This is a guide document for the game "All Sustainable" that aims to help you understand how the game works, and how it can be used to teach sustainability practices to the players.

——————————————————— Setup ———————————————————
The game can be played on three different devices. Each has its own setup method.

**Setup on browser**
1. Access the game link: https://all-sustainable.itch.io/all-sustainable
2. Click "Run the Game" below the "All Sustainable" header
3. Click the expansion button on the bottom right corner of the window

**Setup on computer**
1. Access the game link: https://all-sustainable.itch.io/all-sustainable through the computer
2. Scroll to the bottom of the page (before comments) and click Download on the PC Build section
3. After downloaded, extract the files into a folder on your computer
4. Click the "All Sustainable.exe" file

**Setup on mobile/tablet**
1. Access the game link: https://all-sustainable.itch.io/all-sustainable through the mobile/tablet
2. Scroll to the bottom of the page (before comments) and click Download on Mobile Build Android v1 section. If this version does not work properly, install Mobile Build Android v2 instead.
3. After downloaded, open the app and click install
4. When done, open the app "All Sustainable"

——————————————————— Settings ———————————————————
On the start screen of the game, you will have available to you 3 button:
- Language: changes the language of the game
- Play: start playing the game
- Select Challenges: choose which challenges you want to appear in the game
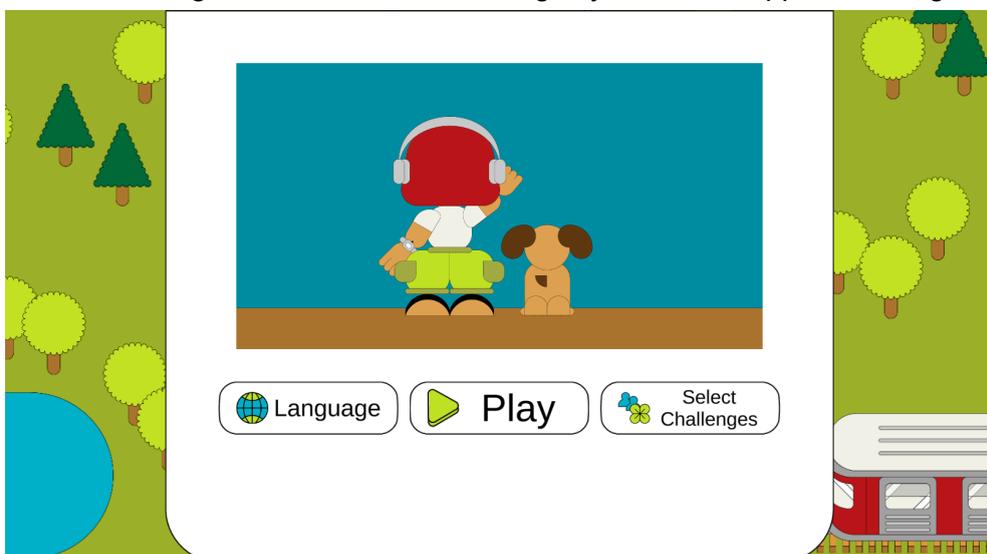
**Language Screen**

There are 5 different languages available: English, Italian, Portuguese, Romanian, and Spanish. To choose a language:

1. Click on the desired language
2. Wait a few seconds for the text to translate
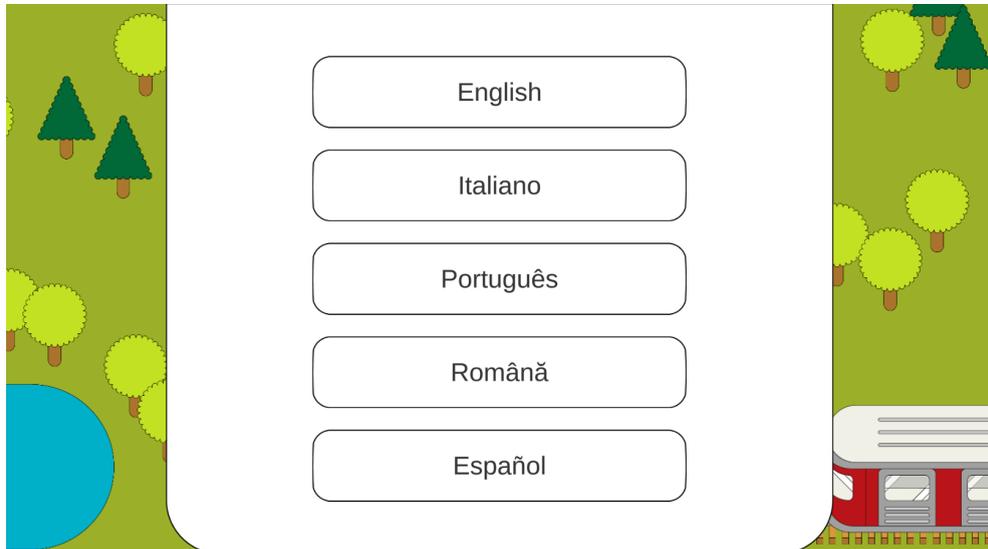


**Select Challenges Screen**

There are a total of 12 challenges in the game, so the game generates the challenges by phases. Each time the player completes the current set of challenges, more are generated.

Because some challenges depend on others, the game prioritizes challenges that are readily available to the player at the current moment.

For example, if we have the challenges "Take a shower" and "Water plants", the game will generate "Take a shower" first in the game since it doesn't depend on any other challenges. "Water plants" will come in a later phase of the game since it depends on one of the items gained in "Take a Shower": the water bucket.

If you want to play all challenges then you can ignore this screen. If you want specifically to play a set of challenges then tick off the challenges that you do not want in the current gameplay session.
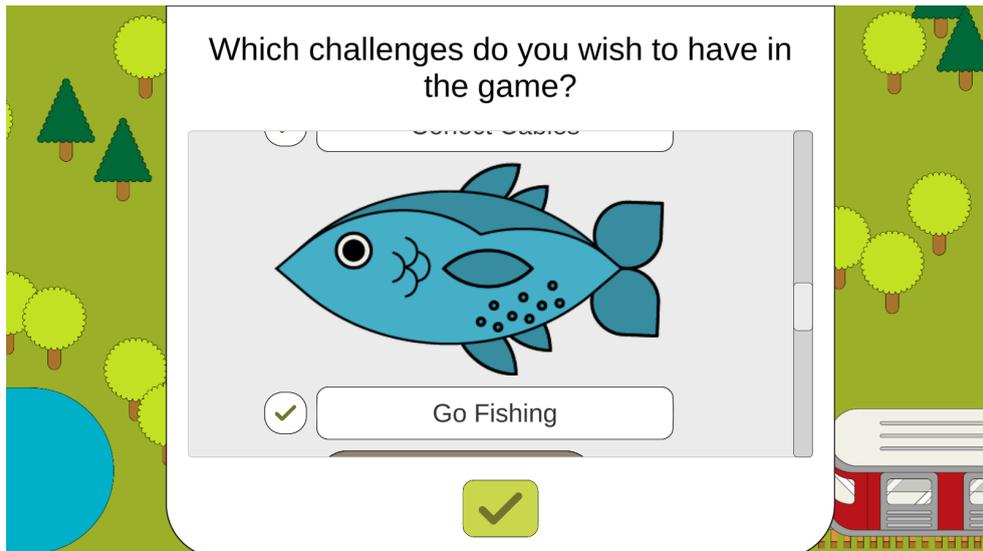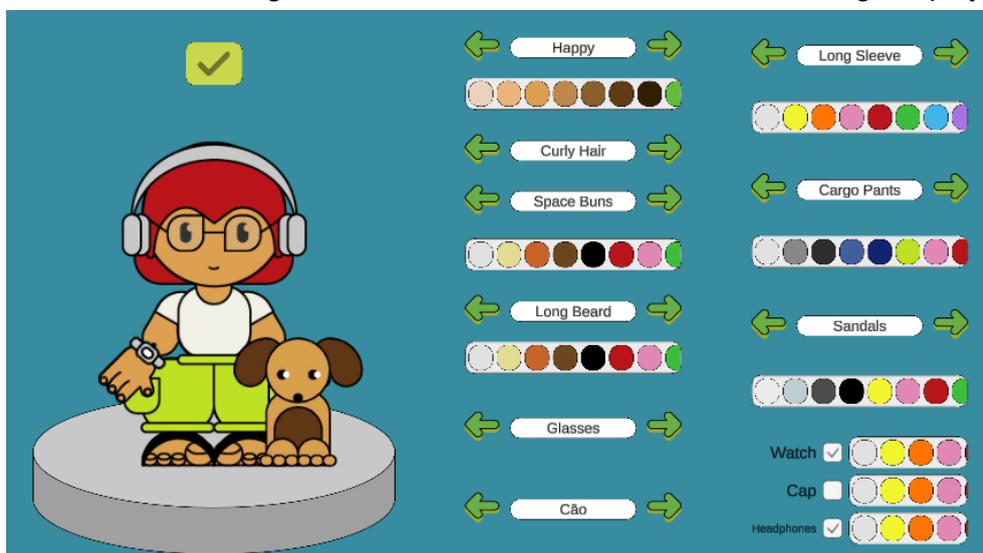
**Play**

This button will start the game. When you're ready, just click on it to begin the adventure.

———————————————————————— The Game ————————————————————————

After the short cutscene, you will be able to customize your character. Choose traits such as face, skin color, hair, clothes, pet, and accessories that you wish your character to wear. When you're done, click the green button above the character to start the gameplay.



When the game starts, you and your chosen pet will be arriving at the train station. Make your way to the village by following the arrows on the floor. To move your character you can:

- Click with the mouse on the spot you want to walk to
- Use the "WASD" or arrow keys on the keyboard
- Use the left analog on the controller to choose your direction

When you arrive at the village, the tutorial will task you with following the path to your home. Your home is the one house with technological accessories on the walls.



———————————————————————— User Interface ————————————————————————

When you enter your house the game UI is activated so it's important to understand what it means. The UI components can be detailed as follows:

## 1. Mobile phone

This button will open your mobile phone. The mobile phone is the main point of access for the game challenges. Here, you can accept new challenges, replay old ones, check your current points and SDGs, and change the game settings.
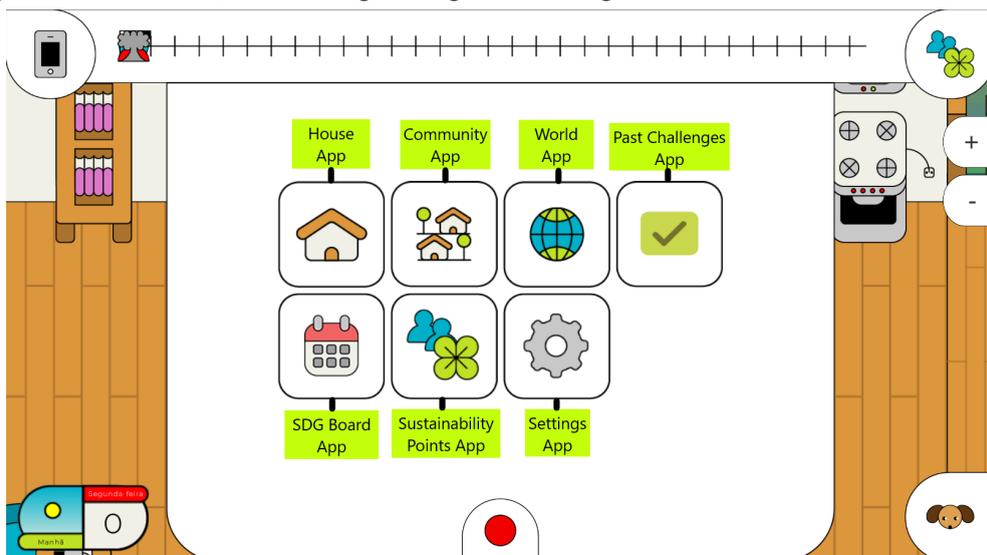


## House App

The house app is the player's current house To Do List. This app will detail the current house tasks the player has to do. They are automatically active in the household so you don't need to do anything to activate them.

## Community App

This app is the equivalent to your personal mobile phone's message app. This is where your neighbors will ask for your help to complete challenges. All the challenges available in this app are community challenges, which means they can be completed by going to the village and talking with the respective neighbor.

You can check which messages are available by clicking on the contact tabs on the left side of the app. This will showcase to you your chat history with this person. To accept a challenge just click on the green circle at the end of the chat. Click the green circle again to confirm that you want this challenge. Once you do this, the challenge will be added to your repertoire, and you will be able to start looking for the challenge in the village.
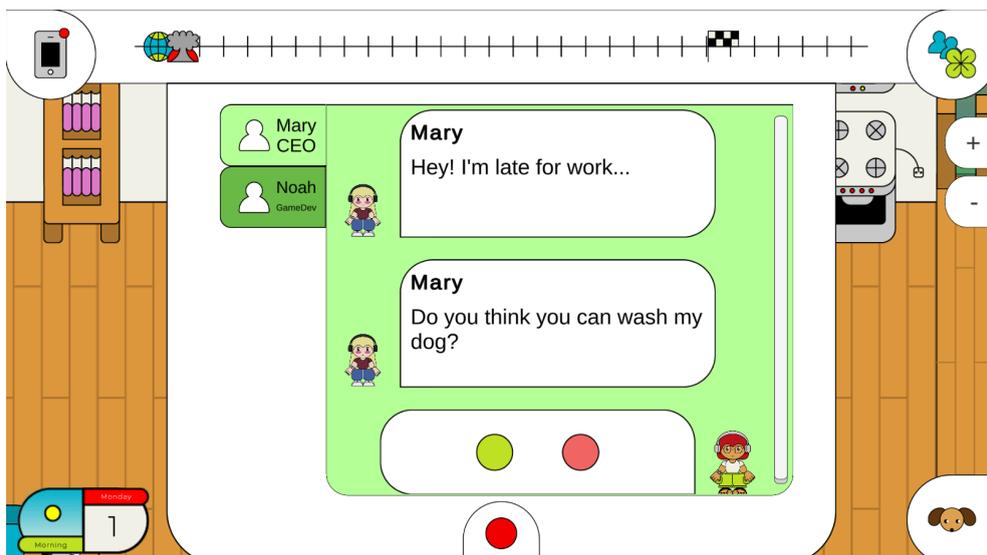


## World App

This is the social media app. This app represents apps like facebook and instagram where users make posts with messages and photos. In this app you can check challenges from around the world. All challenges from this app will be located on the train station, which

means that the player has to return to the train station each time that they want to complete a world challenge.

To accept a challenge just click on the green circle on the respective post.
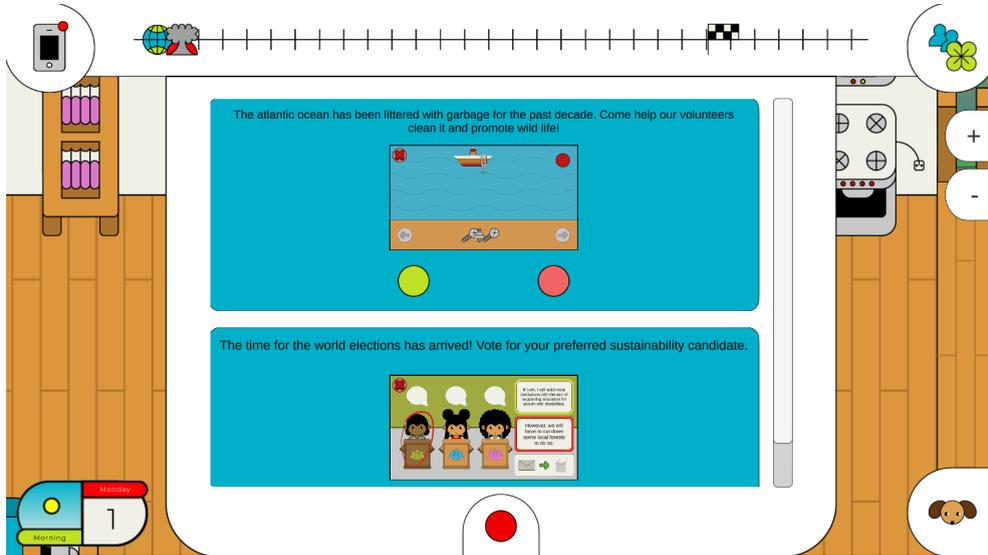


**Past Challenges App**

In this app you can replay completed challenges. Whenever you complete a challenge, it will appear on this app if you want to play it again. If you deselect challenges from the beginning of the game they will also appear here.

In the bottom of this app you can also find a button that allows you to reveal all challenges in the game if you wish to play them without going through the usual means.
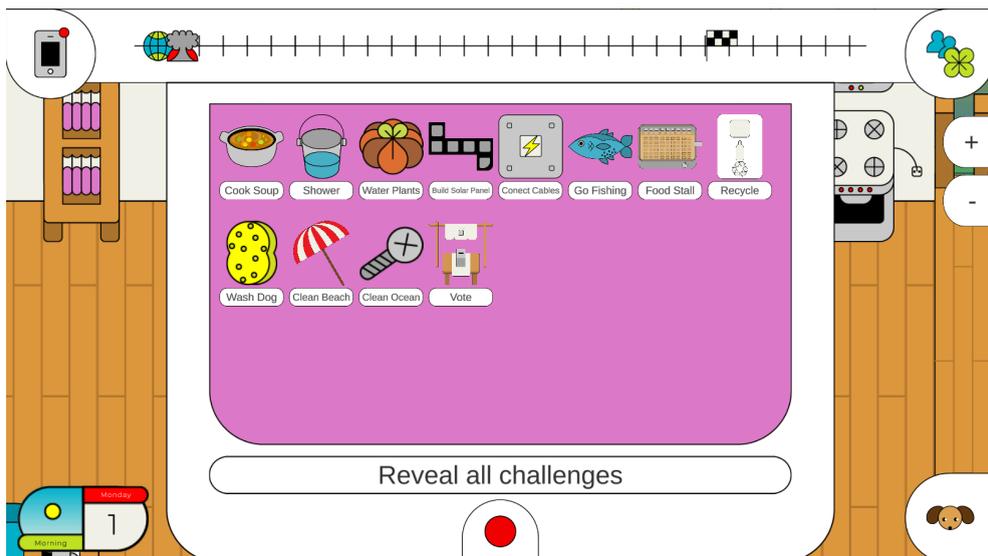


**Calendar**

This app allows you to get a closer look at the timeline of the game. It is formatted as a calendar and lets the player visualize the days for each aspect. You can refer to chapter 2 to know more about the timeline.
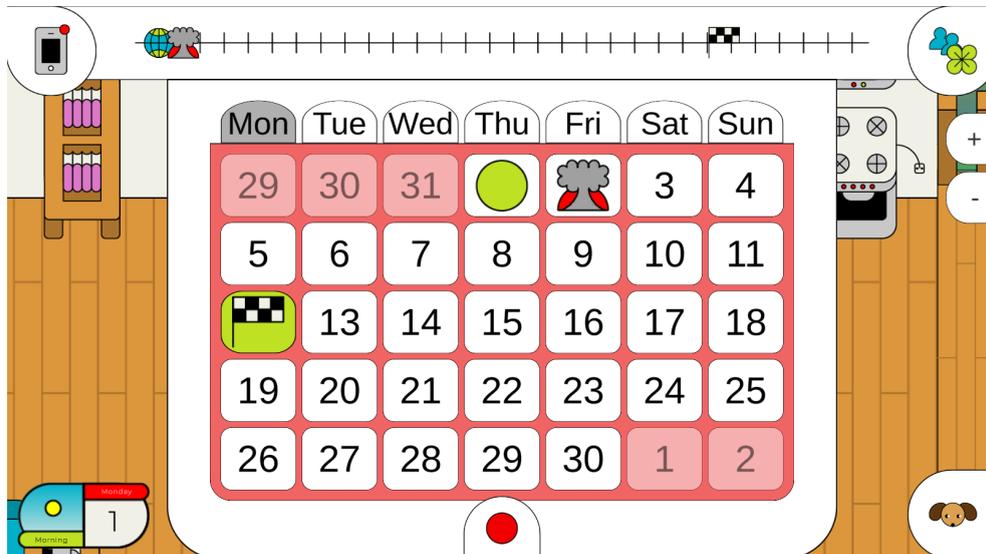


### SDG Board

This app is where the player can check their progress on the European Union SDG objectives. Each challenge is associated with a subset of SDGs and when the player completes them they gain the stickers on the SDG board. A faded out sticker means the player has not achieved the SDG yet, while a bright one means that SDG was covered in one of the challenges. If the player completes all challenges in the game, the board will be fully filled with bright stickers.
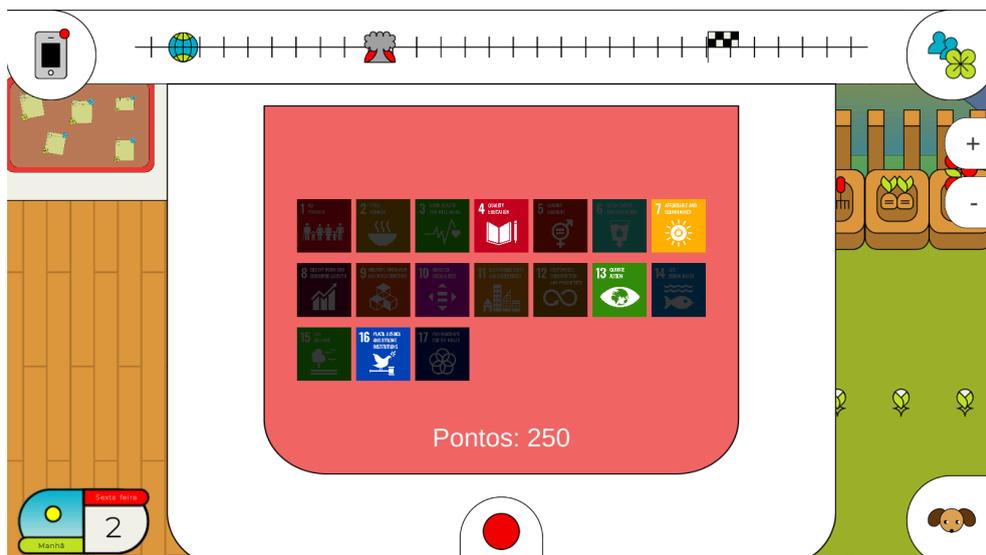


### Settings

This is where you can adjust the game settings and exit the game. In this app you can change the current language of the game or adjust the volume settings. The volume is divided into three groups:

- SFX: sound effects of the game such as water droplets sound in the shower and correct answers in the food stall challenges. You can adjust the sound of those effects by lowering or raising this volume bar.
- Music: this affects only the music volume of the game. This means that only the background music of the game and challenges will be affected if you change this bar. You can adjust the sound of those effects by lowering or raising this volume bar.
- Master: this bar affects the whole sound of the game, both SFX and Music volume. If you think the game is too loud or too low you can adjust it by raising or lowering this bar.

If you wish to exit the game it has to be done through the exit button. To exit, just click and confirm that you want to quit the game.
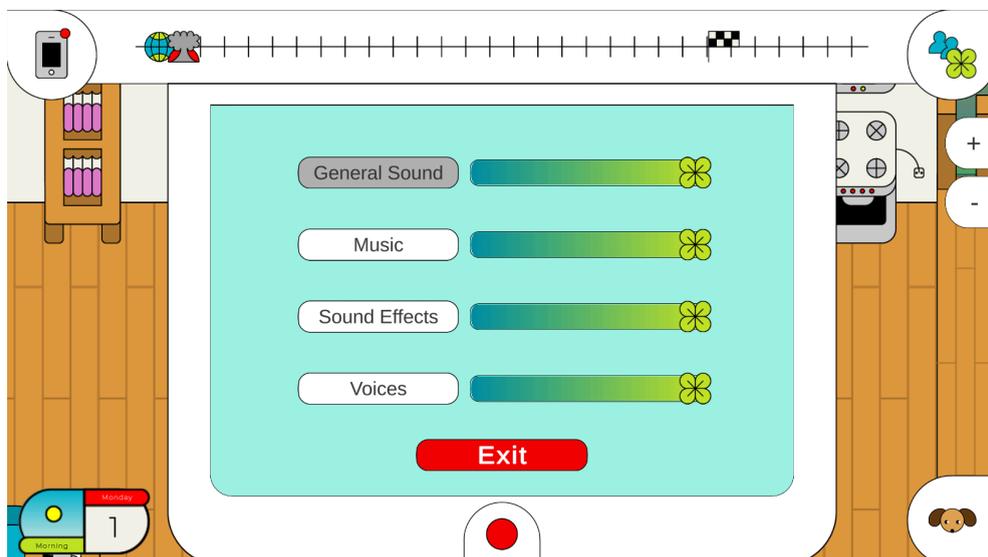


**2.Timeline**
The timeline represents the current player progress. There are three distinct icons to take not of here:

- The planet icon: the current progress of the player. This icon represents the current day on the timeline and how close the player is to the goal.
- The doomsday icon: how close the doomsday is to the current day. This icon represents the day where the world dies. If the planet earth icon is on top or after this icon after completing all challenges, then it's game over.
- The goal icon: this is the day where the game ends. This icon is calculated based on the challenges you have selected. The more challenges you have, the farther away this icon is.

It should be the player's objective to push the doomsday icon after the goal since it means they will save the planet before it dies.This timeline is a guideline for players to understand if they are making the right choices. The more good choices the player makes, the more they progress on the timeline.

### 3.SDG Board
This button opens the SDG board previously explained in the mobile phone section.

### 4.Pet Hints
This button allows the player to ask for tips from their chosen pet. If the player has active challenges, the pet will give a hint to where the player can find one of those challenges. If the player is stuck, this is the place to go.

### 5.Calendar
This element showcases the current day, time of day, and weekday. This short calendar serves as a summed up version of the calendar app and has the purpose of quickly informing the player of these variables.

———————————————————— Challenges ————————————————————
This section will describe each challenge and how to reach them in more detail.

In each challenge you will find a screen like this. This screen details some screenshots of the challenge, the necessary tools to complete it, the maximum points to gain, and the level of difficulty. If you want to start the challenge click the play button. If not, you can exit through the cross button.

### 1.House Challenges
<u>Showering</u>
The showering challenge can be found in the player's house at the top left corner of the screen. Click on the shower to start the challenge.

To complete this challenge you must collect 10 fallen drops from the shower head. Click on the bucket where you think the water drop is going to fall to catch it. Once you have collected 10 droplets the challenge will automatically terminate and attribute the player with their sustainability points and SDGs.
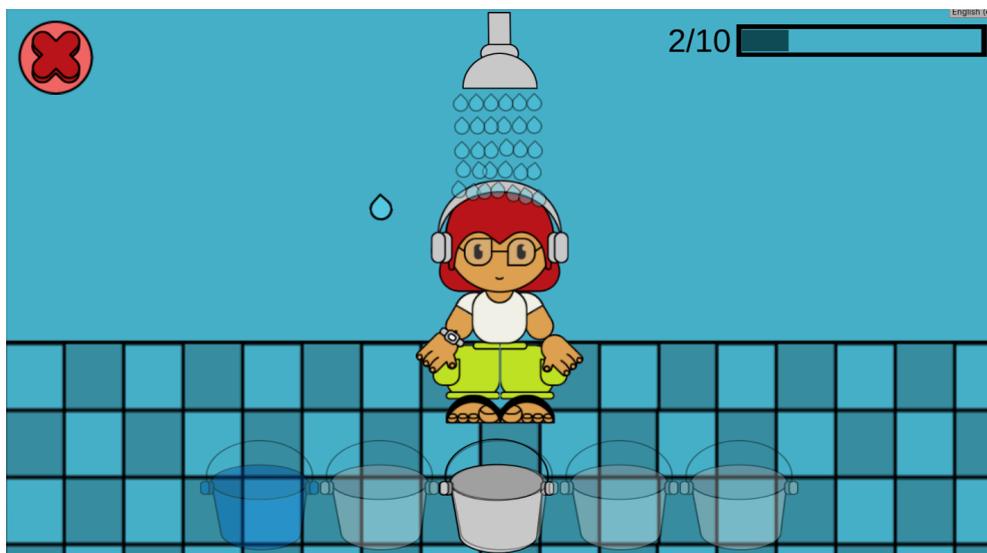
At the end of this challenge you will win a water bucket.

<u>Water Plants</u>
This challenge can be found on the top right corner of the player's house. Click on the garden beds to start.
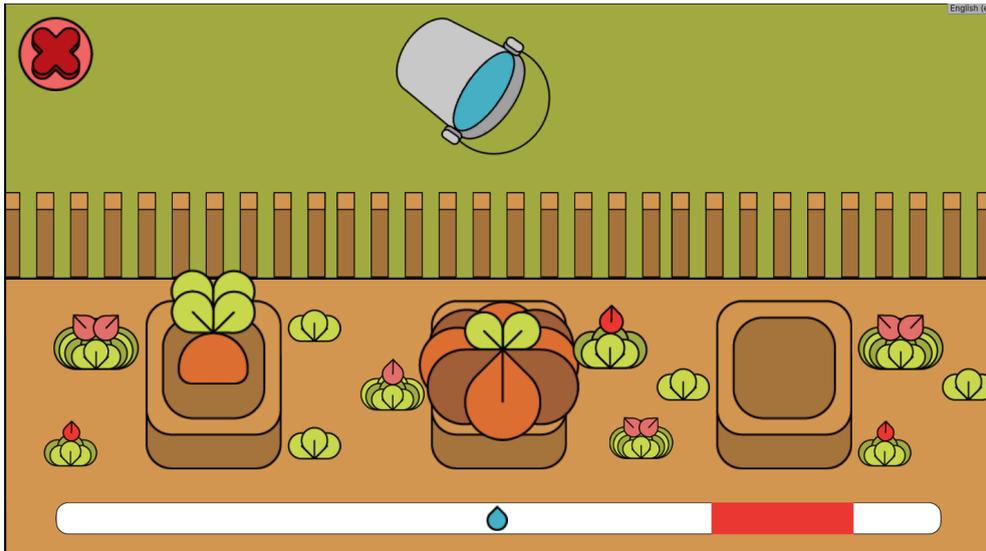
Before you start the challenge you will be presented with a choice: bucket or hose. This is one of the first choices in the game where it's important for players to think about the consequences of each. If you didn't take the shower before this challenge you will only be able to choose the hose, but if you did then you can use the bucket with water droplets collected previously to be more environmentally sustainable and water the plants with this water.
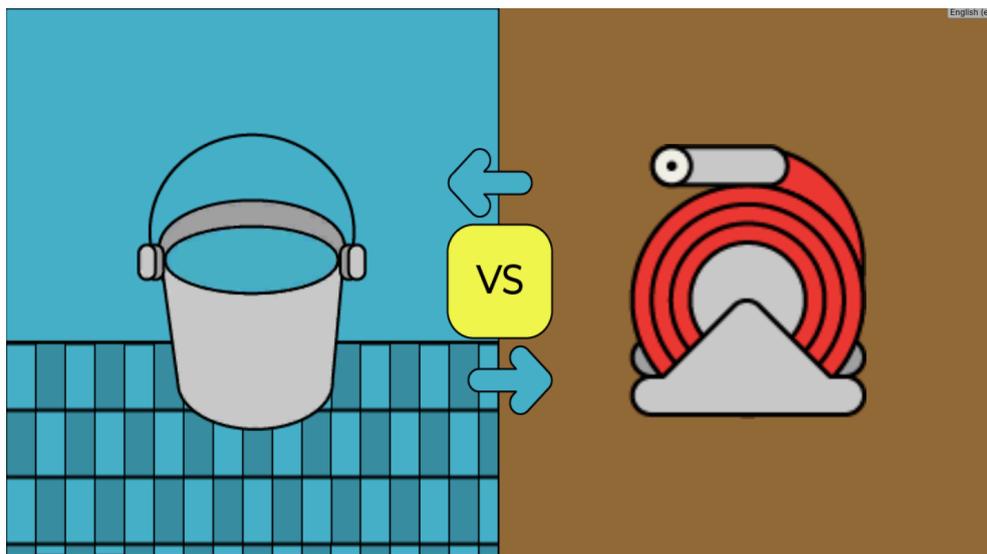


It's important for players to understand here that the challenges can be connected to each other and that they can use items gained from previous challenges to be more sustainable on new ones.

In this case, the bucket will waste less water because it reuses the extra water from the shower. Therefore, choosing the bucket will award you with more sustainability points. Make your choice to start the game.

In this challenge your objective is to water the plants by clicking on the screen whenever the bucket/hose is on top of the red rectangles. Time your click well with the constantly moving bar to water one of the plants. Once the three plants are watered, the challenge will complete.

At the end of this challenge you will win the grown vegetables.

Cook Soup

This challenge can be found in the middle of the player's house in the kitchen. Click on the kitchen countertop to start the challenge.

Similarly to the previous one, this challenge will start with a choice: buy vegetables or use the ones from your garden. If you didn't complete the "Water Plants" challenge first, only the "buy vegetables" option will be available.
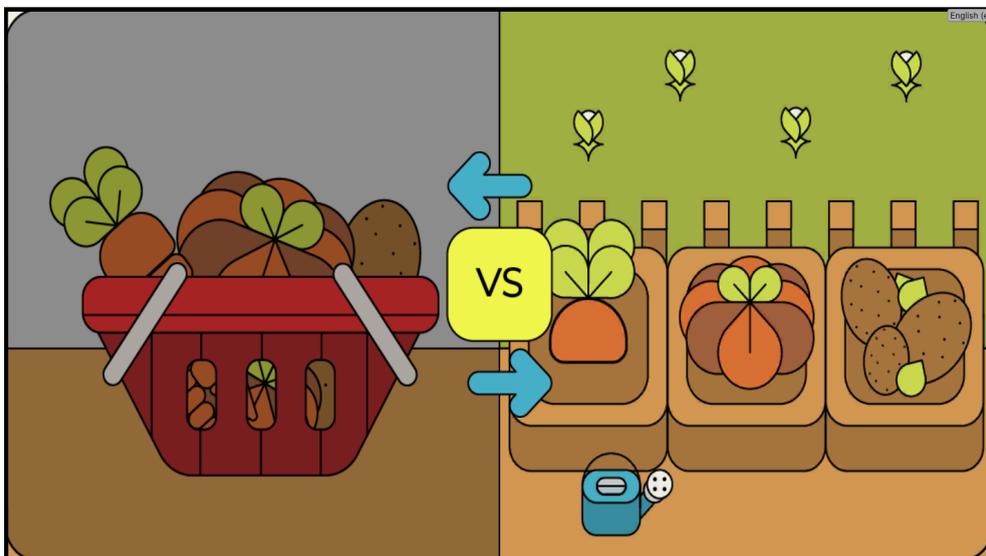


In this case it's important for the player to understand that it's more sustainable to use the vegetables from your garden since it costs less money and is more healthy. Vegetables that are bought typically have either unknown origins or are filled with preservatives to ensure their life on the shelf. Choosing to grow our own food not only allows us to spend less money and be more healthy, but also contributes to the environment.

If the player chooses to use their own vegetables, they will be awarded more environmental points. To start the challenge, make a choice.

To play this challenge you will have to click on the screen according to the incoming notes on the lower bar. This challenge involves more coordination and requires the player to click on the screen alongside the music to cut the vegetables on the cutting board. Once all vegetables are cut, the challenge is completed.
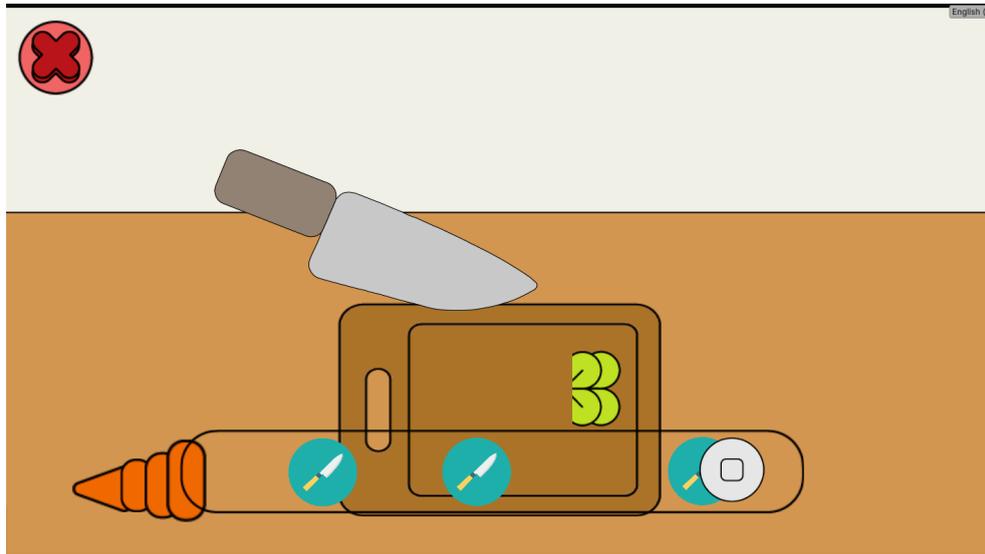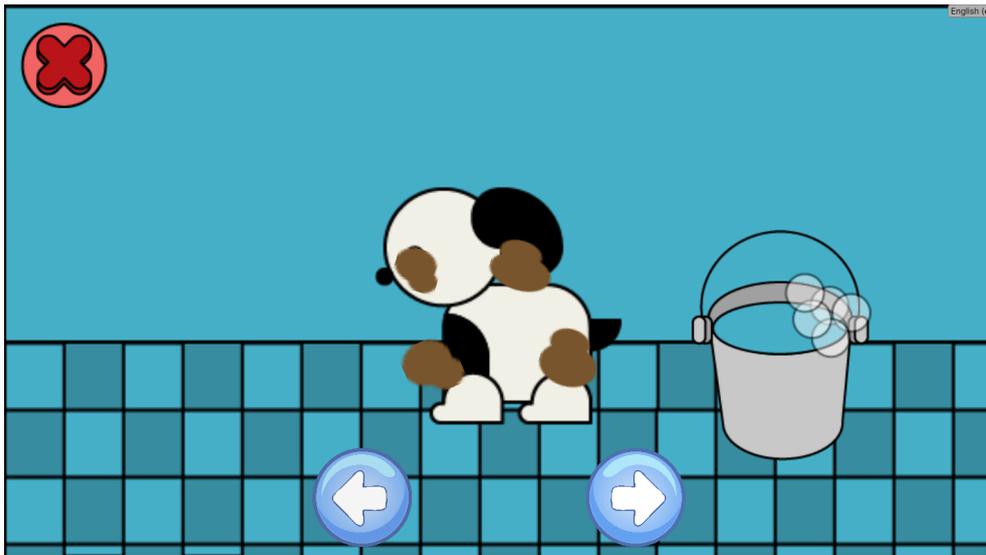


**Community Challenges**
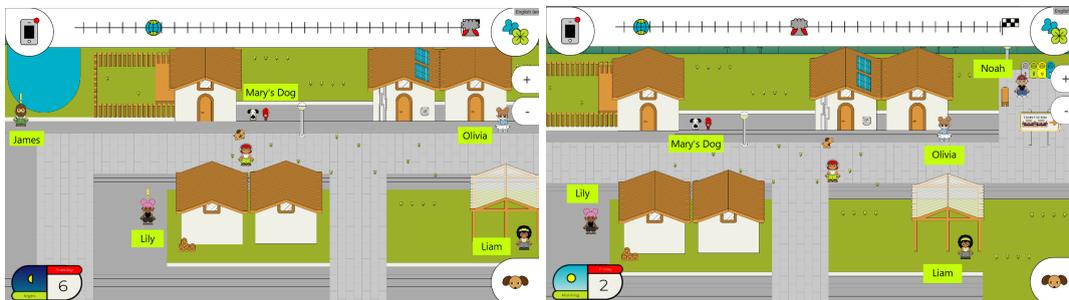


Wash Dog
This challenge can be found after accepting the text message from "Mary" in the community app. To start the challenge, find the dog next to the player's house and click on them to begin the dialogue. Once the dialogue is finished, go ahead and start the challenge.

Before the challenge starts, you will be presented with two options: wash the dog with a bucket or with the shower head. In this case, the solution should be very similar to the "Water Plants" challenge. If you use the bucket to wash the dog, less water will be wasted, so the bucket option is the best solution for this case.
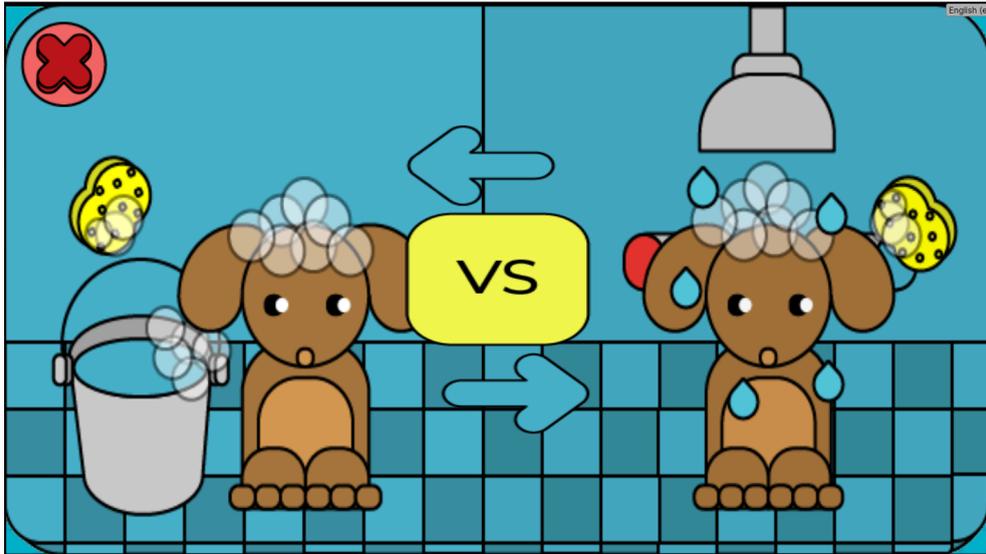
To wash the dog, click on the dirt spots in their fur. You must wash the dog on all four sides so they are completely clean. Turn the dog by clicking on the arrows at the bottom of the screen. Once the dog is clean, the challenge will be completed.
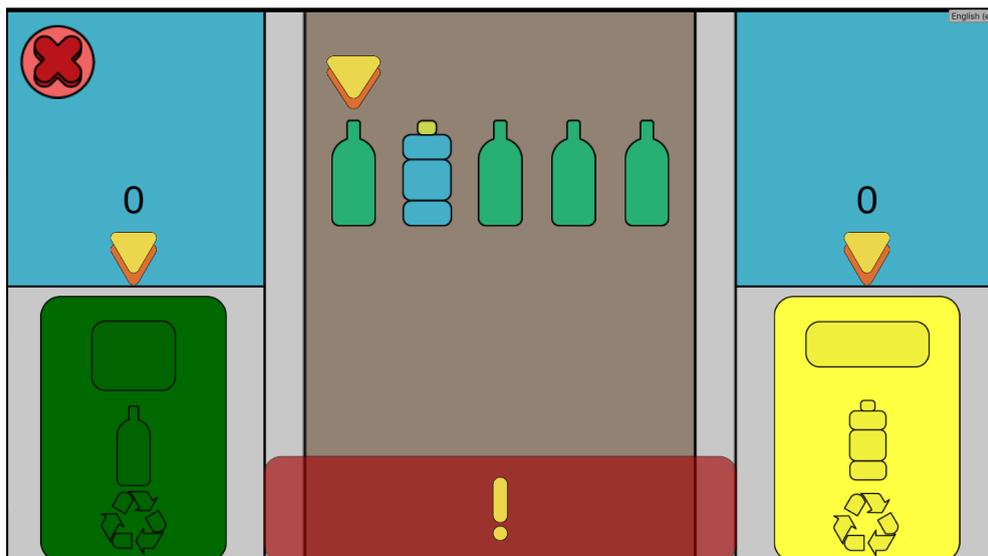


<u>Recycle</u>
To find this challenge, accept the text message from "Noah" in the community app and go to the top right corner of the village. Noah can be found next to the recycling bins. Click on Noah to talk with him. After the dialogue, you can go ahead and click play to start the challenge.
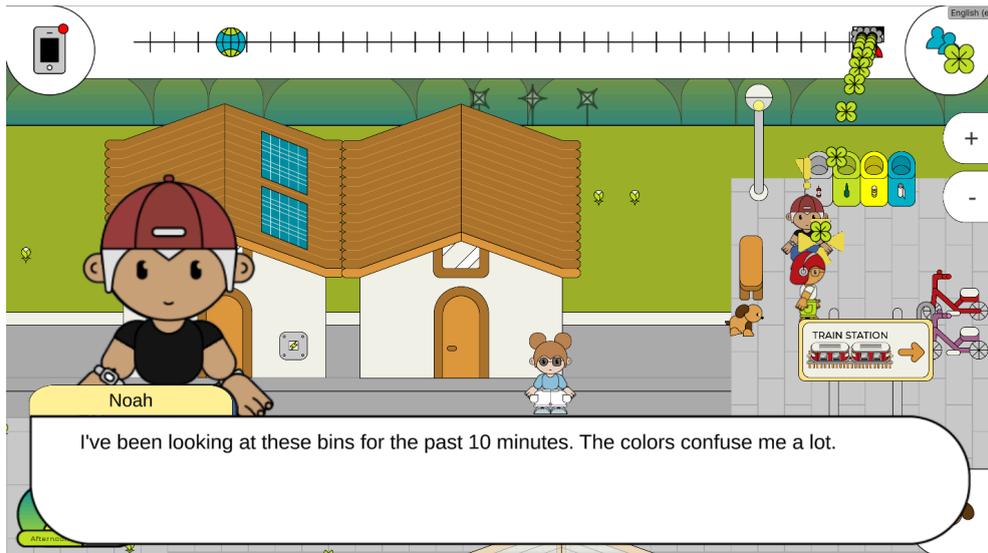
In this challenge you have to recycle the glass and plastic bottles by clicking in the correct bins in the correct order. The conveyor belt will be constantly giving the player bottles for you to recycle. From left to right, click on the bin that corresponds to the currently most left bottle of the conveyor bell.



After recycling enough bottles, the challenge will be complete.

Fishing
To find this challenge, accept the text message from "James" in the community app, and go to the left upper corner of the village. You will find "" next to a lake. Click on them to start talking. After the dialogue ends, click play to start the challenge.
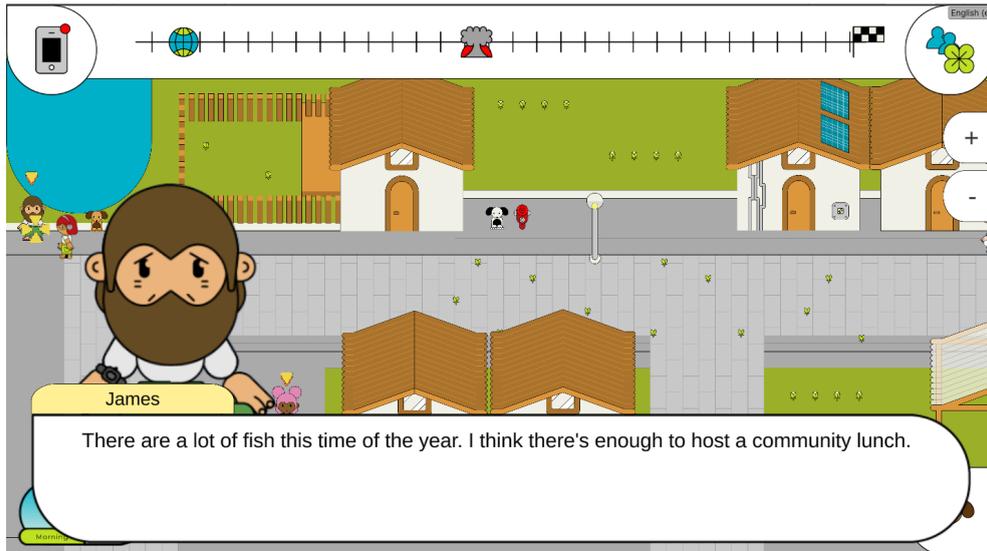
This challenge is a bit different from the others. To complete the challenge, you must catch 10 fish, but everytime you catch a small fish, you will lose environmental points. This is because it is not sustainable to catch small fishes, as this breaks their life cycle by not allowing them to reproduce before fishing them.

To catch a fish, use the buttons on the left of the screen or the mouse to lower the fishing line until it is above the fish you want to catch. After that, you must pull them back to the boat to empty the line. However, if your fish bumps against trash, they will be freed from the line and swim away.
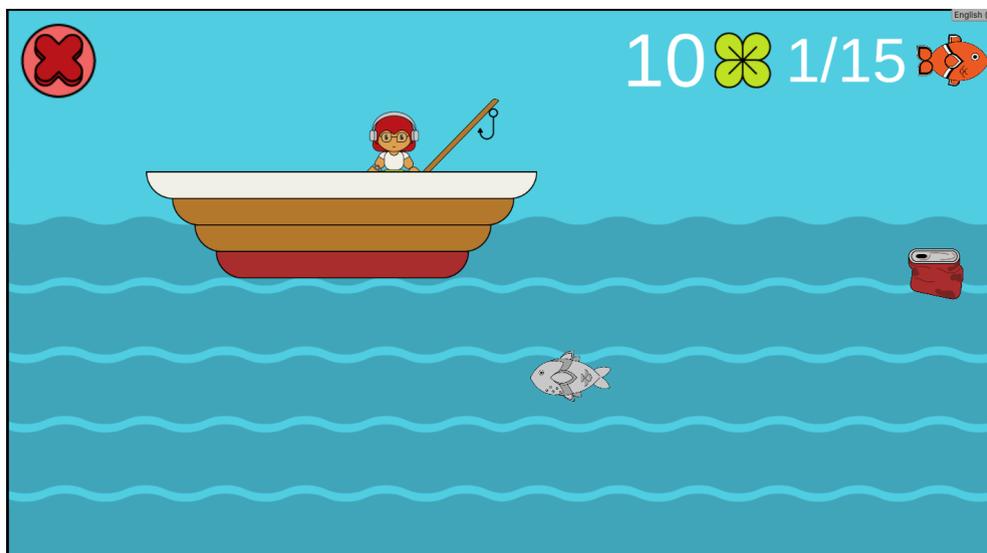


To complete the challenge catch 10 fish.

Build Panel
To find this challenge accept the text message from "Lily" from the community app. You can find the challenge in the left bottom corner of the village next to a house. Talk with "Lily" to start the challenge.
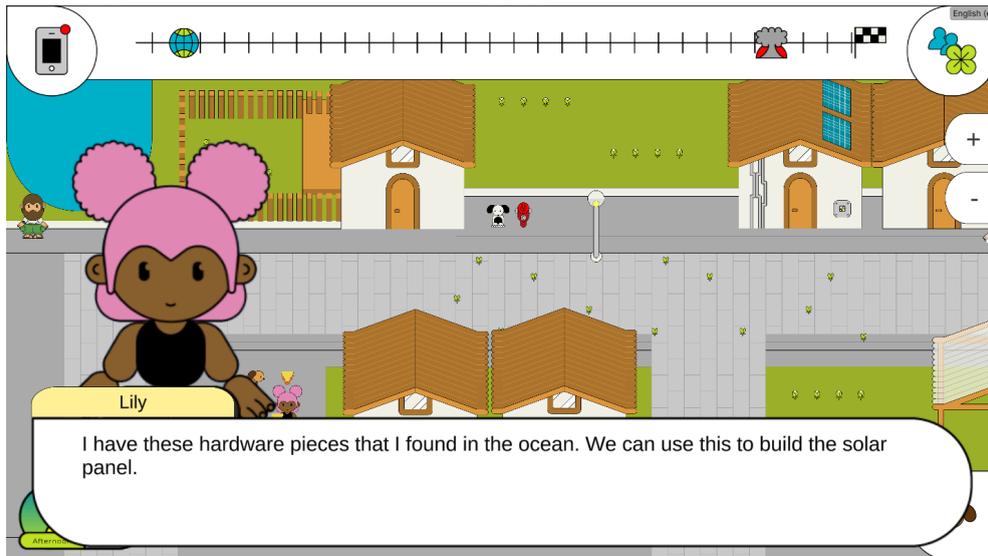
When this challenge starts you will be presented with the option of choosing between "Buying parts" or "Reusing scrap" to build the panel.
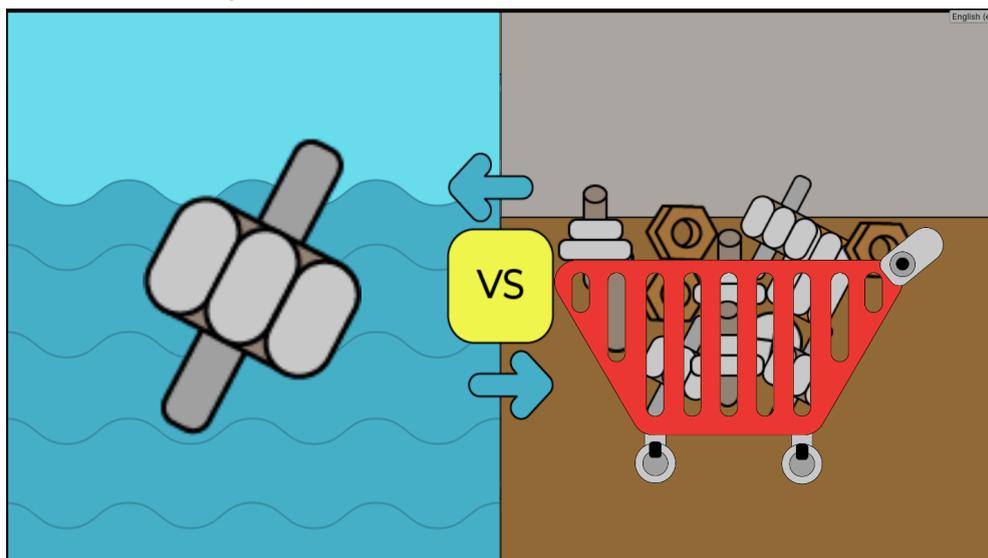


This challenge is connected to the clean ocean challenge. If you collect the garbage on the seafloor in the "Clean Ocean" challenge before doing this one you will be able to use the scrap to build the panel, reusing resources and making it more environmentally friendly. The correct option for this challenge therefore is to reuse the scrap.

To play this challenge you must drag the colored pieces of the panel into the gray square in the correct places. You must cover the whole gray square to complete the challenge. When you think the pieces are placed correctly, click the check button to check your solution. If the solution is correct the challenge is completed.
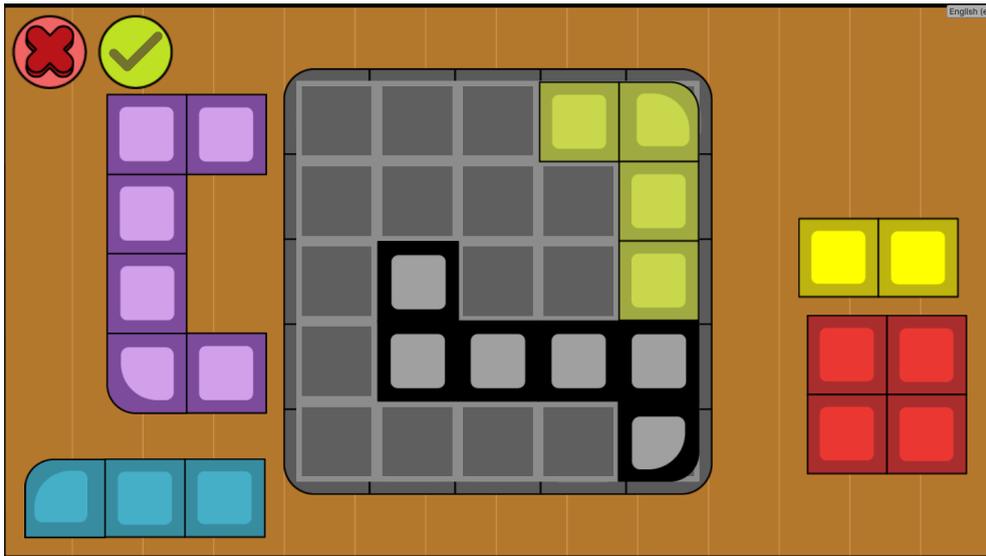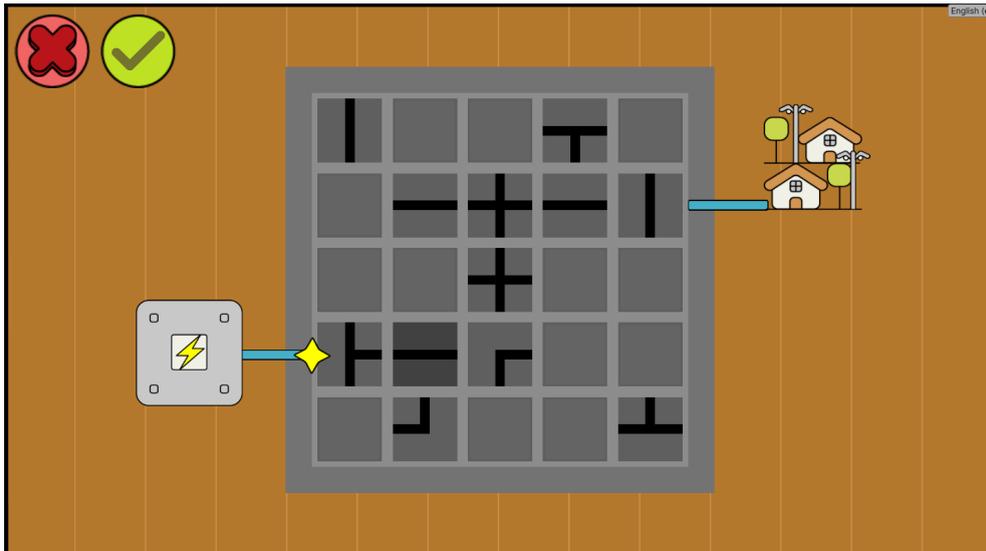
<u>Connect Cables</u>

To find this challenge, accept the message from "Olivia" in the community app, and go to the middle top right of the village. You will find "Olivia" next to your neighbor's house. Click on them to start talking. After the dialogue ends, click play to start the challenge.
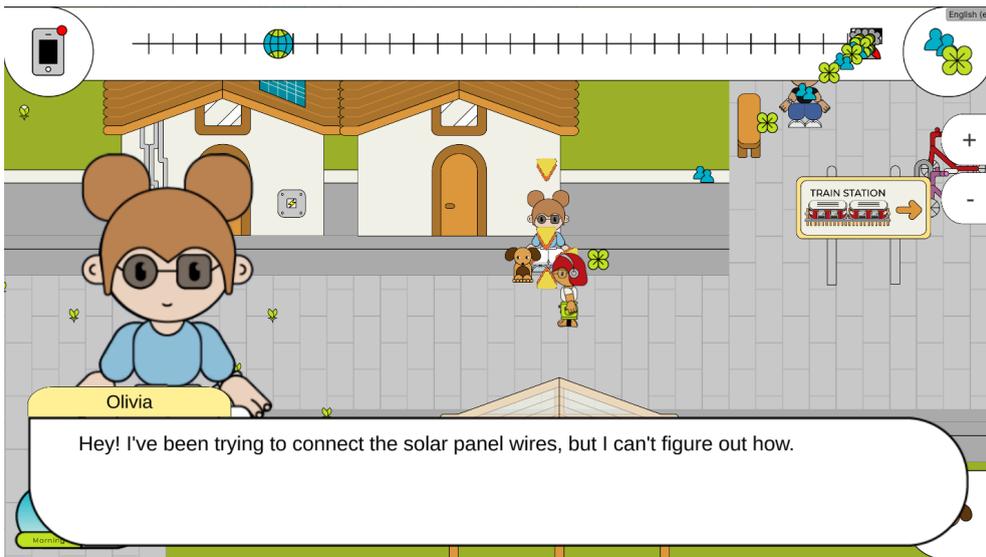


In this challenge you have to click the cable squares to rotate them and create a path from the panel on the left to the houses on the right.

After finding the correct path, click the confirm button to check your solution. If the solution is correct the challenge is completed.
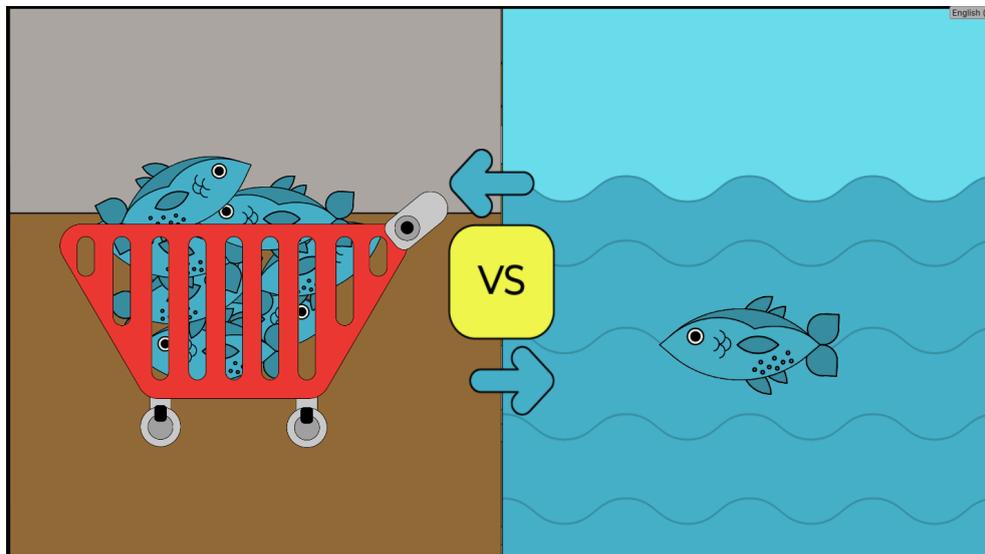
Food Stall
To find this challenge, accept the message from "Liam" in the community app, and go to the middle right of the village. You will find "Liam". Click on them to start talking. After the dialogue ends, click play to start the challenge.



Before you start the challenge you will be presented with a choice: buying fish, or using the ones you caught from the river.

This challenge is related to the fishing challenge, and so if you did this challenge previously you will be able to use the fish you caught. In this case, it's important to understand that using fish from the river is more sustainable, since the players know where this fish came from and are aware of how they were caught.

For this challenge we are not counting how healthy the fish is to the person, just the origins of the food they will be serving. Therefore, using fish from the river is a more sustainable choice.



This challenge is one of the more complex ones. You will be running a food stall where you have to fulfill orders by mixing the right ingredients. The challenge starts with a person asking for an order. The person will showcase what they want on a bubble above their head, and the order will be written down on the notepad on the top right corner.

Click the ingredients for the order of your clients in order to grab them and click on the plate again to confirm the ingredient. When the order is complete, click the green button to deliver the food to the client. If you make a mistake, you can click the red button next to the confirm button to empty the plate and start again.



Every time you click the red button you lose environmental points, since you require more food to complete the order correctly. However, you will gain more social points, since the

wrong order will end up going to a social market. You can use this to teach the players how they can reuse food instead of wasting it.
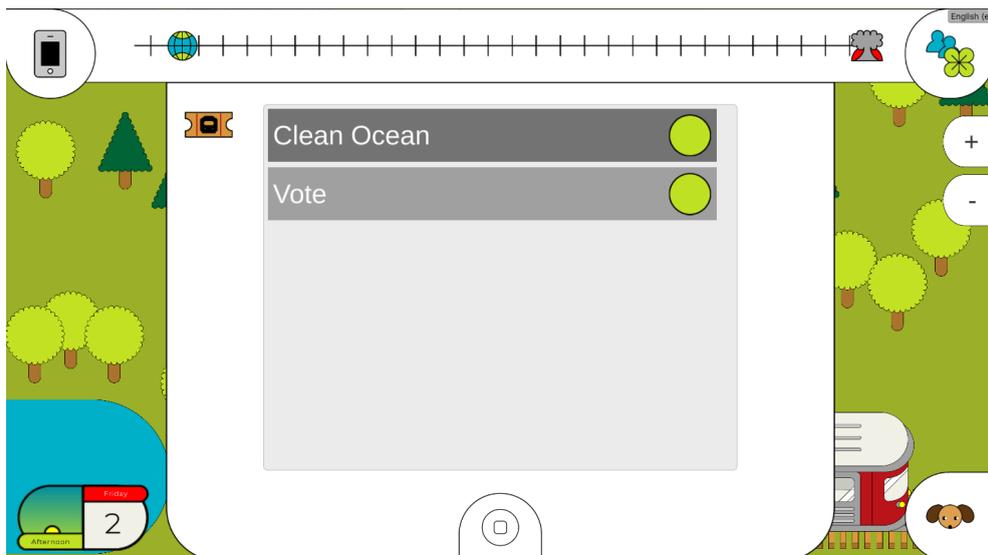
Once you fulfill the order for 3 clients, the challenge is completed.
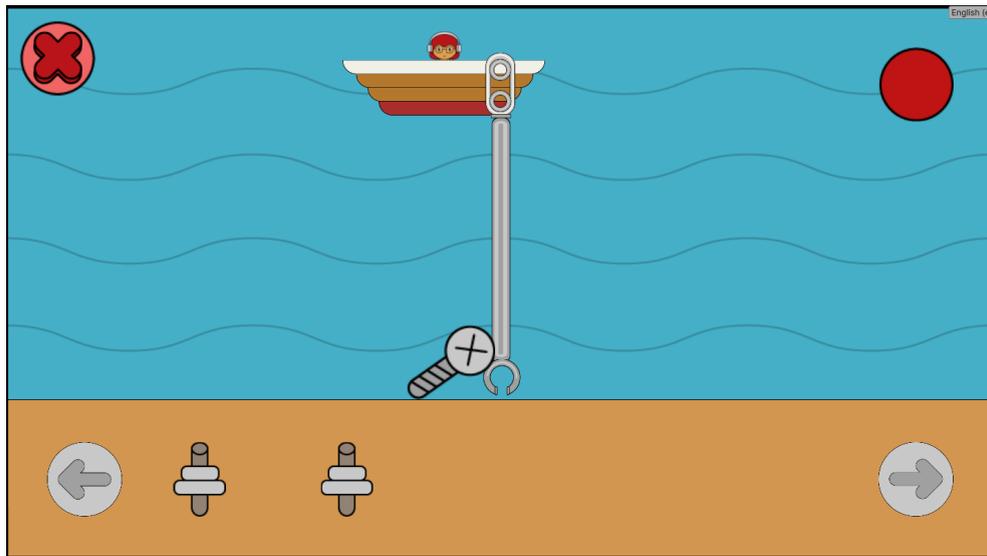
**World Challenges**



Clean Ocean
To find this challenge, you must first accept it from the world forum app. After that you must leave the village and travel to the train station. You can do this by following the train station sign at the top right of the village. Once you are outside of the village, travel to the ticket machine and buy a ticket for the challenge "Clean Ocean". The train will arrive and take you to the challenge.



In this challenge you have to collect the garbage on the seafloor by removing them with the crane on your boat. To do this, place the crane above the garbage by moving it left or right

using the button arrows and click on the big red button to start lowering the crane. If the crane is placed right above the garbage it will automatically collect the garbage.



Once you collect all the garbage pieces the challenge is completed.


Clean Beach

To find this challenge, you must first accept it from the world forum app. After that you must leave the village and travel to the train station. You can do this by following the train station sign at the top right of the village. Once you are outside of the village, travel to the ticket machine and buy a ticket for the challenge "Clean Beach". The train will arrive and take you to the challenge.
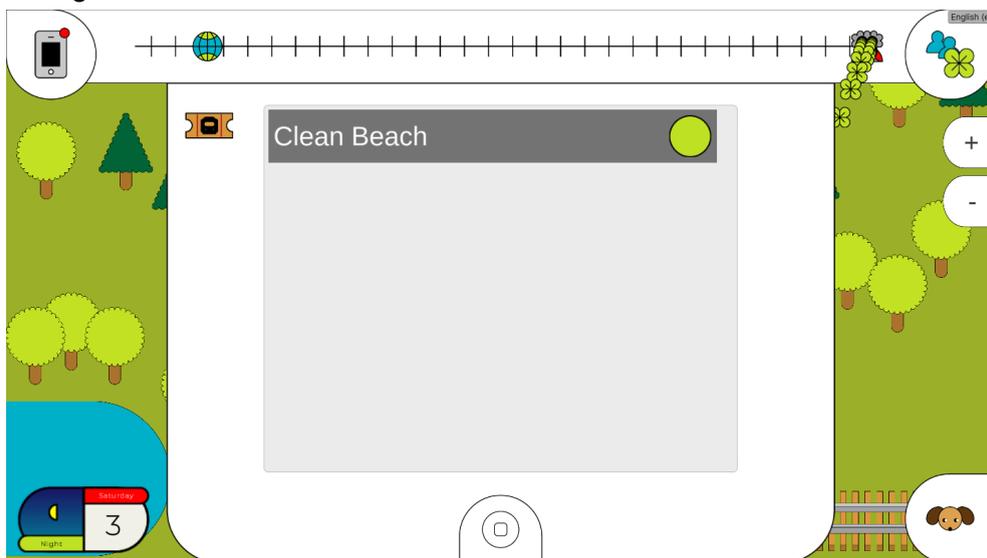


In this challenge, you have to collect garbage from the beach by moving your character between lanes to where the garbage is currently. Use the buttons on the left to move your character up and down. If your character passes over a garbage item they will collect it automatically.

Once your character reaches the end of the beach, the challenge will be completed automatically.

Vote

To find this challenge, you must first accept it from the world forum app. After that you must leave the village and travel to the train station. You can do this by following the train station sign at the top right of the village. Once you are outside of the village, travel to the ticket machine and buy a ticket for the challenge "Vote". The train will arrive and take you to the challenge.
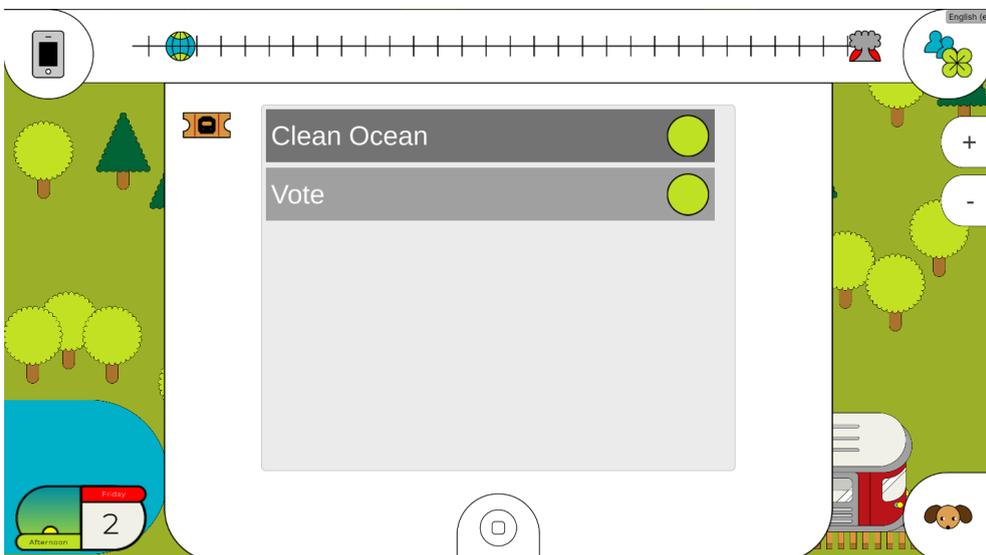


In this challenge you must choose one of the three candidates presented to you and vote for one of them. You can check their proposals by clicking on the candidate and reading the positive points and negative ones in the green and red boards at the right of the screen. Once you choose your candidate, click on them and send your vote to the ballot, by clicking the button on the bottom right corner.
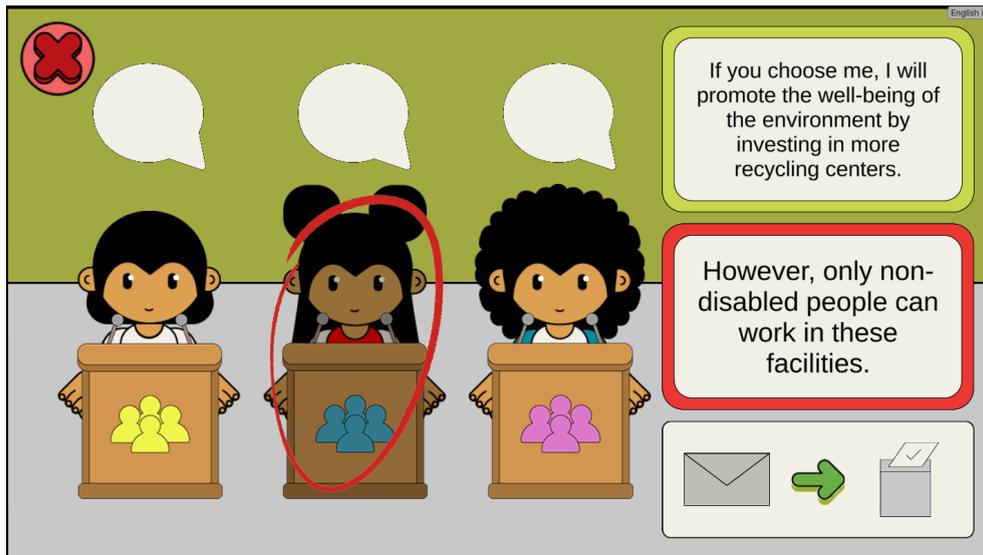
This challenge is different from the others, as it will affect what your neighbors say. After leaving the challenge, your neighbors will have new dialogue and comment on the winner of the elections (the candidate you voted for) and tell you about why it was a good or bad thing for them.



The objective of this challenge is to teach the player to understand that many times you will not be able to please everyone involved and that all candidates come with good and bad things.