**MoodSwing Gameplay Instructions**

Navigating

Use the mouse to navigate. Click and drag with the middle mouse button to rotate the view. Scroll the middle mouse button forwards and backwards to zoom in and out, respectively. Move the mouse to the edges of the screen or click and drag with the right mouse button to move around.

The User Interface

Click on the Swing Button to open the in-game menu. From there, you can quit to the main menu, or to Windows.



*The Swing Button*

<insert in-game menu here>

*In-game Menu*

The Mobs

People will be walking in and out of buildings in the city, probably to go to work.

<insert walking person without moodface here>

*People Walking Around the City*

Once in a while, certain people will walk out of buildings with a complaint about a specific issue. That person will complain about the lack of support given to one of the eight Millennium Development Goals. That person’s complaining will be indicated by a Mood Bubble.

<insert walking person with moodface here>

*Person with a Mood Bubble Walking Out of a Building*

While that person is walking, he may encounter other people in the city, tell them about their complaints, make them feel sad and angry, and convince them to be a part of his mob. Mobs will continue to walk toward the city hall and cause uproar.

<insert district hall>

*District Hall*

<insert mob>

*Mob*

How to Win

Your goal is to address the issues of the mobs before they reach the city hall, serving as a mediator between the people and the city council.

To do that, you must build technological centers of development at various places in the city to catch the attention of the complaining people. First, click on a lot that is for sale.

<insert for sale lot>

*Lots for Sale*

A circular picker will pop up and show the available centers which you may build. Choose which center you would like to build.

How to Lose