Final project

Advanced Three-Dimensional Sketching Techniques

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PLAY

HOW TO PLAY

SETTINGS

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Description of the project

The idea of the project is to create a computer game for children. They can learn about the consequences of poorly managed waste on the planet.

Therefore it has been decided to develop a simple game with several laws established:

1.The game must show a method to help reduce the impact of pollution on the planet.

2.It must also show the direct consequences of this impact.

3.The game will have to show some of the elements that influence pollution most at the individual level in order to be able to recognize them in real life.

4. The dynamics must be simple so that a young child can understand the issues related.

Character

The main character who controls the player is an explorer who has decided to go with her boat to the South Pole to try to save marine life.

1. CONTEXT

The ice melting problem

The melting of the poles means the disappearance of these parts of the Earth, and therefore the ice turns into water and the level of seas and oceans increases drastically, even causing parts of land to disappear.

The level of resource consumption causes the Earth to melt very quickly, causing the animals in these areas to lose their homes and their ability to find food to survive.

The ice melting problem

The waste problem

More and more products are made of plastic, such as plates, cups, bottles or bags. When we throw them away, they can end up in landfills, incinerated or recycled. However, due to wind and rain, even if we throw it away, this garbage can reach the sea.

Once plastic objects reach the sea, they are ingested and accumulate in the marine fauna, may remain suspended or float on the surface, may eventually sink to the seabed and may even become trapped in the arctic ice.

There is even an island created fully by plastics that float on the sea.

The waste problem

2. REFERENCES

Animals

The Adelie penguins and the Crabeater seals, are two of the South Pole more beloved species. They will be the ones to be saved.

Garbage

Plastic bags and face masks are some of the worst discarded items of recent times.

Garbage

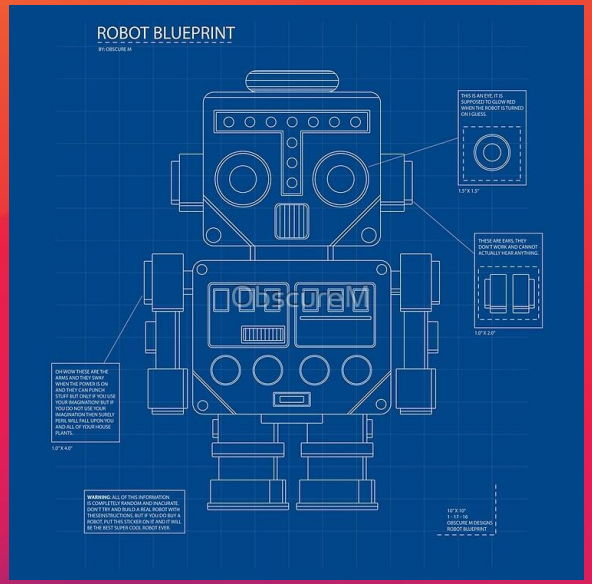
Soda cans and non-reusable containers in general also account for a large percentage of waste.

Boat

For the whole project I wanted to use a more cartoon style as it was more in line with the profile of the children who were going to play the game. Therefore the boat, for example, I used a reference from a drawing.

Recycling process

For the recycling process, a robot and blocks of already conglomerated garbage will be used.



Explorer

The explorer was developed as a friendly character based on references to warm clothing.

3. GAME MISSION

MISSION

The main goal of the game is to teach children two things: that wildlife is endangered and that the trash going into the oceans is contributing to it. Obviously it's not as simple in real life as picking up a few empty cans, but it's a start to teach future generations....

Possibly that child, from playing the game, can develop a critical attitude towards the excess of single-use products or their waste.

4. SCENES

Scenes

Playing field

Consecuences

Pick up garbage

Recycle it

Melting of the iceberg

Game over / Win

PLAYING SCENE

This scene is where most of the game will take place. The mechanics consist of collecting garbage from the ocean and taking it to the robot to create blocks that can be easily recycled.

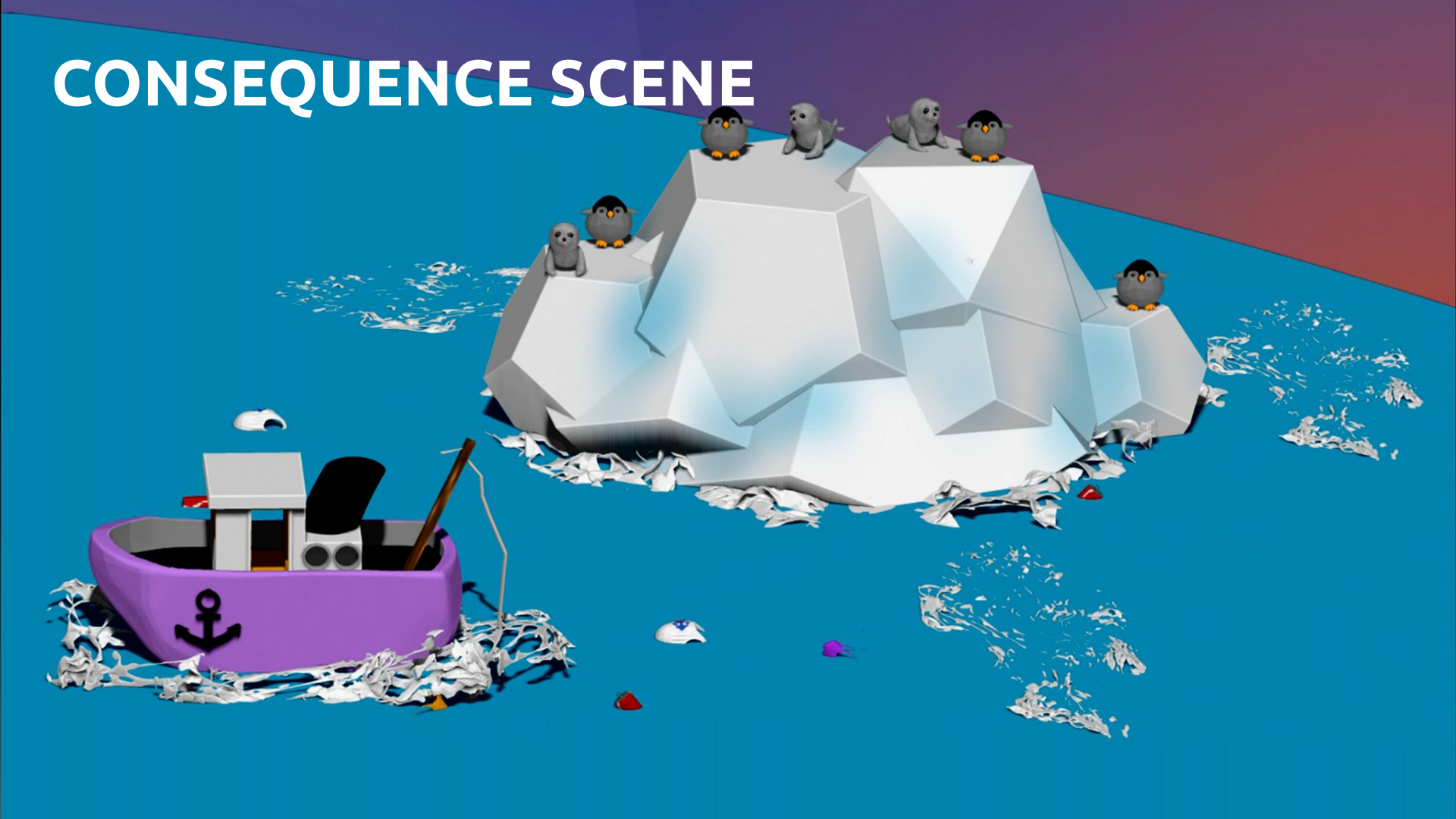
This scene takes place next to the ship on a metal platform. The restaurant time for the collection is displayed on a counter at the top of the screen.

PLAYING SCENE

CONSEQUENCE SCENE

This scene is not playable, it is simply the cinematic of the consequences according to the points obtained in the gameplay scene. So if very few points have been obtained, the iceberg will melt and we will be closer to the animals losing their habitat. On the other hand, if many points are obtained, its structure will be strengthened and will resist longer.

CONSEQUENCE SCENE



5. INDIVIDUAL MODELS

Animals

The animals are, as said, a penguin and a seal. The style is more cartoonized than on the previous versions.

Garbage

Both models were made with the dynamics menu on the program.

Garbage

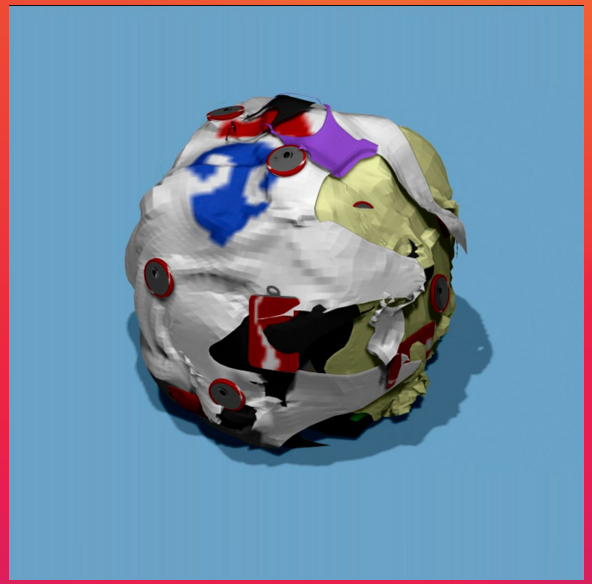
The can is simple but obviously recognized. Any brand could have been displayed.

Boat

The boat is cartoonized to be more friendly.

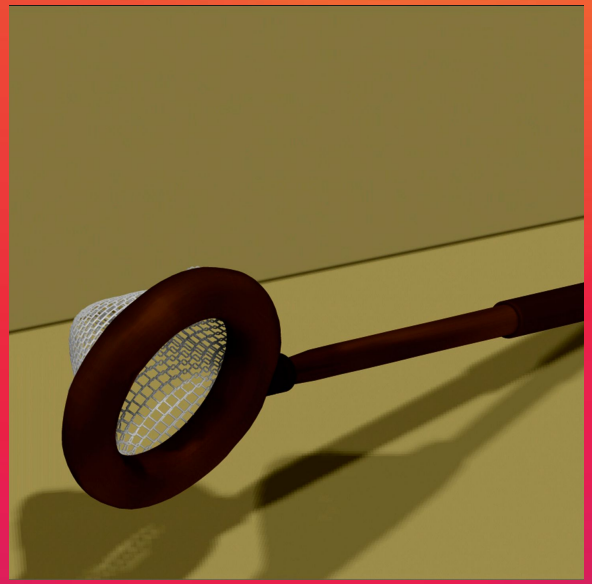
Recycling process

The robot was friendly designed, and the garbage block was made with dynamics



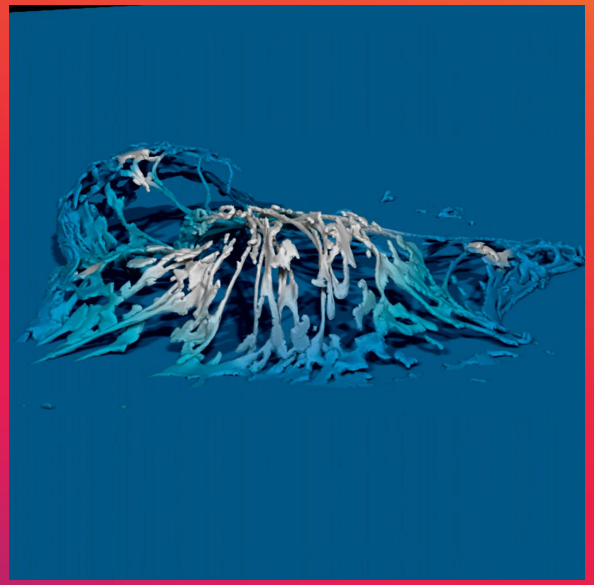
Explorer

The explorer was developed as a friendly character to represent the cozy game.



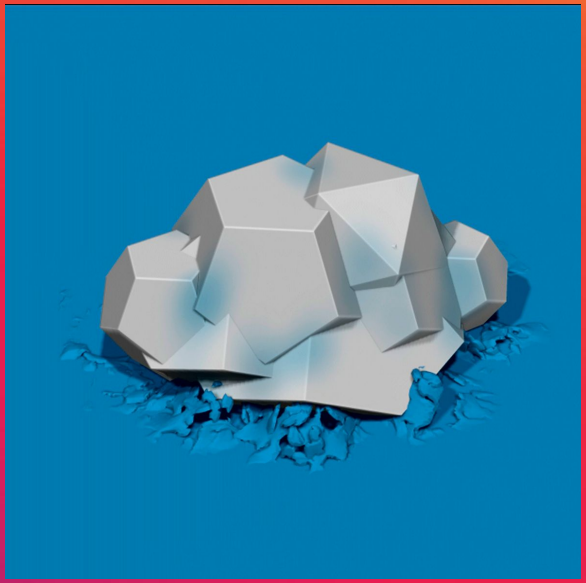
Water

The water was also made with the dynamics effect so that it could adjust to every model



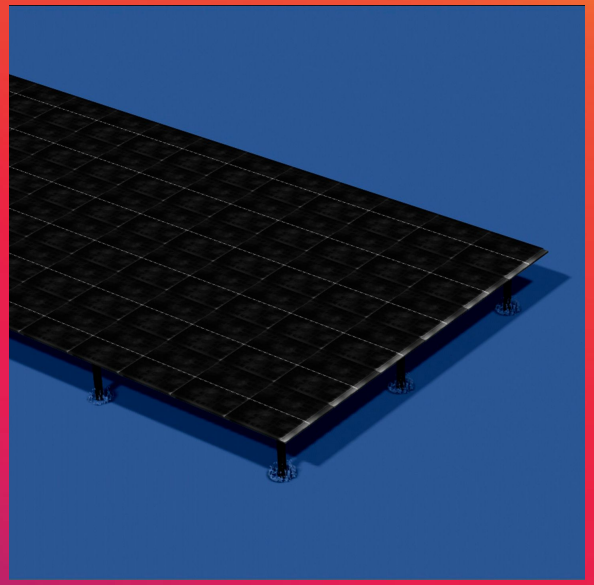
Iceberg

For the iceberg, I wanted more realistic shapes, so its shaped like an inverted pyramid as the real ones.



Platform

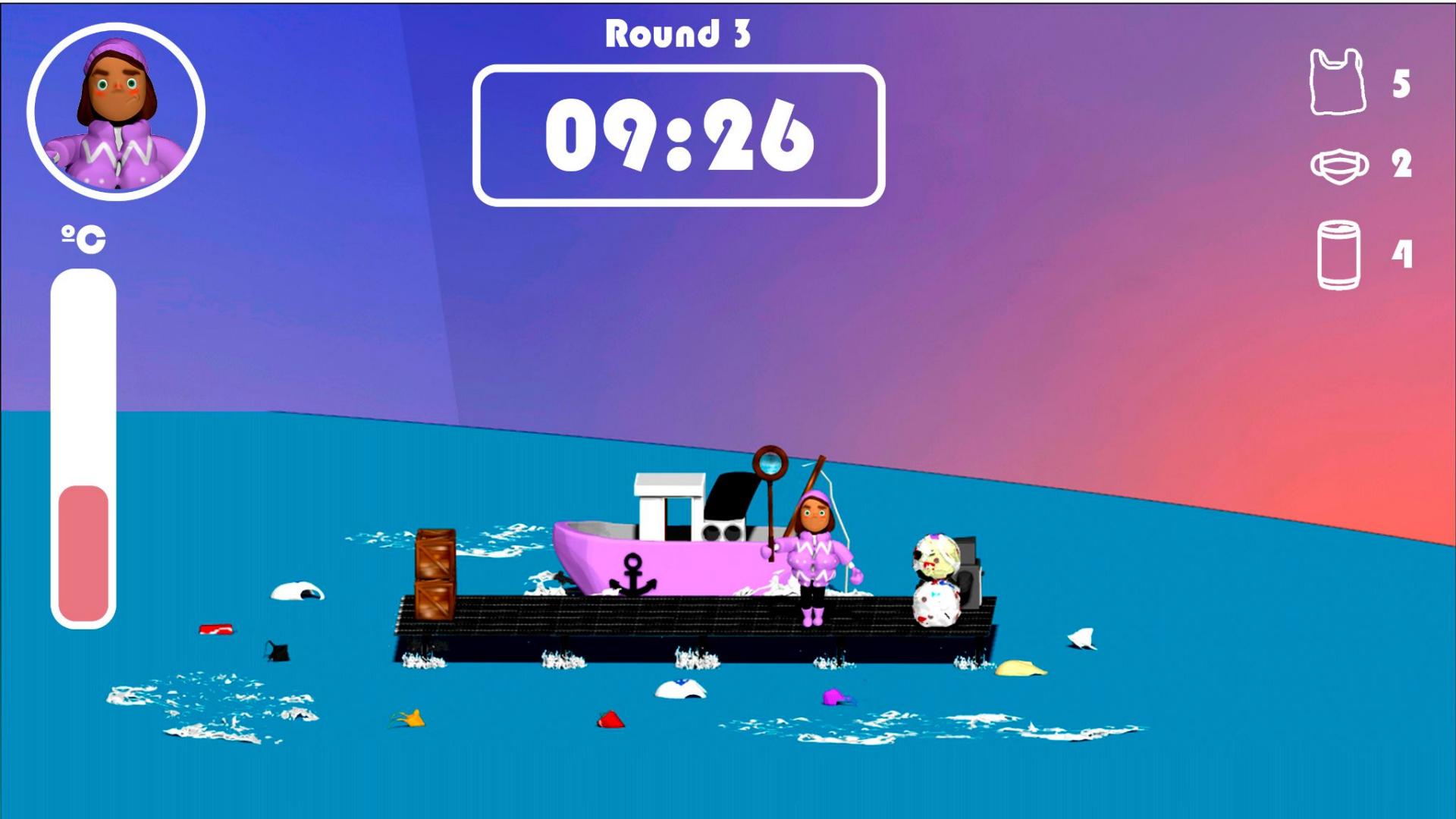
The platform is basically made for the game space to place every part and big enough to be easy to run and move.



6. VISUAL PROPOSALS

Example of display

This could be an example of the game menu on a laptop


Round 3
09:26
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