

# 5R GameJam

Topic: **5R - Refuse, Reduce, Reuse, Repair & Recycle**

Create a game/game idea based on one or more R's of the 3R's/5R's guiding principles. ([The 3R's](#) / [The 5 R's](#))

... with support from [Friedrich](#)

## Groups

### Solarcar

<https://yxee.itch.io/solar-car>

Mini-multiplayertopdown action for 2-3 players.

Either you are playing as the car, trying to get into the sunlight. Or as the clouds who are chasing the car trying to shade it.

Team: Kristof, Valentin

### reCycling

Nils

2D / Pixelart

Inspirations:

- [https://www.instagram.com/rette\\_rette\\_fahrradkette](https://www.instagram.com/rette_rette_fahrradkette)
- <https://stream.leavinghomefunktion.com/>

### Team Javascript

Michel

Abstraktes Geschicklichkeitsspiel (Mobile)

Recycle/Reuse

### Team Müll-digger

Haijun, Alla, ?

Spielmechanik: [GoldDigger](#)

Unity 2D

### Team zuvielldeen

Pelin, Lisa

Ideen:

- Analoges Kartenspiel: Mülltrennen
- **Pfandpiraten** - Kontroller (Unity)

- Plastik falsch abgebogen (Reise des Plastiks ...)
- Cosy Game (Fliegende Insel Repair Cafe)

Unity 3D - Voxel

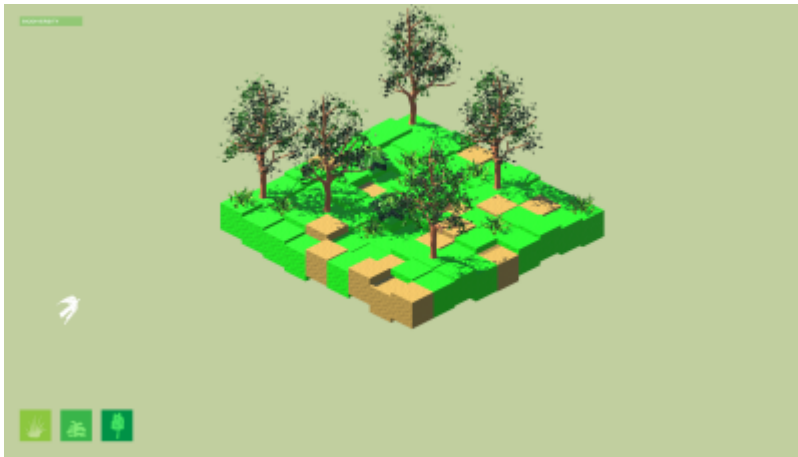
## Make it Green

Sophie, Christiane

\* make it green again

Unity

<https://molleindustria.org/lichenia/>



Eine Anwendung in der man eine Fläche gleichmäßig mit verschiedenen Pflanzenarten begrünt.

From:

<https://gamesforfuture.de/wiki/> - **games for future**

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Last update: **2024/04/26 14:05**

