Back To Blue Game Sketch

**Game Concept:**

Back To Blue is the premier educational anti-pollution oceanic puzzle game. The game is focused around educating players about the dangerous pollutants aggregating in our earth's oceans in an entertaining and satisfying way. Players will take on the role of a single caribbean wrasse (a species of tropical fish known for using simple tools) who uses discarded fishing line and the help of other sea creatures to remove the garbage that has infested their home. Back To Blue employs environmentally and physically based puzzles to challenge the player in their quest for a clean home.

**Target Market:**

This game is geared for sale to environmental activist organizations, but the target player base is that of kids roughly 10-12 years old to get them interested in the conservation of the world they will someday inherit. We believe that this market is the best fit of Back To Blue because our game combines accurate information about plastic and refuse pollution with a bright and approachable game world and mechanic set. While the methods of trash removal may not be 100% accurate to real life, the effect of trash on the underwater world will be as accurate as possible.

**Gameplay:**

In Back To Blue the player is motivated primarily by the state of the environment and the information provided to them about the dangers of plastics in the environment. This on combination with the bluing/revival effect that occurs when trash is removed will serve as the players motivation for level and game completion. The Bluing/revival effect is best described as an increasing in the blue coloration of the background and environmental art as trash is removed making the level appear more natural and reef like. We are also hoping to implement a revival system depicting schools of fish returning to the reef upon completion.