

UserManual

Common Instructions:

- Veda moves with **A** and **D** keys, left and right respectively
- She jumps with the spacebar
- She crouches using the **S** key
- The inventory is toggled by **I** key
- The puzzle for waste segregation is opened by reaching to the **info post**
- The user can check his/her score through the real time **score panel**

Main Menu:

- The Main Menu comprises the **Start**, **Option** and **exit** buttons each directing to what its name suggests.

Level 1:

- Items are collected by moving to the vicinity of the items and are stored in the inventory
- The map also contains **toxic & radioactive waste** distributed throughout the map, coming in vicinity to which will decrease the life of Veda by **1 heart point**.
- The game also has a acid pond, drowning in which will take Veda back to the starting location with her health depreciated by one
- In order to solve the puzzle, she has to **drag and drop** the correct waste into the respective dustbins -
 - **Wet waste** has to be dropped in **Green dustbin**
 - **Dry waste** has to be dropped in **Blue dustbin**
 - **Electronic waste** has to be in **Black dustbin**
 - **Medical waste** has to be dropped in **Red dustbin**
- If the item is dropped in the correct dustbin - the user gains **100** coins, otherwise a penalty of **20** coins is imposed
- If the user manages to classify all the waste items present in the map of level 1, a bonus of **10000** coins is added to the existing score
- The gate leading to the next level is hidden in the map which Veda needs to find.
- She can move to the next level even without completing the previous level . But she might lose some of the items which might be required in the next levels.

Level 2:

- Similar to level 1, items are collected by moving to the vicinity of the items and are stored in the inventory
- After the items has been collected, the user needs to choose an appropriate item which would be required to solve the current problem - for example, One needs to

deposit a stack of notes to a donation box, which will build a hospital in the vicinity

- If the chosen item is correct, the user gains **500** coins otherwise a penalty of **50** coins will be levied
- The map also contains **toxic & radioactive waste** distributed throughout the map, coming in vicinity to which will decrease the life of Veda by **1 heart point**.
- The game also has a acid pond, drowning in which will take Veda back to the starting location with her health depreciated by one
- To complete the game, the user has to find the hidden door in the map - which will lead him to the scoreboard

Option Panel:

- The user can access the Option Panel by pressing the **ESC** key
- The user has the option to adjust various settings such as Music and Sound volume, can view the controls, restart the level etc.

Link to game: <https://harmitsb.itch.io/g4sdg?secret=cPZfjpUc2kQfdUeISDhUS3IQ9A>

Password: **T4GAME**

Executable:

<https://drive.google.com/file/d/1CsqQkbMVGSm0CdI8R9QcCmDDbbVXkFMd/view?usp=sharing>

Note: For online mode, to gain the best of experience, users are recommended to switch to **Full Screen mode**.