animals, so it is wonderful when I can join these three elements at the same time!

For being able to keep on enjoying that, we must be conscient about the environmental conservation. This is my game's main goal!



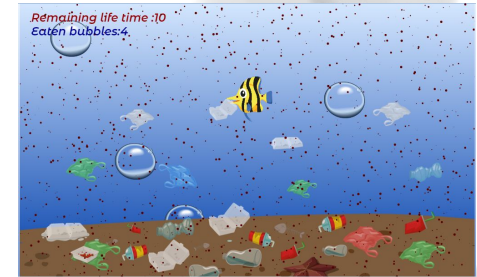
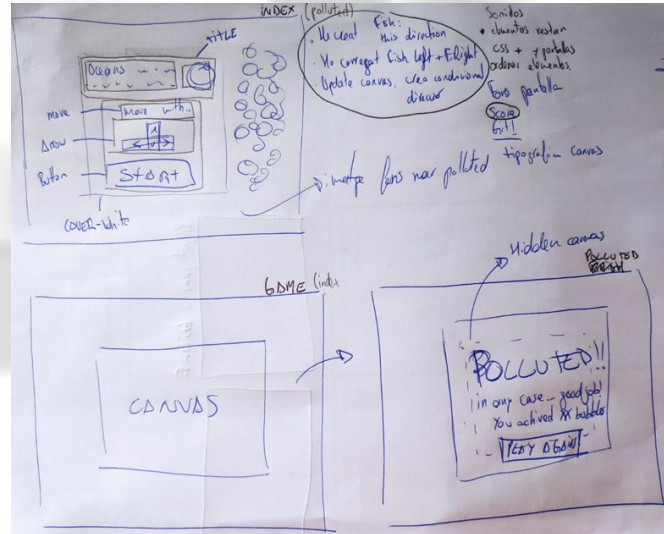
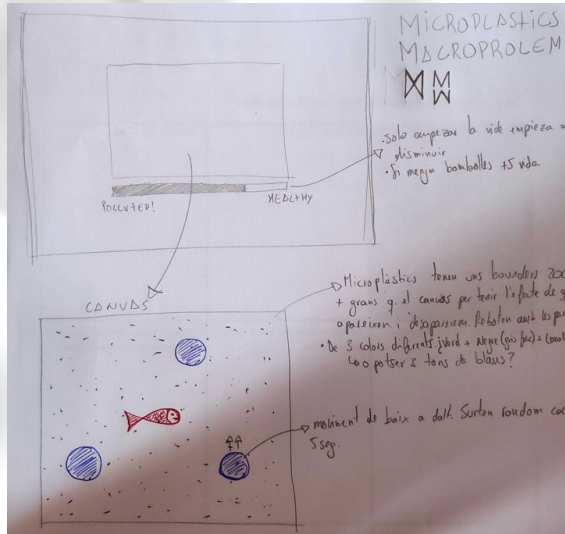
## What is my game about?

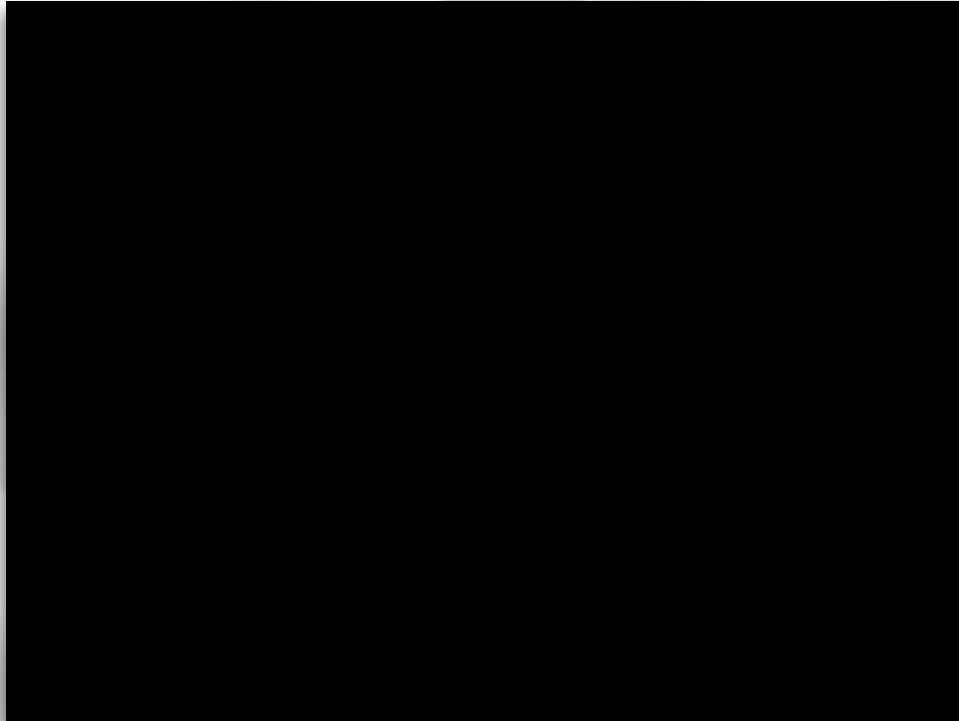
I have focused in the oceans conservation, specifically in the microplastics that are polluting our water.

You are a fish swimming in an ocean full of microplastics, you will inevitably die after 30"... At least, do your best to live as oxygenated as possible by catching plenty of pure O2 bubbles!

# How did I started?

Making storyboards helped me a lot in order to have a clear focus in the very first steps of the project.





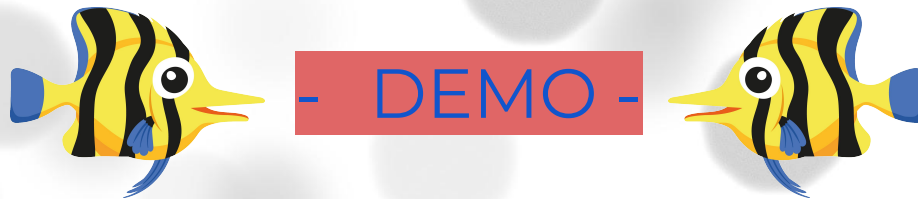
## The biggest challenge?

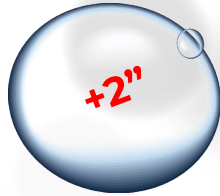
I wanted to have a random background looking like microplastics flowing in the ocean.

That was the first thing in my list and it may took me to much time but finally I am proud with the result.



**Want to  
play?**





## What is in the oven for V2?

- To make it 100% responsive in all devices.
- To increase time for each eaten bubble.
- To decrease time for each eaten plastic bag.

# Thanks for watching!

(& for your time!)

\*feel free to share it

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