




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
- very where???



Soon - everyone called him
SATAN !!!

... then one day ...

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

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 "sss" - 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!!! ☺

Name: _____
Date: _____

Sunny ☺

Page: 3 of 7

Characters :

A Cool Dudette: **MOTHER EARTH**



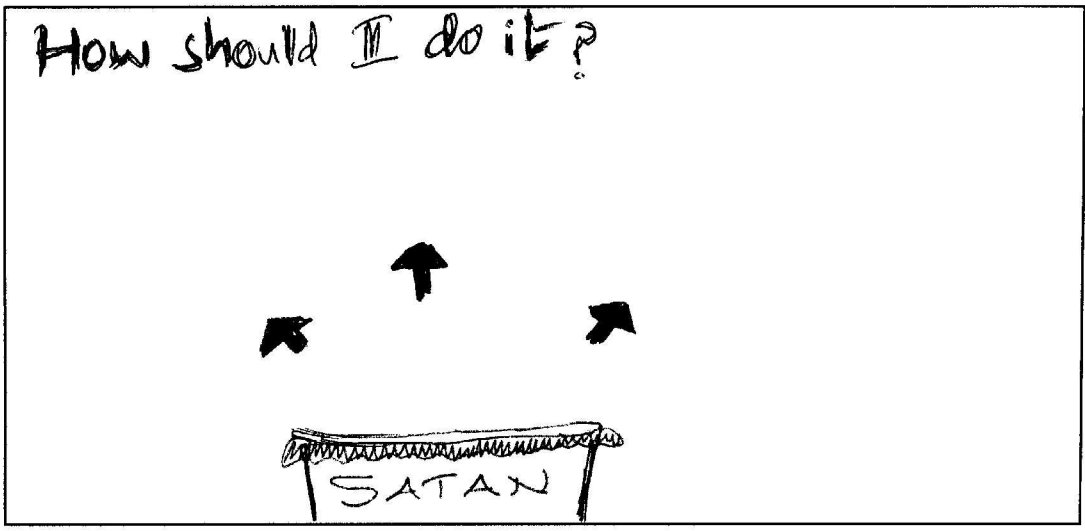
A Not So Cool Dude: **Satan - aka -
da Trash Can!**



~~What Should I do?~~

- * Collect trash - earn points on your toxi-o-meter.
- * More toxic the trash is - higher the points.
- * Take ^{care} that ~~that~~ you are fast enough - (cuz' you wud get stinky if you held trash for a longer period of time.

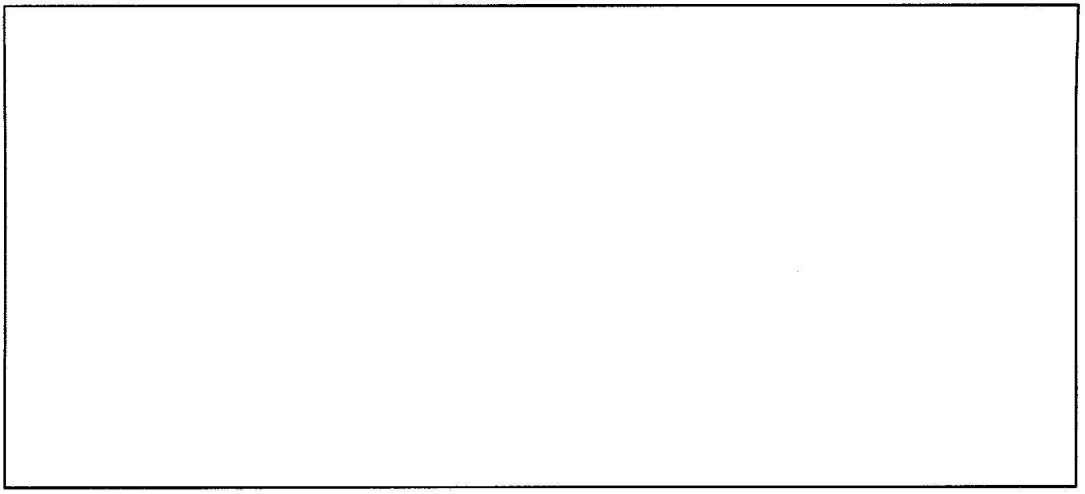
✓ well - there is a stink-o-meter which handles the time constant - the player must reach the nearest recycle station to dump trash - AS SOON! AS POSSIBLE!



Accelerate: Brake:

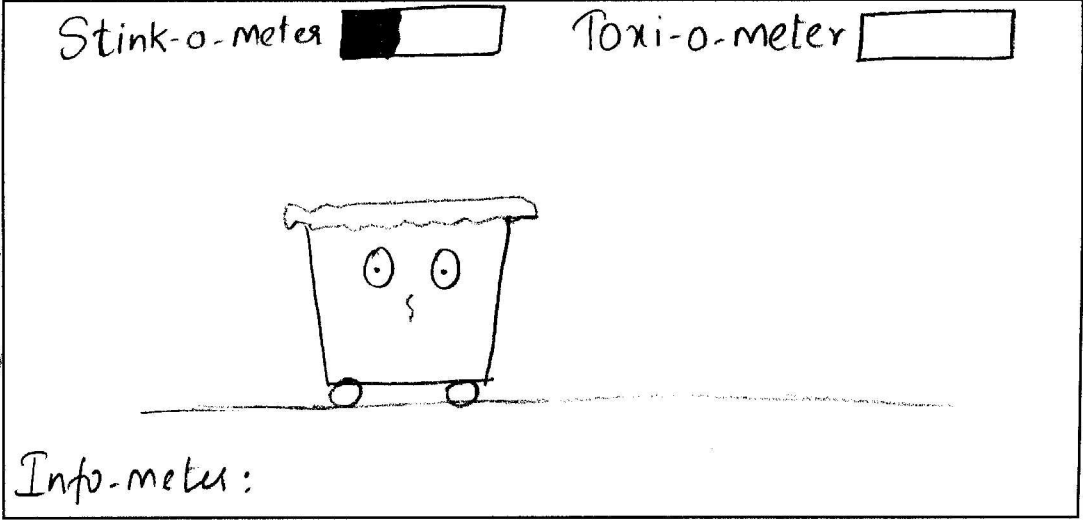
direction keys: freeze: (we could

probably include a feature wherein the wash can
needs to hide from some natural calamities — still have
work on
that'!



Nightmare begins:-

Scene 1

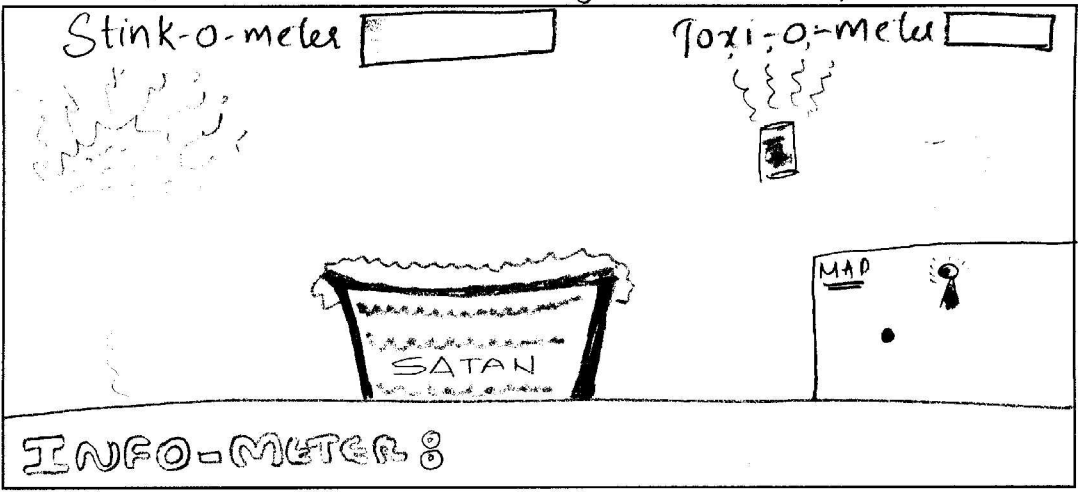


The trash can could blink (probably in a wildly desperate way)

"Third person Trash can Mode"

Info-meters: 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

Scene 2



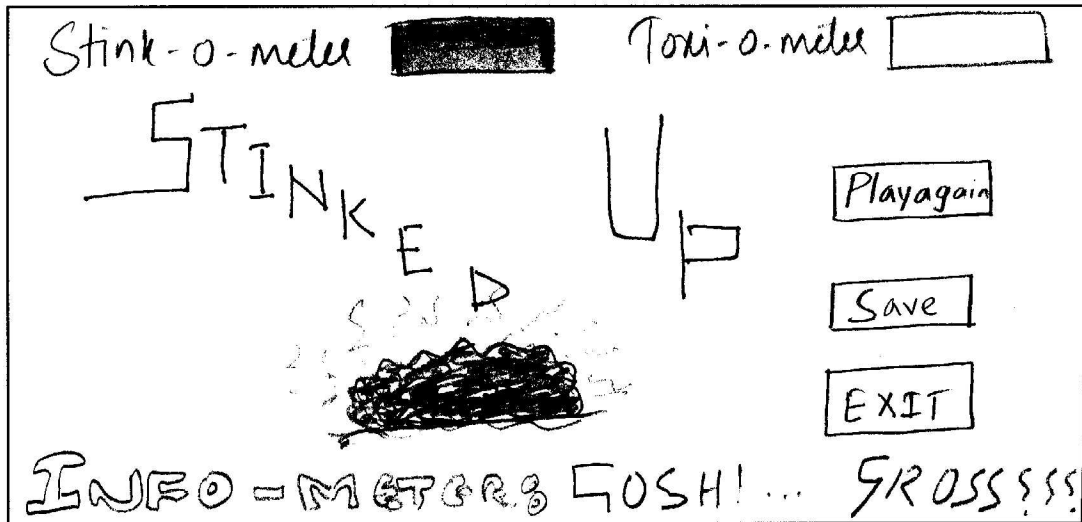
stink from the can

Recycle station
your location

"First person Trash can Mode"

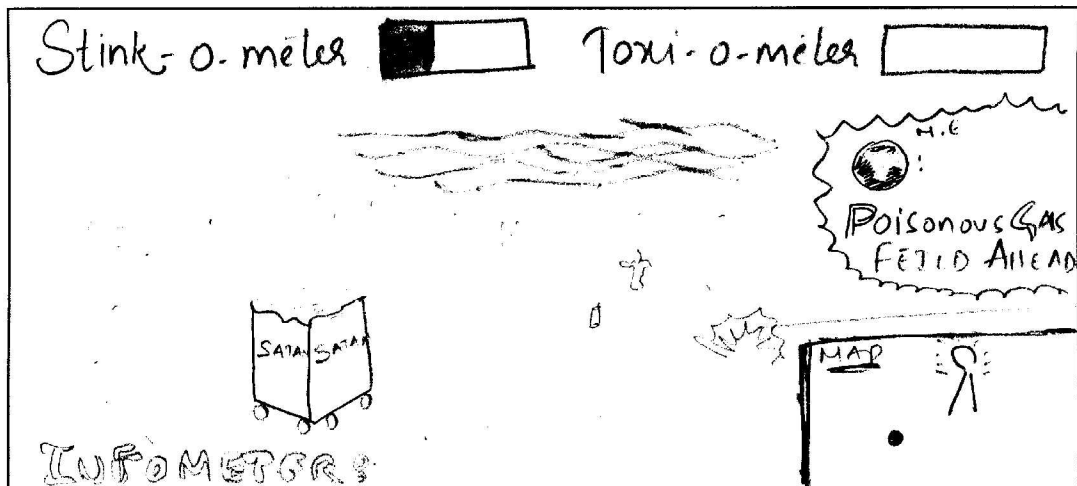
Landscape: 3-D World;

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).



"YOU HAVE BEEN

STINKED UP"



3rd person
T.C
view

OBSTACLES: Poisonous Gas field -

raises up your Stink-o-meter...

* Pop ups of Notes from Mother Earth

- ~~reasons~~ ^{information} about poisonous gases (due to ^{produced} what, why etc)



"Well! Good Job!

Don't litter around-

Or you will remain a
Trash Can For ever!!!"

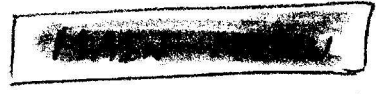
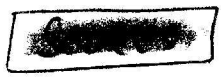


GO BACK :)

After clearing all levels,

if you have enough score - You WIN :).

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



THE END Screen: Nah! :)