

User Manual

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1 Introduction

This is a serious 3D role-playing game, designed specifically for training managers and staff working with NGOs in three different themes - *Digital Marketing, Crowd-funding and Networking*.

The main character is placed in a world full of mentors and assessors, who help them gain knowledge and skills. During the game-play, the player interacts and has dialogues with different people, enters houses and reads books and presentations.

First, all of the houses are locked and the only way to get in is to talk with the mentors (fig. 1). Once the player enters the house, they cannot exit until they complete their mission - enhance the knowledge and skill in one of the themes. Therefore, inside the house, the player opens books or online lectures to study. By learning and studying the material, the player increases their level of knowledge, thus they are enabled to unlock other doors in the house. The player can also reach the rooms with assessors (people who give the quizzes). There are three levels of quizzes - easy, medium and hard. The player can take another quiz, only if they score enough in the previous one. By taking the quizzes, the player increases their level of skill and if they score enough points they can escape the house and enter another one. Also, along the play, there is a 'wizard', which gives helpful information and clues to the player, related to the stage they are in at the specific time.

The educational game is available at www.seerc.org/atsiv.



Figure 1: Main Character having dialog with a mentor

2 System Requirements

- Any Operating System
- Minimum 4GB system memory and a video graphic card that supports WebGL
- Web-browsers that support Unity WebGL (ex. Chrome, Firefox, Safari, Internet Explorer, Microsoft Edge, UC Browser, etc.)
Recommended: For best performance, use the latest version of the standards-based browsers like Chrome, Firefox and Safari 11 or later
- Keyboard and Mouse

3 How to Play

3.1 Keyboard Commands

Once the player starts playing the game, they have to look around in the environment they are placed in. The primary game input is the keyboard controls 'up', 'right' and 'left' or the keyboard letters 'w', 'd' and 'a'. With these controls, the player moves forward and turns right and left.

3.2 Main Menu and Options

The starting point of the game is the main menu from figure 2. There are options for the player to start a new game or continue with the previous one. The 'Settings' button leads to another sub-menu (fig. 3), where the player can read the instructions of the game, adjust the music volume and see their game progress (the highest score).



Figure 2: Starting Menu of the RPG

3.3 Quizzes

Each of the quizzes contain the following features (see fig. 4):

- Timer - at the top right part of the screen, a countdown timer is displayed to show the remaining seconds in which the player has to answer all of the questions.
- Score - the score is displayed at the top left part of the screen and in the top center part the player can see how many correct answers they have out of the total number of questions (eg. 3/10).



Figure 3: 'Settings' sub-menu

- Negative Marking - there is a possibility for some questions to be repeated during the quiz and if the player answers wrong many times, there is a negative marking.
- Displaying the correct answer - after answering each question, the player can see which was the correct answer.

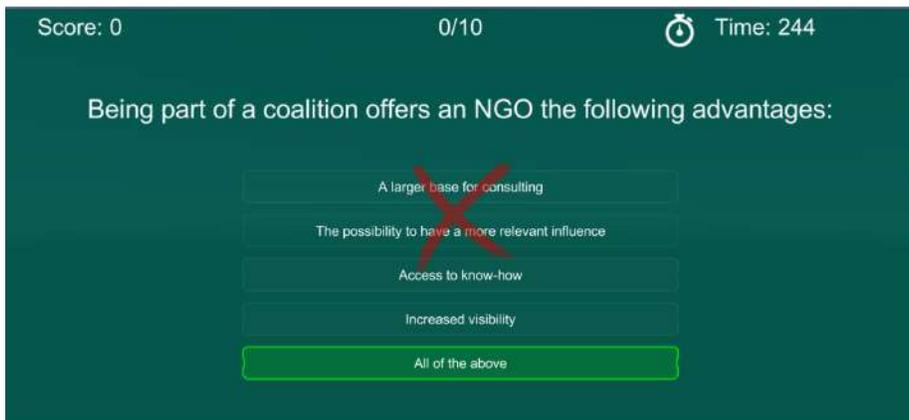


Figure 4: Quiz

4 Technical Support

For any technical support and help, send an email to: andzelastojanova@yahoo.com.

5 Credits

The game has been developed by Andjela Stojanova.