Notes from 16/11

Please feel free to edit anything in here especially in order to make it the most sense regarding our game.

Give the player options, but make sure that that they are not actually of significance. If your options do not lead to vastly different outcomes (aka they are very similar, but the phrasing is different and so on, or if the outcome of the choice does not make a significant difference that helps you very much. So if you ask them *what they like to eat* and you give them options as: *apples, bananas, spaghetti or chocolate* then you can follow up with a response that is the same for all to keep the conversation going *(‘ah nice, I like that too’)*. I know it is less interesting but setting up completely different lines of thoughts would impact everything after and means a whole lot of extra work for no real result.

Like again if you asked them about what they like to eat and giving a response option as: ‘ actually apples remind me of how x percent of the population is malnourished’ then the automatic reply ‘ah nice, I like that too’ will not be good enough, you will have to come up with more text and code much more.

You can also come up with an entirely new npc, just make sure that it has a well defined aspect of SDG 11 that it focuses on, which has not been addressed yet.

When coming up with the dialogues and background of your npc-s please make sure to keep in mind as best as you can the feasibility of it. Aka, the console and text-based nature of the game, the World of Zuul framework, the SGD goals, and don’t make it excessively long.

I have added a sample table under the header: “Quest: Sample NPC” please make sure to fill it out so that we can really get started with the coding next meeting. It make s it significantly easier to get an overview, to spot mistakes and to make modifications. But in short it is basically the same as the template in an organised format. Also feel free to add options, where needed, or remove rows, it is all very free.

**Needs to be discussed next meeting**

* Feedback and thoughts on all the NPCs dialogues
* Make sure the dialogues flow, and that they don’t just work in isolation, but they refer back to each other and that they are loosely connected
* Add/scatter the answers to SGD goal 11 questionnaire questions to the existing NPC’s dialogues. (Perhaps the easiest way of doing it is making it the initial conversation starter or the final response by the NPC, something along the lines of: “Well done good job, by the way I have just heard that…”)
* Add the set up for the rest of the NPCs that are needed for the game:
  + The Mayor
  + The Shopkeeper
* Implement the SDG questionnaire to our game (same thing before and after, perhaps randomise it)
* Summary of inventory items and their movements
* Time
* Currency
* Thoughts on citing studies for some of the NPC’s dialogues to back up our point regarding this being an educational game

**Notes for the report for later**

**Skygardens: Learn about Sustainable cities and communities through completing the 10 quests of Skygarens**

Summary of Core Gameplay Elements

1. **Player Agency**: The player makes important choices, such as whether to ask Emma about composting materials or the benefits of composting.
2. **SDG 11 Focus**: This quest ties into **Sustainable Cities and Communities** by addressing **organic waste management** and promoting **sustainable gardening** practices (composting) and …. collect all the outcomes/goals of each of the quests0
3. **Console-Based Setup**: The quest is designed to be straightforward and manageable in a **console-based, text-driven game**, where each decision leads to a simple interaction and a clear outcome.
4. Upon completing the game make sure top prompt the player to take some of these things into their lives!

SUMMARY OF ITEMS

|  |  |  |  |
| --- | --- | --- | --- |
| **Emma**   * Compost bin | **ETHAN ITEMS**   * Solar panel kit. * Energy monitoring system * Educational materials about energy conservation | **WALTER ITEMS**   * Posters on recycling * Recycling bins |  |
| **LUCY ITEMS**   * Community board to post. * Benches. * Set of gardening tools. | **BEN ITEMS**   * Bird Feeder * Bird feed * Local flowers from outside the city | **PIPER ITEMS**   * Wrench * Barrels |  |

* **Badges for each (or some other system of displaying the progress of the quests**

SUMMARY OF NPCs

| **NPC** | **Problem** | **Description** | **Solution** | **Member** |
| --- | --- | --- | --- | --- |
| Eco-enthusiast Emma | Lack of green spaces in the community | Emma is passionate about nature and needs help transforming rooftops into lush gardens. | Create rooftop gardens and vertical greenery to increase green spaces | Dodo |
| Wasteful Walter | Excessive waste production and improper recycling | Walter struggles with waste management, needing guidance on how to sort and reduce household waste. | Implement waste segregation systems and encourage recycling initiatives | Linas |
| Polluted Paula | Air quality issues due to nearby factories | Paula is concerned about air pollution affecting her family’s health and seeks sustainable solutions. | Plant trees and install air-purifying plants to improve air quality | Victor |
| Farmer Fiona | Limited access to fresh, organic produce in the urban area | Fiona wants to bring fresh produce closer to the community by setting up urban farms. | Establish urban farms on rooftops to grow fresh vegetables and herbs | Dodo |
| Energy- efficient Ethan | High energy consumption in the apartment complex leading to costly bills | Ethan is interested in reducing energy bills and carbon footprint by using renewable energy sources. | Install solar panels and promote energy-saving practices | Diego |
| Noisy Nora | Noise pollution from nearby construction and traffic | Nora is tired of constant noise and seeks natural solutions to create a quieter living environment. | Implement green walls and soundproof barriers using plants | Victor |
| Flooded Fred | Flooding issues during heavy rains due to poor drainage | Fred’s basement frequently floods, so he’s looking for ways to manage excess rainwater. | Implement rainwater harvesting systems and permeable surfaces to prevent flooding | Linas |
| Lonely Lucy | Lack of community engagement and social isolation | Lucy feels disconnected from her neighbours and wants to build a stronger sense of community. | Organise community gardening events and green festivals to foster social connections | Diego |
| Biodiversity Ben | Decline in urban biodiversity due to overdevelopment | Ben is an advocate for urban wildlife and needs help enhancing biodiversity in the area. | Create pollinator-friendly gardens and green roofs to attract bees, butterflies, and birds | Balu |
| Shaded Sheldon | Urban areas become hotter every year due to the buildings trapping heat. | Sheldon is tired of it getting hotter every year and would do anything to cool the building down. | Create a dense layer of greenery that reflects light and provides shade on the rooftop. (can be helped with Ethan’s solar panels) | Balu |

Quest Sample: NPC

| **Background** |  | | | |
| --- | --- | --- | --- | --- |
| **Order of Interactions** | **Location + *scene*** | **NPC’s line** | **Player’s Options** | **NPC’s response** |
| **1st interaction**  (initially meeting the NPC) |  |  |  |  |
|  |  |
| **2nd interaction**  (task assignment) |  |  |  |  |
|  |  |
| **3rd interaction**  (completing the task itself) |  |  |  |  |
|  |  |
|  |  |
| **4th interaction**  (report back or feedback on the task, *not crucial to the progression of the game*) |  |  |  |  |
|  |  |
| **Rewards** | * **The Badge of (...)** | | | |

Quest A: Eco-Enthusiast Emma

| **Background** | Eco Emma is a **local environmental advocate** in the city. She is passionate about **reducing waste** and **promoting sustainability**. Emma notices that the **apartment building** where the player works on the **Sky Garden project** has been throwing away large amounts of **organic waste** that could be composted. She tasks the player with helping to set up a **composting system** for the rooftop garden and educating the residents about its benefits. | | | |
| --- | --- | --- | --- | --- |
| **Order of Interactions** | **Location + *scene*** | **NPC’s line** | **Player’s Options** | **NPC’s response** |
| **1st interaction**  (initially meeting with the NPC) | Botanical Garden  *While you are out in the botanical garden, looking for some inspiration for the skygarden, a lively young woman approaches you with a huge smile.* | You are <insert name>, right? I have been meaning to get a word with you ever since you arrived! Recently I have been learning about composting. It is such an easy way to reduce waste and improve soil quality, don’t you think? Have you considered it for the Sky Garden? | Ask about composting | I noticed the building is throwing away a lot of organic waste. It could be composted and used to nourish the garden! |
| Ask about sustainability in the city | I’m passionate about finding solutions that help both people and the planet. |
| …  1st interaction continued  (task assignment) | I can provide you with a compost bin and some tips on what to compost if you are interested. | Ask Emma for composting supplies | I recommend setting up a compost system on the rooftop garden to get started. I would be glad to show you all I know if you meet me there later. |
| Ask about the benefits of composting | Composting reduces landfill waste, creates nutrient-rich soil for gardens, and helps lower greenhouse gas emissions. I would be more than happy to meet you on the spot of the rooftop garden to help you get started. |
| **2nd interaction**  (completing the task itself) | The Rooftop Garden |  | Set up composting bin | Great work! Now you’ll have rich, healthy soil for the garden, and you’ll be helping to reduce waste! Don’t forget to regularly turn the compost to help it break down faster. |
| Ask about composting materials | You can compost fruit and vegetable scraps, coffee grounds, and even some paper products. Avoid composting meat or dairy, as they can attract pests. |
| **3rd interaction**  (report back or feedback on the task, *not crucial to the progression of the game*) | The Botanical Garden | I’m so glad you set up the composting system! It’s a great way to recycle organic waste and improve the soil. | Compost system set up | This will be a great addition to the Sky Garden project! |
| Ask about composting tips | It’s important to keep a balance of green (nitrogen-rich) and brown (carbon-rich) materials in the compost bin.  You should also make sure the compost stays moist but not too wet. |
| **Rewards** | * **Badge of (...)** * **Compost bin for the Skygarden** | | | |

Script draft: Eco Emma

#### **Quest Background:**

#### **1. Meet Emma (Botanical Garden – City Center)**

* **Emma**: "Composting is such an easy way to reduce waste and improve soil quality. Have you considered it for the Sky Garden?"
* **Dialogue Option 1**: Ask about composting

**Emma**: "I noticed the building is throwing away a lot of organic waste. It could be composted and used to nourish the garden!"

* **Dialogue Option 2**: Ask about sustainability in the city

**Emma**: "I’m passionate about finding solutions that help both people and the planet."

#### **2. Task Assignment (Botanical Garden – City Center)**

* **Emma**: "I can provide you with a compost bin and some tips on what to compost."
* **Dialogue Option 1**: Ask Emma for composting supplies
  + **Emma**: "I recommend setting up a compost system on the rooftop garden to get started."
* **Dialogue Option 2**: Ask about the benefits of composting
  + **Emma**: "Composting reduces landfill waste, creates nutrient-rich soil for gardens, and helps lower greenhouse gas emissions."

#### **3. Set Up Composting (Rooftop Garden)**

* **Emma**: "Great work! Now you’ll have rich, healthy soil for the garden, and you’ll be helping to reduce waste!"
* **Dialogue Option 1**: Set up composting bin
  + **Emma**: "Don’t forget to regularly turn the compost to help it break down faster."
* **Dialogue Option 2**: Ask about composting materials
  + **Emma**: "You can compost fruit and vegetable scraps, coffee grounds, and even some paper products."
  + **Emma**: "Avoid composting meat or dairy, as they can attract pests."

#### **4. Report Back to Emma (Botanical Garden – City Center)**

* **Emma**: "I’m so glad you set up the composting system! It’s a great way to recycle organic waste and improve the soil."
* **Dialogue Option 1**: Compost system set up
  + **Emma**: "This will be a great addition to the Sky Garden project!"
* **Dialogue Option 2**: Ask about composting tips
  + **Emma**: "It’s important to keep a balance of green (nitrogen-rich) and brown (carbon-rich) materials in the compost bin."
  + **Emma**: "You should also make sure the compost stays moist but not too wet."

Quest B: Wasteful Walter

| **Background** | **Wasteful Walter** is an elderly man living in the **Apartment complex** who tends to be quite forgetful. He has recently had problems when it comes to **recycling** and ended up **hoarding a large amount of waste** in his living space because he refuses to throw anything out without properly **sorting the trash first**. He tasks the player with setting up respective **trash containers** that are easily recognizable by colour and **posters** detailing information on how to recycle, so Walter would have no problem sorting his waste. | | | |
| --- | --- | --- | --- | --- |
| **Order of Interactions** | **Location + *scene*** | **NPC’s line** | **Player’s Options** | **NPC’s response** |
| **1st interaction**  (initially meeting the NPC) | You decided to visit the rooftop garden today. On the way, the bottle of water you bought earlier had run out of water and conveniently there is a trash can nearby. So you decide to toss it out without much thought, when suddenly an old man yells at you. (Apartment complex) | Hey! That’s the wrong trash can. Are you an idiot?! You should be throwing it out to the plastic container. | I believe that is the correct container. | Wait, really? Oh, I see…  Apologies, my memory is not what it used to be.  Say, aren’t you that project manager that recently showed up… Ariel was it? I would appreciate it if you could help me fix the recycling system in this building, I have been having trouble with it. |
| Does it even matter? All of these containers look the same anyway. | It greatly matters! You might not realise it but the future climate of this world relies on it. One small effort from each person adds up to a greater change. Say, aren’t you that project manager that recently showed up… Alex was it? Maybe you will learn a thing or two about recycling by helping me fix this building's recycling system. |
| …  1st interaction continued  (task assignment) |  | To start with, we should replace and separate each waste container by colour, in order to have a clear visual indicator for what goes where. Furthermore, posters with manuals for differentiating garbage will especially be helpful for the forgetful ones. Alright, no more dilly dallying, get on with it. | But I don’t know which colours are used for which waste? Can you inform me? | My memory is not as good as it used to be, but I do remember that the colours were green, yellow, blue, brown and the waste is categorised into plastic, glass, paper, organic products. |
| In order to make posters I will need to know how waste is categorised. |  |
| **2nd interaction**  (completing the task itself) | After collecting all the required items you head to the old man’s apartment and after handing over the coloured bins and posters, you notice the mess in Walter’s living space.  (apartment complex) | Join me, let’s set up this new system and hang the posters up. Maybe finally I will be able to remember the proper procedures, once the set-up is complete. | Set up the coloured bins | Well, it seems like we are finally done. Good job, um… Alex, right? Now no person will forget how to recycle. Thanks, have yourself a nice day and remember to recycle. |
| Hang the posters above the bins |  |
| Sir, why are you so adamant about recycling? | In the past I have been always told that if I don’t recycle, I am not giving back to the world that I live in. Though I seem to have trouble recalling who said that. No matter, once again I appreciate the help, now be on your way. |
| **3rd interaction**  (report back or feedback on the task, *not crucial to the progression of the game*) | Passing by Wasteful Walter’s apartment the mess that was present there before seems to be gone and you notice a younger face. It seems they want to talk, so you stop for a quick chat. | Hello, my name is Alex, I am Walter’s son. You are the person who set up the recycling system in this apartment complex, right? I cannot thank you enough. For the first time in years Walter has managed to sort his waste by himself, since most of the time he would get confused and would rather hoard the garbage, than recycle it wrong. | Is there a reason why he was that way? | I believe it because of my mother. She was always passionate about recycling, I would often get scolded for doing it wrong. When my father got older his memory got a lot worse and mother was always there helping him sort the garbage. But ever since she died, father has been having a lot of trouble and didn’t want to disrespect mother’s teachings. I believe that is the reason why. |
| I haven’t seen Walter around at all, is he alright? | His condition got worse and he got hospitalised. Concerning his memory, he hardly remembers who I am. But he somehow seems content. If I had to guess it’s because he managed to see this new recycling system come to fruition. To finally get rid of his waste and seeing so many residents recycling must have brought him much peace. So I cannot thank you enough for helping him. Even if it might not seem much, Walter reached some solace. |
| **Rewards** | * **The Badge of (a recycled memory)** | | | |

Quest C: Polluted Paula

Background:  
Polluted Paula is concerned about air quality due to nearby factories. She seeks solutions to improve her family’s health and the community’s wellbeing.

#### **1. First Interaction (meeting Paula)**

NPC's Line:  
"Hi, I’m Paula. I’m really worried about the air quality in our community. The nearby factories are causing health issues, and I’d like to find a solution."

* Option 1: Ask about the air quality issues.  
  Response: "The pollution levels are really high, and I’ve noticed more kids are having respiratory problems."
* Option 2: Ask about solutions for the community.  
  Response: "I believe we should start planting trees and creating green spaces to help filter the air."

#### **2. Second Interaction (task assignment)**

NPC's Line:  
"I’d love for you to help me plant some trees and create a green space in this area."

* Option 1: Ask how to plant trees.  
  Response: "First, we need to select the right trees for our climate. I'll show you how to plant them properly."
* Option 2: Ask about the benefits of green spaces.  
  Response: "Planting trees not only improves air quality but also provides shade and a nice place for the community to enjoy."

#### **3. Third Interaction (completing the task)**

NPC's Line:  
"Great job! Now that we’ve planted the trees, I’ll talk to the neighbours about our initiative."

* Option 1: Ask about next steps.  
  Response: "I’ll organise a community meeting to involve everyone in taking care of the trees."
* Option 2: Ask about community health.  
  Response: "Improving air quality means fewer health issues, which is vital for our kids and elderly residents."

**Quest D: Farmer Fiona**

| **Background** | Farmer Fiona is a local urban farmer who runs a small **community-supported agriculture (CSA)** farm on the outskirts of the city. She’s passionate about creating **sustainable farming practices** that minimize environmental impact. With the growing popularity of the **Sky Garden**, Fiona sees an opportunity to integrate her farm into the rooftop garden and create a **farm-to-table** system. The idea is to provide fresh, local produce directly to the residents while promoting sustainable food practices and reducing the carbon footprint of food transportation. Fiona needs the player’s help to bring her vision to life. | | | |
| --- | --- | --- | --- | --- |
| **Order of Interactions** | **Location + scene** | **NPC’s line** | **Player’s Options** | **NPC’s response** |
| **1st interaction**  (initially meeting with the NPC) | **Rooftop Garden**(by a table that is set up for Planning) *A woman suddenly approaches you while you’re working in the rooftop garden, wearing a wide-brimmed hat, a worn plaid shirt, and sturdy boots, with dirt smudged on her jeans.* | I’ve been running a small farm just outside the city, and I’ve been thinking about how we can make food production more local. With the Sky Garden, we could create a farm-to-table system, delivering fresh produce right to the building. What do you think? | Ask about her farm-to-table idea | My idea is simple—produce the food as locally as possible, and reduce waste by composting. I’d love to integrate my farm with the Sky Garden, using the rooftop as part of the system for growing and delivering fresh food to the residents. |
| Ask about the challenges of such a system | The main challenge is making sure it’s sustainable. We need to manage irrigation, transportation of produce, and ensure that everything we grow fits into the garden. We also need to make sure the building residents get involved. |
| …  1st interaction continued  (task assignment) | So here’s the plan: I’ll start growing certain crops on my farm, but we’ll also grow some complementary plants right here on the rooftop. We need to work together on irrigation, composting, and educating the residents. | Ask about crop selection | We’ll grow easy-to-harvest vegetables like tomatoes, lettuce, and herbs. The key is to make sure we grow crops that can be easily used in everyday meals. But we’ll also plant pollinators like lavender to help sustain the garden. |
| Ask about transportation logistics | We need to set up a simple delivery system to bring the fresh produce from the farm to the residents. It’ll probably be a weekly delivery to start. We’ll need to arrange a pickup point for the produce right here in the building. |
| **2nd interaction**  (completing the task itself) | **Rooftop Garden**(Delivery Area, where all the things that just got delivered get dropped during the construction) | We’ve got the first batch of plants ready. Now we need to set up a space where the residents can pick up the produce and a system for them to sign up for regular deliveries. | Help Fiona organize a pickup point | Let’s set up a table near the entrance where residents can pick up their weekly share. Maybe we can decorate it with a few more plants to make it welcoming. |
| Help design a delivery system | I’m thinking of a simple delivery system—maybe use a communal cart to deliver boxes of fresh produce to each floor. We’ll need a volunteer sign-up sheet so residents can help with deliveries too. |
| **3rd interaction**  (report back or feedback on the task, *not crucial to the progression of the game*) |  | The farm-to-table system is set up and running, but we need to get the word out to the residents. We need them to sign up and commit to making this a regular part of their routines. | Ask how to get residents to participate | The best way to get people involved is to show them how fresh, affordable, and tasty the produce is. We could host a community event where residents can sample some of the veggies. Once they see the benefits, I’m sure they’ll want to sign up. |
| Ask about educating the residents | We could set up a small workshop or a demonstration on how to cook with the produce. The more the residents understand the impact of buying local and sustainable, the more they’ll support the system. |
| **Rewards** | Badge of (...)  Farm-to-Table System fully set up, benefiting the Sky Garden residents with fresh, locally sourced produce delivered directly from Fiona’s farm.  Composting Station established as part of the sustainability efforts, helping reduce waste and enrich the rooftop soil for future crops. | | | |

Script draft: Farmer Fiona

Quest Background:

Farmer Fiona is a local urban farmer who runs a small **community-supported agriculture (CSA)** farm on the outskirts of the city. She’s passionate about creating **sustainable farming practices** that minimize environmental impact. With the growing popularity of the **Sky Garden**, Fiona sees an opportunity to integrate her farm into the rooftop garden and create a **farm-to-table** system. The idea is to provide fresh, local produce directly to the residents while promoting sustainable food practices and reducing the carbon footprint of food transportation. Fiona needs the player’s help to bring her vision to life.

### **1. Meet Fiona (Rooftop Garden – Planning Area)**

* **Fiona**: "I’ve been running a small farm just outside the city, and I’ve been thinking about how we can make food production more local. With the Sky Garden, we could create a farm-to-table system, delivering fresh produce right to the building. What do you think?"

**Dialogue Option 1: Ask about her farm-to-table idea**

* **Fiona**: "The idea is simple—produce the food as locally as possible, and reduce waste by composting. I’d love to integrate my farm with the Sky Garden, using the rooftop as part of the system for growing and delivering fresh food to the residents."

**Dialogue Option 2: Ask about the challenges of such a system**

* **Fiona**: "The main challenge is making sure it’s sustainable. We need to manage irrigation, transportation of produce, and ensure that everything we grow fits into the garden. We also need to make sure the building residents get involved."

### **2. Task Assignment (Rooftop Garden – Garden Area)**

* **Fiona**: "Here’s the plan: I’ll start growing certain crops on my farm, but we’ll also grow some complementary plants right here on the rooftop. We need to work together on irrigation, composting, and educating the residents."

**Dialogue Option 1: Ask about crop selection**

* **Fiona**: "We’ll grow easy-to-harvest vegetables like tomatoes, lettuce, and herbs. The key is to make sure we grow crops that can be easily used in everyday meals. But we’ll also plant pollinators like lavender to help sustain the garden."

**Dialogue Option 2: Ask about transportation logistics**

* **Fiona**: "We need to set up a simple delivery system to bring the fresh produce from the farm to the residents. It’ll probably be a weekly delivery to start. We’ll need to arrange a pickup point for the produce right here in the building."

### **3. Set Up the Farm-to-Table System (Rooftop Garden & Delivery Area)**

* **Fiona**: "We’ve got the first batch of plants ready. Now we need to set up a space where the residents can pick up the produce and a system for them to sign up for regular deliveries."

**Dialogue Option 1: Help Fiona organize a pickup point**

* **Fiona**: "Let’s set up a table near the entrance where residents can pick up their weekly share. Maybe we can decorate it with a few more plants to make it welcoming."

**Dialogue Option 2: Help design a delivery system**

* **Fiona**: "I’m thinking of a simple delivery system—maybe use a communal cart to deliver boxes of fresh produce to each floor. We’ll need a volunteer sign-up sheet so residents can help with deliveries too."

### **4. Report Back to Fiona (Apartment Building – Lobby)**

* **Fiona**: "The farm-to-table system is set up and running, but we need to get the word out to the residents. We need them to sign up and commit to making this a regular part of their routines."

**Dialogue Option 1: Ask how to get residents to participate**

* **Fiona**: "The best way to get people involved is to show them how fresh, affordable, and tasty the produce is. We could host a community event where residents can sample some of the veggies. Once they see the benefits, I’m sure they’ll want to sign up."

**Dialogue Option 2: Ask about educating the residents**

* **Fiona**: "We could set up a small workshop or a demonstration on how to cook with the produce. The more the residents understand the impact of buying local and sustainable, the more they’ll support the system."

**Quest E: Energy-efficient Ethan**

| **Background** | The player is tasked by an **NGO** to help reduce energy consumption in an apartment building as part of the **Sky Garden** project. Ethan, a tech-savvy resident, is concerned about high energy bills and the building's carbon footprint. The player must assist Ethan in implementing renewable energy solutions and promoting energy-saving practices, aligning with **SDG 11 (Sustainable Cities and Communities).** | | | |
| --- | --- | --- | --- | --- |
| **Order of Interactions** | **Location + *scene*** | **NPC’s line** | **Player’s Options** | **NPC’s response** |
| **1st interaction**  (initially meeting the NPC) | **Assessing Energy Consumption (Ethan's Apartment)** | I've been tracking our building's energy use. Look at these charts on my tablet. | Analyse the data | See these spikes? That's when everyone's using air conditioning. We need to find a more efficient solution. |
| Ask about current energy sources | We're still relying mostly on the grid. I think solar power could make a huge difference here. |
| …  1st interaction continued  (task assignment) | **Brainstorming Solutions (Rooftop)** | I've been thinking about installing solar panels up here. What do you think? | Discuss solar panel feasibility | With our sunny climate, we could generate a significant portion of our energy needs. |
| Suggest additional energy-saving measures | Good point! We should also look into energy-efficient appliances and better insulation.  **Ethan**: "To get this project off the ground, we'll need a few key items."  **Dialogue Option 1**: Ask what items are needed  **Ethan**: "We'll need a solar panel kit, an energy monitoring system, and some educational materials about energy conservation."  **Dialogue Option 2**: Suggest alternative items  **Ethan**: "Those are interesting ideas, but let's start with the basics I mentioned. We can always expand later!" |
| **2rd interaction**  (completing the task itself) | **Installation and Setup (Rooftop)** | This is amazing! I can already see the energy production on my app. | Set up solar panels | Perfect placement! We're maximising our sun exposure here. |
| Install energy monitoring system | Great! Now we can track our usage in real-time and identify areas for improvement. |
| Place educational materials | These posters and flyers will help everyone understand how they can contribute to saving energy. |
| **3th interaction**  (report back or feedback on the task, *not crucial to the progression of the game*) | **Quest Completion** | I can't believe how much we've accomplished! Our energy consumption is already dropping. | Review the project's impact | Look at these numbers! We've reduced our carbon footprint and our energy bills. It's a win-win! |
| Discuss future sustainability plans | This is just the beginning. I'm thinking about electric vehicle charging stations next. What do you think?" |
| **Rewards** | * **The Badge of ("Renewable Energy Pioneer")** * **Sustainability ratings** increase | | | |

## Script draft: Energy-efficient Ethan

Background: The player is tasked by an **NGO** to help reduce energy consumption in an apartment building as part of the **Sky Garden** project. Ethan, a tech-savvy resident, is concerned about high energy bills and the building's carbon footprint. The player must assist Ethan in implementing renewable energy solutions and promoting energy-saving practices, aligning with **SDG 11 (Sustainable Cities and Communities).**

### **Assessing Energy Consumption (Ethan's Apartment)**

* **Ethan**: "I've been tracking our building's energy use. Look at these charts on my tablet."

**Dialogue Option 1**: Analyse the data

* + Ethan: "See these spikes? That's when everyone's using air conditioning. We need to find a more efficient solution."

**Dialogue Option 2**: Ask about current energy sources

* + **Ethan**: "We're still relying mostly on the grid. I think solar power could make a huge difference here."

### **Brainstorming Solutions (Rooftop)**

* **Ethan**: "I've been thinking about installing solar panels up here. What do you think?"

**Dialogue Option 1**: Discuss solar panel feasibility

* + **Ethan**: "With our sunny climate, we could generate a significant portion of our energy needs."

**Dialogue Option 2**: Suggest additional energy-saving measures

* + **Ethan**: "Good point! We should also look into energy-efficient appliances and better insulation."
* **Ethan**: "To get this project off the ground, we'll need a few key items."

**Dialogue Option 1**: Ask what items are needed

* + **Ethan**: "We'll need a solar panel kit, an energy monitoring system, and some educational materials about energy conservation."

**Dialogue Option 2**: Suggest alternative items

* + **Ethan**: "Those are interesting ideas, but let's start with the basics I mentioned. We can always expand later!"

### **Collect Items (Store)**

* **Storekeeper**: "Welcome! Looking to go green?"

**Dialogue Option 1**: Ask about the items Ethan mentioned

* + **Storekeeper**: "Ah, solar panels and energy monitors? You've come to the right place. Let me show you our best options."

**Dialogue Option 2**: Inquire about energy-saving tips

* + **Storekeeper**: "Besides the equipment, we have some great guides on reducing energy consumption. Want to take a look?"

### **Installation and Setup (Rooftop)**

* **Ethan (after installation)**: "This is amazing! I can already see the energy production on my app."

**Dialogue Option 1**: Set up solar panels

* + **Ethan**: "Perfect placement! We're maximising our sun exposure here."

**Dialogue Option 2**: Install energy monitoring system

* + **Ethan**: "Great! Now we can track our usage in real-time and identify areas for improvement."

**Dialogue Option 3**: Place educational materials

* + **Ethan**: "These posters and flyers will help everyone understand how they can contribute to saving energy."

### **Quest Completion**

* **Ethan:** "I can't believe how much we've accomplished! Our energy consumption is already dropping."

**Dialogue Option 1**: Review the project's impact

* + **Ethan**: "Look at these numbers! We've reduced our carbon footprint and our energy bills. It's a win-win!"

**Dialogue Option 2**: Discuss future sustainability plans

* + **Ethan**: "This is just the beginning. I'm thinking about electric vehicle charging stations next. What do you think?"

### **Rewards:**

* **Sustainability ratings** increase
* Receive **"Renewable Energy Pioneer"** medal

Quest F: Plumber Piper Quest

| **Background** | **An eccentric individual with a big scruffy beard and a pipe for a peg leg. Piper says that he’s a retired plumber and is in need of an assistant willing to help him tame the “Kraken” (normally known as the piping system) and conquer the “Mighty seas” (also known as his flooded basement), which are currently in that condition due to poor water management systems.** | | | |
| --- | --- | --- | --- | --- |
| **Order of Interactions** | **Location + *scene*** | **NPC’s line** | **Player’s Options** | **NPC’s response** |
| **1st interaction**  (initially meeting the NPC) | This is your first day working on the sky gardens and it so happens to be a rainy day. Upon entering the apartment building a scruffy man barrels down the hallway shouting.  (apartment complex) | I NEED HELP! Phew…Phew…  You there, <player name>, I have an urgent request, the “Mighty seas”  are flooding in and I need a brave soul to help me fix this conundrum. | Ignore the weird man in front of you. | Don’t be so cold mate, this venture will also be beneficial to you so meet me on the roof, I can tell you more about this grave situation. |
| Why don’t you calm down and explain the situation first? | NO TIME! It’s not safe here. Meet me on the roof, that’s where the “Mighty seas” won’t reach us. |
| **2nd interaction**  (task assignment) | Upon arriving at the roof, the scruffy man puts his arm over your shoulders and lets out a hardy laugh.(rooftop garden) | HA! HA! Glad to see you made it safely. I guess you might be a bit confused. My name is Piper and I’m a veteran plumber. See, I’m currently in trouble, due to the “Kraken”, the “Mighty seas” have flooded my basement. It's only a matter of time before it floods the house and I need your help fixing it, mate. | What even are the “Mighty seas” and “Kraken”? I don’t understand what you are saying. | I’m glad you asked, mate. As a veteran plumber I am always happy to clarify the terminology.My basement is currently flooding due to poor water management and piping. So I need you to get some barrels and a “mighty scabbard”, also called a wrench, in order to help me fix this ordeal. I believe you are a perfect fit for this job. NOW GO! Save this building from its demise. |
| Can you please talk like a normal person? | NO. Anyways, to put it simply mate, my basement is currently flooding due to poor water management and piping.  So I need you to get some barrels and a “mighty scabbard”, also called a wrench, in order to help me fix this ordeal. Hurry now, the fate of this building is in your hands! HA! HA! |
| **3rd interaction**  (completing the task itself) | As you hurry back into the apartment complex you see Piper standing ready with a tool box. Upon seeing you he puts his fist up in the air. | Ahoy, mate! I see you got the barrels. Now here’s a quick tip from a veteran. Keep those lids, we don’t want any mosquitoes breeding in them. ALRIGHT! Now time to stand about gawking at nothing, let’s get moving. We don’t have much time. | Give Piper a wrench. | Ay mate, that is truly a “Mighty scabbard”, now I can finally quell the “Kraken”. |
| Set up the barrels. | The “Mighty seas” have finally calmed down thanks to these barrels. |
|  |  |
| **4th interaction**  (report back or feedback on the task, *not crucial to the progression of the game*) | **QUEST COMPLETED**  Piper lets out a roaring celebration and puts his hand on your shoulder. | YO HO! YO HO! Magnificent work mate! Today is the day you earned yourself the title “Captain <player name>”. Of course you are also deserving of a reward for your great deeds. | What's the reward? | Your rooftop “Jungle island” is going to need to quell a “Kraken”of its own, so I will gladly come over and set up the water piping. Because the reward you earned is my friendship. HA! HA! |
| What is the point of the “Captain” title? It’s a bit weird. | You can think about it whatever you want, but it is what earns you the reward, which is my friendship. HA! HA! And since your rooftop “Jungle island” is in need of plumbing I will gladly set it up for you, mate. YO HO! |
| **Rewards** | * **The Badge of (a plumbing captain)** | | | |

**!(Old questline. Keeping for ideas in case we want to change anything)!**

Background: The player is tasked by an **NGO** to help install a **Sky Garden** in an **apartment building**. Fred, a resident of the building, has been experiencing **flooding in his basement** due to poor water management. The player must solve this problem by **setting up rain barrels** to collect water and prevent flooding, while keeping in mind the broader goal of **SDG 11**—**Sustainable Cities and Communities**.

#### **1. Meet Fred (Basement)**

* **Fred**: "The basement floods every time it rains! Water just pours in!"
* **Dialogue Option 1**: Ask about the flooding cause
  + **Fred**: "Do you know anything about this? It seems like the pipes are blocked."
* **Dialogue Option 2**: Ask about rain barrels
  + **Fred**: "We might need something like that to collect rainwater... do you know how to set them up?"

#### **2. Task Assignment (Basement)**

* **Fred**: "If you can set up the barrels on the roof, it should help prevent more flooding."
* **Dialogue Option 1**: Head to rooftop for barrels
  + **Fred**: "Let me know if you need any help, but I trust you can do this!"
* **Dialogue Option 2**: Consider drainage system
  + **Fred**: "Maybe we should think about improving the drainage too, but barrels will be a quick fix."

#### **3. Collect Barrels (Store)**

* **Storekeeper**: "These barrels are top-notch, guaranteed to last!"
* **Dialogue Option 1**: Buy new barrels
  + **Storekeeper**: "They'll work great for your rooftop setup."
* **Storekeeper**: "Used barrels are cheaper, but they may not last as long."
* **Dialogue Option 2**: Find used barrels
  + **Storekeeper**: "They could still work fine for a while, depending on how much rain you expect."
* **Storekeeper**: "You should place them under the downspouts to collect the most water."
* **Dialogue Option 3**: Ask storekeeper for advice
  + **Storekeeper**: "Make sure they have lids to prevent mosquitoes from breeding."

#### **4. Place Barrels (Apartment Building – Front Area)**

* **Fred (after placement)**: "Perfect! This should keep the water from pooling up in the basement."
* **Dialogue Option 1**: Place barrels under downspouts
  + **Fred**: "I think this is going to solve the problem, thanks!"
* **Fred**: "I guess that’s nice, but the main problem is the flooding. We need those barrels to collect water!"
* **Dialogue Option 2**: Place barrels elsewhere for aesthetics
  + **Fred**: "Let’s put them where they’ll do the most good—under the downspouts."

#### **5. Report Back to Fred (Basement)**

* **Fred**: "You did a great job! I’m confident this will stop the flooding."
* **Dialogue Option 1**: Confident in solution
  + **Fred**: "I’ll keep an eye on things, but I think we’re in the clear."
* **Fred**: "I’ll watch the water levels closely for the next few days and let you know if anything changes."
* **Dialogue Option 2**: Ask Fred to monitor water levels
  + **Fred**: "Good call, I’ll make sure to report back if there are any issues."

#### **6. Quest Completion**

* **Rewards**:
  + **Sustainability Rating** increases.
  + **Pack of Seeds** for the **Rooftop Garden**.
  + New **Gardening Mini-Quest** unlocked.

Quest G: Lonely Lucy

| **Background** | The player is tasked by an **NGO** to help address social isolation in an **apartment building** through the **Sky Garden** project. Lucy, a long-time resident, struggles with community disconnection and seeks ways to rebuild social connections within the building. The player must help Lucy organise community spaces and events, aligning with **SDG 11's goal of creating inclusive and sustainable communities**. | | | |
| --- | --- | --- | --- | --- |
| **Order of Interactions** | **Location + *scene*** | **NPC’s line** | **Player’s Options** | **NPC’s response** |
| **1st interaction**  (initially meeting the NPC) | **Meet Lucy (Entrance Portal)** | I've lived here for years, but I feel like a stranger in my own building. | Ask about her isolation | Nobody talks to each other anymore. We're all just strangers sharing walls. |
| Express interest in her story | Would you really like to hear about my experiences?" |
| …  1st interaction continued  (task assignment) | **Task Assignment (Entrance Portal)** | The pandemic made everything worse. We used to have small gatherings, but now everyone's disconnected. | Discuss community building strategies | I miss the sense of belonging we once had in this building. |
| Explore Sky Garden potential | A shared garden could be a perfect way to bring people together!"  I have some ideas about how we could use the Sky Garden to reconnect.  **Dialogue Option 1**: Listen to her suggestions  We should get a community board to post events, we could host gardening workshops, community meals, or even small cultural events. Also, some benches for people to sit and chat, and a set of gardening tools for group activities. |
| **2rd interaction**  (completing the task itself) | **Place Items (Sky Garden)** | These items are really transforming our rooftop into a true community space! | Set up community board | Perfect! Now we can keep everyone informed about upcoming events. |
| Arrange benches in conversation areas | This layout looks inviting. It'll encourage people to sit and chat. |
| Organise gardening tools | Great! Easy access to tools will make group gardening sessions smoother. |
| **3th interaction**  (report back or feedback on the task, *not crucial to the progression of the game*) | **Report Back to Lucy (Sky Garden)** | I can't believe how much we've accomplished! I already feel more connected to our community. | Express satisfaction with the project | Thank you for helping me break out of my isolation. This Sky Garden will change lives! |
| Discuss future community plans | I'm excited to start planning our first event. Maybe a welcome gathering for all residents? |
| **Rewards** | * **The Badge of (Social Connectivity)** * **Sustainability Rating** increases. * Receive **Community Event Planning Guide.** | | | |

## Script Draft: Lonely Lucy

Background: The player is tasked by an **NGO** to help address social isolation in an **apartment building** through the **Sky Garden** project. Lucy, a long-time resident, struggles with community disconnection and seeks ways to rebuild social connections within the building. The player must help Lucy organise community spaces and events, aligning with **SDG 11's goal of creating inclusive and sustainable communities**.

### **Meet Lucy (Entrance Portal)**

* **Lucy**: "I've lived here for years, but I feel like a stranger in my own building."

**Dialogue Option 1**: Ask about her isolation

* + **Lucy**: "Nobody talks to each other anymore. We're all just strangers sharing walls."

**Dialogue Option 2**: Express interest in her story

* + **Lucy**: "Would you really like to hear about my experiences?"
* **Lucy**: "The pandemic made everything worse. We used to have small gatherings, but now everyone's disconnected."

**Dialogue Option 1**: Discuss community building strategies

* + - **Lucy**: "I miss the sense of belonging we once had in this building."

**Dialogue Option 2**: Explore Sky Garden potential

* + - **Lucy**: "A shared garden could be a perfect way to bring people together!"

### **Task Assignment (Entrance Portal)**

* **Lucy**: "I have some ideas about how we could use the Sky Garden to reconnect."

**Dialogue Option 1**: Listen to her suggestions

* + **Lucy**: "We should get a community board to post events, we could host gardening workshops, community meals, or even small cultural events. Also, some benches for people to sit and chat, and a set of gardening tools for group activities."

### **Collect Items (Store)**

* **Storekeeper:** "Welcome! Looking to build some community spirit?"

**Dialogue Option 1:** Ask about the items Lucy mentioned

* + **Storekeeper**: "Ah yes, I have just what you need. Let me show you our options."

**Dialogue Option 2**: Inquire about sustainable options

* + **Storekeeper**: "We prioritise eco-friendly products here. It's all about building a sustainable community!"

### **Place Items (Sky Garden)**

* **Lucy (after placement)**: "These items are really transforming our rooftop into a true community space!"

**Dialogue Option 1**: Set up community board

* + **Lucy**: "Perfect! Now we can keep everyone informed about upcoming events."

**Dialogue Option 2**: Arrange benches in conversation areas

* + **Lucy**: "This layout looks inviting. It'll encourage people to sit and chat."

**Dialogue Option 3**: Organise gardening tools

* + **Lucy**: "Great! Easy access to tools will make group gardening sessions smoother."

### **Report Back to Lucy (Sky Garden)**

* **Lucy**: "I can't believe how much we've accomplished! I already feel more connected to our community."

**Dialogue Option 1**: Express satisfaction with the project

* + **Lucy**: "Thank you for helping me break out of my isolation. This Sky Garden will change lives!"

**Dialogue Option 2**: Discuss future community plans

* + **Lucy**: "I'm excited to start planning our first event. Maybe a welcome gathering for all residents?"

### **Rewards:**

* Receive “**Social Connectivity”** medal.
* **Sustainability Rating** increases.
* Receive **Community Event Planning Guide.**

Quest H: Biodiversity Ben

| **Background** | Biodiversity Ben is an enthusiastic advocate for urban nature, always wearing his signature yellow jacket with a bee patch and a cosy green beanie, a nod to his love for all things natural and sustainable. His bright demeanour, boundless energy and endless optimism makes him ready for any task at hand. | | | |
| --- | --- | --- | --- | --- |
| **Order of Interactions** | **Location + *scene*** | **NPC’s line** | **Player’s Options** | **NPC’s response** |
| **1st interaction**  (initially meeting the NPC) | Balcony while staring onto the city. | The city feels empty without nature. | Talk about making the sky garden as pretty as possible. | Dislike the idea because of a lack of functionality. |
| Talk about local plant life in order to sustain biodiversity. | Agreement and excitement about thinking alike. |
| **2nd interaction**  (task assignment) | In his apartment he’s pacing back and forth in front of a blackboard with sketches of plants, insects, and animals. | I feel lost on where to start, there’s so many angles this could be approached from. | Put in minimal effort | Dislike due to not being diverse and functional. |
| Talk about putting animals first in your way of planning. | Loves the idea and thinks it might work out. |
| **3rd interaction**  (completing the task itself) | In the sky garden with Ben. He can’t contain his excitement over adding his ideas. | Okay, we have the bird feeders and we have some potted plants from right outside the city. Now to where to add them. | Try to mimic nature in the way you put the items. | Agreement and further input. |
| Offer a human centric solution | Expresses disdain towards not prioritising nature. |
| Randomly put the items into the garden. | Dislikes and shares some knowledge about nature. |
| **4th interaction**  (report back or feedback on the task, *not crucial to the progression of the game*) | In the sky garden some time later, you see Ben running around, looking at the birds and the butterflies and barely even noticed you because of them. | I love what the place turned into! It’s so vibrant and lively! I’ll definitely come up daily to check up on it and feed the birds! | Express joy of seeing it be in good hands. | He thanks you for what you have done. |
|
| **Rewards** | * **The Badge of (Biodiversity)** * **Ben feeding the birds daily** | | | |

**Meet Ben (On the balcony)**

* **Ben:** “This city feels so disconnected from nature. With no biodiversity to speak of, the ecosystem suffers, and so do we. If only we could bring nature back—right here!”
  + **Dialogue option 1:**  
    “Sure, but let’s go for the most colourful flowers, even if they’re imported. A garden is all about aesthetics, right?”
    - **Ben: “**Imported plants? Hmm... they might look good, but they won’t do much for local wildlife. Are you sure about that?”
  + **Dialogue option 2:**  
    “You're right! Let’s focus on native plants and features that attract pollinators and birds. A thriving ecosystem starts with the right choices.”
    - **Ben: “**Now that’s the spirit! Let’s make this sky garden a haven for nature! Meet me in my apartment later so we can plan out how we want to accomplish this.**”**

**Task assignment (in his apartment)**

* **Ben: “**I feel lost on where to start, there’s so many angles this could be approached from.**”**
  + **Dialogue option 1:**  
    “Maybe just plant some grass? It’s easy to maintain and green enough.”
    - **Ben: “**Come on, grass is not an ecosystem! It’s barely even pretty on its own!”
  + **Dialogue option 2:**  
    “Let’s add some local flowers to attract some pollinators and a bird feeder to have birds come to the rooftop as well.”
    - **Ben: “**Now you’re talking! Local flowers will bring in bees and butterflies, and the bird feeder will invite a whole new layer of life to the garden. It’s simple, but it’s exactly what we need to get the ecosystem started!”

**Collect items (store) (*WOK*):**

**Completing the task:**

* **Ben: “**Okay, we have the bird feeders and we have some potted plants from right outside the city. Now to where to add them.**”**
  + **Dialogue option 1:**  
    “Let’s arrange the plants in clusters to mimic natural habitats and place the bird feeders nearby so the birds feel safe while feeding.”
    - **Ben: “**That’s a smart move! Grouping the plants will create shelter and make the space more inviting for wildlife. Plus, we can arrange taller plants in the back and shorter ones in the front to mimic a natural forest edge—it’ll maximise sunlight and make the garden feel layered and vibrant!”
  + **Dialogue option 2:**  
    “Let’s put the feeders and plants in the corners. That way, they won’t get in the way of people walking around.”
    - **Ben: “**Putting nature in the corners defeats the purpose! This is a garden for everyone, not just a pretty place for people!”
  + **Dialogue option 3:**  
    “Just spread the plants and feeders randomly. The animals will figure it out, they do it already, don’t they?”
    - **Ben: “**Random placement? Wildlife might look chaotic but in reality it’s very ordered. We have to think like nature, not just wing it!”

**Reporting back: (sky garden):**

* **Ben: “**I love what the place turned into! It’s so vibrant and lively! I’ll definitely come up daily to check up on it and feed the birds!”
  + **Dialogue:** “I’m glad to know it will be in good hands with you in the future, I couldn’t have done it without you”
    - **Ben:** “The same goes to you, thank you for this life changing experience!”

Quest I: Noisy Nora

Background:

Noisy Nora lives near a constantly busy traffic area and wants to reduce the noise in her neighbourhood.

#### **1. First Interaction (meeting Nora)**

NPC's Line:  
"Hi, I’m Nora. I’m really frustrated with the constant noise in this area. We need to do something about it."

* Option 1: Ask about the noise problem.  
  Response: "The traffic is unbearable, and we can’t enjoy our homes or even sleep well at night."
* Option 2: Ask about solutions.  
  Response: "I’ve read about using plants as sound barriers. We can plant trees and bushes to help absorb the noise."

#### **2. Second Interaction (task assignment)**

NPC's Line:  
"Would you like to help me implement some landscaping solutions to minimise the noise?"

* Option 1: Ask about landscaping techniques.  
  Response: "One effective approach is to plant dense shrubs along the road; they work well to block sound waves."
* Option 2: Ask about the importance of reducing noise.  
  Response: "Reducing noise pollution can significantly improve our quality of life, making our neighbourhood feel safer and calmer."

#### **3. Third Interaction (completing the task)**

NPC's Line:  
"Perfect! We’ve made great progress. Now, I want to host a community event to raise awareness about noise."

* Option 1: Ask about the event.  
  Response: "I’m planning a workshop where we can teach others about the benefits of landscaping for noise reduction."
* Option 2: Ask more about the plants used.  
  Response: "We should choose native plants that thrive in our area and are effective at noise reduction, like evergreens."

Quest J: Shaded Sheldon