**Hydrobot Adventure’s trailer script**

**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 schemes 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**: (Like a chat between 2 person : prefer between Thien & some 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, without preaching it. It captures the real under-sea environment with water effects and cool graphics. 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?

Hydrobot Adventure is a game in which you play as a hydrobot on his quest to save the oceans. He has to clean ocean debris, heal animals and drop seeds on the ocean bed to grow a special plant. The environment status shows how polluted the sea is and how many sea animals have been killed. The worse the environment status, the quicker the sea animals’ health reduces over time.

Do I just have to clean the ocean to win the game?

Each level has a different objective. The sole purpose of the game is not to just clean the ocean or heal the animals. Doing these things is means of spreading awareness. Simultaneously it gives the player experience points that can be used towards leveling up and obtaining greater skills. The hydrobot will can use these experience points for various attributes.

Strength – Increasing his shooting power,

Speed – Increasing his mobility.

Shooting rate – Making him shoot faster

Health points – Increasing his chances of survival.

Don’t the bot have to refuel?

The hydrobot is able to function infinitely underwater. The special fruits planted from the hydrobot himself, supplies him with an infinite power source. The fruits will not only replenish our hydrobot with health and temporary power-ups but will also serve as a means of restoring the overall environment condition.

Oh wow, I got it. Can I start playing now?

Absolutely… but wait there is more. There are stage bosses where the hydrobot’s current power cannot overcome. In order to defeat them, you will need to follow the instruction of Poseidon to find the ancient mythological relics. These relics are left forgotten in treasure chests inside shipwrecks. These treasure chests are heavily locked and opening them without the key is impossible (show 2D scene saying the player has not got the key yet). However, the fishes populating the area know the way to the sacred key. Therefore, helping the animals will lead you to the key allowing you to overtake the bosses. (show 2D scene saying the fishes have helped the player to find the key).

I don’t get it, how does the relic help?

With the relics, you are able to learn special skills that will make your fight with the big bosses possible (footages of using skills to fight). 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.

//Wait a minute, you said earlier that I will learn about the sea life when I play this //game?

Wait a minute, what do I learn when I play the game?

You will learn easy ways to help change the world! The treasure chests not only contain relics but also contain paintings of the sea (show paintings). These paintings describe a sea environment that is much better than the current game’s environment. The paintings will also give players facts and hints that not everybody knows about. The ocean animals will also show their unique abilities, and offer interesting ways on saving the oceans (focus on fish’s talk).

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

Oh, you’d better do, kid. These information are needed in the minigame after every level. There are 2 minigames: quiz game and typing game. In the quiz minigame, the player would have to answer several questions regarding the sea environment. Answering more questions correctly means we have successfully educated more hunters, turning them from bad to good. The next level will be easier for you. These hunters will stop polluting the environment and hunting the animals. The starting environment status of the next level will be higher (focus on the environment bar again).

In the typing mini game, you will have to type an educational passage correctly in a limited time period. The faster you type, the more experience the hydrobot will gain!

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

Yes, kid, 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!!!!

Music: Normal game play musics

Duration: 2-3 mins

Important: Must

**Part 6: Coming soon on PC**

Video: Text appearing “Coming soon on PC. Brougt to you by Eager Beavers”. Credit rolling saying who is who, who does what, musics taken from where.

Speech: None

Duration: 2-3secs

Important: Optional