

# “The Angry Sea Will Kill Us All.”

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More Detailed Game Design Document available to view here: [IndieCade Game Design Document](#)

## Overview

A narrative-driven hidden object game where players grow up as a child in Kiribati, a Pacific island nation facing displacement due to rising sea levels. Through play, players uncover objects tied to family, culture, and climate change while listening to the voices of their community and witnessing an increasing amount of their homeland disappear.

## Player Goal

Experience life in Kiribati from the perspective of a child growing up amid climate change. Search for meaningful objects across time, guided by your family and community.

## Gameplay

Players pan across vibrant, hand-drawn scenes to find hidden objects. Each object reveals a story through short voiceover dialogue. Parental figures offer guidance, explain climate impacts, and teach protective strategies such as building seawalls or preserving plants.

Between scenes, in-world newspapers and monologues ground the experience in real-world history.

*Obstacles:* Busy, visually-dense environments effectively hide objects

### Mechanics:

- Mouse to pan and click
- Object discovery triggers voiceover clips
- Longer ambient narration while searching
- “Inventory” of found objects with log entries that player can revisit (if there’s time to implement it)

**Art Style & Mood** - Zoom in to view the images or click the links to see the original!  
2D hand-painted scenes reflect both the natural beauty and gradual submergence of Kiribati. Scenes range from sunlit coasts and healthy crops to flooded homes and relocated villages. A bright, tropical palette slowly fades into cooler, murkier tones as flooding worsens. UI design inspired by tropical materials: wood, sand, wicker.



Environment ([Source](#))



Environment ([Source](#))



Art Style ([Source](#))



UI Design ([Source](#))

## Theme Engagement

*Topic:* Rising sea levels and climate injustice in Kiribati

*Sources:* research articles, interviews, scientific reports, cultural media, visual documentation, first-hand accounts

### What We Learned:

- Despite contributing <1% of global emissions, Kiribati is one of the countries most affected by climate change
- Kiribati is seeking assistance from developed nations to implement mitigation strategies
- Many I-Kiribati have already accepted the need to emigrate but face immense barriers in doing so

### Call to Action:

- Raise awareness about I-Kiribati being displaced by rising tides
- Encourage people to help, either by:
  - Donating to organizations that can directly support Kiribati’s climate resilience efforts
  - Pressuring their government to take action in supporting Kiribati’s climate resilience efforts
- Push for equitable migration policies and climate justice

### Countering Misinformation:

We want to highlight real stories from people who have grown up in Kiribati. We aim to represent Kiribati accurately through careful sourcing and planned interviews with locals or researchers.

## Production Plan

### Prototype:

- 1-2 hidden object scenes
- First pass voiceover + SFX
- First pass on background art, thematic UI, and compositions

### Full Game Scope:

- 4-5 hidden object scenes
- Integration of in-world newspapers between hidden object scenes that provide historical context on the climate crisis
- Emotional narrative spanning scenes, fully voice-acted

### Narrative Arc:

- Scene 1: Childhood curiosity and cultural connection
- Scene 2: First signs of fear and global inaction
- Scene 3: Adapting to rising tides
- Scene 4: Community weighs uncertain next steps

*Target Audience:* Casual gamers seeking thoughtful, story-driven experiences about real-world issues

### Platforms:

- WebGL build, playable in browser on itch.io
- Desktop build for Windows
- Mobile build for iOS or Android tablets (not planned but would be the logical next step)