



## User Manual

Project: Garbage Collector

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<b>1. Introduction.....</b>	<b>3</b>
<b>2. Game Overview.....</b>	<b>3</b>
<b>3. Game Modes.....</b>	<b>3</b>
Single Player.....	3
Multiplayer.....	4
<b>4. Gameplay Mechanics.....</b>	<b>4</b>
<b>5. Scoring System.....</b>	<b>4</b>
<b>6. Controls.....</b>	<b>5</b>
Single Player Controls.....	5
Multiplayer Controls.....	5
<b>7. Home Menu.....</b>	<b>5</b>
<b>8. Options Menu.....</b>	<b>6</b>
Audio Settings:.....	6
Resolution Settings:.....	6
<b>9. Credits.....</b>	<b>6</b>
<b>10. Quitting the Game.....</b>	<b>7</b>
<b>11. Troubleshooting.....</b>	<b>7</b>

## 1. Introduction

*Welcome to Garbage Collector — a fun and educational game developed using the Godot engine that teaches players the importance of waste sorting. Play solo or with a friend to collect and sort trash into the right bins. Earn points, learn about waste types, and become the ultimate garbage collector!*

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## 2. Game Overview

*You play as a garbage collector in a tiled environment where trash spawns randomly. Your mission is to pick up the trash and sort it correctly into one of four bins:*

- *Brown Bin – Biomüll (Organic Waste)*
- *Blue Bin – Altpapier (Paper Waste)*
- *Yellow Bin – Plastic Waste*
- *Grey Bin – Restmüll (Residual Waste)*

*Sort correctly to gain points — but beware, sorting incorrectly will cost you!*

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## 3. Game Modes

### *Single Player*

- *Player spawns on the map.*
  - *Trash randomly appears on the map.*
  - *Your goal is to score 20 points by sorting trash correctly.*
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- *Correct sorting: +1 point*
- *Incorrect sorting: -1 point*
- *Game ends when the score reaches 20.*

#### *Multiplayer*

- *Two players spawn on the same screen.*
  - *Trash spawns for both players to collect.*
  - *Players compete to be the first to score 20 points.*
  - *Each correct trash bin usage gives +1, incorrect gives -1.*
  - *First to reach 20 points wins.*
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#### *4. Gameplay Mechanics*

- *Players move their avatars using the keyboard (controls listed below).*
- *Trash appears randomly around the map.*
- *Players must walk to the trash, pick it up, and carry it to the correct bin.*
- *Sorting is based on color-coding and waste type.*

#### *Bins and Their Colors:*

<i>Bin</i>	<i>Color</i>
<i>Type</i>	

*Biomüll*    *Brown*  
*l*            *n*

*Altpapier*    *Blue*  
*er*

*Plastic*    *Yellow*  
              *w*

*Restmüll*    *Grey*  
*üll*

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## *5. Scoring System*

- *+1 Point for correct trash sorting*
  - *-1 Point for incorrect trash sorting*
  - *Single Player: Game ends at 20 points*
  - *Multiplayer: First to 20 points wins*
- 

## *6. Controls*

### *Single Player Controls*

- *Movement: Arrow Keys or WASD*
- *Pick up/Drop Trash: **E** or **Space** (depending on configuration)*

### *Multiplayer Controls*

- *Player 1:*

- Movement: WASD
  - Pick up: E
  - Drop: F
  - Player 2:
    - Movement: WASD
    - Pick up: E
    - Drop: F
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## 7. Home Menu

*Upon launching the game, the main menu displays the following options:*

- *Singleplayer – Start a single-player game.*
  - *Multiplayer – Play against a friend on the same screen.*
  - *Options – Configure sound and resolution settings.*
  - *Credits – View team contributions.*
  - *Quit – Exit the game.*
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## 8. Options Menu

*Audio Settings:*

- *Adjust volume via slider*
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- *Mute/Unmute toggle*

*Resolution Settings:*

- *Choose from the following display resolutions:*
  - *1920 x 1080 (Full HD)*
  - *1280 x 720 (HD)*
  - *800 x 600 (SD)*

*Changes take effect immediately*

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## *9. Credits*

*In the Credits section, each team member is acknowledged based on their contributions, such as:*

- *Level design: Hussain Ahmed*
  - *UI: Farees Farooq*
  - *Textures: Sahil Hardasani*
  - *Mechanics: Hayyan Serwer*
  - *Animation: Mohsin Siddiqui*
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## *10. Quitting the Game*

*To exit the game:*

- *Select the Quit option from the home menu*
  - *Alternatively, press the OS's close window button*
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## *11. Troubleshooting*

<i>Issue</i>	<i>Solution</i>
<i>Game not launching</i>	<i>Check system requirements, try restarting</i>
<i>No sound</i>	<i>Check volume and mute settings in options</i>
<i>Lag or performance issues</i>	<i>Lower resolution via the Options menu</i>
<i>Controls not responsive</i>	<i>Ensure game window is focused and keyboard working</i>