ORION

User Manual

Project: Garbage Collector

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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.*

- *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:

Bin Type	Color

Biomüll	*Brown*
Altpapier	*Blue*
Plastic	*Yellow*
Restmüll	*Grey*

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:

- *Start Game– Start a game.*
- *Tutorial– View Tutorial.*
- *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*

- *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:

- *Collision Detection and Animations: Hussain Ahmed*

- *UI: Farees Farooq Ismail*

- *Networking and Multiplayer: Sahil Hardasani*

- *Networking and Multiplayer: Hayyan Serwer*

- *Assets: 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

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