1. Title/Opening screen

**OIL & WATER**

**Don't Mix**

- Oil
- Water

- Blender (animated)

**Background:** Shot of nature (label 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
- Load Game
- Settings
- Credits
- Facts

**New Game:** User chooses blue here 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, name engine, credits contain credits for the game. Facts show presentation of facts about causes of water pollution (oils spills are one of them).
3. Gameplay - controls

3rd 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.

4. Gameplay - indicators

- Time: 2000
- Objective: Collect oil spill from beach/water

Objective: Objectives:

- Object 1: Clean up oil spill
- Object 2: Collect oil spill

Mini-map shows player's position & unexplored terrain. Time counts down until 0; Health decreases as player is not careful and steps into oil spill.
5. Game play - oil spill cleanup.

2 nodes: oil cleanup & oil spill prevention.

1st node: oil spill cleanup. In this mode, the goal is to clean up spills caused by ships wrecking or underwater drilling (in water). To clean up spills, users have 3 available weapons:
- Water hose (necessary for tougher spills or hard-to-reach animals)
- Net (special net to catch oil spills and move them oil from the beach)
- Chemicals (mainly used on water, eliminate oil by breaking its organic structure)

If birds get oiled on them, they need to be cleaned with a hose in water. Oil spills in water need to be treated with chemicals only. If a character walks into an 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 needs to use chemicals to get rid of oil spill completely (otherwise only half of the credit is given). Beach mode is dynamic and moves in unpredictable ways (to increase difficulty).
To clean up spill, character has to be close to it (character can walk into water; up to same point) and activate the "weapon" of choice:
To clean up spill in water - use chemicals only
To clean up spill on beach - use wet, then chemicals
To clean up birds & fish - use water
As user walks up, trail and train is uncovered (with use spills)

During cleanup, when user comes near certain parts of map or reaches certain score, facts about oil spills come up.
When level is up, 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! Since you've contributed to

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

Time decreases w/ difficulty

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

Map increases 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).