



## OVERVIEW

*Our Earth Your Choice* is a short video game with 4 levels. It was developed working with 25 children and young people aged 8-20 over Zoom during the Covid lockdowns.

Artists and developers from One to One Development Trust engaged in 38 workshops over Zoom exploring different concepts, ideas, and mechanics for the game, with practical examples delivered via screensharing. We also invited some guest speakers from the games industry.

The children and young people produced a wide range of material which can be viewed in the *Our Earth Your Choice* online gallery [ourearthyourchoice.co.uk/gallery/](https://ourearthyourchoice.co.uk/gallery/) These ideas completely shaped the game, and we have adapted and incorporated as many designs and concepts as possible.



## MISSION

Help a team of eco-activist characters restore the balance of the Earth's climate by taking on important missions set in different places around the world. Completing these missions increases the Earth's overall health – which starts off at 50%, in the balance, at the beginning of the game.

Once the Earth's health is at 100%, you've won. Failing to complete missions can damage the Earth's health. If the Earth's health reaches 0% then the planet has been destroyed!



## CONTROLS

*Our Earth Your Choice* is mainly a top-down game, meaning the perspective the player sees is from above, looking down.

Use the standard gaming keys **WASD** to move your character or vehicle around. Press **SPACE** to jump and **C** to crouch. Holding **C** whilst moving in any direction will allow you to crawl.

Alternatively, you can play the game using a standard **Gamepad** connected to your PC.

Most additional controls are displayed on-screen when you need to be aware of them – such as pressing **ENTER** to plant saplings to grow trees.

## OPTIONS

Press **2** on the keyboard to toggle between walking and running mode. By default, the game's characters always run when they move, but if you'd prefer to hold **SHIFT** to run and have walking as well as running ability, turn this option on. *Note that this option does not work with gamepads.*

If the level you are playing has a 'mini-map' in the top right hand corner, you can press **M** to make the map larger or smaller so that you can see a much wider area.

Press **TAB** to display frame rate and system information (used for debugging).

## QUITTING

Press **ESC** to quit to the menu at any time.

Press **ALT+F4** to quit the game back to Windows.