

User Guide for Ethics Game

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1. Purpose

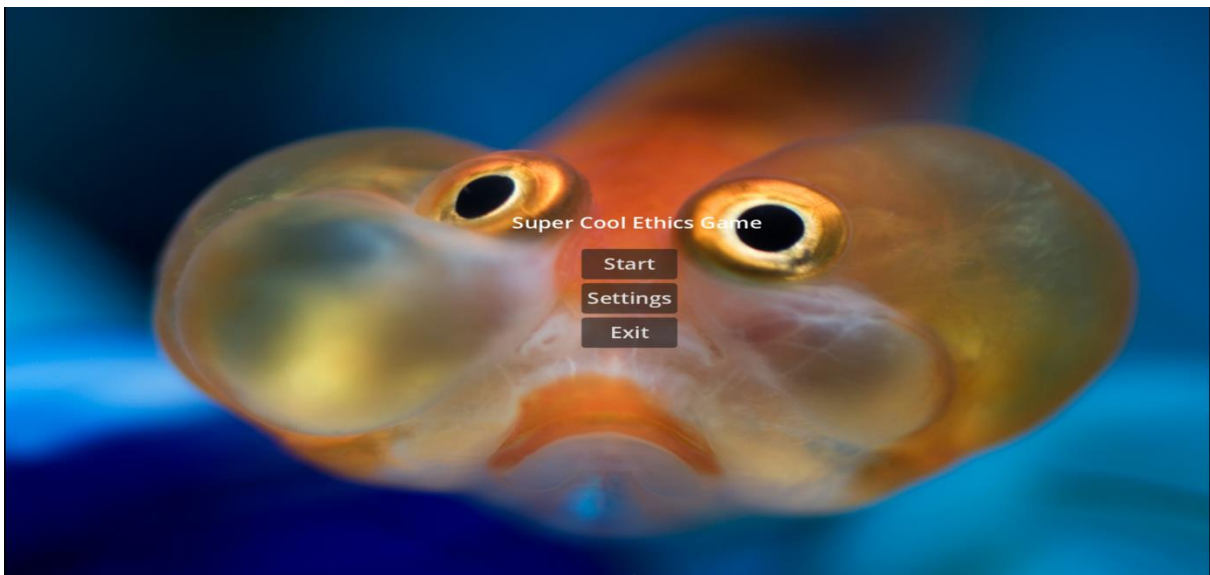
The purpose of this document is to explain how the player can navigate the ethics game, and how the educator can edit the game questions.

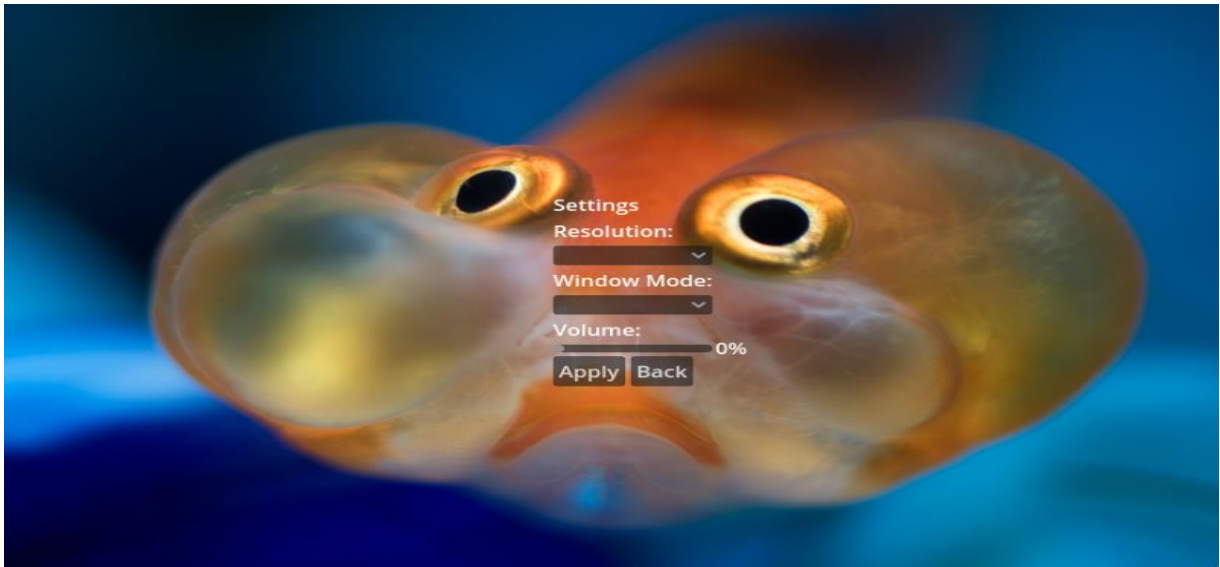
2. Starting the Game

The game will be an executable .exe file that the player will start from their device.

3. Main Menu

The player will be greeted with the main menu screen as shown below where they can start the game, edit their resolution, and exit the game.



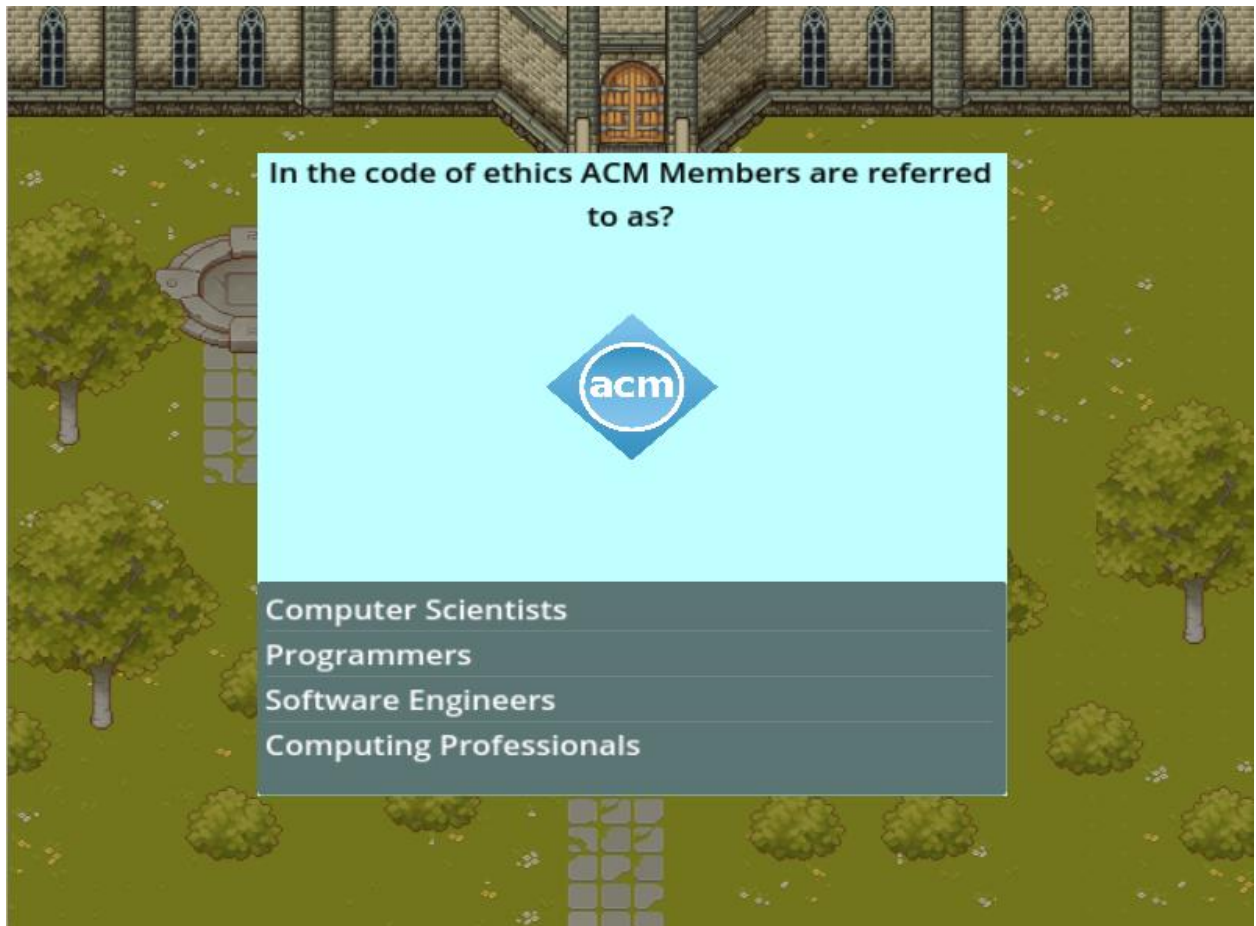


4. Tutorial Level

After the player starts the game, the player will be loaded into the intro level where they can move W, A, S, D, or any of the arrow keys.



The goal of the player will be to approach the computer and answer the ACM computer ethics questions.



After the player answers the questions, they will then approach the platform to the minigame where they will dodge the enemies until they reach a certain time limit.

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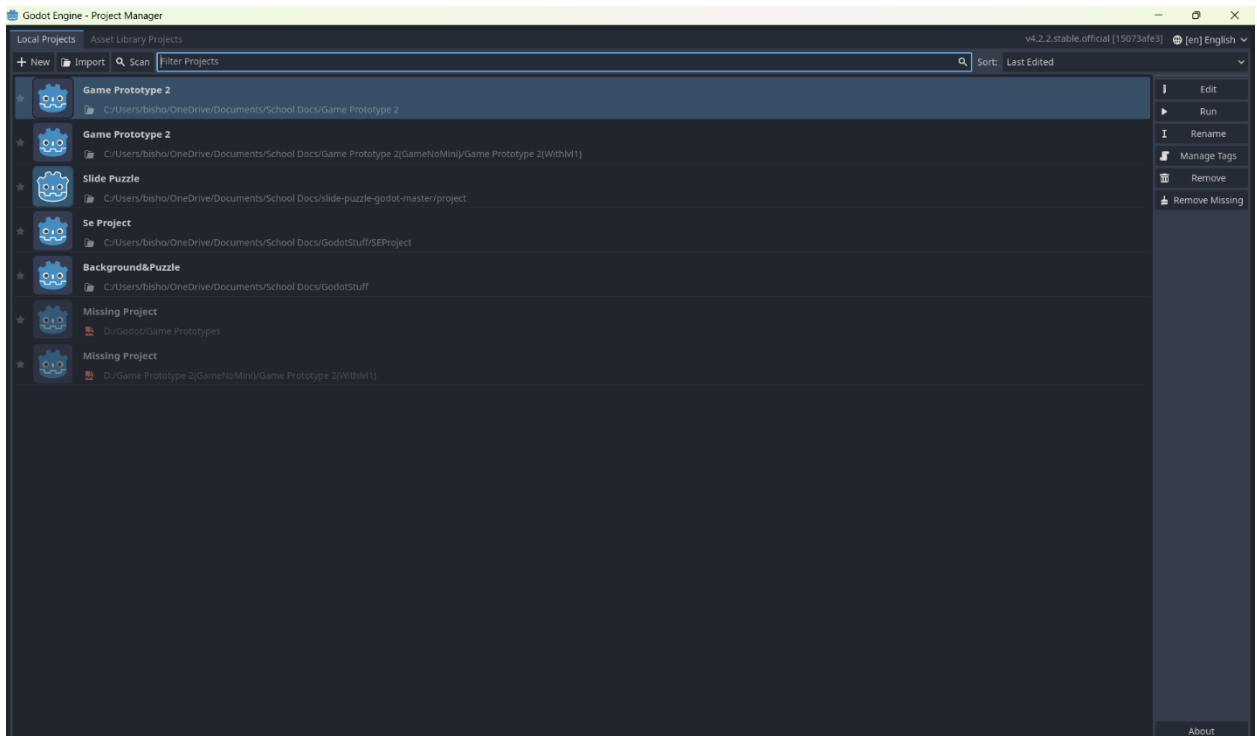
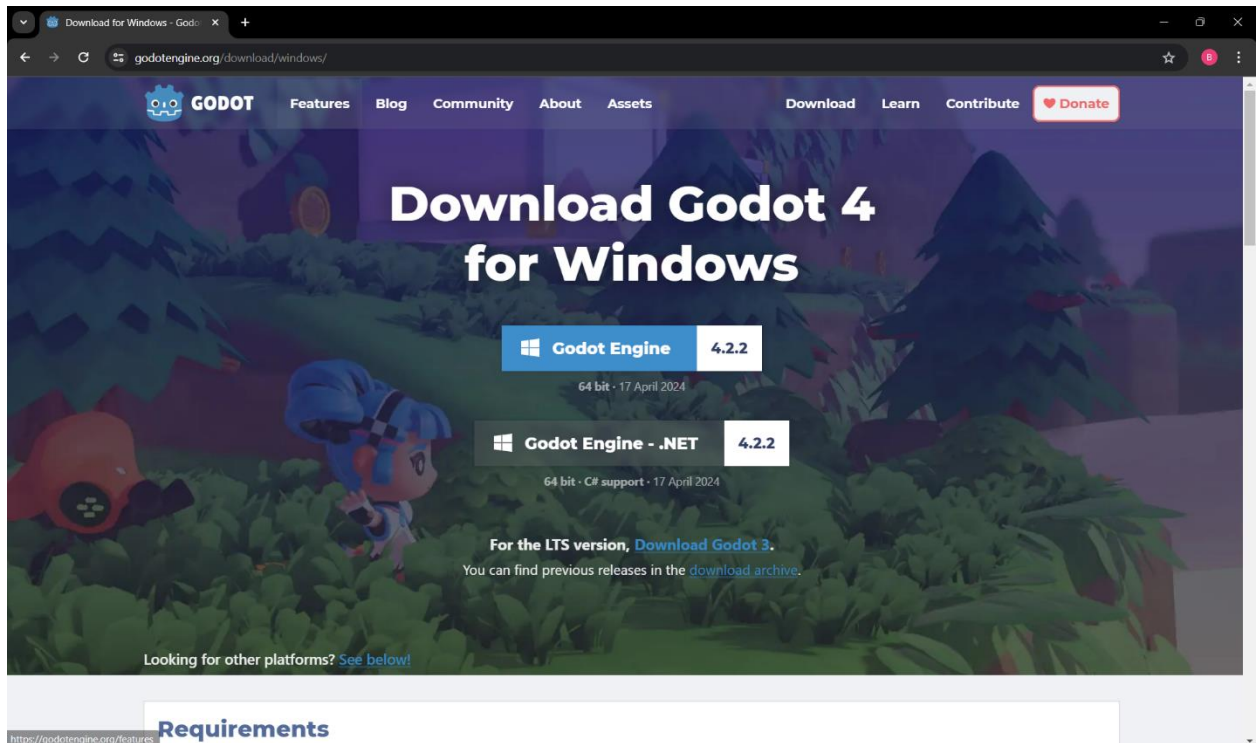
Dodge The Enemies

Start

After that the player will then approach the door at the top of the level and proceed to the next level.

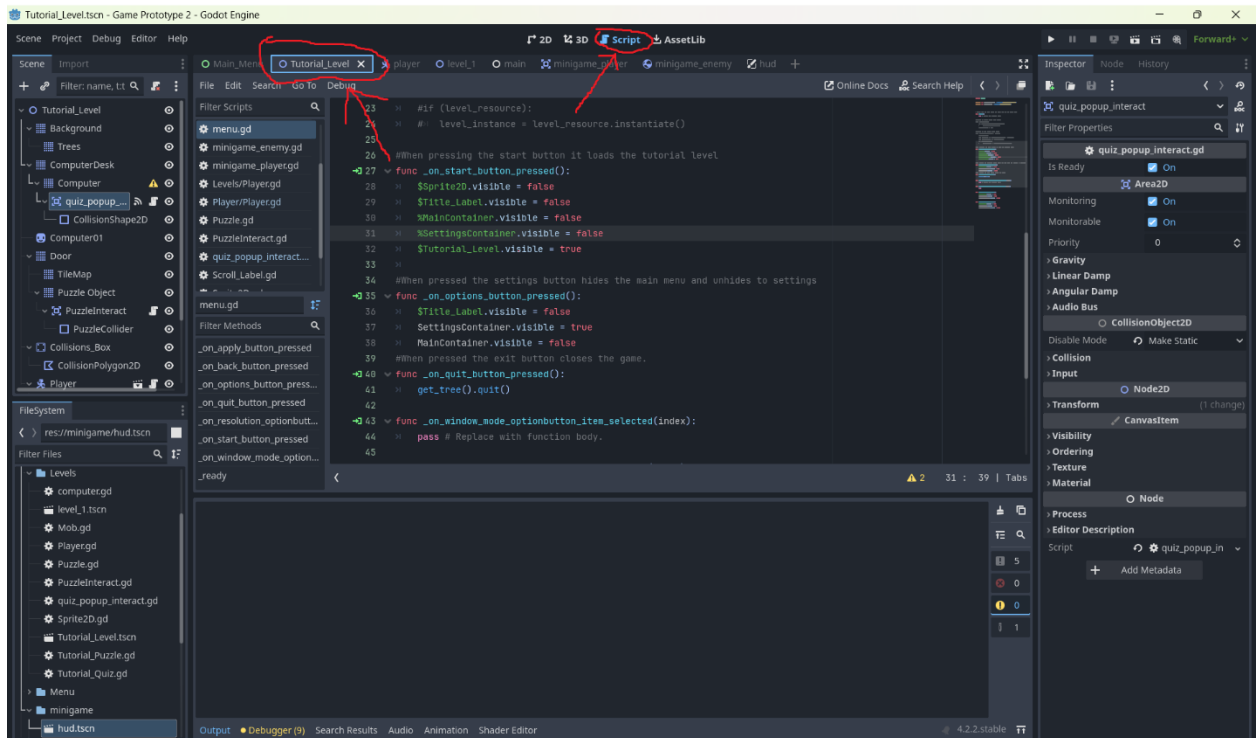
5. Question Editor

For the educator to edit the levels, they will need to download Godot 4.



After downloading Godot, the educator will then need to run the application where they will be brought to a screen like the one shown above. The educator will then need to click the import button and find where they have stored the game folder and after that the application should open the project.

After loading the project, the educator will then click on the questions for the level they are editing (the example shown is using the tutorial level), and from there they will click Script at the top of the screen.



After opening the Script tab, the educator will see a list of scripts to the right of the scenes. From there the educator will select the json file of the level they wish to edit (example will be using the tutorial's

json file). After opening the json file, from there the educator can change the questions and answers as they please.

