**Part 1: Introducing Team’s logo**

**Video**: Team’s logo jump into the screen

**Music**: Team’s logo music

**Speech**: None

**Duration**: 1-2 secs

**Important**: Optional

**Part 2: Ruined World**

**Video**: Real pictures of polluted environment, dying sea animals

**Music**: Sad music

**Speech**: The year is 2100…, and marine life is in grave danger. Garbage dumping of harmful materials has taken its toll on the oceans. Effectively, all ocean life is facing mass extinction. The black market is in high demand for marine animals. Consequently, poachers take to the oceans to hunt the remaining few…

**Duration**: 10-15 secs

**Important**: Must

**Part 3: Hope is not lost**

**Video**: 2D drawing of our bot created by UH scientists, video of it cleaning trash, planting trees, healing sea animals, 2D drawing of it getting shot by hunter, 2D drawing of it getting helped by Poseidon

**Music**: Happy music at 1st, bad music when it got shot by hunter, normal music when helped by Poseidon

**Speech**: However, hope is not lost … scientists from the University of Houston creates a highly intelligent, self-powered robot that is capable of restoring all ocean life. With the world’s hope resting on his shoulders, the first-ever Hydrobot is deployed to the ocean.

Unfortunately, during his quest, he encounters illegal poaching. Caught off guard, the poachers try to silence his mission. Hope and death seemed all but certain. Luckily he is not alone…

**Duration**: 30 secs

**Important**: Must

**Part 4: The battle begins**

**Video**: Footages of our game with our bot shooting at enemies, surrounded by a lot of enemies, casting various skills, some beautiful action scenes like stunning and shooting enemies. Bot being chased by Mutant shark. Some footage of fighting with Terminator if he is available. Ends with the screen shaking by the roar of mutant shark (not shown so the player just know that it is a big monster).

**Music**: Fast, exciting, battling music.

**Speech**: The battle begins…..

**Duration**: 60 secs

**Important**: Must

**Part 5: The gay (cheerful) game**

**Video**: everything

**Speech**: (kid asking questions)

Shooting games have been around for a long long time. A shooting game with a good story line is really exciting. Hydrobot Adventure is a very special shooting game with 12 levels and an intriguing storyline. It makes the player learn about environment sustainability as part of the game play. It captures the real under-sea environment with cool graphic effects. The game also brings to the mind of the player a vision of what the sea environment will become in the future if we do not act right now.

Wow, what is this game all about?

In this game you play as a hydrobot on his quest to save the oceans

Show Caption: “CLEAN THE OCEAN”

The ocean has been destroyed by years of pollution and you can help by cleaning the wastes that were dumped into it. You have to identify different kinds of waste and process them in the corresponding processing plant. Waste can be recycled and converted into either resources or power-packs. Resources can be used for building more facilities. Power-packs can be used to replenish the Hydrobot’s energy so that he can operate infinitely underwater w/o having to return to the land for maintenance. Processing plants can be upgraded using techniques analyzed by the research lab to produce power-packs and resources more efficiently.

Kid: The animals do not look well? What happened to them?

Show Caption: “HEAL SEA ANIMALS”

The polluted sea makes the sea animals sick. You have the power to heal them. Remember, sea animals are your friends; and they’ll help you in your mission.

Kid: Do I just have to clean the ocean and heal sea animals to win the game?

Of course not, there’s a lot more to it.

Show Caption: “ENEMIES & BOSSES”

Fighting the poachers is also a major part of the game. There are different varieties of enemies; scuba hunters (poachers), pirate ghosts, monstrous mutant sharks, terminators bigger than Arnold and many more.

Show Caption: “SHIPWRECKS”

Fighting stage bosses or vast amounts of ferocious enemies is no easy task. Throughout his adventure, the Hydrobot can accumulate experience points which can be used to upgrade his mechanical parts with technologies from the research lab. Following the story line, the player will also advent to explore sunken ancient shipwrecks. Entering the mysterious shipwrecks is both exciting and scary. You will find ancient mythological relics and other exotic stuff in there.

Kid: I don’t get it, how will the relic help?

With the help from a special friend of the Hydrobot, the ancient mythological relics’ powers can be extracted to help the bot learn new special skills.

Show Caption: “SPECIAL SKILLS”

The power of each skill is related to the hydrobot’s basic attributes. Accordingly, the player will have to strategize when choosing which skill to master. For example, the power of Thor’s hammer is linked to our bot’s strength (show footage using Thor’s hammer). However, each skill is a double-edge sword. Using the power to much can adversely damage the Hydrobot.

Kid: Oh wow, I got it. So is there anything else I can do to help the ocean?

Absolutely…, you can also help restore the ocean animal’s habitat. The research lab has a cloning facility which can resurrect extinct animals.

Show Caption: “RESURRECT EXTINCT ANIMALS”

Strange objects can be found throughout the game. They can be analyzed at the research facility for possible identification of the fossils. When enough samples are collected, state of the art technology can bring the long-lost animal back to life. The resurrected animal will become your friend and assist you in the battle with their own unique abilities.

Kid: Oh, so I will learn some science. Is there more cool stuff to learn?

Of course… the trash processing factory teaches you about the latest trash processing technologies. The research lab gives you a glimpse of the amazing things that genetic research can help us accomplish. You will also learn easy ways to help change the world! The treasure chests in the shipwrecks not only contain relics but also contain paintings of the sea (show paintings). The paintings give players facts and hints that not everybody knows about. The ocean animals will also show their unique abilities, and offer interesting ways to save the oceans (focus on fish’s talk).

Oh, but what if I just don’t read them?

Oh, you better. This information is needed in the mini-games after every level.

Show Caption: “MINI EDUCATIONAL GAMES”

There are 2 types of educational minigames: quiz game and typing game. Doing well in the minigame means we have successfully educated more hunters, turning them from bad to good, making the next level easier.

Kid: I notice there is a strange bar on the left, what is it?

Show Caption: “GOODWILL BAR”

Oh, that bar represents your goodwill. Every good deed fills up the bar. When the bar is full, the ocean will pay you back for all the help you have provided. The detail is left for you to discover in the game.

Kid: Oh cool! Can I play this game whole summer?

Absolutely,…

Show Caption : “SURVIVAL MODE”

Once you finish all the 12 levels of the game, the survival mode is unlocked. This is a never ending mode where your objective is to protect an Ancient sea animal from endless waves of enemies.

Show Caption: “GAME PLUS”

Also, the game can be replayed unlimitedly with the Game plus feature. Every time you defeat the game plus, it becomes even tougher. This makes our game playable for a long long time.

Show Caption: “SKILL COMBO”

Moreover, under special circumstance, a secret feature called the skill combo is unlocked allowing you to combine 2 skills together to produce incredible effects.

It’s so exciting! I want to start playing now!

Oh right, the quest to protect the ocean is a difficult one but it can also be fun. The sea animals are waiting for their hero – you! Go save the world!!!!

**Part 6: Coming soon on PC**

Video: Text appearing “Coming soon on PC. Brougt to you by Eager Beavers”. Credit rolling.

Speech: None

Duration: 2-3secs

Important: Optional