Target Audience: Kids!!!

Mode: 1st person Trash Can? 3rd person Trash Can?

AIM: Educating kids about the effects of various pollutants! Encouraging them to throw trash in trashcans ONLY!

Once upon a time there was a bad, bad guy!
He threw trash here, there everywhere!!
Soon everyone called him SATAN

Then one day...

Graphics: He could probably have a clipping wherein – the bad guy ends up growing horns and starts to look kinda halloween-lish!!

Music: “I really don’t know – probably something kinda... Halloweenish...”
Sick of his stupid actions, Mother Earth turns him into a 'trash can'.

To regain his old self, he needs to collect all the trash he once threw...

**ENTER SATAN'S NIGHTMARE**

"Satan - (the player) needs to earn some 'x' number of points to win - i.e. get back his old self??? - not just that he will face different obstacles (caused due to environmental pollution etc...)

**What should I do?**

**Characters!**

**How should I do it?**

**BEGIN NIGHTMARE**

**What Should I do - Basic Game Plot**

**How should I do it - Keys and Help**

**Begin Nightmare - Yeah!!! 😊**
Characters:

A Cool Dudette: MOTHER EARTH

A Not So Cool Dude: Satan-aka-cla Trash Can!

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**What Should I do?**

* Collect Trash - earn points on your toxi-o-meter.
* More toxic the trash is - higher the points.
* Take that rapid fire! Fast enough (Cuz' you would get stinky if you held trash for a longer period of time.

**Well - there is a stink-o-meter which handles the time constant - the player must reach the nearest recycle station to dump trash - As soon As possible!**
How should I do it?

Accelerate:  
Brake:  
Direction keys:  
Freeze: (we could probably include a feature wherein the [character] needs to hide from some [object] -- still have to work on that!"
Scene 1

The trash can could "blink" (probably in a wildly desperate way)

Third person

Trash can in Mode

Scene 2

First person

Trash can in Mode

Landscape:

3-D World:

Trash can move around collecting garbage
earning points - But players must watch out
for their Stink-o-meter - else Trash can
get "stinked-up" (a sluggy mass which of course - stinking)

Info-meter:

Info-meter: flashes messages about toxic levels of different sorts of trash - eg: plastic, glass, can etc - or we could just have colored boxes showing the level of toxic matter in the article

INFO-METER 8

Nightmare begins:

Stink-o-meter

Toxi-o-meter
STINKED UP

GOSH!... GROSSNESS!

"YOU HAVE BEEN STINKED UP"

3rd person

Obstacles: Poisonous gas field - race up your Stink-o-meter...

Pop-ups & Notes from Mother Earth: Information about poisonous gas due to what, why, etc.
"Well! Good Job!
Don't litter around.
Or you will remain a
trash can forever!!!"

After clearing all levels,
if you have enough score - you win :)

The World is a
fading flower,
- save it...

THE END Screen: Nah! 😞