Pacific Garbage Patch

Pacific Garbage Patch is a game that aims to highlight the ever-growing pollution in our oceans.

The story begins with a group of friends on a surfing trip on a small island in the ocean. One of the friends can't enjoy his time out on the waves because he cannot unsee the plastic bottles and pollution in general all over the beach and in the water itself. The plastic bags collecting plants and ocean life worries him so much.

The next morning he gets up earlier to start collecting whatever he can from the sand. He spends all morning toiling away and once he's done the beach looks a lot better, but then he notices the rubbish in the water itself, so he takes his surfboard and swims through the water to gather what he can carry.

He feels quite good about himself, but the following night the worries and bad thoughts creep up again. He needs to grow his operation or be able to gather more trash in one go: he decides to buy a small boat and some construction supplies with the last of his savings and builds a craft that he will use to clean the surrounding waters.

Some pieces are lighter to pick up, some are heavy and tangled in the sand and sea life and collected rubbish must be unloaded onto land. Each of these nuances presents different difficult choices to the player. The mechanics are those of a management game, but with time constraints in the form of a daily cycle and puzzle mechanics/minigames when collecting the rubbish itself. Random events such as storms during the night can affect how much rubbish there is to collect each day, and if the rubbish exceeds a threshold amount, the player loses.