BUOY

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Water is an indispensable part of the Earth's resources, and it is a key resource for the survival of all living things on Earth. As population growth, industrial and agricultural activities increase, more and more industrial, agricultural, and other wastes are discharged into natural water bodies without adequate treatment, which degrades the quality of water, which is called water pollution.

Buoy is a VR project that explores a contaminated ocean. By creating a three-level oceanic environment with words, users will be able to walk through the ocean and learn the harm of water pollution.

The Story…
You are a human that wakes up from endless darkness but all your memories are lost. Soon you realize you are located at the bottom of a mysterious ocean. After some searching, you find a staircase floating in the water. It appears to be the only way to escape from this ocean…

Level One

At the beginning of this project, the user will find themselves surrounded by a texts mound. These texts represent the garbage and the pollutants in the ocean. Users will be able to pass through the texts by using the move key(WASD), the texts being collided will disperse and float in the water. After they walk out from the garbage mounds, users will see a staircase that builds with the source of water pollution floating in the ocean. As users walk through the staircase, the words will float on both sides of the stairs and change color as the user approaches. Meanwhile, they will be able to read the facts of the effect of water pollution on the drinking water. In addition to the staircase, the user will find out there are many marine creatures, such as corals, fish, sea-shells, and two whales. At the end of the staircase, users need to walk toward a jellyfish and will be teleported to the next level.

Level Two & Three

When the users are teleport to the second and third levels, they soon will find out the environment is getting worst. Fish are dying, corols turn white, and the cloudy water. They will still need to walk through the staircase and read the words about the harm of water pollution on human health and marine life. While users walk through, the effects of the words will be triggered (falling and disappearing) as it implies the detriment of human health and the demise of marine life. At the end of level three, users need to walk toward the jellyfish again in order to teleport to the final scene.

Final Scene

The final scene is that all sources of water pollution become huge words and oppress the users so that they can feel that water pollution is a thing that can't be ignored. There are some dead fish on the ground, accusing excessive behavior from humans. In the end, they will find that they cannot escape the ocean at all, just as people can never solve the problem of water pollution.