**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**: Year 2100… (on dark background), the ocean has been greatly damaged by (3-4 reasons, show pictures accordingly) …. Companies and organizations even illegally drop trashes and hunt sea animals for profit (show some footages of our game with sea bed full of trashes and hunters going after the fishes, we just need to make our bot not appear in the scene).

**Duration**: 10-15 secs

**Important**: Must

**Part 3: Hope are 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 are not lost … (one dark background), scientists from UH successfully creates a highly intelligent robot (2D drawing of bot created) that is able to do the task of cleaning sea, healing sea animals (footages of our game) and operate infinitely underwater with the help of the fruit from the special plant that the bot is able to grow on the sea bed (footage of bot collecting fruits from 4,5 trees). Our main hero is the 1st hydrobot ever created and is sent to a sea area for experiment. However, he accidentally discovers illegal hunting activities of an organization and therefore the hunters try to exterminate him (2D drawing of hunter shooting his shoulder). Death is certain but luckily, he is not alone (2D drawings of him gets dragged away by a whirlpool and Poseidon talks to him).

**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….. (at the beginning)

**Duration**: 60 secs

**Important**: Must

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

**Video**: everything

**Speech**: Hydrobot Adventure is a game in which the player has to act as a hydrobot on his quest to save the ocean. He has to clean trash (show footage), heal fish (show) and plant tree (show). He even has the ability to understand the language of every fish (focus on the fish talking part) In the game, the environment status (zoom into environment bar on the screen) is connected to how polluted the sea is and how many sea animals have been slaughter. The worse the environment status is, the quicker sea animals’ health reduces over time and the easier they will be hunted (focus on fish health and being hunted by divers). Each level has a different objective, none of which is having the user to clean the sea or heal the fish but the game play is made so that it is very hard to win a level w/o doing the above good deeds. We want the player to learn to do the good deeds while having fun playing the game. Doing good deeds not only helps improving the environment but also supplies the hydrobot with experience which will help him to level up. Everytime leveling up, the hydrobot will gain some attribute points to upgrade his attribute: strength – For increasing his shooting power, speed – For making him move faster, shooting rate – For the bot to shoot faster and finally Health point (show the Attribute board). As mentioned earlier, our cyborg is able to function infinitely underwater with the help of the special fruits from a kind of plant that he can grow on the seabed (show plants with some fruits). Not only the plant improves the environment, their fruits also replenish our hydrobot with health and also temporary power-ups like double speed, power, shooting rate which will make his battle against hundred of hunters feasible (show some fightings). However, there are still big bad guys with whom mere power can not match (show scene fighting with mutant shark and terminator), in order to defeat them, you need to follow the instruction of Poseidon to find the relics of the Gods that have been left forgotten in treasure chests inside shipwrecks. These treasure chests are heavily locked and openning them without the key is impossible (show 2D scene saying the player has not got the key yet) but the fishes populating the area know the way to the sacred key and you just need to help them so that they will help you in return (show 2D scene saying the fishes have helped the player to find the key). Having found the relics, Poseidon can help you to extract the power of them (show cut scene Poseidon talking about extracting relic’s power) and then you learn special skills that will make your fight with the big bosses viable (footages of using skills to fight). The power of each skill is related to the hydrobot’s basic attributes so the player will have to make strategy on which skill he wants to master. For example, the power of Thor’s hammer is linked to out bot’s strength (show footage using Thor’s hammer). However, casting a skill will reduce the bot’s health a little bit and the lower the health, the less effective the skill. Therefore, the player has to use the skill wisely and has to replenish his health regularly with the fruits given by the plant. The treasure chests not only contains the relics but also contains paintings of the sea hundreds or thousands years ago (show paintings). These paintings describe a sea environment that is much better than the current game’s environment because the sea has not been destroyed so much at that time. The paintings will also give players facts and hints that not everybody knows about what can protect or destroy the sea environment (focus on the paintings’ tips). These information is used in the quizz minigame after every level so the player should try to remember them. A minigame is a small game that happens between two game’s level in which you try to educate the hunters that you defeated during the previous level (show class room scene). Education happens during 2 minigames: quizz game and typing game. In the quizz minigame, the player would have to answer several questions regarding to the sea environment. Answering more questions correctly means we have successfully educated more hunters, turning them from bad to good so that the next level will be made easier for the player, these hunters will stop polluting environment and hunting fishes so the starting environment bar of the next level will be higher (focus on the environment bar again). In the typing mini game, the player will have to type a passage correctly in a limited time period. The faster the player types, the more experience the hydrobot will gain. (Show the footage of the game again and we need some cheesy sentence here to end this section, i.e, the quest to protect the ocean is long and hard but also interesting, the sea animals are waiting for their hero – you)

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