

Greenpeace: "Fragile Earth deserves a voice. It needs solutions. It needs change"

Focus: Game aims to educate people about the environmental issues we are facing today. By allowing the player to be a virtual Greenpeace activist, player perform team-oriented missions with the help of other Greenpeace activists. The game focuses on a number of issues through a series of missions:

1. Nuclear weapons: 10 nations still refuse to sign the nuclear non-proliferation treaty and continue to develop, design, and test nuclear weapons by detonating nuclear bombs undersea.
 2. Nuclear power plants: number of nuclear power plants increasing steadily, posing a great risk to all creatures.
 3. Whaling
 4. Global warming
- Many other alternatives

Game style: First-person activist (no shooting!!) and/or Third-persons activist. Player has the ability to move/look in 3d space. Also, the game can feature a strategic mode where player gets to control units from a virtual command center, and jump to whatever unit he/she wishes to play in 1st/3rd person viewer. The game's educational materials are delivered in cut scenes where player is briefed (in a semi-scientific style) about the background of the environmental challenge. Also, voice communication between player and other Greenpeace activists (computer controller) could deliver information (quite similar to Food Force). A major challenge in the game is coordinating and synchronizing actions with team members to perform missions task. Game missions are taken from real-life events and missions performed by Greenpeace, adding a historical value to the game.

Mission 1: Climb headquarter building of Exelon Energy corporation and hang a banner protesting their use of nuclear plans

Mission 2: Lead a team of green peace activists to disrupt a nuclear detonation

Mission 3: Protect the Rainbow Warrior (Greenpeace flag ship) from French Frog men (not sketched)