Town Game – An adventure to Greenerie

Goal :-

The objective of this game is to provide an engaging educational experience for widely teenagers (aged 13-18), shedding light on various processes within a town that contribute to pollution. Through interactive gameplay , attractive design and making challenging decisions.
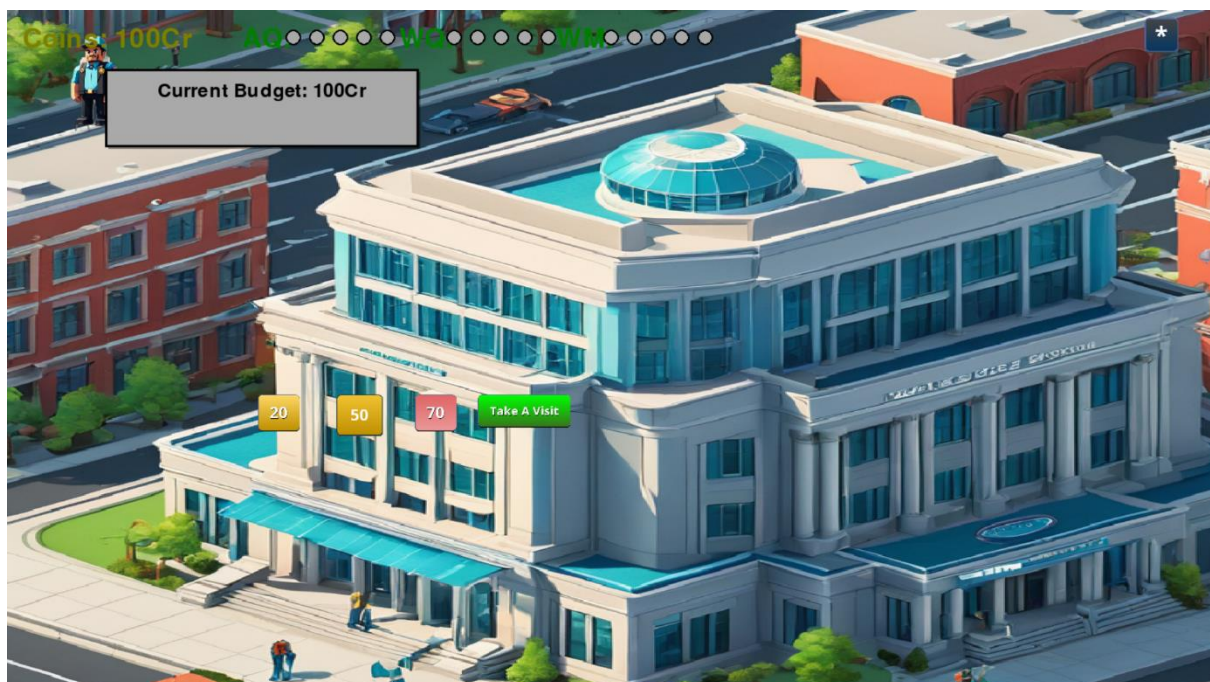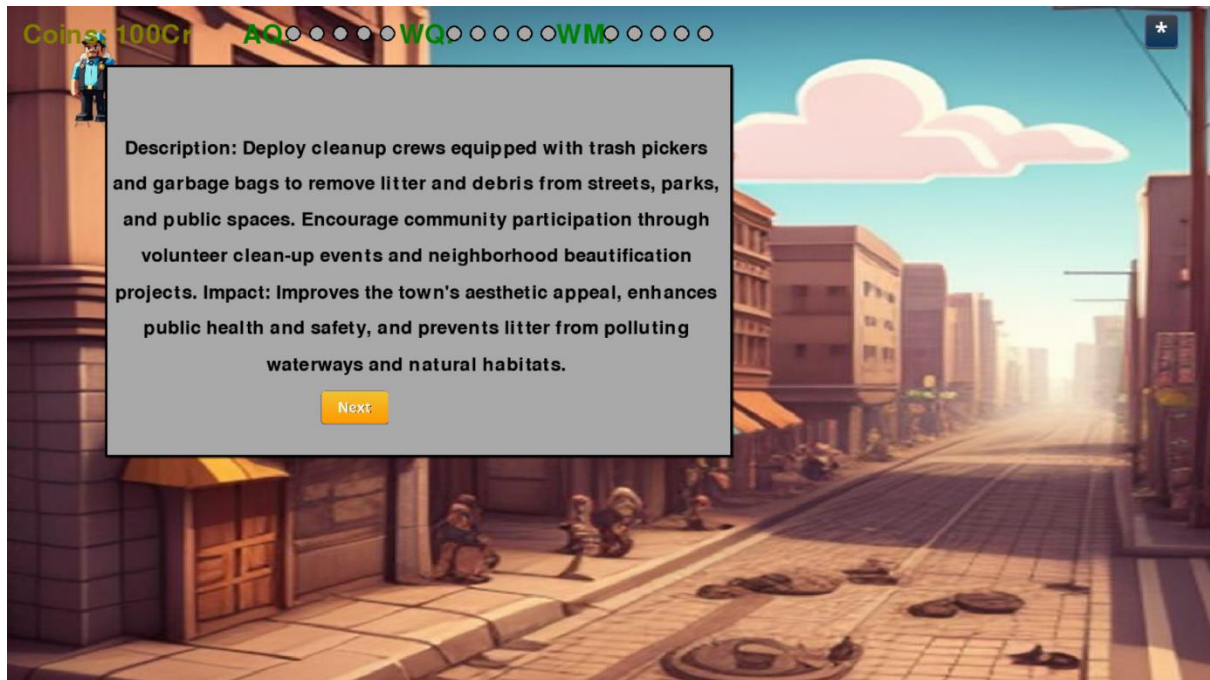
->How to play the game?

Town Game -An adventure to Greenerie has three missions and each mission has different story from other (but they might be related !!) . You are expected to complete this missions with giving time in understanding each of the processes happening and wisely taking decisions for improvement of town's pollution control . You should take time reading each dialogues and then make a decision which benefits you in upcoming missions . game control is relatively simple , you will be given options and you will have to choose one out of them to progress towards next stage, Good Luck!.

Compatablity : The game "Town Game: An Adventure to Greenerie" is designed to be compatible with all laptops, ensuring accessibility for players of all kinds.

Game UI : -

In the game "Town Game: An Adventure to Greenerie," you'll encounter interactive dialogues that unfold key moments in the storyline. Navigate through these dialogues seamlessly using the intuitive buttons provided on your screen. With just a click or tap, you'll progress through the narrative, making impactful decisions that shape the course of the game , game experience becomes even more better with the visuals provided for better understanding of surroundings and challenges.

Description: Deploy cleanup crews equipped with trash pickers and garbage bags to remove litter and debris from streets, parks, and public spaces. Encourage community participation through volunteer clean-up events and neighborhood beautification projects. **Impact:** Improves the town's aesthetic appeal, enhances public health and safety, and prevents litter from polluting waterways and natural habitats.

Next

Current Budget: 100Cr

20   50   70   Take A Visit

Game Features:-

An interactive UI : Game Provides navigation through stages (dialogues /chapters of story) through Buttons and Reply Options(which are also a form of buttons) . Menu has provided through which you can restart or pause your game in between any stage of game.

Game Logic : Story Game focuses mainly on two objectives

1. Challanging player to think wisely about allocating budget (coins) to different sectors.

2. Attempt of giving player an adventurous experience through interaction with different sections of town and people .

   Implementation of first objective :

   Initially 100 coins have been given to player.

   Mission – 1 : player has a total of 9(p,2(p+c),3(p+e),3(e)) choices through which one can complete mission -1
   Based on cost of each choice player will be rewarded with stars (out of 5)
   Mission-2 :
    player has a total of
    6*3(e) +(5*3 - 1)(p+e)
   +6*2(p+c) +7(p)
    (51) choices for completion of mission.
   And for EVERY choice player is awarded with a stars (out of 5) based on amount of cost spent at mission-2

   Implementation of second objective:

   Misson-1 and Mission-3 (with some parts of Mission-2 !!) largely revolves around objective of providing player an adventurous experience by visiting different sections of Town with conversations ,additionally player can also explore about conditions of different sections / people by asking questions which are although not in context of a story but provides a valuable user experience .

   At the end you can see how well you've performed in this story by checking your stars obtained on completion of each of missions .
   (there's only one way to obtain 5 stars in all of missions)

   You can try again by pressing restart button to perform better than previous time .
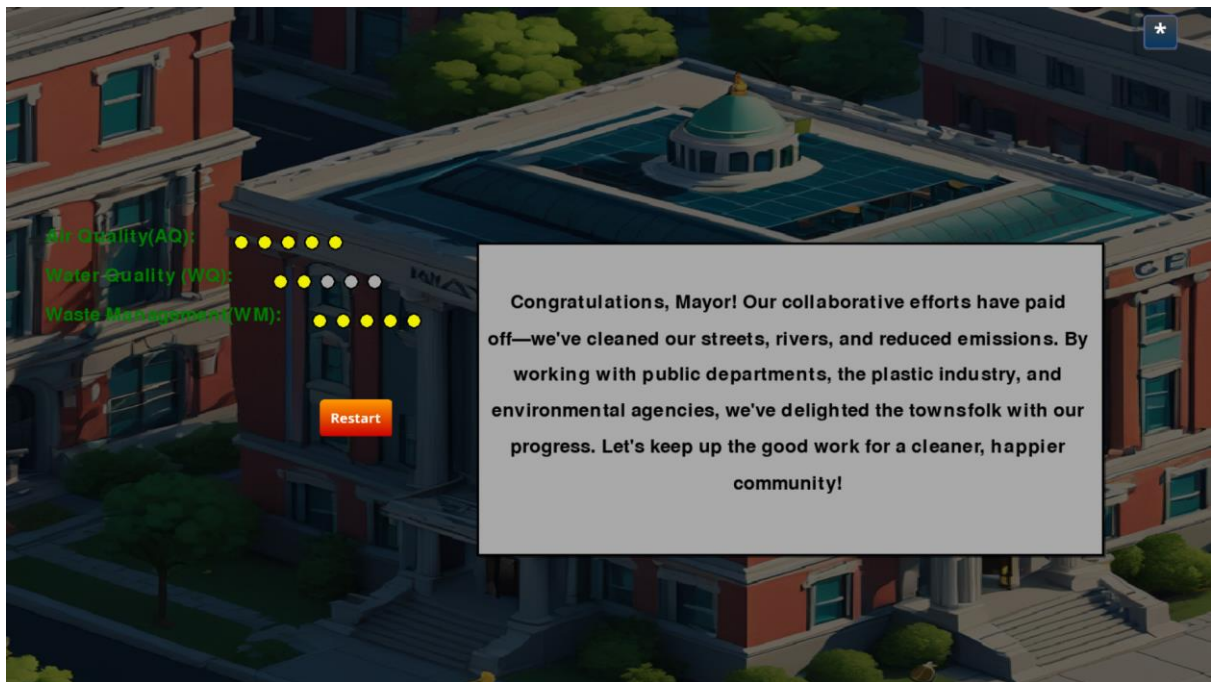
In summary ,Town Game – Greenerie is an attempt of giving knowledge of different sections of town through interactions and challenges .