



Game Begins for Sustainable Development Goals

2022-1-DE04-KA210-YOU-000081404

XYZ



Type of The Game

Digital Game



Target Groups

**Young people and Youth
Workers**



Duration

60+ minutes

Objectives

Participants will be able to

- Promote awareness and understanding of the Sustainable Development Goals (SDGs).
- Encourage teamwork and collaboration among players.
- Enhance communication skills and creativity.
- Problem-solving and critical thinking abilities.

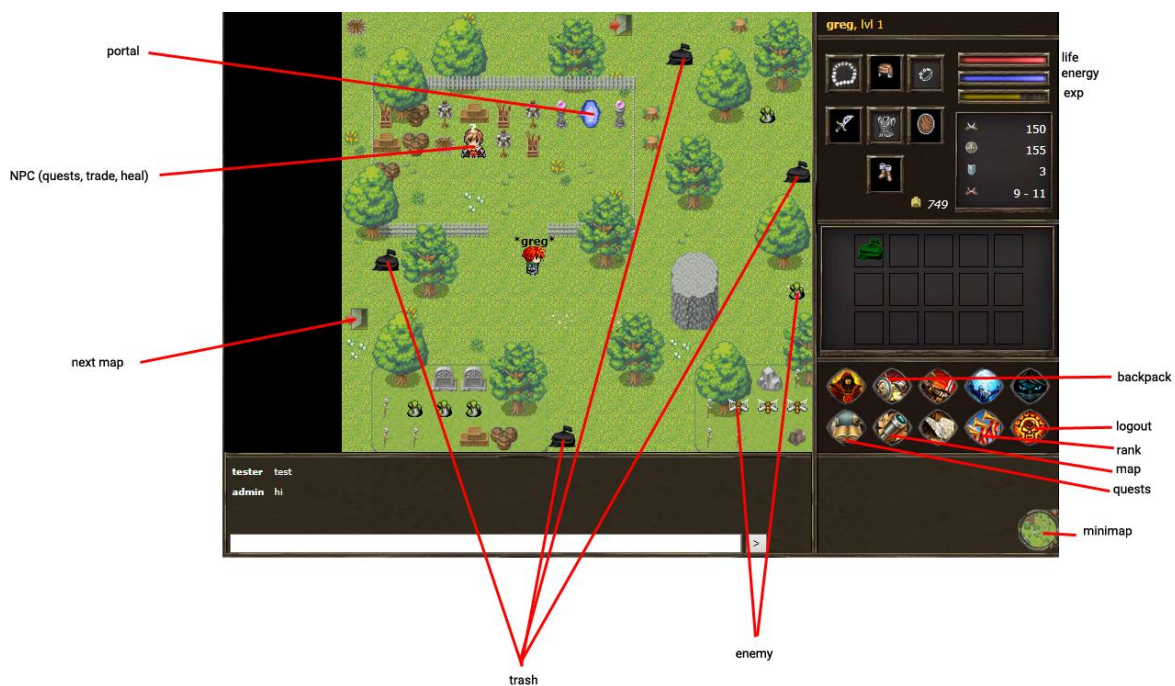


Materials needed

- Access to a computer
- **Admin:** you need to create a new character of your own
- **Game:** <https://v.go2dance.online>

Instructions (Give instructions step by step, please)

Dashboard:



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There are a lot of options disabled in the game (I'll write about that later). I wanted to present some basics and assumptions.

The goal of the game will be to perform missions given to players by NPCs (non-player characters) - such characters with a question mark above their heads "?". The player must collect items and defeat various opponents. At the moment it's all in a fantasy world, but there's no problem moving it to a more realistic world.

On the other hand, the fantasy world attracts players. You can build a plot around the game something like "Save a fantastic world from ecological destruction" 😞

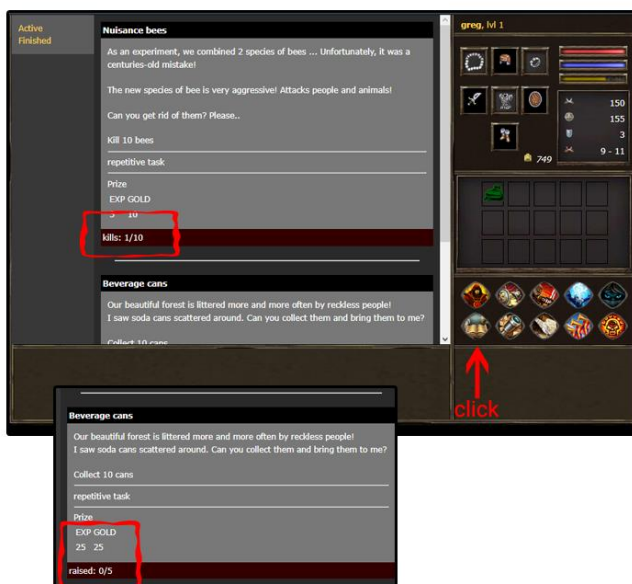
By approaching such a character, you can trade with him, heal wounds and complete missions. At the beginning, the character will say a few words about who he is and what he does.



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Missions at a glance:



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Basic game features:

- picking up, dropping, putting on and taking off items
- item trading
- mission start, mission end
- one-time missions (can only be done once)
- multiple missions (immediately after completing the mission you will be able to perform it again, e.g. clean up the forest further)
- chat to chat players
- moving around the map, transitions between maps and teleports
- auto placement of items and monsters on the map
- the ability to play multiple players at once
- player ranking

Hidden game features:

- player statistics (they increase the characteristics of the character that becomes stronger)
- player skills (special abilities that affect character development)
- spells (spells that strengthen the character, but also move it to different places on the map, etc.)
- player settings (changing the appearance of the character, changing the password, etc.)
- enable/disable auto combat
- setting the default method of combat (hand-to-hand combat / combat with magic)

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- a panel for building the game world without any programming skills

Map building panel:



How to start playing?

1. Create a new character.
2. Go on quests to several characters in the village.

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3. Buy basic items from *Geglash* that will help you in combat.
4. Explore the world and complete missions - over and over again, that's what RPGs are all about :)