Written Report

Our program connects scientific education with typical platforming games that are popular within our generation, hoping to engage a younger audience in the world of science with the help of something they are familiar with.

The user controls a character running through the Earth's evolution, jumping over obstacles and fending off enemies appropriate to the circumstances as the atmosphere around it slowly forms into the world we know today.

Our program educates the player upon the stages of the Earth by teaching them about the birth of our Sun, our Moon and progression of the life on our planet with all the dates in a simple timeline and a fun interactive experience. When a character dies and the user fails to keep the character alive, the character is teleported back to the start. The character is stopped at certain points called 'checkpoints' where they learn about a major event impacting the Earth's development. Once they are taught, if they die again, they will respawn to that point instead of all the way to the start, eliminating the hassle of starting all over again. The aim of the game is to create human life on Earth, and going through those key changes will help you succeed.

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