Isaac built a fantastic game to teach users about the delicate balance of industry and environmental impacts. It was creative and engaging and left the judges wanting to spend the whole afternoon playing it. The technical implementation of the code was impressive and utilized modular functions and data structures. Isaac's game clearly considered the audience in its design. The inclusion of hints, instructions, sounds and a consistent retro aesthetic added significantly to the impressiveness of the game. The in-depth game dynamics and the replayability of the game resulted in the judges playing through multiple times to see how they could build a sustainable future.

Congratulations, Isaac.