

Auxiliary Award

Team 9

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To Play the Game:

Download the XML file: <http://tinyurl.com/plasticturtlegame>

Go to <http://snap.berkeley.edu/run>

- Press the folded page in the top left corner
- Select Import
- Select the downloaded XML file
- Press the flag in the top right corner
- Arrow keys to move
- Collect fish to survive

To Watch a video of one of our judges playing the game: <https://www.youtube.com/watch?v=he-GKriBv7w&feature=youtu.be>

Reflection:

Turtle goes around eating food and shit with other turtles and gradually less food appears and plastics looking like food does, turtle population also goes down and amount of plastics go up. Turtle dies from only being able to eat plastics, no plot, narrative would be done through the game, missing core mechanic. We can have turtles with soda rings floating around.

Game will span over 200 years (more realistically 1907 the year plastic was made to 2107), as the game moves on in the corner the year will go up.

How the game will work: The game will be about a turtle born into an abundant world filled with food and fish, you go around eating food to sustain a hunger meter, if your hunger meter is at 0 you will start losing health. Over time as the years pass by hazards will start appearing in the ocean noticeably plastics and food resources become more scarce due to the health decline of ocean organisms. Noticeable events will include:

1910: Introduction of plastic
1946: Radioactive waste dumping
1950: First detection of Gulf of Mexico dead zone
1970: Increase size of dead zone
2010: BP oil spill

Each event will add physical and environmental hazards which will drop health upon entering or collecting and reduce the number of food resources. We will also try to add dead animals or deformed animals as the hazards are introduced, dead and deformed animals will probably provide hunger but affect health (biomagnification will be factored in).

Fishing hooks and other fishing tools such as dredges and nets can also be included in our hazard list.

You will be able to gain health by having your hunger bar be higher than 75%.

No way to "beat" the game, game ends with the death of the turtle to show what is happening to today's turtles.