

We have chosen to make a videogame where you have to survive the consequences of destroying the environment which can be harsh weather conditions or natural disasters such as hurricanes or earthquakes.

It is a story driven, singleplayer game without side quests the perspective is firstperson and will mostly be a stealth shooter but it will be highly influenced by the story, the story will be set in America.

We chose a game because we think it will be easier for younger people to understand what is going to happen with the environment if they get the message through games instead of documentaries because most young people will probably see them as boring.

The reason why we think a game is going to be better than a documentary is because if you make a really good game with a touching story, you don't go completely over the top with action and keep it realistic then a game can get people to understand the message a lot better than any documentary could.

The point of the game is to give people a feeling of guilt so that they start to think about the environment and to do so we have to make a story that touches people in specific ways to make them feel that way.