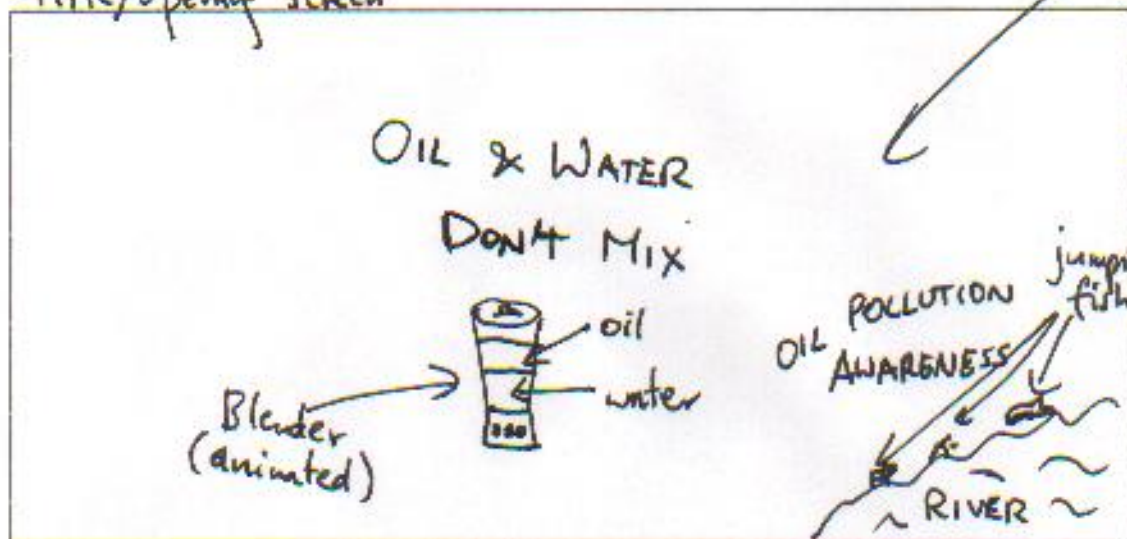


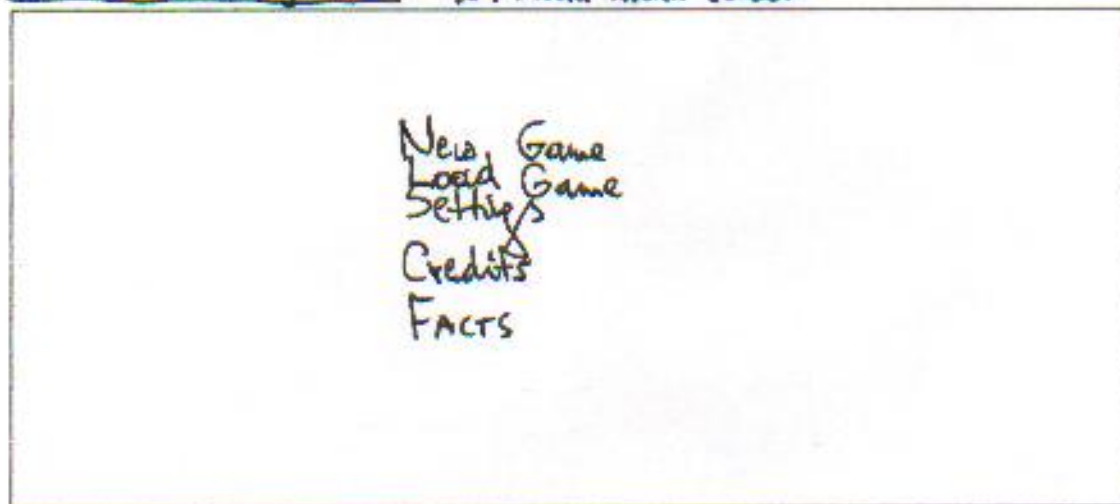
1. Title/opening screen



Background:  
shot of  
nature (lake/  
river w/ fish,  
mountains,  
sun, etc.)

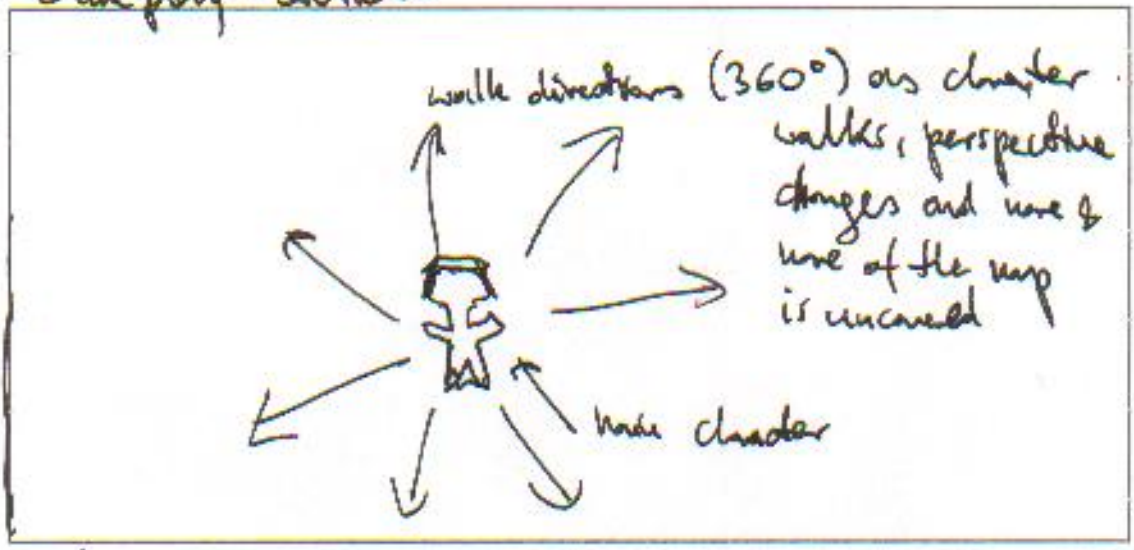
Focus of game: Learn about water pollution through oil spills (drilling & transport spillage); clean up the spills / stop the spills -> main goals of the game

Audience: everyone | 2. Main menu screen



~~New Game~~ User chooses b/w these w/ keyboard or mouse. Load Game is only active if there is some saved game, if new game is selected, new screen opens asking user for a level (easy, medium, hard). Settings have choices like: keyboard, joystick, mouse mappings. Credits contain credits for the game. Facts show presentation of facts about causes of water pollution (oil spills are one of them)

### 3. Gameplay - controls



3<sup>rd</sup> person view; main character controlled by keyboard/joystick and mouse. Keyboard/joystick controls movement forward/backwards, mouse → left/right and actions. Space bar is jump; shift accelerate character.

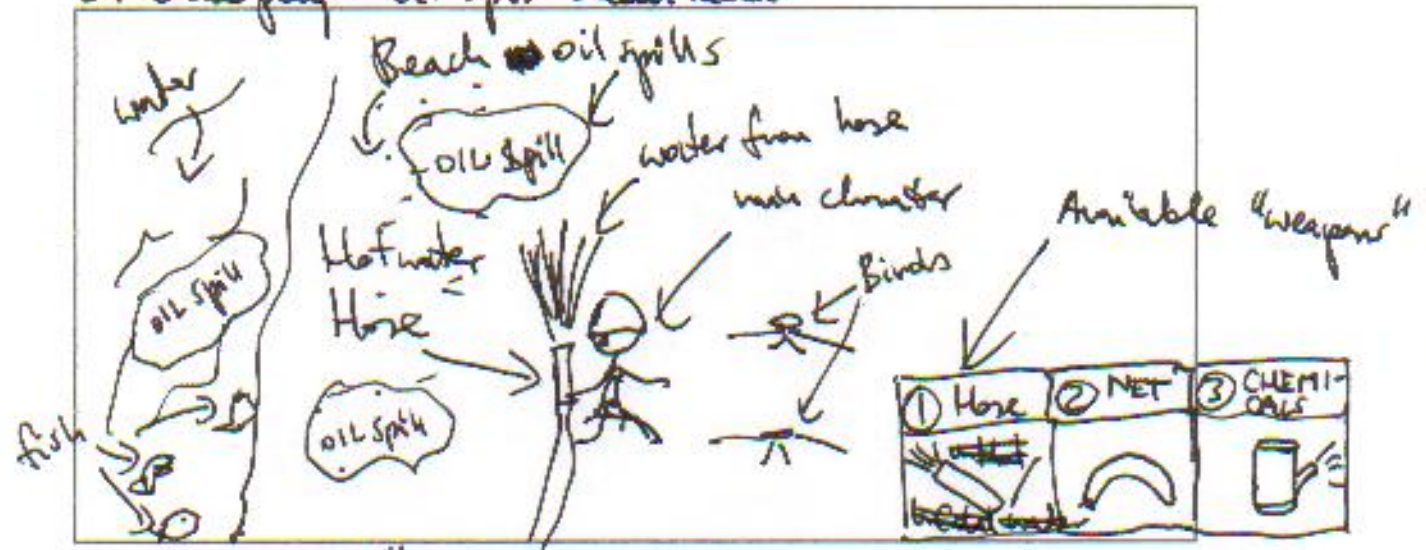
### 4. Gameplay - indicators



~~Objective: Clean up oil spill from beach/water~~

Mini-map shows player's position & unneeded terrain. Time counts down until 0; Health decreases as player is not careful and steps into ~~the~~ oil spill.

5. Gameplay - oil spill clean ~~up~~ <sup>up</sup>.



2 modes: oil spill <sup>spill</sup> cleanup & oil spill prevention.

1st mode: oil spill cleanup. In this mode main goal

is to clean up spills caused by ships wrecking & underground drilling (in water). To clean up spills, user has 3 "weapons"

available: ~~the~~ water hose (necessary for tougher spills, can harm ~~animals~~ <sup>animals</sup>), net (special net to catch oil spills and use them oil from the beach), and chemicals (mainly used ~~water~~ on water, eliminate oil by breaking its organic structure)

If birds <sup>& fish</sup> get ~~oil~~ <sup>oil</sup> on them, they need to be cleaned with hose w/ cold water (~~hot water will harm them~~). ~~Oil~~ <sup>Oil</sup> spills in water need to be treated with chemicals only. If character walks

into oil spill, health decreases; birds that have oil on them try to touch the character. After net is used on oil spill on the beach,

character need to use chemicals to get rid of oil spill completely (otherwise only half of the credit is given). Beach mode is dynamic and varies in unpredictable ways (to increase difficulty).

NEXT  $\longrightarrow$



To clean up spill, character has to be close to it (character can walk into water; up to some point) and activate the "weapon" of choice:

- To clean up ~~water~~ spill in water - use chemicals only
- To clean up spill on beach - use net, then chemicals
- To clean up birds & fish - use water
- As user walks up/dawn <sup>left/right</sup> ~~now~~ terrain is uncovered (with new spills)

### 7. Gameplay - serious game ~~and~~ elements.

During cleanup, when user comes near certain parts of map or reaches certain score, FACTS about oil spills come up. When level is won, more facts come up & quiz about the facts that appeared during gameplay (during gameplay there is no interruption when facts come up).

### 8. Win screen.

Congratulations!  
You've cleaned up 27 spills!  
Way to go! ~~and~~ you've contributed to  
save the environment.

To double your score, answer  
these questions:  
(2 or 3 questions go here)

Name: PANEL

Page: 5 of 5

Date: \_\_\_\_\_

## 9. Levels

Time decreases w/ difficulty

more & more spills as levels increase.  
more & more birds as levels increase.

MAP  
increase w/  
difficulty

After passing 10 levels, game ends w/ credits & presentation  
of FACTS about water pollution, then it goes back to  
main menu (new game screen with the level of play - easy, medium,  
hard - indicated as finished).