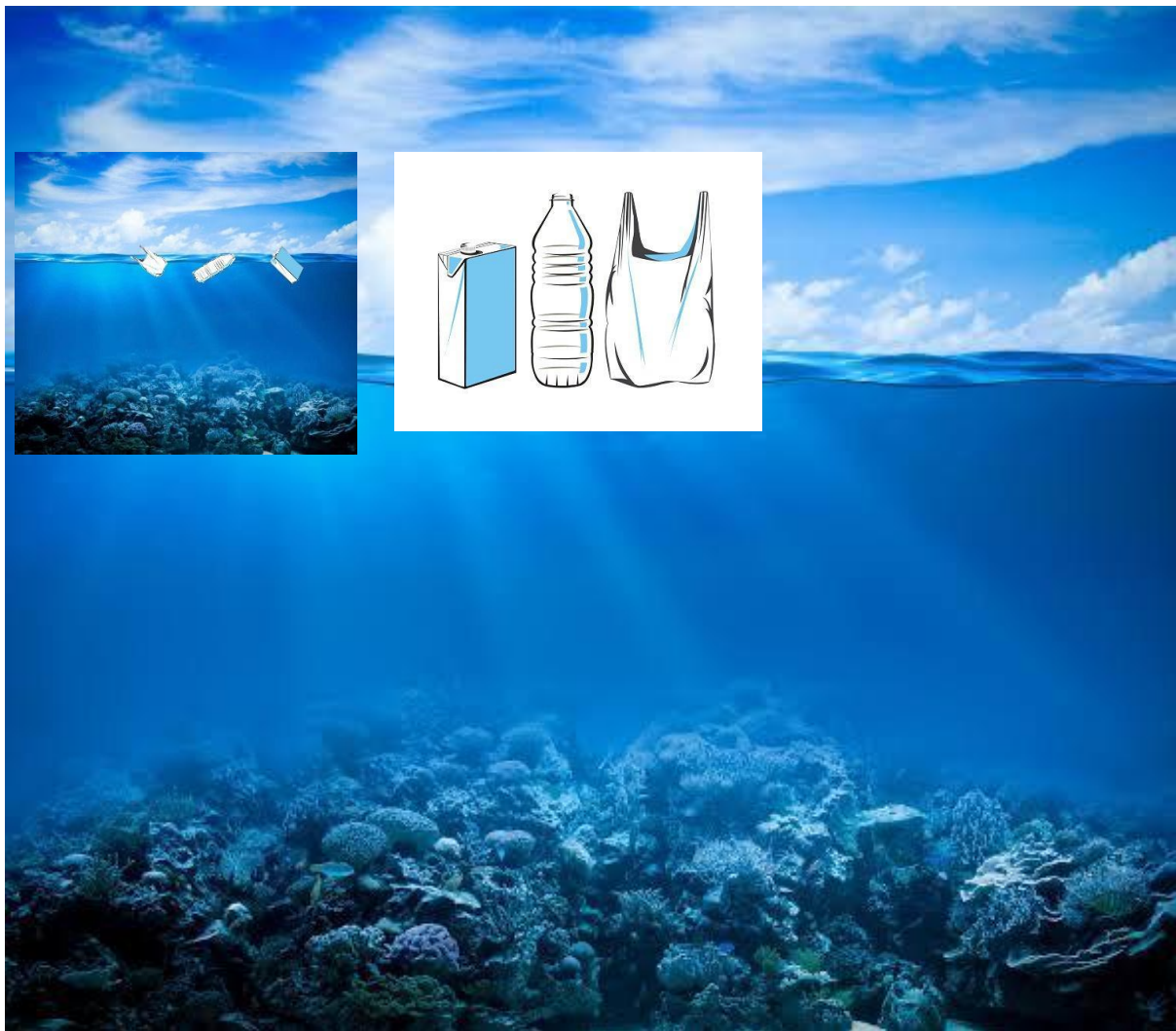
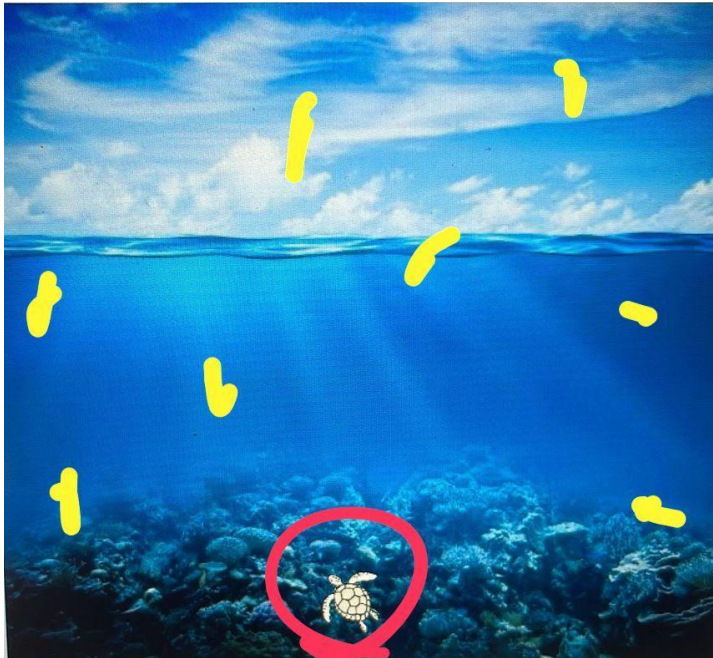


The game I am considering is to show the amount of plastic waste that the sea animals encountering in the sea quite often. Plastic pollution in the sea causes many health problems and marine animals unfortunately end up dying by getting entangled or suffocated by plastic objects. To grab attention to this global issue, the sea turtle in the game is going to try to swim up to the surface of the sea from the bottom by answering the questions at the checkpoints. Every time the player gets the right answer, the plastic waste will disappear gradually on the sea surface. The player needs to answer all the questions right to clear all the waste in the sea to allow the turtle to reach the top and breathe peacefully.

I can keep the background stable and make the turtle move to give the effect of swimming.



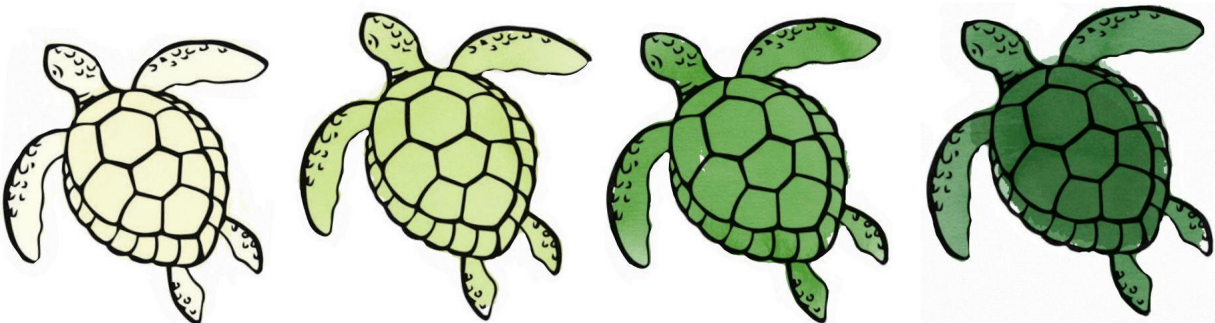
The main goal of this game is to make people conscious about marine-life and raise awareness about the plastic waste in the ocean. The player should keep the turtle alive by answering the questions right.



I am thinking of using the function of 'randomness' to place some checkpoints at different sea levels. These points are going to make the game more informative and engaging by asking the player some questions about marine life. In this way, we can draw more attention to this global issue of plastic pollution and inform people to not harm nature as much as we do nowadays. I am thinking of changing the color of the turtle depending on the right or wrong answer. If the answer is right, then the color of the turtle is going to become brighter, and plastic waste will disappear on the surface gradually according to the correct answer.

I think, this function would encourage the player to learn more facts about marine life! On the other hand, if the answer to the question is wrong then the color is going to fade away.

At the beginning of the game, the turtle is going to be black and white and placed at the bottom of the sea. As the answers are right, the turtle is going to move upwards and become greener gradually according to the right/wrong answers.



The function of 'typography' could be used in 'swim' and 'game over' to indicate the start and the finish of the game.

The sound effects are going to be utilized when the answer is right or wrong. In this way, the user can get more engaged in the game.

1. There will be 5-10 of the yellow flags and randomly scattered.
2. And the player (seaturtle) can swim to each one
3. And every time the player swims to one of them we can pause and show a question
4. If the player gets it right the flag turns green
5. And the player can swim over it no problem
6. If the question is wrong the flag turns red



???

7. The player needs to go as fast as possible and answer as many as possible
8. And after answering all we can have a scoreboard of how many are right and wrong
9. Or I can put a timer

SOUND EFFECTS

Sound effect when the game opens (background, underwater sound):

<https://artlist.io/sfx/track/92718/aquatic---filling-up-water-tank,-medium-sized-bubbles>

Sound effect when the player (seaturtle) reaches the checkpoints

<https://artlist.io/song/92051/morph---liquid-whoosh>

When the player starts answering the question:

<https://artlist.io/sfx/track/56515/organic-tension---liquid-drops,-drip,-rhythmic,-loop,-104-bpm>

correct answer sound:

<https://artlist.io/sfx/track/71667/island-game---sparkle-ident>

<https://artlist.io/sfx/track/52123/cartoon-male-voice---bingo>

wrong answer sound:

<https://artlist.io/sfx/track/29299/gaming---wrong-answer>

background and the seaturtle

<https://editor.p5js.org/cerenn/sketches/r7ZXl9L85>