

Merana and the Cubewalker

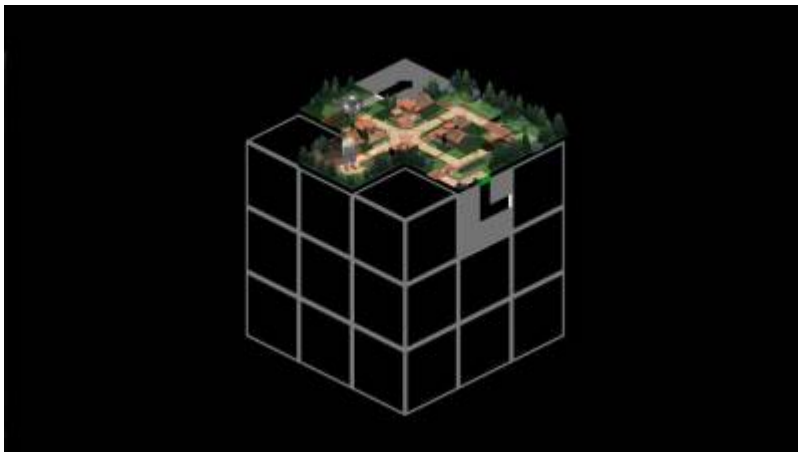
by Tony Wetzke



“Merana and the Cubewalker” is a story-based third-person puzzle platformer. You play Merana - a girl from a settlement who one day finds a cube. This lets us twist the world around us. Just like a Rubik’s Cube, you can rotate the areas you are currently on.

You switch between two perspectives perspectives: the third-person view of Merana and the isometric top-down view of the world.

It was designed as a single-player game, as the focus is on the story. The game is aimed at a younger audience and fans of puzzle games.



- **itch:** tonywetzke.itch.io/cubewalker
- **steam:** [link](#)

Im Wasserwald

by Kristof Loppnow



“Im Wasserwald” is a 3D exploration game designed to bring players closer to activism. Modeled after a real forest occupation in Grünheide (Brandenburg), players can virtually explore the occupiers' camp. During this visit, photo stations continually reference the real-life camp. A radio report and atmospheric sound recordings (captured on-site) set the mood for the scene.

In the virtual camp, players meet some of the (fictional) inhabitants of the camp. They have small tasks to complete — and that means climbing! Many of the quest items are hidden in tree houses, so players learn one of the most important activities of the forest occupiers: climbing ...

The game is designed to leave as small an ecological footprint as possible and to be accessible to as many people as possible. For this reason, the game was optimized to be playable on low-end hardware. This led to a unique, resource-efficient 2D pixel sprite look, with minimal textures, models, and effects.



itch: <https://yxee.itch.io/wasserwald>

Leikas Traum

by Noa Kitinger



“Leikas Traum“ (Laika's Dream) is a 2.5D story/puzzle game in which the player accompanies the Soviet space dog Laika on a surreal dream journey through space. After a turbulent take-off, Laika wakes up on a strange, unknown planet that seems to have a special connection to her.

On her journey across the planet, Laika meets a handful of other space animals who all used to live on Earth and, like Laika herself, have had a difficult past living with humans. Piece by piece, she learns the stories of these animals while trying to recover her own memories.

The aim of this game is to give players an insight into the world of animals. Is it fair how humanity treats animals? Under what circumstances do we cause animal suffering, and can we morally justify it for ourselves if the motives seem reasonable enough?



Guerilla Gardening AR

by Sophie Kirchner



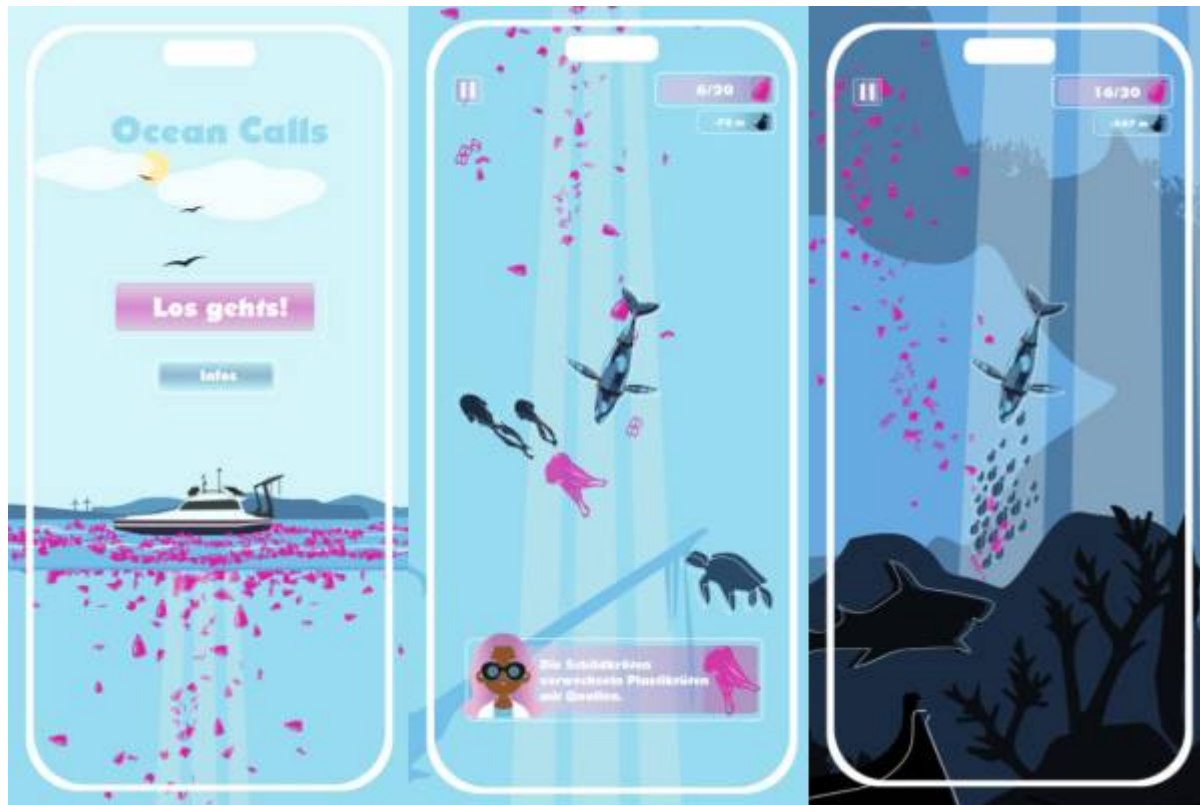
Do you want to take action yourself and make your city a bit greener? Maybe you've heard of guerilla gardening before. The game **Guerilla Gardening AR** allows you to gather inspiration for the real world. By planting various types of greenery, you can fulfill the need for more urban vegetation in a small city district and bring it back to life!

Guerilla Gardening AR is a combination of board game and augmented reality experience. The game board is made up of hand-drawn cards that depict parts of a city neighborhood from a top-down view, similar to a city map. Using an app, a three-dimensional city district with streets, buildings, and plantable areas comes to life in AR. Over three rounds, plants are sown on these spaces—though watch out, not every plant can grow everywhere. Since each card has specific needs for certain plants, strategic planning is required to fulfill as many of these needs as possible. Once you've succeeded, the neighborhood blossoms in new colors, and vibrant insects find a new habitat.



Ocean Call's

by Pelin Bilger



THE OCEAN IS DROWNING... ...in plastic. But like me at the beginning of my research, you might think that the biggest problem is visible on the surface, as we know it from the Great Pacific Garbage Patch. But what if I told you that only 15% of the plastic is on the surface of the ocean, 15% on the beach, and a whole 70% lies deep in the ocean? Such facts reflect just the tip of the iceberg.

In the learning app “Ocean Calls,” you will dive into the depths of this issue in a playful way. Using your finger, you control a garbage-collecting robot whale via the touchscreen and embark on a fascinating exploration of the ocean’s depths. The simple controls make the app accessible to both young and old.

Alongside you are accompanied by a scientist, providing valuable knowledge. Get swept away, discover new depths of a life with less plastic, and learn how every contribution counts in protecting our oceans.

Solar Valley

by Lisa Lewandofski



Welcome to Solar Valley, the green city of the future. Here, people live in harmony with each other and with nature. Every resident actively engages in the community and is open to sharing about their life and profession. But they need your help. Outside of this idyllic life, there are dark places: the industries. They pollute the environment, and plants have no chance of survival.

Solar Valley is my sketch of the future. No one can predict what the future will look like. I've outlined my ideas in a sketch-like manner. The player journeys through the past, present, and future, as if in a drawing book. Along the way, you meet residents of Solar Valley who tell you about their work and life as solar punks. Some will give tasks like "pick up the trash" and "water the plants." Through these small activities, the player helps create a better, greener future. These tasks and dialogues are also meant to encourage real-world change.

The application is designed as an app, currently developed only for Android.

Ecognomia

by Valentin Behrendt



To protect the environment, more attention needs to be given to car battery recycling. I hope my game encourages players to think about battery recycling in a positive and entertaining way.

From:

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

Permanent link:

https://gamesforfuture.de/wiki/doku.php?id=student_projects&rev=1730234942

Last update: **2024/10/29 20:49**

