








ROAD TO GREEN WORLD

A 3D rendered scene featuring a bright sun rising over the horizon of a reddish planet. The sun is positioned centrally, casting a strong glow and creating a lens flare effect. The planet's horizon is visible as a curved line. In the foreground, a dark, cratered surface, likely the moon, is visible, adding depth to the scene. The background is a dark, starry space.

Samir J.
Federico L.
Serena F.
Matteo D.
Paolo G. R.
Salvatore S.

Scuola Olivetti Monza
3D

SOME USEFUL INFO:

- WHAT IS IT? It's a video game 
- WHO IS THE GAME ADDRESSED TO? It's addressed to young people of the new generation
- WHAT IS ITS PURPOSE? It's to raise as many people as possible about food waste 
- How old are the players? From seven (PEGI 7)
- WHAT KIND OF GAME IS IT? It's A RPG looting play (role-playing game with lots of treasures to find in the game) 
- WHO CAN PLAY THE GAME? It's free to play (accessible to all those who have mobile devices) 
- WHAT ARE THE DEVICES REQUIRED? They're mobile phones or PCs
- CAN THE PLAYERS JOIN OTHER PLAYERS? Yes, in a community 
- WHAT KIND OF GAME IS IT? It's a farming play 
- IN WHICH WAY DO YOU PLAY IT? Third person 





PREMISES

This gaming world will be full of updates, events, side missions with alternative stories, ability to create clans and play in coop

ROAD TO GREEN WORLD

A futuristic cityscape at night, featuring tall skyscrapers and a large, glowing Earth in the sky. The scene is set against a dark, starry background with other celestial bodies. The city is illuminated with various lights, and a large, curved road or structure is visible in the foreground.

Your job is to travel throughout the universe and find food leftovers to feed the greeners. You have to make sure that the food you take and recover would have been thrown away, otherwise it will be a crime and theft.

The greeners will be grateful for your help and you will be rewarded with new gadgets and skin.

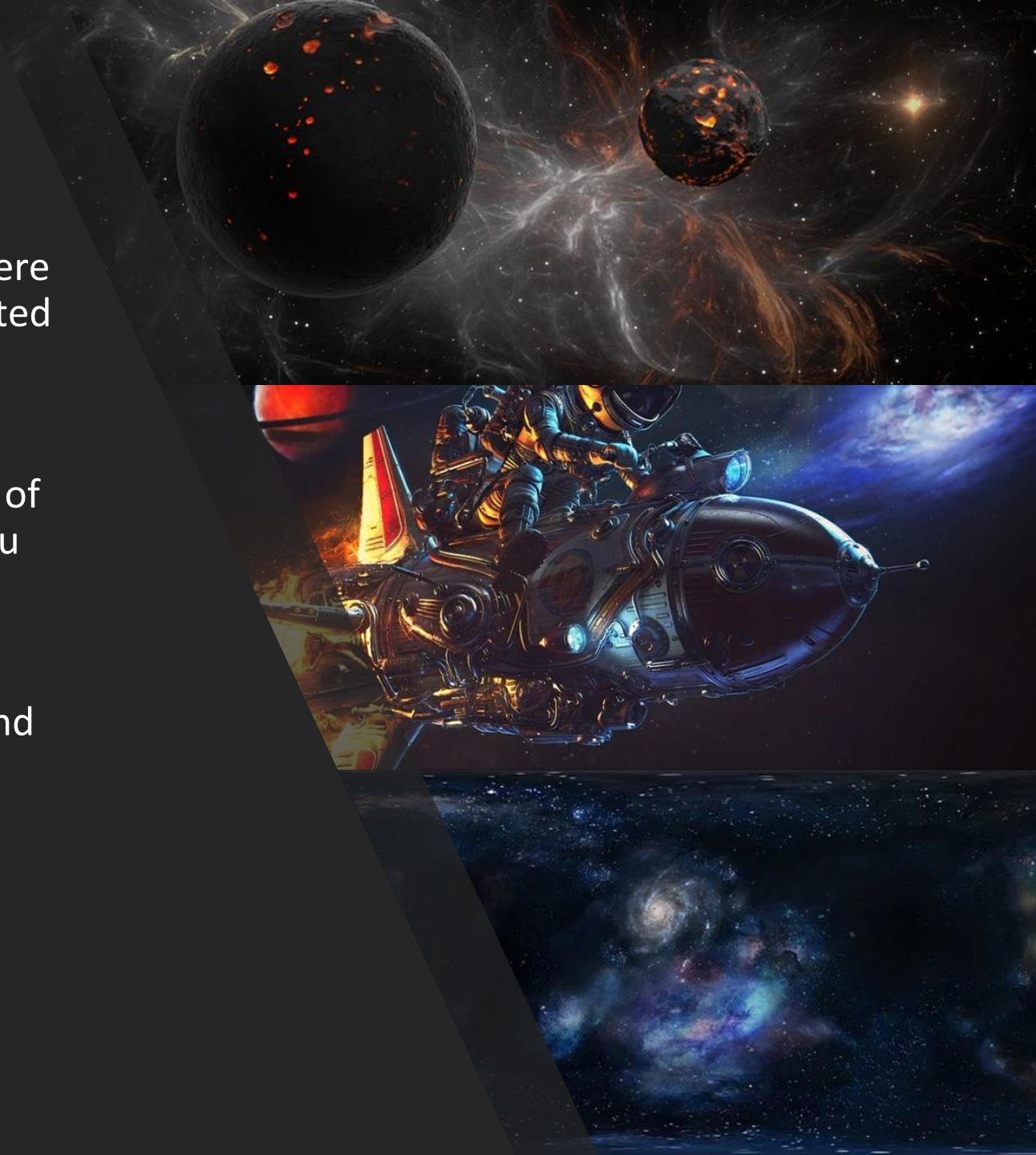
Thanks to the food received, the greeners can breed and develop their intelligence. To expand this world you will also have to make forgotten or unlivable lands fertile.

INSIGHTS

During the game, there will be some missions where you will bring back to destroyed life and uninhabited planets.

The secondary stories, through the game, will be of various types, often with a moral that makes you reflect on food waste.

During the game you can have a lot of biomes and colours.





PURPOSE

The stories that will be included in the game and the main purpose of this world is to understand and give an example for the new generation on food waste

SOS