

EcoGuard

Introduction

In a world on the brink of ecological collapse, where the air we breathe is laced with silent killers, one organization stands as the last line of defense. You are an elite operative of EcoGuard – a covert international task force formed in secrecy, funded by nations yet trusted by none.

Your mission, is threefold:

Extract the last reservoirs of pure water deep from enemy territories to neutralize toxic wastelands.

Plant trees in hot zones, lands almost barren and under the constant threat of eco-terrorist factions looking to exploit these lands for their gain.

Engage in clandestine operations within urban sprawls, persuading, coercing, or neutralizing key figures to ensure communities roll back their ecological footprint.

Every decision you make is contributes to the world's salvation or annihilation. The clock is ticking, operative. Can you thwart the looming eco-disaster and help heal Mother Earth?

Mission 1: Operation Pure Water Extraction

Objective: Navigate enemy territories, overcome obstacles, and collect reservoirs of pure water to neutralize toxic wastelands.

Step 1: Level Introduction

The level begins with a depiction of a barren, polluted wasteland. The mission briefing informs players that deep within enemy territories lie the last reservoirs of pure water, essential to rejuvenating the environment.

Step 2: Obstacles

As players progress, they encounter:

Toxic Puddles: Puddles of toxic waste that damage the player on contact. Players must jump over them or find alternate routes.

Unstable Platforms: Platforms that start to crumble or fall once the player lands on them, requiring timely jumps.

Polluted Air Pockets: Zones with thick polluted air that slows the player down and causes gradual damage over time. Players need to quickly navigate through or find items (like a temporary mask) that help them traverse these areas.

Step 3: Enemies

Wasteland Guards: Patrolling enemies that chase the player when spotted. Players can evade, hide, or use the environment (like causing a platform to fall) to neutralize them.

Step 4: Collectibles

Water Reservoirs: Small blue glowing orbs (representing pure water) scattered throughout the level. These are the primary collectibles, essential for mission success.

Temporary Power-Ups: Player can solve environmental puzzles to get items like a gas mask (to navigate polluted air pockets).

Step 5: Level Climax & Extraction

Towards the end of the level, players find a large reservoir of pure water. Extracting it involves a mini challenge, like a timed puzzle where players must quickly align pipes to channel the water out.

Step 6: Outcome

The collected water is shown neutralizing a portion of the toxic wasteland, turning it green and vibrant. The more water orbs collected, the larger the rejuvenated area.

Mission 2: Green the Wasteland

Objective: Plant trees in desolate zones, ensuring they grow while fending off eco-terrorists who aim to exploit these fragile regions.

Step 1: Level Introduction

The level initiates with a view of the barren wasteland. A mission briefing describes the importance of greening this land and the challenges faced from eco-terrorist factions.

Step 2: Collecting Seeds

As players start, they need to collect tree seeds scattered across the land:

Seed Pouches: Glowing items that players can pick up. Each pouch contains a certain number of seeds.

Hidden Seeds: Some seeds are located in concealed areas, rewarding exploration.

Step 3: Planting Mechanic

Players can plant a tree by standing in designated spots (perhaps visibly parched areas) and using a specific control or button:

Growth Time: Once planted, a tree takes a few seconds to grow. During this period, it's vulnerable.

Step 4: Defending Trees

Eco-terrorist factions try to uproot newly planted trees or set them on fire. Players must defend the growing trees by:

Neutralizing Threats: Players can confront and neutralize terrorists by using a stun device.

Mission 3: Operation Influence Human Threats

Objective: Engage with key figures and locals in urban areas to convince them to adopt eco-friendly practices.

Step 1: Mission Briefing

Upon entering the urban level, a brief cinematic or dialogue box presents the key figures – perhaps a factory owner, a market leader, and a local politician. Players receive a summary of the environmental damages each is causing.

Step 2: Direct Engagement

Players navigate the urban terrain to locate and approach these key figures. When a player reaches a key figure, a dialogue interaction triggers:

The key figure presents their stance or reason for their actions. For instance, "This factory provides jobs, why should I care about some trees?"

Players are then given two dialogue options:

The persuasive argument such as "Going green can save you money in the long run and increase community support."

An incorrect or less effective argument, such as "Trees are more important than jobs."

The correct persuasive argument is based on logic, empathy, or mutual benefit. If the player chooses the right dialogue, the key figure is persuaded. If they choose the incorrect dialogue, the figure remains unconvinced and explains their reasoning.

Step 3: Locals & Everyday Moments

As players move through the urban landscape, they encounter mini scenarios, like someone littering. These offer bonus persuasion opportunities:

Players approach the individual.

A brief dialogue interaction triggers, similar to the engagements with key figures. Players choose between a persuasive argument and an ineffective argument. Successfully persuading locals can provide small rewards or game points.

Step 4: Progression & Outcome

To get the opportunity to speak to the local politician boss the player must have reached green in the persuasion meter by convincing the right amount of influencers and locals.

Players navigate to locate the politician, the key figure, and the "boss" of this mission. Upon initiating the interaction:

The politician presents a series of arguments or concerns about their stance.

For each argument, players must select a response. They won't get immediate feedback on whether their choice was effective in persuasion.

The Persuasion Meter subtly changes after each dialogue choice. Animations or visual cues, like the meter glowing faintly green or red, indicate the effectiveness of the player's argument.

As players progress through the conversation, the meter's movement becomes the main indicator of how well they are doing. The politician's demeanor or expressions don't give away clear hints, making the meter crucial for players to gauge their progress.

Depending on the Persuasion Meter's status towards the end of the conversation, branching narratives unfold.