



CONTEMPORARY CHALLENGES: MAKING A DIFFERENCE (ACCA4027)

Group Presentation (with supporting material)

"Arctic.co"

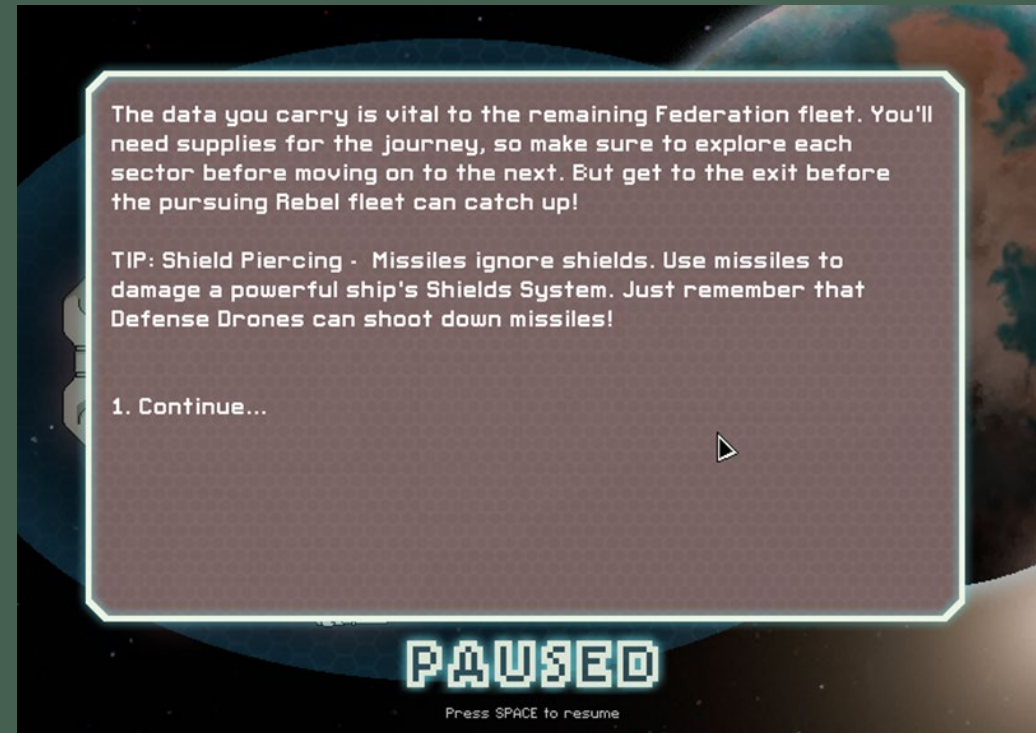


PLOT OVERVIEW

Michael Dawe (2206831)

The plot will be revealed as the game progresses, with multiple endings depending on the player's choices.

The player will get an introduction to the character in the form of a couple of paragraphs of backstory, this format was inspired by FTL: Faster Than Light[1]



Cropped screenshot from FTL: Faster Than Light, showing the introduction.[1]

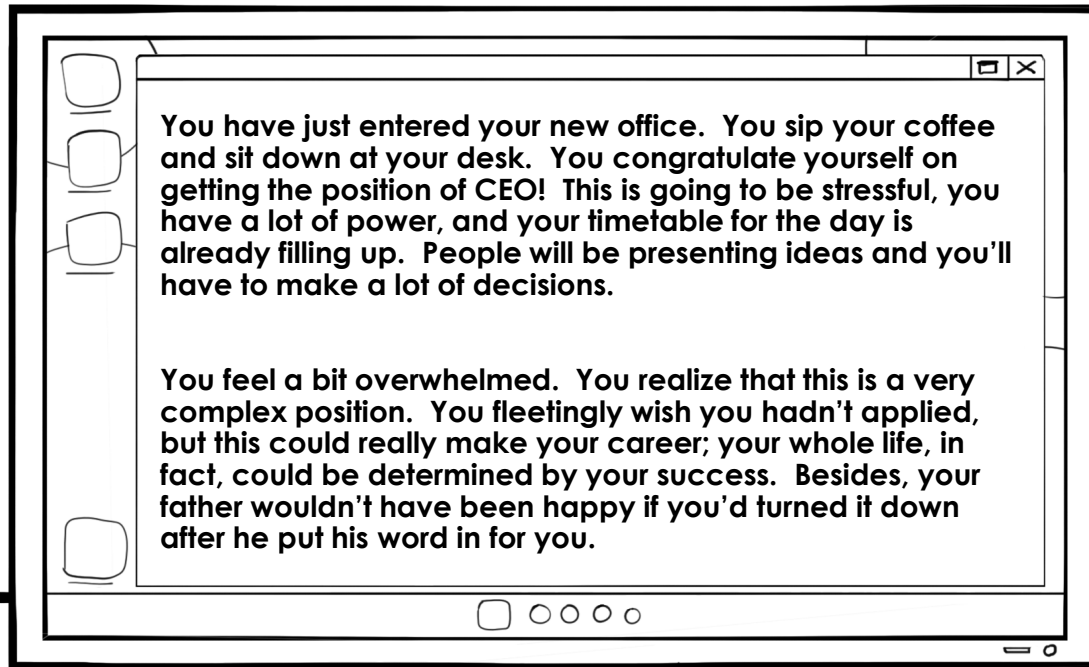


Illustration by Ellis featuring the introduction I wrote.

Here is an illustration by Ellis showing how the story will be introduced to the player.

Its intentionally short, as the player will have a lot of control over how the story progresses.

NPCs will pitch ideas to the player, who will accept or decline them based on factors such as price, demand, environmental impact, etc.

There will also be recurring non-business interactions between the player and NPCs, for example the player's father and partner.

The father has good intentions, but he doesn't believe climate change is a serious matter and wants the player to make as much money as they can.

The partner takes climate change seriously and sees the player's position of power as an opportunity to do good, they will support the player's decisions but will be disappointed if the player doesn't try to make a difference.

PE/PET Plastic Supplier:

Price:
\$1.50 / kg.

Biodegradable:
No, ~450 years with toxic residue.

CO² released:
~6kg / kg.

Source:
Fossil reserves.

Accept this option

PLA Bioplastic Supplier:

Price:
\$4.00 / kg.

Biodegradable:
Yes, ~120 days.

CO² released:
~75% less than PE/PET Plastics.

Source:
Plant starches.

Accept this option

Wait for more options

Example of an in-game choice created using Lucidchart[2] and statistics from multiple sources.[3][4][5][6]

The "Bad" ending – The player does nothing to help the planet, resulting in a cautionary tale in which the player struggles through a climate crisis:

The player's character will end up out of their position. They will wish that they had done more when they could, and will try to help those directly around them, however they don't have the power they once did. They will become unhappy and despondent.



Sample image / end screen illustration made using Invoke AI[7].

The "Good" ending – The hardest ending to achieve, a delicate balance between keeping the company financially stable and operating as environmentally as possible.

The player benefits the world and sets an example that other companies follow, and innovates new methods of production etc.

The world remains beautiful, the player has earned themselves a name in history as a hero, and they have a happy life and successful career.



Sample image / end screen illustration made using Invoke AI[7].

There could also be an in-between ending, in which a crisis is avoided but the player wasn't at the forefront of innovation, in this case the player is happy but not regarded as a hero.

I'll now hand over to Abigail to talk about the character design.

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