Gameplay concepts:

1. Quest System:
   * Types of quests
     + Rescue
     + Fetch
     + Trading
     + Slaughterhouse missions
     + Puzzle
     + Invasion
     + Daredevil Quests x2
2. G.A.A.S.
   * Types of G.A.A.S.
     + Artic
     + Pyrus
     + Nimbus
     + Greenhouse Gas/Aberrus (Negative version)
   * Acquiring G.A.A.S.’s
     + Major Quest Item
     + Instaswitch
     + Meter
     + Powered by pollutants that he cleans up
     + Goodness
     + Solar
     + Environment
3. Environment System
   * Affects stats
   * Pollutants
     + Affected by actions
     + Spread over time
     + Levels
     + Usually some big source, can be completely destroyed via side quest or main quest
     + Some villages or societies might be causing pollutants
   * Hazards
4. Leveling up system, to be determined
5. Combat
6. Items
7. Locations
8. Health
   * Regenerated when in clean environment

Characters:

* Polar Bear – Urso
  + Chosen by Gaia after saving his own community but at the cost of losing his parents
  + Parents died due to the ice caps melting and they drowned
  + Silent Protagonist
  + Only mammals that can’t talk,
* Badass Rabbit – Rival – Rillz
  + Later date character
  + If we make him playable he must be as badass as possible
  + Rabbit sees the polar bear’s success
  + Chemically engineered by the Environmental Engineer
* An Environmental Engineer insuring his future –Bob Z. Bub
  + An asshole
  + Steve’s Institute of Science, in Michigan
  + A human
  + Advertised everywhere as awesome
  + Popular
* Blue Bear – Secret Final Boss

Quotes:

* “You can’t plant a pineapple tree… in an oil spill.”