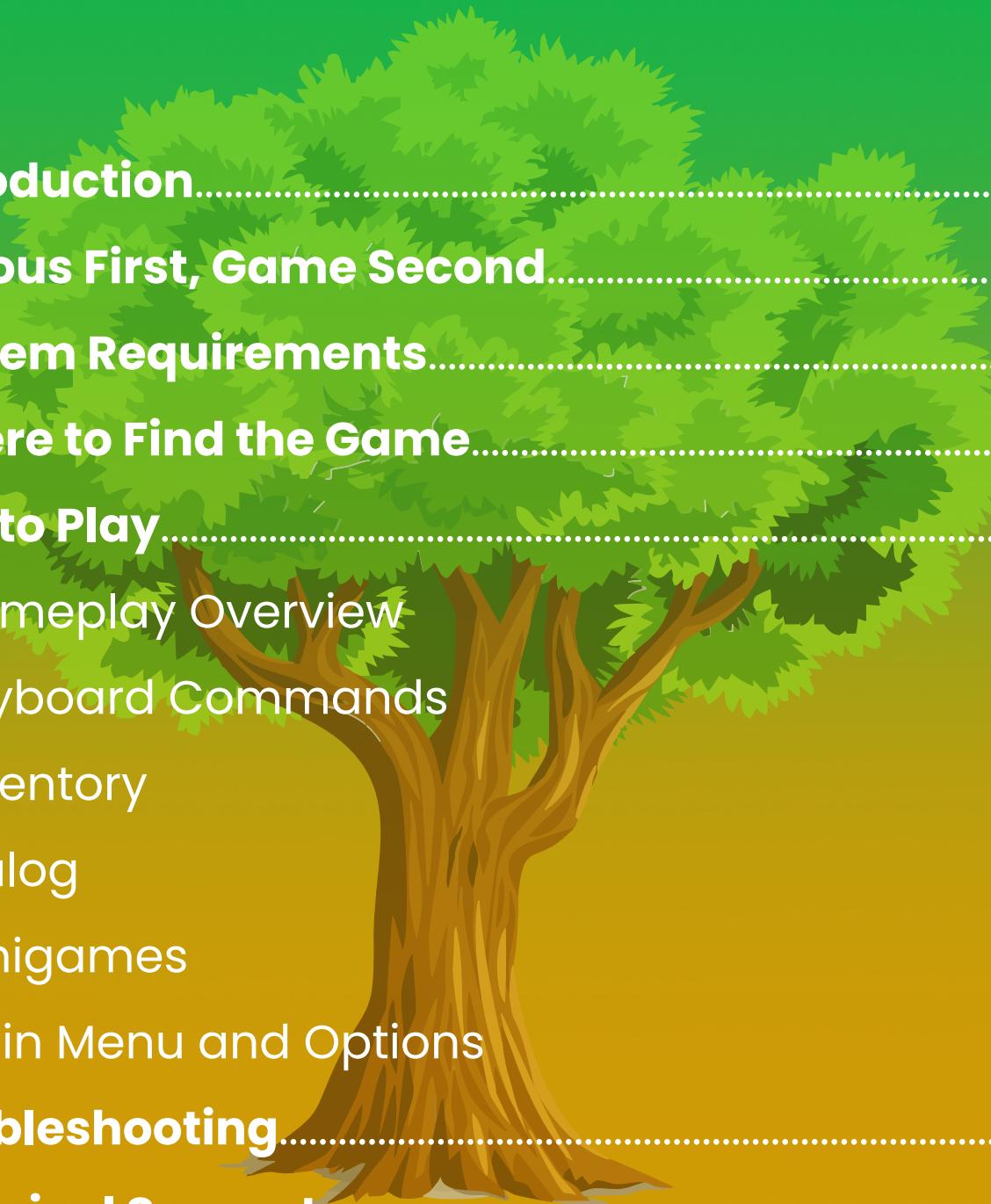


Terra's Adventures

User Manual



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Introduction

Earth is in crisis. Devastated by environmental collapse and human conflict, the world teeters on the edge of ruin. But all hope is not lost.

Meet Terra, a courageous soul determined to make a difference. Embarking on a journey across continents, Terra seeks to uncover the greatest challenges threatening our planet. Terra will meet people from all walks of life, listen to their stories, and search for the answers needed to save Earth.

This is more than a mission—it's a chance to rewrite the future. Are you ready to join Terra on this adventure?

The continents are linked by “portals” which are all connected to a central area: Terra’s house. From there, Terra will travel to each continent, speak with NPCs to identify the best solutions, and attempt to

Serious First, Game Second

This is more than just a game—it's a call to action. At its core, this is a serious game designed to educate and inspire change.

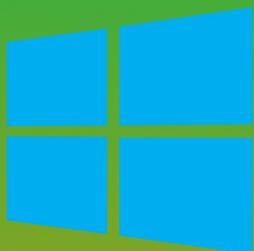
The focus is on climate change, one of the most pressing issues of our time. Rising temperatures, melting ice sheets, rising sea levels, and increasingly frequent natural disasters threaten the planet and our future. Addressing these challenges is not optional—it's essential.

The responsibility to act belongs to all of us, but it especially rests on the younger generation. That's why they are our primary audience.

Teaching users about a complex and urgent topic like climate change is no easy task, especially in the informal setting of a computer game. That's where the game's secondary goal comes into play: making learning enjoyable. By blending entertainment with education, the game aims to captivate players while seamlessly equipping them with the knowledge and tools to confront the climate crisis.

System Requirements

Operating system



Windows



macOS

Compatible Browsers



Firefox 79+



Chrome 68+



Edge 79+



Safari 15.2+

Category	Specification	Example
CPU (Windows)	x86_32 CPU with SSE2 instructions, any x86_64 CPU, ARMv8 CPU	Intel Core 2 Duo E8200, AMD Athlon XE
CPU (macOS)	x86_64 or ARM CPU (Apple Silicon)	Intel Core 2 Duo SU9400, Apple M1
GPU (Compatibility)	Integrated graphics with full OpenGL 3.3 support	Intel HD Graphics 2500 (Ivy Bridge)
RAM (Native Exports)	2 GB	—
RAM (Web Exports)	4 GB	—
Storage	150 MB (executable, project files, and cache)	—
Operating System	Web Exports: Firefox 79, Chrome 68, Edge 79, Safari 15.2	—

Where to Find the Game?

You can access Terra's Adventures easily through the following platforms:

Play on itch.io :

The game is available on itch.io, a platform for indie games.

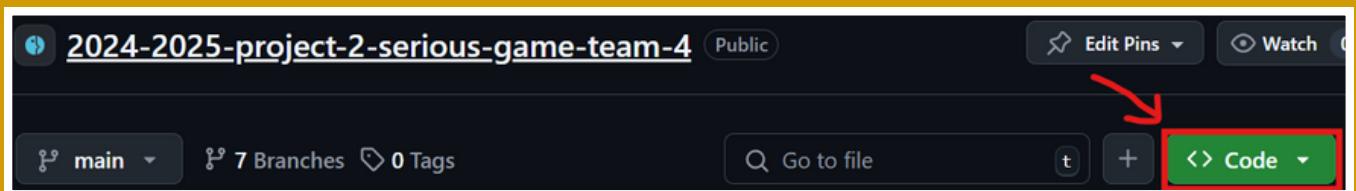
Click the link below to start your adventure:

[Play the Game!](#)

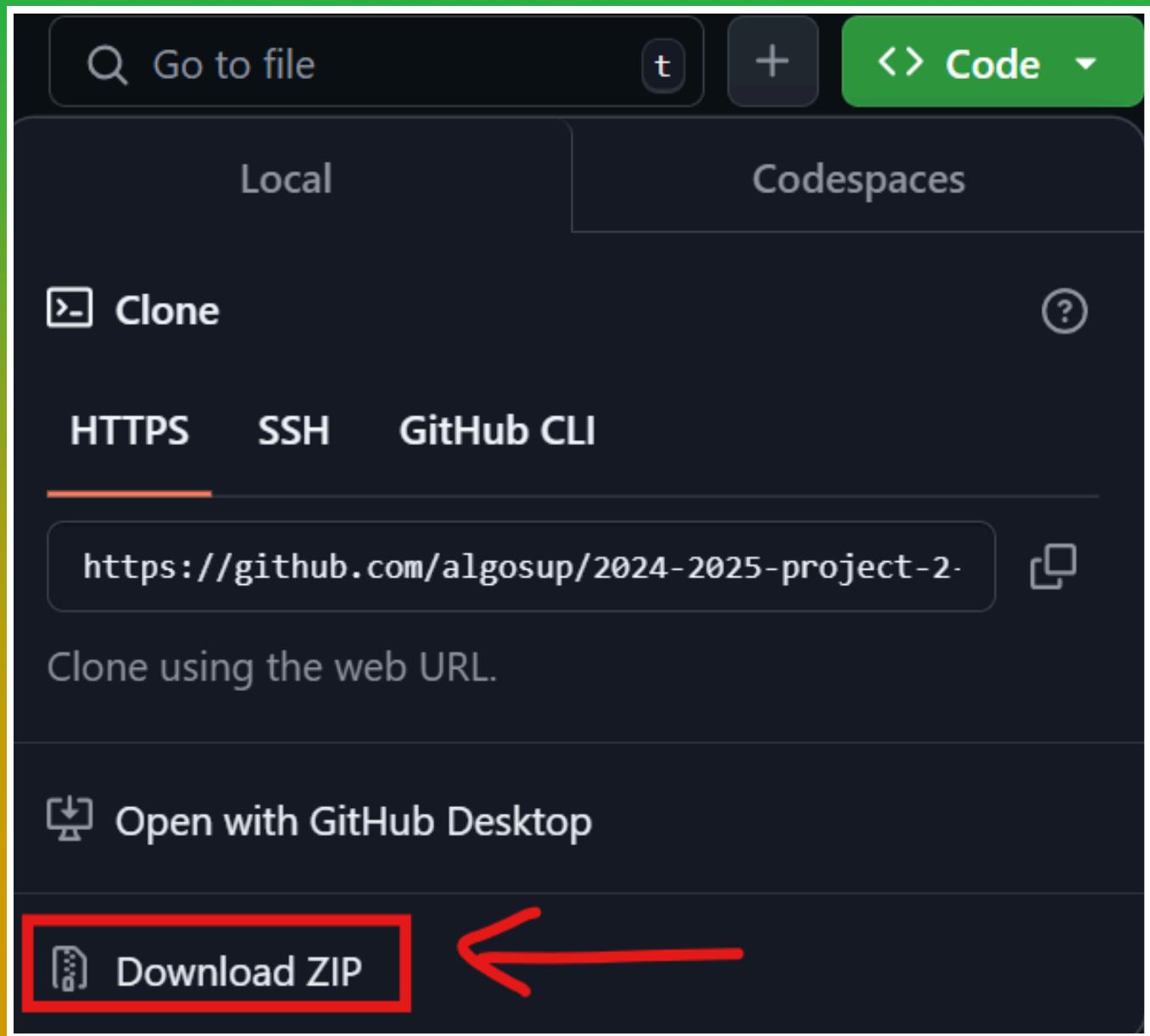
Explore the Code on GitHub :

Follow these steps to download and explore the source code:

1. Visit the [GitHub repository](#).
2. Click the green Code button.



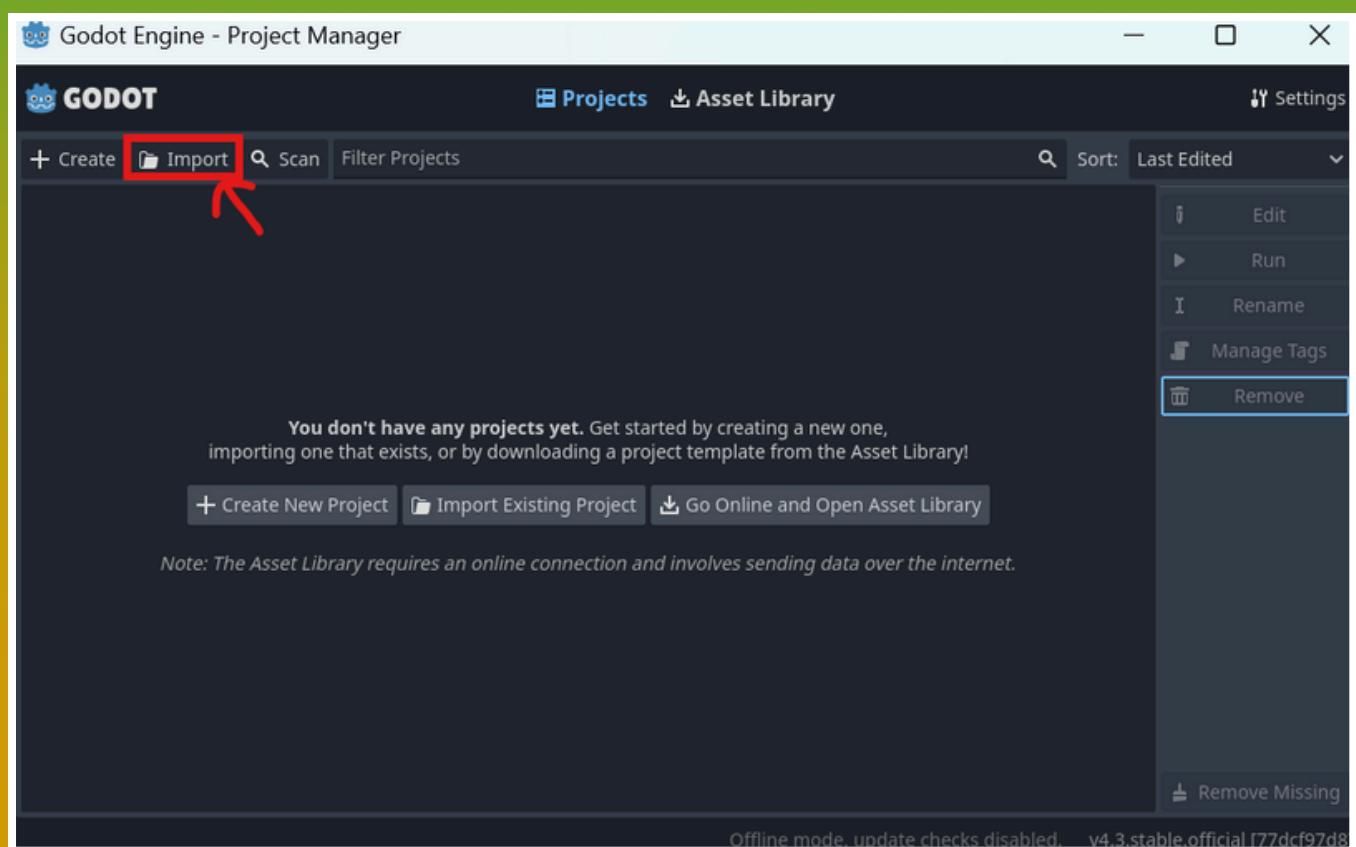
3. Select Download ZIP .



4. Extract the zip file to a folder on your computer.

Run the Game in Godot

1. Download Godot from its [official website](#).
2. Launch the Godot Engine.
3. On the start screen, click **Import**.
4. Navigate to the folder where you extracted the project files.
5. Select the project.godot file and click **Open**.
6. Click Play in Godot to launch the game.



You can now play the game!

How to Play

In Terra's Adventures, your goal is to explore different areas, solve problems, and make a difference in a world facing crisis.

Explore Areas

Navigate Terra through a top-down 2D world, moving between regions and visiting key locations to uncover challenges.

Talk to NPCs

Interact with non-playable characters (NPCs) in each area to learn about the problems they face.

Choose Solutions

After gathering information, you'll be presented with several possible solutions to the problem. Choose the one you think is best.

Learn from Feedback

NPCs will guide you by providing feedback on your choice, helping you understand what works and why.

Play Minigames

Once the best solution is identified, play a quick and fun minigame to implement it and make a positive impact!

Keyboard Commands:

Here are the placeholder controls for the game:

Action	Keybind
Move Up	Z
Move Down	S
Move Left	Q
Move Right	D
Interact with NPC	Space
Open Inventory	Tab
Pause Menu	Enter

Inventory:

The inventory is your hub for managing items collected during your journey. Here's how it works:

- Left-Click Items
- Click on an item to open a panel with options to:
 - Use: Activate or consume the item if applicable.
 - Drop: Remove the item from your inventory.
 - Assign to Hotbar: Add the item to a quick-access slot for easy use.
- Right-Click and Drag
- Hold the right mouse button to drag and drop items to reorganize your inventory or move them to another slot.

Dialog:

Talkin to NPC's is invaluable to progress through the game and figure out information.

- Listening
 - Press the spacebar to start the dialog,
 - press it again once you are done reading to move forward in the dialog
- Interacting
 - Sometimes, you may be prompted with multiple dialogue options, click on the one you want to progress the dialog.

Minigames:

Complete minigames to implement your chosen solutions and progress in the game!

Main Menu and Options:

The main menu provides essential customization features to enhance your gaming experience:

- **Volume Settings:**

Adjust the game's audio to your liking using sliders or the mute button:

- **Master Volume:** Control overall sound levels.
- **Mute Button:** Instantly silence all audio.

- **Keybinds Settings:**

Easily view or modify the default controls:

- a. Select the action you want to rebind.
- b. Press the desired key to assign it.

Troubleshooting

1. Problem: Project Fails to Open in Godot

- **Cause:** Missing files, corrupted project, or incorrect Godot version.
- **Solution:**

a. Verify Project File:

- Check if the project file exists in your project folder. You can download it on the Github of the team.

b. Correct Godot Version:

- Use the same Godot version in which the project was developed. Older versions of Godot may not open newer projects.
- You can download multiple versions from the Godot website.

c. Check File Paths:

- Ensure there are no non-English or special characters in the project folder name or path.

Technical Support

For any questions or issues about the code, contact us at:

team4-TerrasAdventure@algosup.com

Our team will try our best to assist you with any issue you may have. You can also check [the GitHub](#) and ask us questions there.

For any other questions, you may address us via the same email and we will get back to you as soon as possible.

Thanks for playing and have fun!

Credits

Emilien Chinsky – Technical Writer

Ian Laurent – Program Manager

Julian Reine – Project Manager

Mariem Zaiane – Technical Leader

Mathis Pascucci – Quality Assurance