

Mikey's Beach Adventure

User Manual

Welcome, user! This user manual is for "Mikey's Beach Adventure," a short visual novel made in JavaFX. The game aims to teach players about the significance of keeping the sea clean to protect marine life from pollution, aligning with the SDGs 'Clean Water and Sanitation' and 'Life Below Water.' Your objective is to reach one of the two endings, preferably the good one.

→ Main Menu:

1. Start Button: Begins the game.
2. Info Button: Takes you to a page with short bios of the main characters, Mikey and Michelangelo the Ninja Turtle.
3. Exit Button: Closes the program.

→ Gameplay:

- Scenes: The game features three main scenes, each with a textbox displaying the story.
 - Next Button: Progress the story in the textbox.
 - Choices: During the story, you will make choices that impact the outcome.
 - Game Over: Wrong choices lead to a game over screen, where you can try again or end the program.

→ Scenes:

1. Choose between a plastic straw and a paper straw. The eco-friendly choice is the paper straw.
2. Decide whether to properly dispose of the empty cup or litter it. Littering leads to a game over.
3. Choose to inform an old man about his trash or ignore it. Ignoring it leads to a game over.

The game encourages environmentally-friendly choices and raises awareness about the impact of pollution on marine life. Have fun and help Mikey make the right decisions for a cleaner and safer ocean! 🌊🐢💙