

# **The Hot Clock: A 2D Adventure Game Addressing Climate Change**

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## **Climate Change**

Since the Industrial Revolution (1760-1840), humans have been causing long-term changes to our planet's climate that will soon become irreversible if our ways of living do not change. Some of the top contributing factors to climate change include the burning of fossil fuels for energy (e.g. powering our homes), methane emissions from decaying trash/plastics in landfills, and livestock, accounting for 14.5% of the total greenhouse gas emissions (most being from cattle). All these emissions leak into our atmosphere creating a blanket around Earth, and as that blanket of emissions gets thicker, our planet gets warmer. As a result, Earth is now 1.1 degree celsius warmer than it was at the beginning of the industrial revolution. Many people think that this is a new issue that we have time to fix, however this has been going on for a while and consequences will soon become more notable and dramatic. There will be more frequent storms, droughts, and heat waves. Our planet's ice caps will quickly melt causing sea levels to rise. Climate change will directly harm animals by destroying the places they live, lessening their food supplies, and decreasing their chances of reproduction.

## **Why I Chose to Address Climate Change**

Climate change, however, can be slowed down if us humans change our ways of living. As a result, I chose to discuss this issue because this will be something that will impact myself and my children if nothing is changed now. People can switch to renewable energy by investing in solar panels, and switching to energy efficient appliances. Individuals could also change their lifestyles by only purchasing the food they need. About 10% of the energy used in the US is used to produce, package, and ship food, 40% of which typically just ends up in landfills. Also, by eating less meat, people cut from one of the biggest contributors to CO2 emissions, the livestock industry. There are

plenty more ways people can make small changes to prevent climate change but I think the most important is by raising awareness. Personally, if I hadn't researched climate change and what I can do to prevent it myself, I wouldn't be as cautious about unplugging devices before I leave the house, or choosing tofu for dinner over steak. One person at a time, we could slow down climate change and leave a healthier planet for our children.

## **Aesthetics**

From experience, and my small understanding of human psychology, it's easier for people to consume information if it's relatable or enjoyable to come across. I built my game with that understanding in mind as I developed all assets such as the timer, the completed task, and the progress bars. People also like to feel as if they've accomplished something, so adding progress bars everywhere I thought this would help motivate players to continue knowing that they've accomplished something already and they are close to the finish. As for the aesthetics and design work, I attempted to get as close as I could to pixel art while making the game look as friendly as possible. I felt as if I gave the game too much of a modernistic look, people would not enjoy it as much and look at it as a simulation/forced learning experience. By making it more friendly with bright colors, it would make my game a more passive learning experience.