



Project Theme	La mer et l'eau (the sea and the water)
Sponsor / Client	Mickaël Newton, Loisirs Numériques / Ubisoft Paris

WHO ARE YOU ?

Loisirs Numériques is an association that promotes video games as a means of learning, understanding, having fun, and helping. We hold several events each year to support charities, media libraries, or to meet communities with varying degrees of familiarity with video games.

CONTEXT

We are in an increasingly virtually connected world and it is increasingly difficult to connect with life other than the one we lead. How can we make everyone realize the richness of our world? We know the land well, but the sea is just as vast, if not more, than what lives on earth. And even on land, water has considerable importance, we all know that. Let's stop for a moment to talk about it, to realize, to discover water and/or the sea and its biodiversity. Generally speaking, I am convinced that we can go much further and learn things through our games.

WHAT YOU WANT

The sea and water, the sea or water, the marine ecosystem, it's up to you! Wonder, ecological challenges, adventure, preservation, or destruction... From there, the possibilities are yours. Here are some additional elements to consider:

- 2D or 3D game, why not VR
- At sea, or on land (but with water as the main theme)
- A character, an animal, an anthropomorphic character to control, but no objects or vehicles as the main character. - Gameplay for ALL players: simple, effective, easy to understand.
- Even your grandmother should be able to play and understand what's going on and want to play too!

Don't necessarily focus exhaustively or too much on the message or the variety of flora/fauna; think about the gameplay experience above all, with water and the sea as the common thread. The rest should follow :)

YOUR GOALS

The idea is to have at least 3 functional game levels in all. 3 levels, 3 environments, 3 new ideas (at least one idea per level: challenge, gameplay mechanics, different level design, other characters, etc.)

SPECIAL CONSTRAINTS AND ADDITIONAL INFORMATION

Desired platform? None in particular	Equipment you wish to lend to students? Not planned
Specific technology to use? Anything is possible	Potential difficulties and risks? No risks identified