



# GREEN

## BEA

*Join Green Bea in her pixel world as Bea shows you how to make little changes  
for big impact in your everyday life*

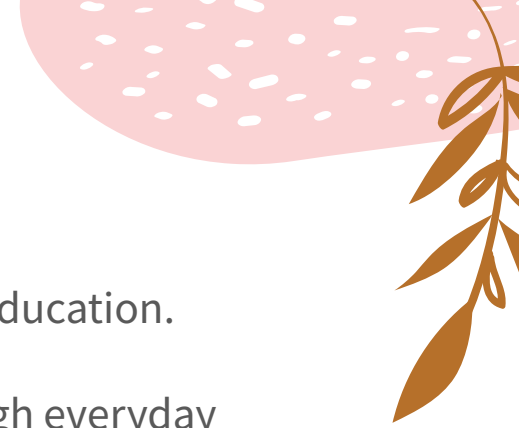
# Idea Behind Bea

One of the biggest problems when it comes to climate change is education.

Through the use of an addictive game the user follows Bea through everyday activities where she gives fun facts and tips on how to live a more environmental lifestyle

We wanted this game to be cute and non-judgmental with emphasis on little changes being key to environmentalism

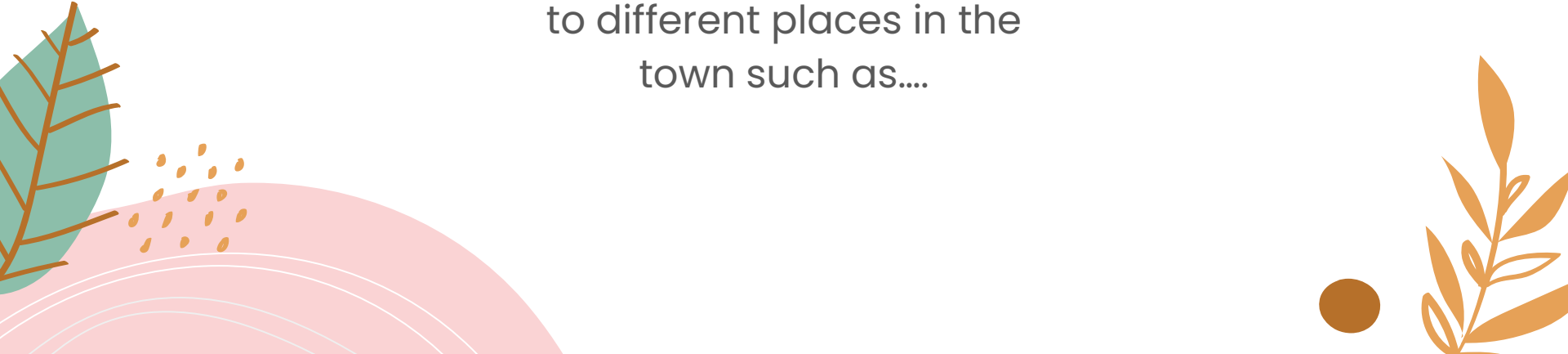
The game has been simplified quite significantly for this project however it provides the basis for Bea's little world to be expanded and explore new environments.



The top of the slide is decorated with stylized botanical illustrations. In the top-left corner, there are brown leaves and a small brown circle. In the top-right corner, there are brown leaves and a teal-colored leafy branch. A large, wavy, light pink shape flows from the top-right towards the center.

# Where does Bea go?

The user follows Bea through  
to different places in the  
town such as....

The bottom of the slide features more stylized botanical illustrations. In the bottom-left corner, there is a teal leaf and a cluster of small brown dots. In the bottom-right corner, there is a small brown circle and a brown leafy branch. A large, wavy, light pink shape flows from the bottom-left towards the center, mirroring the one in the top-right.



# Kitchen

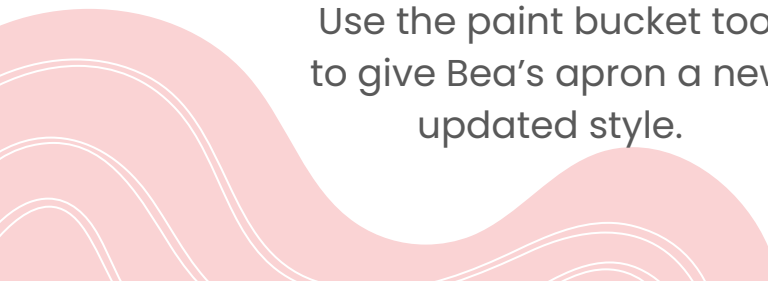
## Make low carbon meals

Follow Bea into the kitchen and make vegan meals, and learn about how different foods impact the environment

# Upcycle Shop

## Update Beas apron

Use the paint bucket tool to give Bea's apron a new updated style.



# Refill Shop


## Take your jars and restock

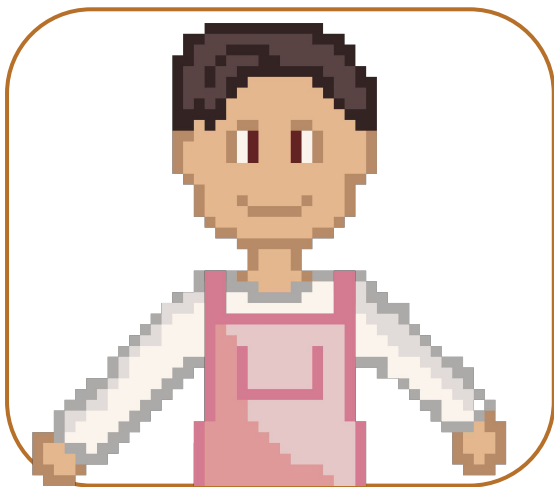
Follow Bea to the local refill shop with your recipe and pour everything into reusable jars.

# Mending station

## *Future Idea*

Bea is very clumsy but doesn't like throwing things away. Help Bea fix items such as clothes, bowls, bikes.





## The Process

- We decided quite quickly on the game idea
- With GameDev and decided to work in Unity
- 3 out of 4 of us had never worked on Unity and were learning on the go
- We tag teamed drawing the graphics to give ourselves a break from coding

The background is a light cream color, decorated with various botanical and abstract elements. In the top left, there are brown line-art leaves and a small cluster of teal dots. The top right features a large, wavy pink shape with white concentric lines, a brown line-art leaf, and a solid brown circle. The bottom left has brown line-art leaves and a teal shape with brown dots. The bottom center has a solid brown circle and a brown line-art leaf. The bottom right features a large, wavy pink shape with white concentric lines, a brown line-art leaf, and a teal shape with brown dots. The text "Thank you!" is centered in the upper half, and "Any questions?" is centered below it.

# Thank you!

Any questions?