**HOME.**

Makoko – find your lost family. Storyline – find your parents.

Parents last note was that your home was in Nigeria, it’s time to go back home to find your roots.

Welcome to Makoko- Enters Makoko met by the birds singing, beautiful sunshine and changes into native clothing.

**STAGE 1**: **TUTORIAL**

**Challenge 1: Navigating boats.**

In Makoko, the use if boats are necessary for transportation. The player has the option to walk but the walking paths are limited and cannot access some areas that the player will be able to access with a boat.

Challenge – Access boat.

Requirements – **Knowledge** of water levels.

Knowledge:

# **NAVIGATE THE BOAT.**

1. Find a Propeller. The player must look around for items that can be used to make a propeller.
2. Find items to make the propeller together. Make sure its strong enough.
3. Practise using the keyboard to move control the speed and steer the boat and navigate through the water. Simple movements like stopping in an open area.

Once the player can navigate the environment, they are able to access the area that leads to Tobi, a young boy who seems to be about to start fishing.

Changes in water Levels: Note the water levels increase and decrease. Tip: Walk through and note down changes in the water levels and adjust your approach.

**STAGE 2: WATER WAVES**

## **CHALLENGE 1: WATER WAVES**

**Introduction**:

Background: As the player meets Tobi, an unexpected storm hits Makoko, forcing them to seek refuge. This event introduces the player to the challenges posed by weather conditions and tidal changes in the floating community.

**Tasks:**

**Encountering the Storm:**

* What: Dark clouds gather, and the wind intensifies, signalling an approaching storm.
* Where: Near the waterfront or a designated storytelling spot.
* When: Shortly after meeting Tobi.
* How: Tobi notices the storm and suggests finding shelter to wait it out. The player witnesses the changing weather.
* Why: This event introduces the player to the unpredictable weather conditions in Makoko and sets the stage for the upcoming challenges.

**Seeking Shelter:**

* What: Tobi leads the player to a shelter to wait out the storm.
* Where: A designated communal shelter, such as a sturdy building or a communal gathering space.
* When: After encountering the storm.
* How: Tobi guides the player through the narrow paths to reach the shelter, highlighting the challenges of navigating the floating community during a storm.
* Why: This task emphasizes the need for residents to find secure shelter during adverse weather conditions, adding a practical element to the gameplay.

**Observing the Tide:**

* What: While waiting in the shelter, the player observes the changing tide.
* Where: Inside the communal shelter with a view of the waterfront.
* When: During the storm.
* How: Tobi and the player engage in a conversation about the significance of tide changes in Makoko. The player can interact with the environment, observing the rising water levels.
* Why: This task educates the player about the impact of tide changes on the community's daily life and transportation, linking it to the environmental theme.

**Waiting for Suitable Tide:**

* What: The player must wait until the tide is suitable for safe boat navigation.
* Where: Inside the communal shelter.
* When: After observing the tide changes.
* How: Tobi explains the importance of waiting for the right tide to ensure safe boat travel. The player can engage in various activities in the shelter, such as listening to community stories, to pass the time.
* Why: This task reinforces the realistic challenges faced by Makoko residents and emphasizes the need for patience and strategic planning.

**Interactive Dialogue:**

* What: The player engages in interactive dialogue with Tobi and other residents in the shelter.
* Where: Inside the communal shelter.
* When: During the waiting period.
* How: Tobi and other residents share stories, cultural insights, and personal experiences related to weather challenges. The player can choose dialogue options to ask questions or share their own thoughts.
* Why: This interactive dialogue provides the player with a deeper understanding of the community's resilience, fostering cultural immersion.

**Learning Points:**

The player gains insights into the impact of storms and tide changes on the daily life of Makoko residents.

Practical challenges highlight the importance of communal shelters during adverse weather conditions.

Observing tide changes educates the player about the environmental factors influencing boat travel in Makoko.

Interactive dialogue enhances cultural immersion, providing the player with valuable knowledge about the community's experiences and traditions.

## **CHALLENGE 2: CANOE MAINTENANCE AND REPAIR TASK**

**Introduction**:

The player receives a notification that their canoe requires maintenance due to challenging water conditions.

A brief message explains the importance of keeping the canoe in optimal condition for safe navigation.

**Tasks:**

**Inspecting the Canoe:**

* What: The player is prompted to examine various parts of the canoe, including the hull, paddles, and overall structure.
* Where: The task takes place at the designated dock where the player's canoe is anchored.
* When: This task becomes available after the player completes the initial exploration phase and receives a notification about the maintenance need.
* How: The player navigates to the canoe and interacts with highlighted areas, triggering close-up inspections.
* Why: This step educates the player on the different components of a canoe and raises awareness about the potential impact of changing water conditions on the boat's integrity.

**Repairing** **Damages**:

* What: Upon finding damages, the player is informed that specific tools and materials are required for repairs.
* Where: The player learns that the needed tools are in a specific area controlled by a local gang, posing a challenge to obtain them directly.
* When: Immediately after identifying the damages during the inspection.
* How: The player is advised to seek assistance from members of the community to gather the necessary tools without confronting the gang directly.
* Why: This step introduces a social interaction element and emphasizes the importance of community connections in problem-solving.

**Community Interaction:**

* What: The player explores the community, seeking help from various individuals to gather tools.
* Where: The exploration happens on land, taking the player through different parts of the floating village.
* When: Once the player decides not to confront the gang-controlled area.
* How: Interacting with non-player characters (NPCs) reveals information about potential tool sources. The player might, for example, learn about a mechanic who can provide the necessary tools.
* Why: This interaction fosters a sense of community reliance and encourages players to explore different aspects of Makoko.
* The player goes around town asking directions for the

**Encounter with the Village Gang:**

* What: The player, despite instructions to avoid the gang-controlled area, might attempt to navigate it and face consequences.
* Where: This occurs in the specified gang-controlled region.
* When: If the player chooses to ignore the advice and confront the gang.
* How: The encounter could trigger consequences, such as losing collected items or facing in-game penalties, emphasizing the importance of strategic decision-making.
* Why: This scenario highlights the challenges individuals in Makoko might face and introduces an element of risk in decision-making.

**Alternative Sourcing:**

* What: The player, through community interactions, discovers alternative sources for some materials but not all.
* Where: Various locations within the community.
* When: While exploring and seeking assistance from community members.
* How: Interacting with NPCs reveals information about alternative materials, leading the player to collect some items through exploration.
* Why: This showcases resourcefulness and adaptability, important traits in the context of Makoko's challenges.

**Professional Sourcing:**

* What: The player learns that a mechanic in the community can provide the final tool needed for repairs.
* Where: The player locates the mechanic's stall.
* When: After exploring and collecting some materials, the player discovers the need for a specialized tool.
* How: The player engages in dialogue with the mechanic, who agrees to provide the tool but needs time to source it. The player pays some money, the higher it is, the quicker it’ll get sourced. The mechanic asks for N5,000 naira but Tobi haggles and reduces it to N3,000 naira. Telling the user that this price was charged because of the player’s accent. They have to come back late tomorrow evening or Thursday morning.
* Why: This step introduces the importance of specialized skills in the community and emphasizes collaboration.

Entertainment values: Tobi does a little dance and drums on the metal rings making a drum beat because he’s able to complete his first haggle and he sings a song. Which the player learns and sings later in the game when they achieve something great.

**Staying with Tobi's Grandparents:**

* What: The player, unable to complete repairs immediately, is advised to leave the boat with the mechanic overnight.
* Where: Tobi's home, where the player stays overnight.
* When: After sourcing materials and discovering the need for professional assistance.
* How: Tobi offers to take the player to his Grandparents home, where they can stay until the repairs are completed.
* Why: This part of the storyline strengthens the player's bond with Tobi, introduces a new environment and social intelligence, and sets the stage for the next phase of the game.

Entertainment values: Tobi does a little dance as he’s able to complete his first haggle and he sings a song. Which the player learns and sings later in the game when they achieve something great.

**Learning Points:**

The player gains insights into the interconnectedness of the community, where seeking help and collaborating are essential.

Decisions made by the player impact the narrative and their experience, introducing consequences for actions.

The importance of specialized skills within the community is highlighted, emphasizing the diversity of expertise required for survival in Makoko.

**CHALLENGE 3:** **SECURE A HOME**

What:

**Introduction:**

Background: Tobi's plan to introduce the player to his grandparents when they return from a wedding engagement takes an unexpected turn when they discover the grandparents are still at home due to a mix-up with the wedding invitation. This situation provides an opportunity to engage the player in a practical challenge related to daily life in Makoko. Tobi and the player head back home discover Tobi’s grandparents’ boat which they should have taken to the wedding. He tells the player to wait outside knowing they would not be happy to have a Stanger in their home. On entering the house, Tobi sees his grandparents’ clothes on the floor and notices his distressed parents, they explain their difficult ordeal due to the mixed-up wedding dates leaving their exhausted. Tobi recognises this as an opportunity to get a pass for the player and possibly a place to stay for the night. He tells his grandparents we won’t be able to fix the pole hell try to find someone who can fix it for some money and his grandparents tell him they have nothing left but their money for the wedding tomorrow. If they give money to fix the pole, they won’t have any money for wedding tomorrow. Tobi says he’ll try to find a way.

**Tasks**:

**Meeting the Grandparents:**

* What: Tobi introduces the player to his grandparents, explaining the situation with the cancelled wedding attendance.
* Where: Outside Tobi's home.
* When: Right after returning from the mechanic's stall.
* How: The player follows Tobi, and a brief dialogue introduces the grandparents.
* Why: This step reinforces the player's connection with Tobi's family and sets the stage for the upcoming challenge.

**Clothing Mishap:**

* What: The player learns that Tobi's grandparents' clothes are soaked and scattered due to the rain.
* Where: Near the clothesline at Tobi's home.
* When: Upon discovering the grandparents are still at home.
* How: Tobi explains the situation, and the player observes the scattered clothes on the ground through a hole at the bottom of the house.
* Why: This introduces a practical challenge related to daily life in Makoko, emphasizing the importance of clothing maintenance.

**Clothes Washing Ultimatum:**

* What: Tobi's grandparents insist that they need the clothes for tomorrow and that Tobi wash them. He agrees but offers the other problem of the broken clothes pole.
* Where: Near the water's edge, where the buckets are kept.
* When: After learning about the scattered clothes.
* How: Tobi's grandparents set an ultimatum: the player must wash the clothes.
* Why: This task adds a sense of urgency and necessity, linking the player's actions to their acceptance within the Makoko community.

**Bucket Washing Tutorial:**

* What: Tobi suggests helping his grandmother by washing the clothes in buckets.
* Where: Near the water's edge, where the buckets are kept.
* When: After accepting the ultimatum.
* How: Tobi explains the process of washing clothes in buckets, linking it to the environmental theme of the game. The player is prompted to engage in a simple interactive task of washing clothes.
* Why: This task educates the player about the traditional washing methods used in Makoko and emphasizes the practical skills required for daily life. Tie some wood together to temporally tie the pieces of wood together. This will hold it together until they can find something later during the day.
* Why: This task reinforces the importance of community participation, showcases a daily chore that is essential for the residents of Makoko, and introduces the player to environmental elements.

**Interaction with Grandparents:**

* What: The player engages in dialogue with Tobi's grandparents during and after completing the tasks. And they let him stay the night.
* Where: Near the clothesline area and within Tobi's home.
* When: Throughout the challenge.
* How: Tobi's grandparents share stories and cultural insights related to the environmental challenges they face. This interaction fosters a deeper connection between the player and the Makoko community.
* Why: This interaction provides the player with valuable cultural knowledge, environmental awareness, and contributes to their acceptance within the community and get them a place to rest for the night.

**Learning Points:**

The player gains hands-on experience with traditional washing methods, linking it to the environmental theme of the game.

Practical tasks reinforce the importance of community engagement and contribute to the player's acceptance within Makoko.

Interactions with Tobi's grandparents offer cultural insights, add depth to the player's understanding of the community's history and traditions, and provide context for environmental challenges.

**CHALLENGE 4 FISHING**

*Makoko's fishing tradition, rooted in generations past, reflects a deep cultural heritage. Passed down through families, it has become a vital part of the community's identity, sustaining livelihoods, fostering resilience, and embodying the interconnected relationship between Makoko and its aquatic environment.*

**Challenge 4: Fishing Expedition in Makoko – Player gets to set a fish trap.**

Background: Tobi, takes the player to the fishing spot. Here they will meet with Tobi’s uncle, Tunde who is in charge of passing down the fishing tradition to Tobi in place of his father who has now --––passed away. Tobi believes that this will be a useful way to teach the user about the rich tradition and significance of fishing in Makoko.

**Setting**:

Makoko's Fishing Hub: Tobi takes the player to the heart of Makoko's fishing activities, a bustling area with numerous boats and fishermen.

When:

**Timing**:

**Early Morning:** In Makoko, Lagos, Nigeria, the best time for fishing activities typically starts around dawn, which is approximately between **5:30 AM and 6:30 AM**. This early morning timeframe is well-suited for fishing because it aligns with the natural behaviour of fish and provides favourable weather conditions. Additionally, the early hours allow fishermen to complete their activities before the day becomes too hot. Keep in mind that the exact timing can vary based on specific factors such as seasonal changes, weather conditions, and individual preferences of the fishermen in the community.

How:

**Interactive Learning:**

**Historical Context:**

What: Tobi shares the history of Makoko's fishing traditions, dating back generations.

Where: Near the fishing hub.

When: At the beginning of the scenario.

How: Tobi engages the player with storytelling, explaining the cultural significance of fishing in Makoko and its role in shaping the community.

Why: This adds depth to the player's understanding of Makoko's cultural heritage and establishes the importance of fishing in the community.

**Current Fishing Structure:**

What: Tobi explains the current fishing structure, including the types of boats used, the organization of fishermen, and the fishing techniques employed.

Where: Amongst the fishing boats.

When: As the player observes the ongoing activities.

How: Tobi points out different types of fishing boats, describes their features, and discusses the collaborative efforts among fishermen.

Why: This imparts practical knowledge about the current state of fishing in Makoko.

**Importance of Fishing in Makoko:**

What: Tobi emphasizes the critical role of fishing in Makoko's economy and daily life.

Where: Overlooking the fishing hub.

When: As the player absorbs the surroundings.

How: Tobi explains how fishing sustains livelihoods, provides income, and contributes to the community's resilience.

Why: This underscores the economic and social significance of fishing for Makoko residents.

**Relevance to Nigeria and the World:**

What: Tobi elaborates on how Makoko's fishing activities contribute to the broader Nigerian economy and have global implications.

Where: A vantage point with a view of the Lagos Lagoon.

When: During a break in fishing discussions.

How: Tobi discusses the trade networks, export of fish, and the interconnectedness of Makoko's fishing industry with larger economic systems.

Why: This widens the player's perspective, connecting local activities to global contexts.

**Process of Catching Fish:**

What: Tobi provides a step-by-step guide to the fishing process, from deciding where to fish to bringing the catch ashore.

Where: Alongside a fishing boat.

When: As the player observes ongoing activities.

How: Tobi describes how fishermen choose fishing spots, use specific tools, and collaborate to maximize their catch.

Why: This practical knowledge immerses the player in the intricacies of Makoko's fishing practices.

**Tools and Equipment:**

What: Tobi showcases the tools and equipment used by Makoko fishermen, including nets, traps, and traditional fishing gear.

Where: Beside a fisherman preparing his equipment.

When: As the player explores the fishing hub.

How: Tobi explains the functionalities of different tools and their adaptation to the unique environment of the Lagos Lagoon.

Why: This fosters an appreciation for the resourcefulness and craftsmanship of Makoko's fishermen.

**Who Can Fish:**

What: Tobi discusses the inclusive nature of fishing in Makoko, involving men, women, and even children.

Where: Near a family working together on a boat.

When: As the player observes varied demographics participating in fishing activities.

How: Tobi elaborates on the collaborative efforts within families and the sharing of responsibilities.

Why: This showcases the communal aspect of fishing, breaking stereotypes about gender roles in the industry.

**Challenges Faced:**

What: Tobi addresses the challenges that Makoko fishermen encounter, including environmental factors, economic pressures, and external threats.

Where: In a shaded area where fishermen gather.

When: During a break in fishing activities.

How: Tobi discusses the impact of climate change, economic fluctuations, and regulatory issues on the fishing community.

Why: This instils awareness of the broader issues affecting Makoko's sustainability and resilience.

**Task idea**: Keep the boat stable without falling in the water. Extra points for attempting to fish and not falling into the water.

**Learning Outcomes:**

Understanding the historical roots of Makoko's fishing traditions.

Familiarity with the current structure and techniques of fishing in Makoko.

**CHALLENGE 5 – THE FISH MARKET – LANGUAGE BARRIER.**

The player heads to the fish market along with Tobi and his uncle. On trying to sell the fish, the player loses some customers due to the language barrier and thus must go aside to develop their language skills and get a grasp of the currency. After accidently selling on fish for N5 rather than N5,000. They come back and their language skills should be better.

Tobi was going to tell the player about the language barrier but that’s when the player fell into the water and forgot what he was going to say.

Situation:

Who: The player and Tobi

Where: The bustling fish market in Makoko

What: The player is attempting to sell the fresh catch from their fishing trip

How: The player is trying to communicate with potential customers and negotiate prices

Why: The player's limited understanding of the local language hinders effective communication

## Scenario:

The market is filled with vibrant colours, the sounds of haggling, and the enticing aroma of various seafood. The player and Tobi approach potential customers, proudly displaying the day's catch. However, as they attempt to engage in conversations and set prices, it becomes evident that the player's grasp of the local language is limited.

* **Customer Inquiry:**
* As the stall becomes busy, Tobi and his uncle are distracted and a potential customer approaches the player's stall, inquiring about the type and price of the fish. The player struggles to comprehend the question fully.
* **Miscommunication:**
* The player attempts to answer but misinterprets the customer's preferences. They might quote the wrong price or provide information about a different fish, leading to confusion.
* **Competitive Edge:**
* Meanwhile, neighbouring vendors who are fluent in the local language effectively communicate with customers, highlighting the quality of their fish and offering attractive deals.
* **Lost Sales:**
* Due to the miscommunication, the potential customer decides to purchase from a vendor with whom they can easily converse. The player loses the sale, and this pattern repeats with several customers throughout the day.
* **Observation by Elders:**
* Older individuals in the market notice the player's struggle with language and may start questioning their suitability to be a part of the community.
* **Learning Opportunity:**
* Tobi, noticing the challenges, intervenes and suggests that the player take some time each day to learn basic phrases and greetings. This becomes an essential lesson in the player's journey to adapt to Makoko. Starting from now, he asks the player to find a pen and paper so he can teach him. The player swaps fish for some paper with a kid in the market.

Tobi’s uncle inscribes some words on a sheet of paper for the player including how it should sound. The player must learn this. T**hey can skip this.**

## **Words to learn.**

Ẹ̀ kú àárọ̀: Good morning.

Ẹ kúsí: Ay-kou-shae(Hello/Welcome)

Bawo ni?: Bah-woh nee (How are you?)

ẹ ṣé: Eh-sheh (Thank you)

ẹ jọ̀wọ̀: Eh-jo-wo (Please)

A dáadá: Ah daa-daa (It's fine/good)

Ẹ̀ káàsán: Eh kah-sahn (Good morning)

Ẹ̀ káárọ̀: Eh kah-roh (Good afternoon)

Ẹ̀ kú ọ́sán: Eh koo oh-sahn (Good evening)

Bawo ni?: Bah-woh nee (How are you?)

Ẹ ṣé: Eh shey (Thank you)

ẹja dùndú: eh-jah doo-doo (delicious fish)

ẹja fẹ́rẹ́: eh-jah feh-reh (very fresh fish)

náà: nah (this one)

kókó: koh-koh (here)

èdá: eh-dah (pay)

The player learns the words and as they practise, they become more fluent which does well for the market sales. They have enough to pay for the boat and have delicious fish for the night. They have a great night’s rest and are ready for the next day, boat collection date.

**STAGE 3** – Finding Home.

Last stage of challenges.