VOICE-EU

Valuing Opportunities for Inclusive Civic Engagement in Europe

GAME DESIGN DOCUMENT (GDD)

Be-EU Street

1. Game Overview

Title

Be-EU Street: Learn and Uncover Fake News

Genre

Educational narrative adventure (EduGame) with exploration, branching dialogue, and light decision-making.

Platforms

- PC (Windows / Linux)
- Web Browser (HTML5 – Godot export)

Target Audience

Young people aged 12–25, students across Europe, and general audiences interested in media literacy.

Project Goal

To promote critical thinking and teach players how to detect misinformation and verify sources using an interactive and culturally rich European environment.

2. Core Concept

The player takes the role of a young journalist who receives a rumour circulating online. To verify it, they travel across various European locations, talk to characters, gather clues (reliable or misleading), cross-check them in the EU Information Office, and finally decide whether to publish or reject the news.

The game encourages:

- Awareness of misinformation
- Source evaluation and cross-checking
- Understanding how rumours spread
- Cultural diversity across Europe

3. Gameplay Mechanics

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3.1 Game Flow

1. **Language Selection** (EN / ES / IT / EL)
2. **Newsroom** – The chief editor gives the player a rumour and required number of clues.
3. **Travel by Bus** to multiple European locations.
4. **Dialogue Interactions** with NPCs that provide clues.
5. **EU Information Office** – Validate clues.
6. **Final Decision** at the Bus Stop: publish or reject the news.
7. Receive feedback depending on the quality of the decision.

4. Core Loop

Receive rumour → Travel → Interview NPCs → Collect clues → Verify → Decide → Outcome

The loop repeats for each news story, with varied difficulty and paths.

5. News System

Each news item includes:

- **Title**
- **Difficulty** (1–3 stars)
- **Number of clues required**
- **Correct clues**
- **False/misleading clues**
- **Associated locations**

Example:
"EU bans olive oil in restaurants"

- Difficulty: 1
- Clues required: 3
- Related locations: Spanish Tapas Bar, EU Office, Bus Stop

6. Locations (16 total)

Based on the multilingual file idiomas.json:

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1. Newsroom
2. Bus Stop (final decision)
3. Italian Pizzeria
4. Spanish Tapas Bar
5. Greek Restaurant
6. French Café
7. Portuguese Student Cafeteria
8. Finnish Library
9. Dutch Youth NGO
10. German Concert Hall
11. Polish Student Residence
12. Turkish Grand Bazaar
13. Swedish Sports Club
14. Belgian Hospital
15. Romanian Market
16. EU Information Office

Location Types

- **Clue location**
- **Distraction location** (no clues)
- **Minigame-gated location** (based on scripts)
- **Locked location** (EU Office until enough clues are collected)
- **Final location** (Bus Stop)

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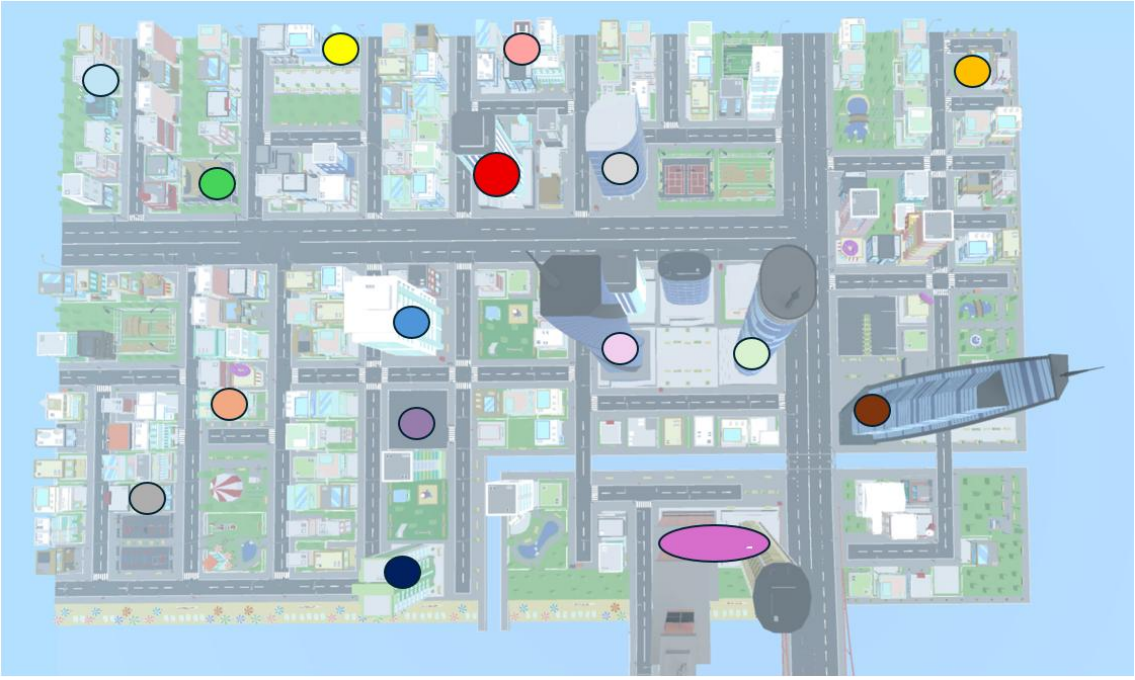

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Nº	Internal Key	English Name
1	pizzeria	Italian Pizzeria
2	bar_tapas	Spanish Tapas Bar
3	restaurante_griego	Greek Restaurant
4	cafe_frances	French Café
5	cafeteria_portugal	Portuguese Student Café
6	biblioteca_finlandia	Finnish Library
7	ong_nederland	Dutch Youth NGO
8	sala_conciertos_alemania	German Concert Hall
9	residencia_polonia	Polish University Residence
10	bazaar_turco	Turkish Grand Bazaar
11	club_sueco	Swedish Sports Club
12	hospital_belgica	Belgian Hospital
13	mercado_rumania	Romanian Central Public Market
14	redaccion	Newsroom (Newspaper Office)
15	oficina_ue	EU Information Office
16	parada_autobus	Bus Stop

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Key_ID	spanish	English	Italian	Greek
pizzeria	Pizzería Italiana	Italian Pizzeria	Pizzeria Italiana	Ιταλική Πιτσαρία
bar_tapas	Bar de Tapas Español	Spanish Tapas Bar	Bar di Tapas Spagnolo	Ισπανικό Μπαρ Ταπάς
restaurante_griego	Restaurante Griego	Greek Restaurant	Ristorante Greco	Ελληνικό Εστιατόριο
cafe_frances	Café Francés	French Café	Caffè Francese	Γαλλική Καφετέρια
cafeteria_portugal	Cafetería Portuguesa de Estudiantes	Portuguese Student Café	Caffetteria Studentesca Portoghese	Πορτογαλική Φοιτητική Καφετέρια
biblioteca_finlandia	Biblioteca Finlandesa	Finnish Library	Biblioteca Finlandese	Φινλανδική Βιβλιοθήκη
ong_nederland	ONG Juvenil Neerlandesa	Dutch Youth NGO	ONG Giovanile Olandese	Ολλανδική ΜΚΟ Νεολαίας
sala_conciertos_alemania	Sala de Conciertos Alemana	German Concert Hall	Sala Concerti Tedesca	Γερμανική Αίθουσα Συναυλιών
residencia_polonia	Residencia Universitaria Polaca	Polish University Residence	Residenza Universitaria Polacca	Πολωνική Φοιτητική Εστία
bazaar_turco	Gran Bazar Turco	Turkish Grand Bazaar	Grande Bazar Turco	Τουρκικό Μεγάλο Παζάρι
club_sueco	Club Deportivo Sueco	Swedish Sports Club	Club Sportivo Svedese	Σουηδική Αθλητική Λέσχη
hospital_belgica	Hospital Belga	Belgian Hospital	Ospedale Belga	Βελγικό Νοσοκομείο
mercado_rumania	Mercado Público Rumano	Romanian Central Public Market	Mercato Pubblico Romeno	Ρουμανική Κεντρική Αγορά
redaccion	Redacción de Noticias	Newsroom (Newspaper Office)	Redazione Giornalistica	Συντακτική Αίθουσα Εφημερίδας
oficina_ue	Oficina de Información Europea	EU Information Office	Ufficio Informazioni dell'UE	Ευρωπαϊκό Γραφείο Πληροφόρησης
parada_autobus	Parada del Autobús	Bus Stop	Fermata dell'Autobus	Στάση Λεωφορείου

7. Narrative & Dialogue

All dialogues and UI text are fully localized in **four languages**: English, Spanish, Italian, Greek.
NPC dialogues help:

- Provide correct clues
- Provide false or biased clues
- Illustrate misconceptions
- Add humour
- Represent EU cultural diversity

Example (Chief Editor):

"We've received this rumour on social media: *{title}*. You can follow the trail using {clues} clues. Verify your sources at the EU Office once you're ready."

8. User Interface

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Main UI screens:

- Language selection
- Tutorial
- Newsroom
- Bus destination selector
- Dialogue screen
- Inventory
- EU Office validation
- Final Verdict
- Toast notifications

Key UI elements:

- Clues collected / clues required
- Difficulty indicator
- YES/NO answer buttons
- Location arrival popup
- Feedback for good/bad answers

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9. Inventory & Player Progress

Inventory displays:

- Clues collected
- Mistakes made
- Verified news count

The game has **no level system**; progression is knowledge-based.
Players "level up" their critical thinking skills, not stats.

10. Final Decision Mechanic

At the Bus Stop, the player sees:

- News title
- Clues gathered
- Required clues
- Buttons → **Publish / Reject / Go Back**

Outcomes:

- ✓ Publish confirmed news
- ✓ Reject false news
- ✗ Bad decision if based on insufficient or wrong clues

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- ❗ Decision blocked if not enough clues gathered

11. Difficulty

Difficulty is influenced by:

- Number of required clues
- Higher ratio of misleading clues
- More empty (non-clue) locations
- Late access to the EU Office
- More ambiguous dialogues

12. Visual Style

- Clean **low-poly**, stylized aesthetic
- Recognizable cultural elements for each EU location
- Bright colours, welcoming tone
- Simple but expressive characters
- Clear, modern UI design

Examples:

- Italian Pizzeria → warm colours, tables outside
- Finnish Library → cool tones, wood textures
- Spanish Tapas Bar → Mediterranean details

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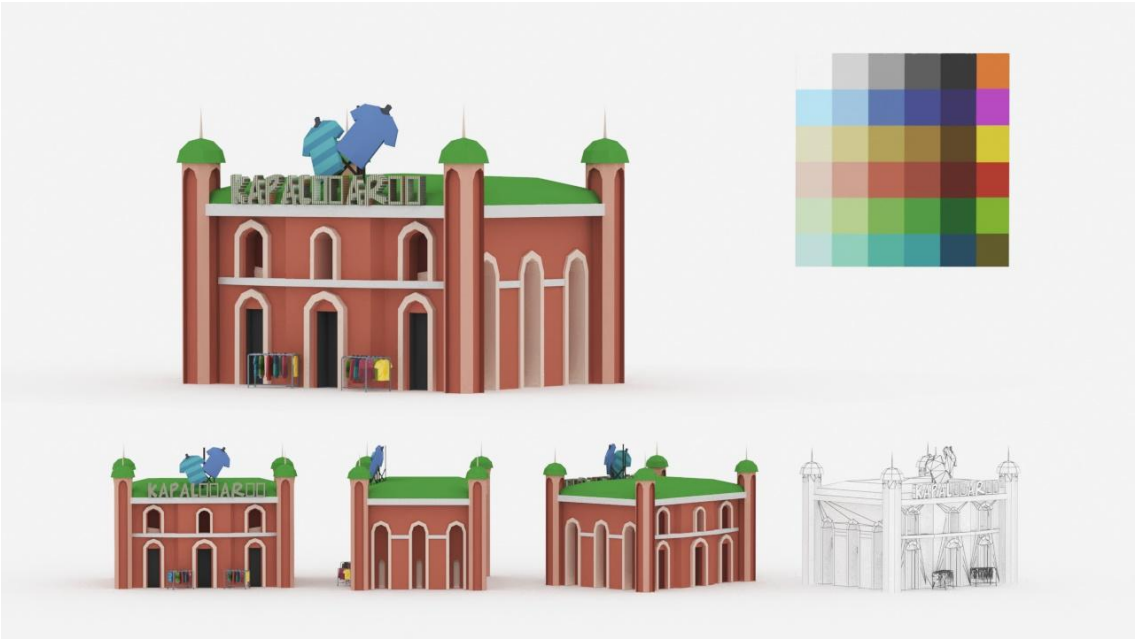

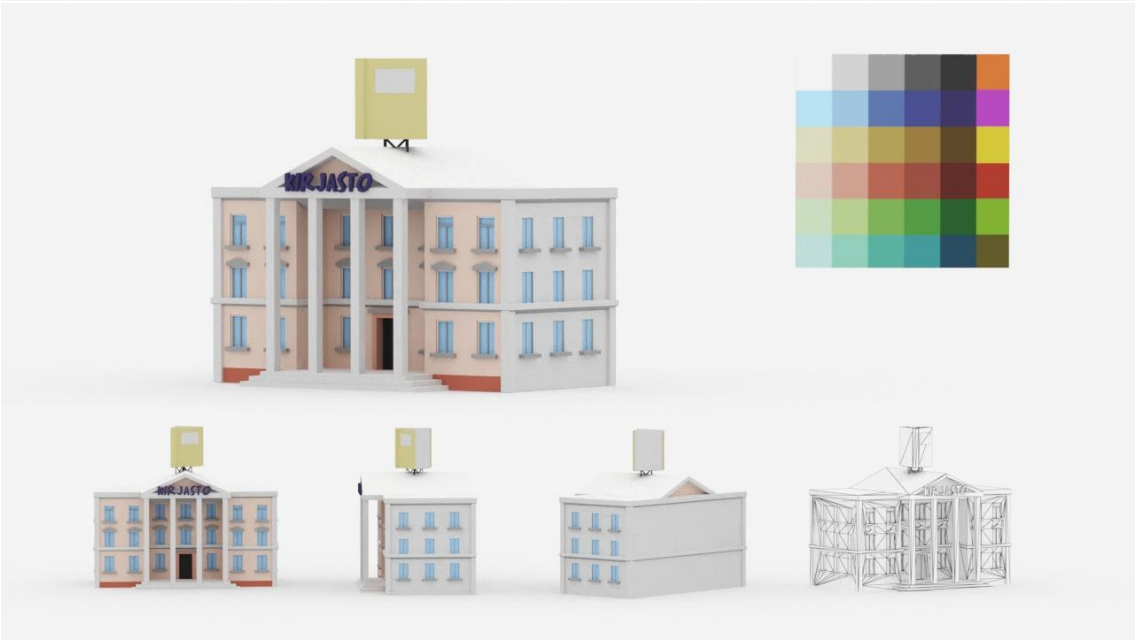

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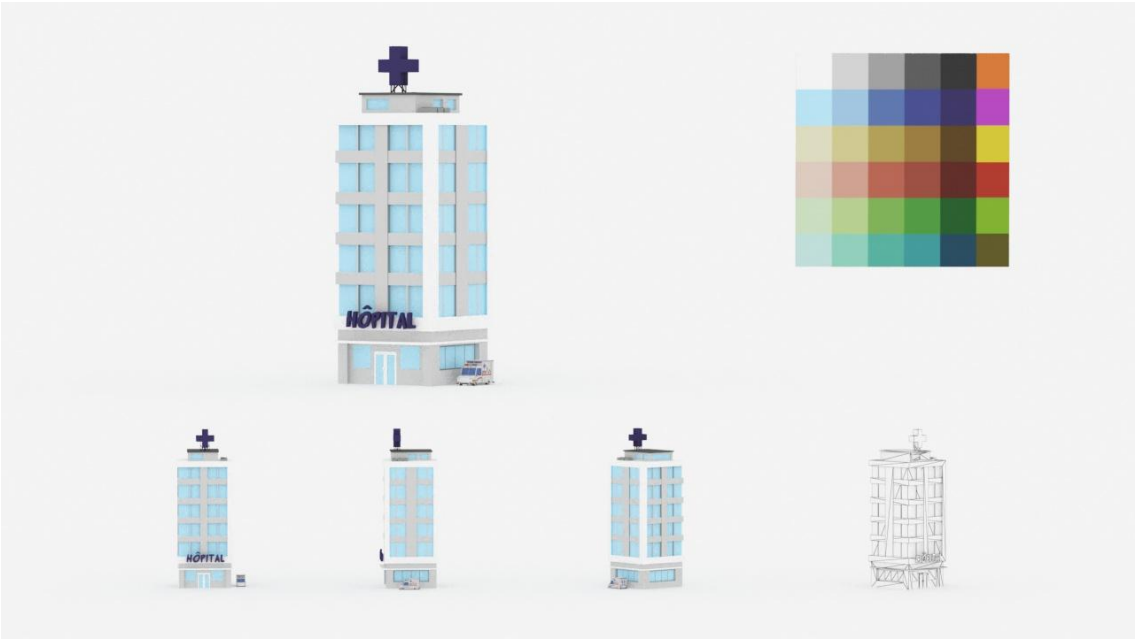

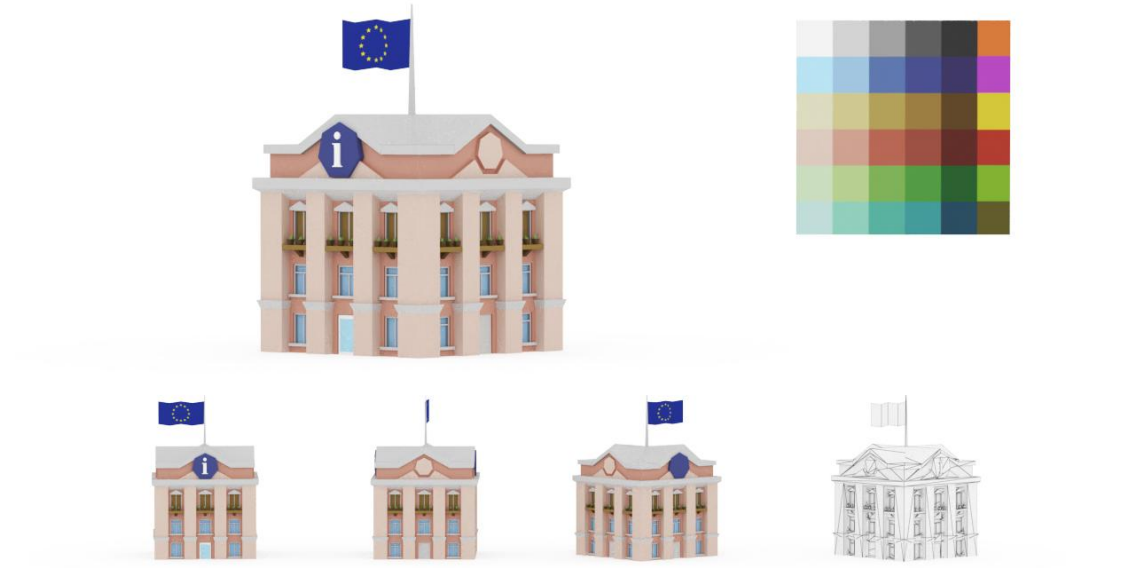

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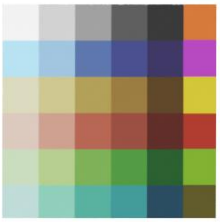

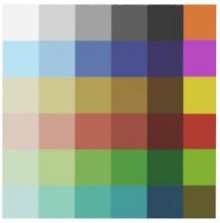

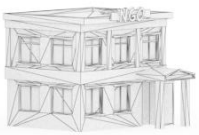

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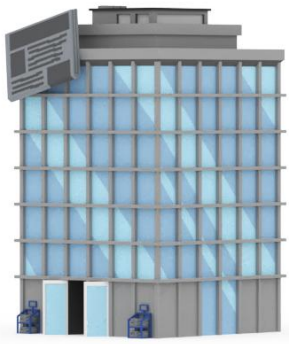

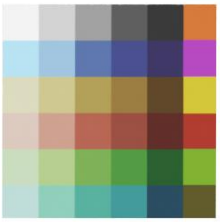

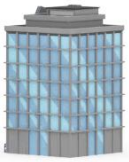

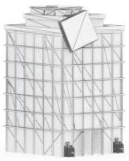

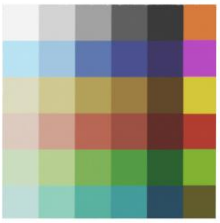

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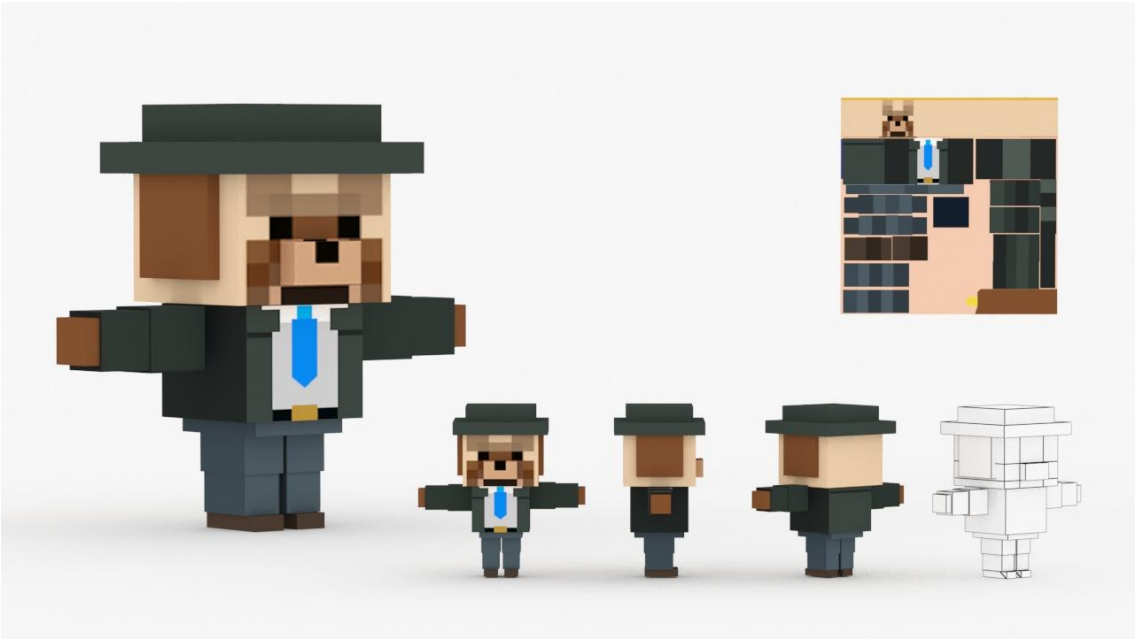

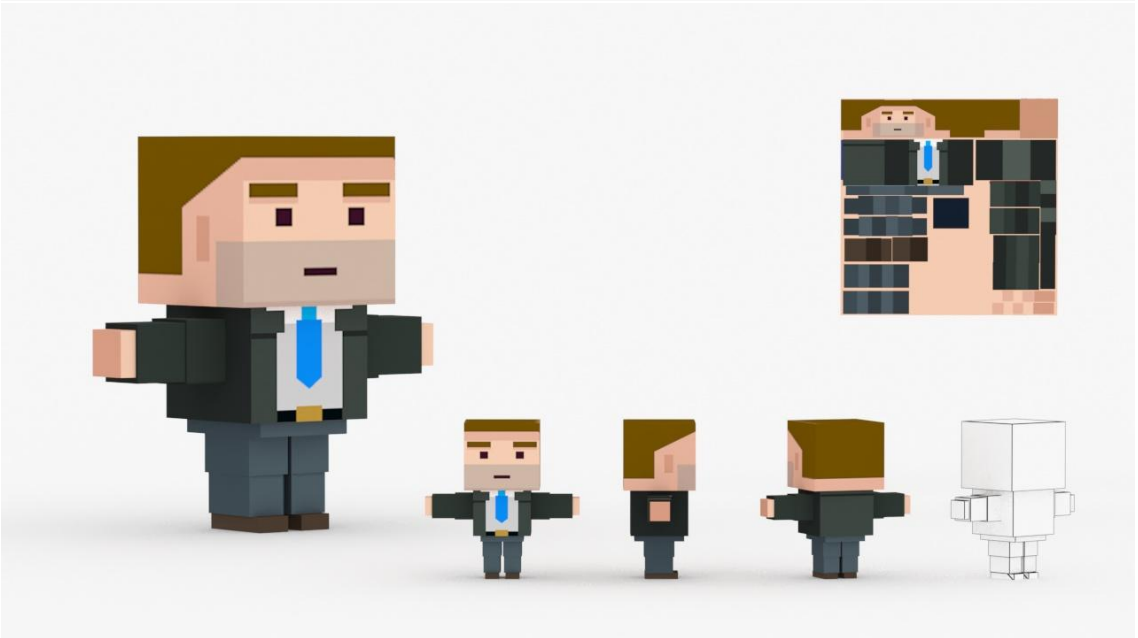

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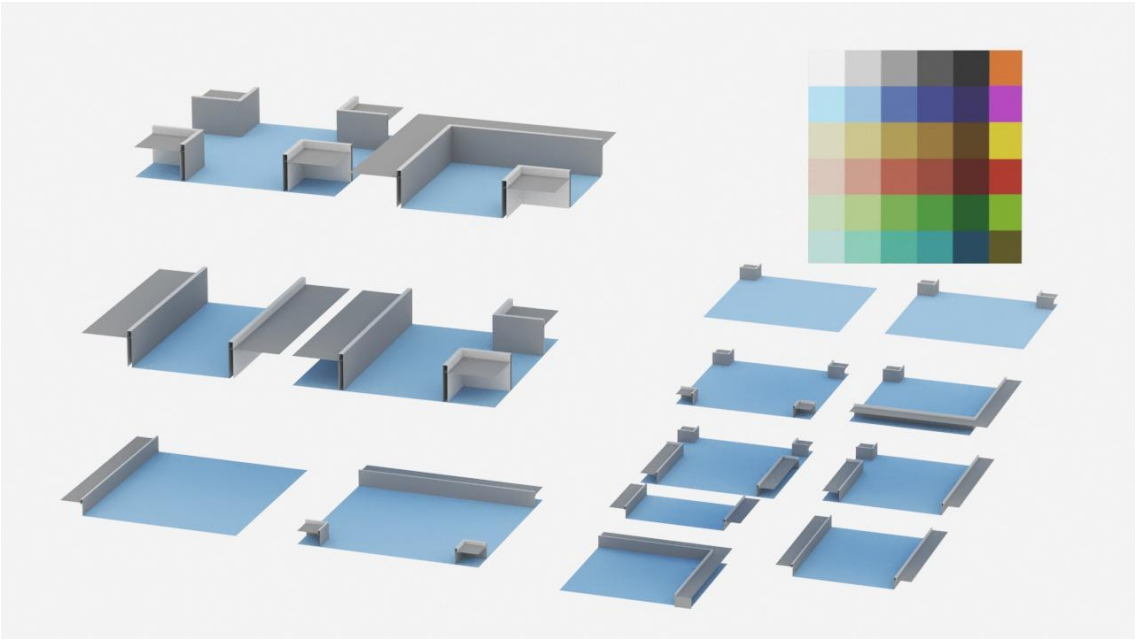

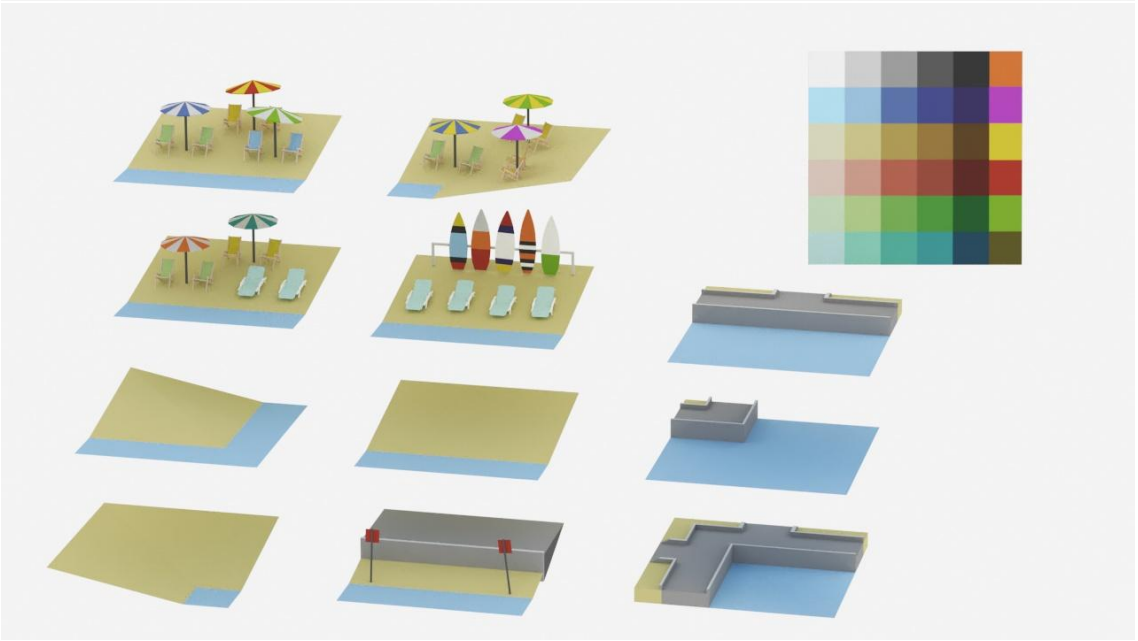

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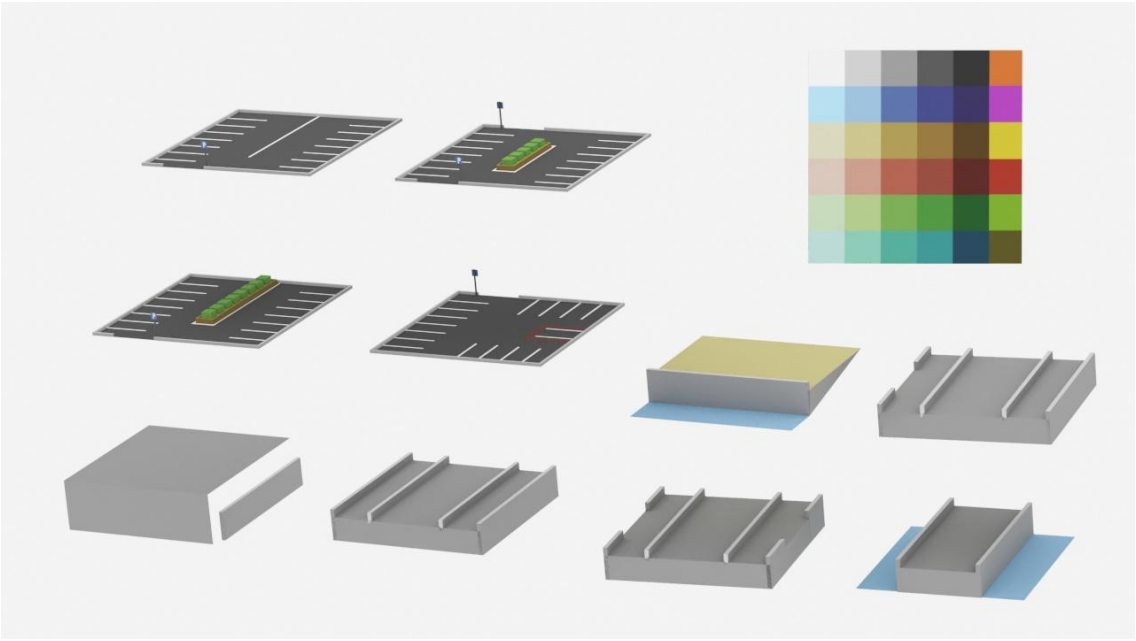

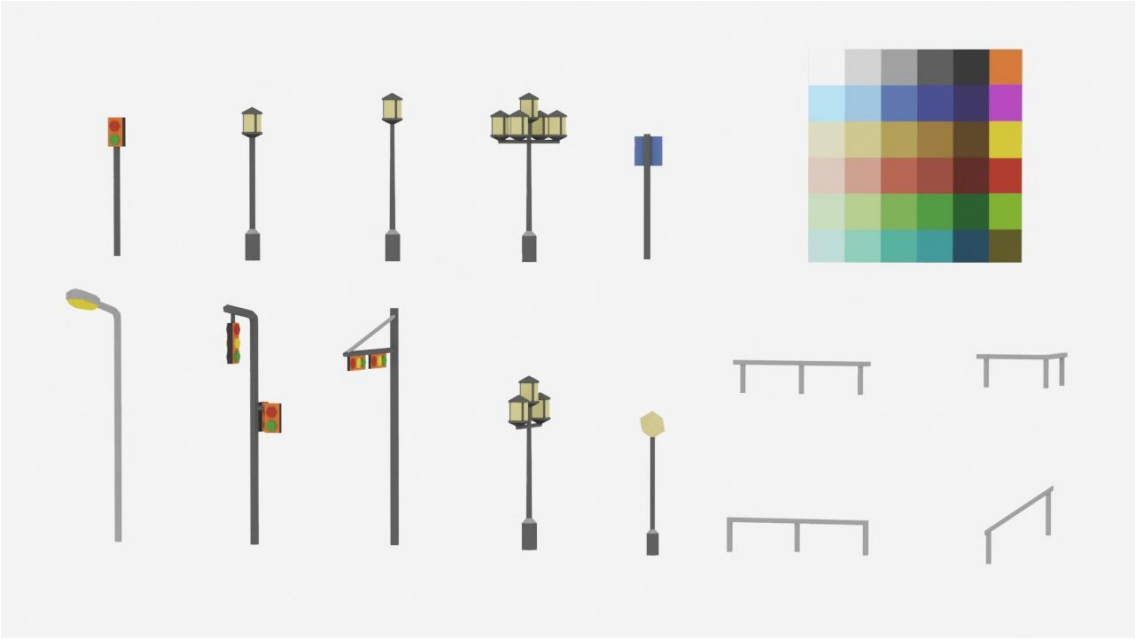

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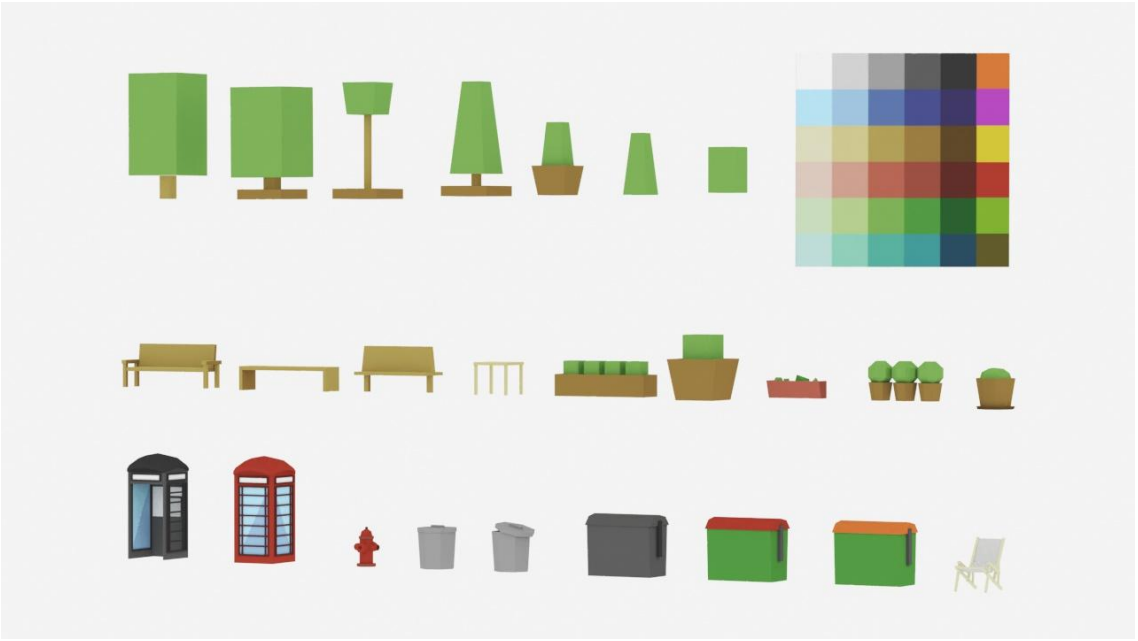

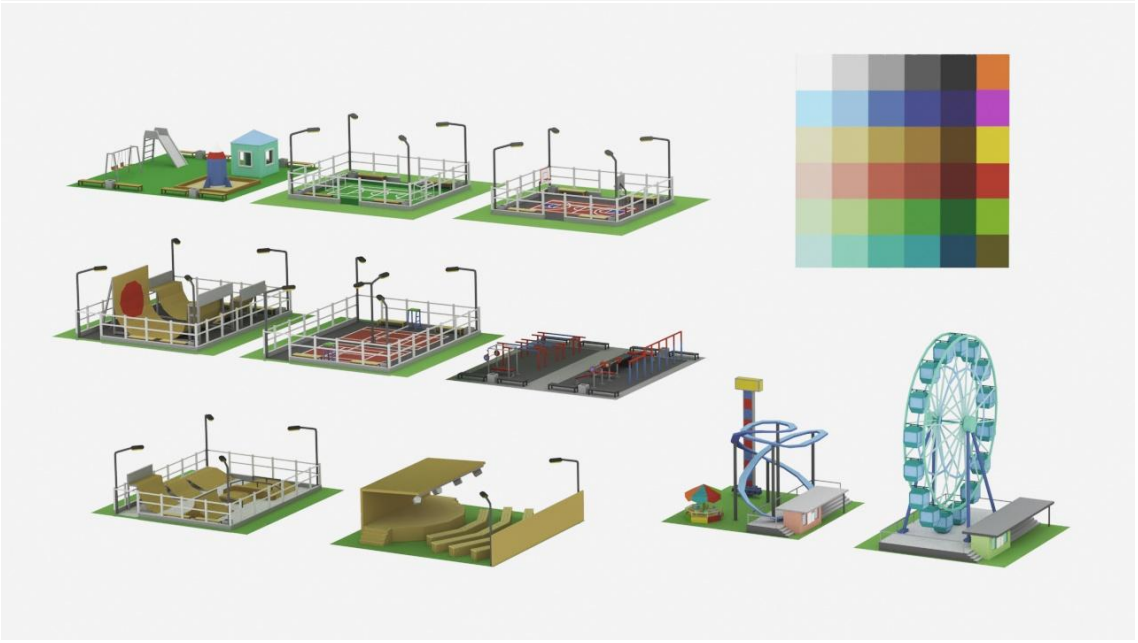

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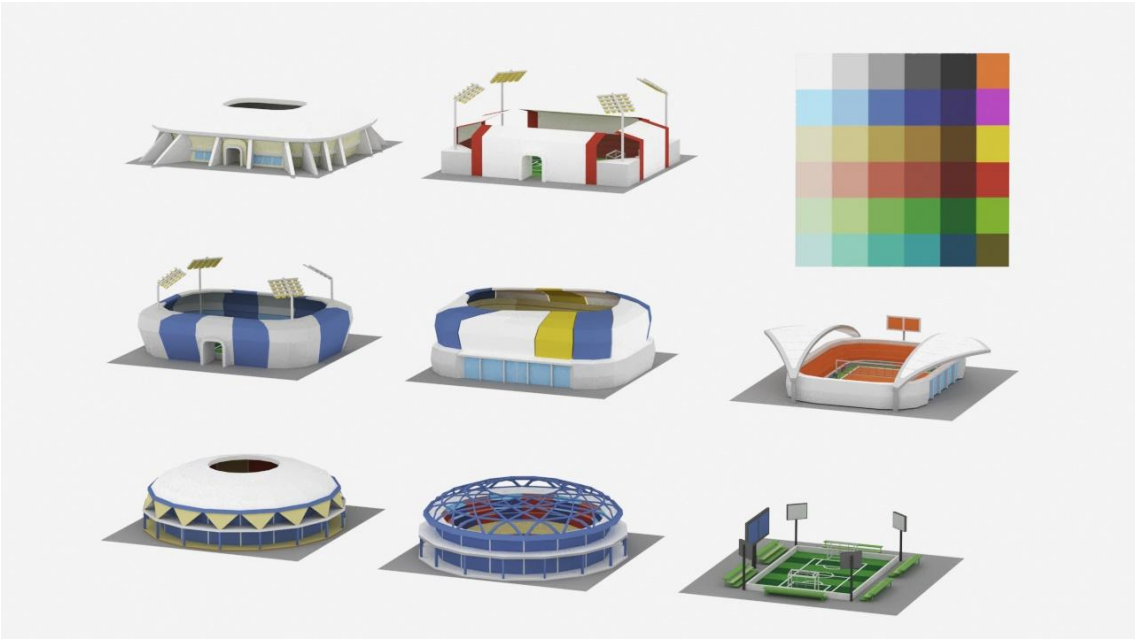

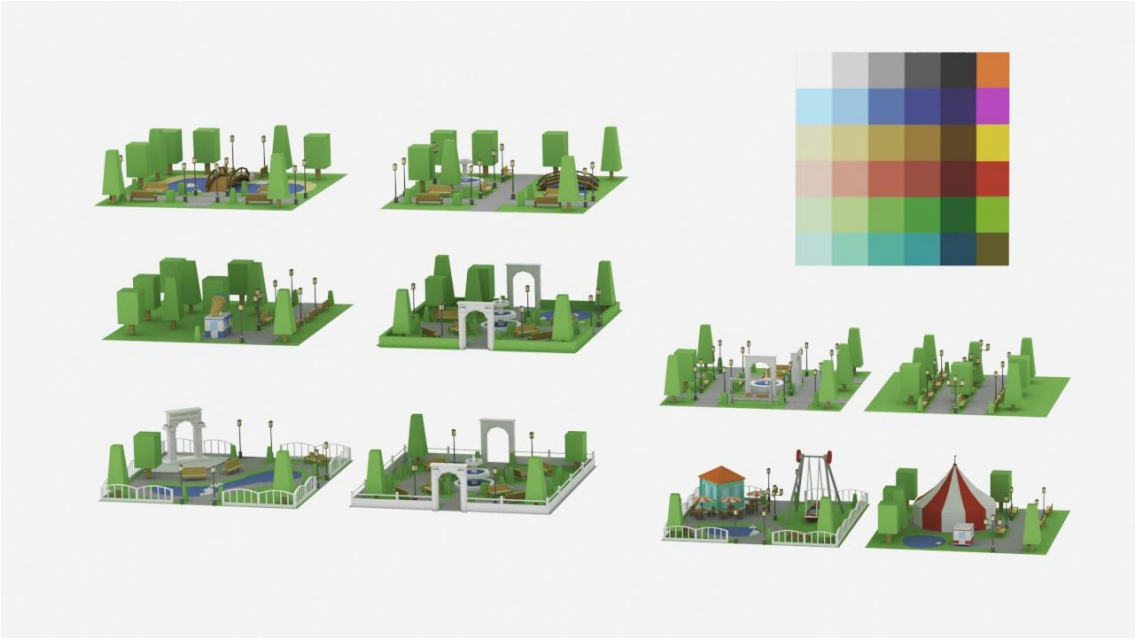

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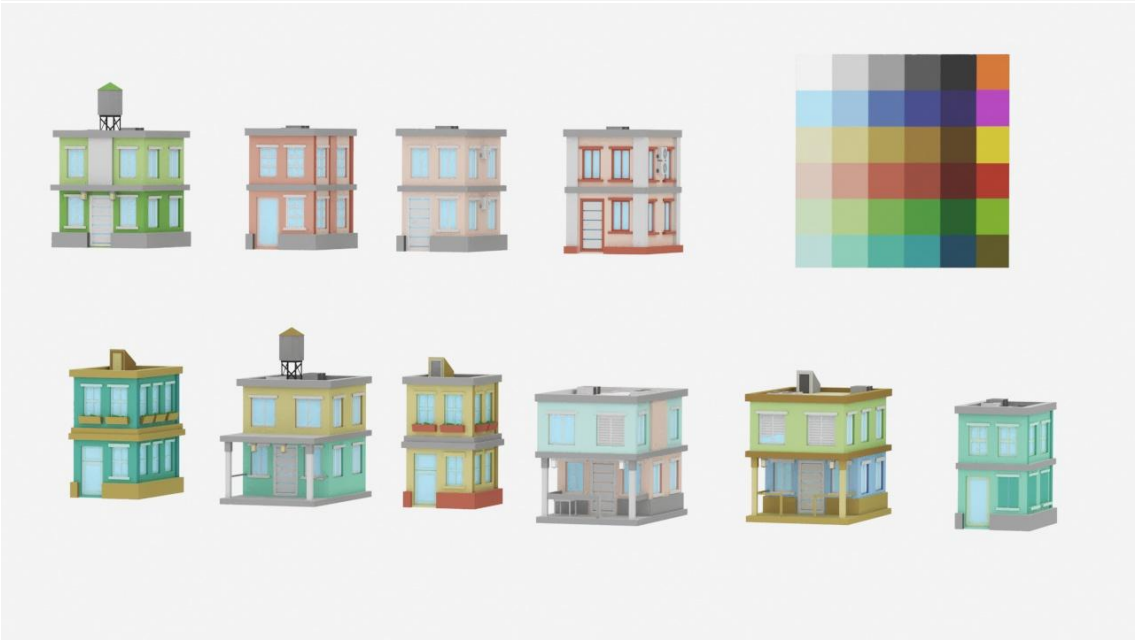

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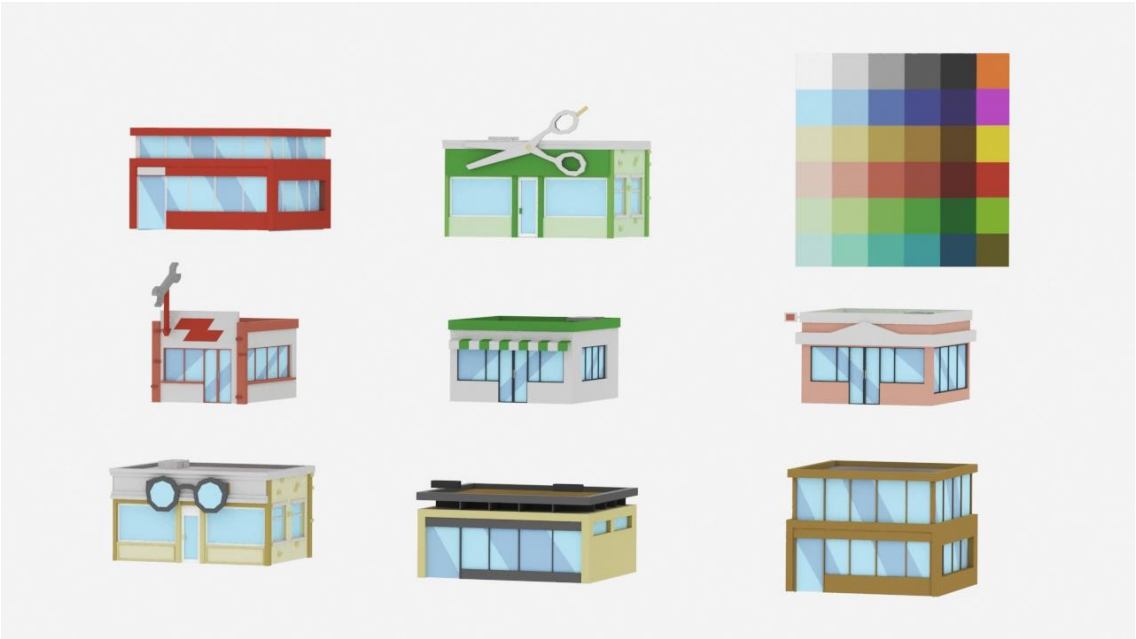

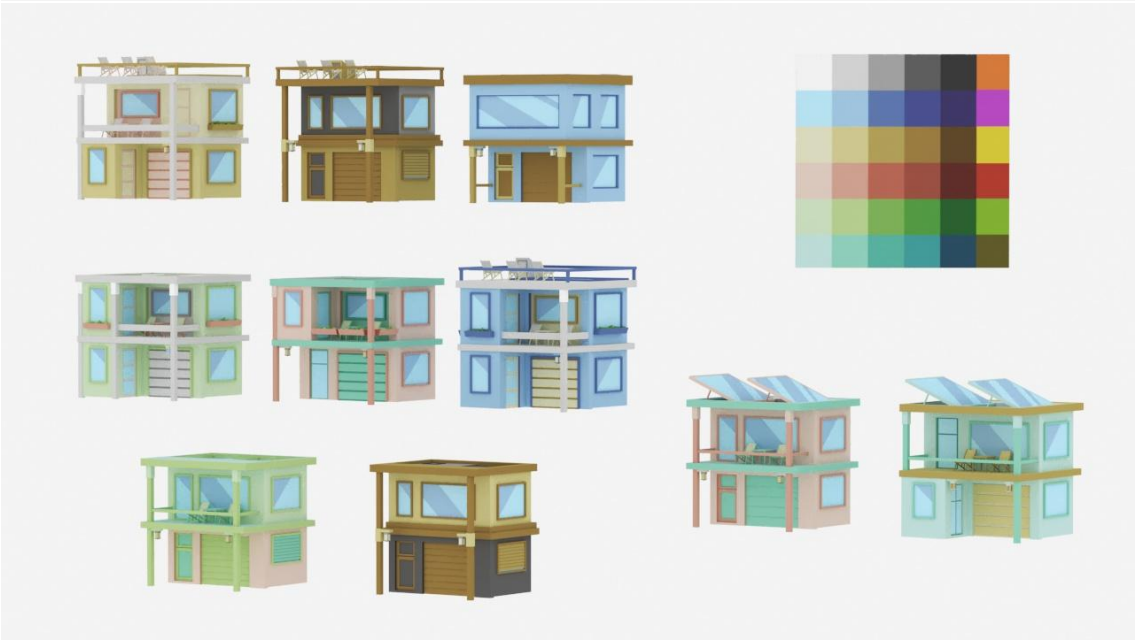

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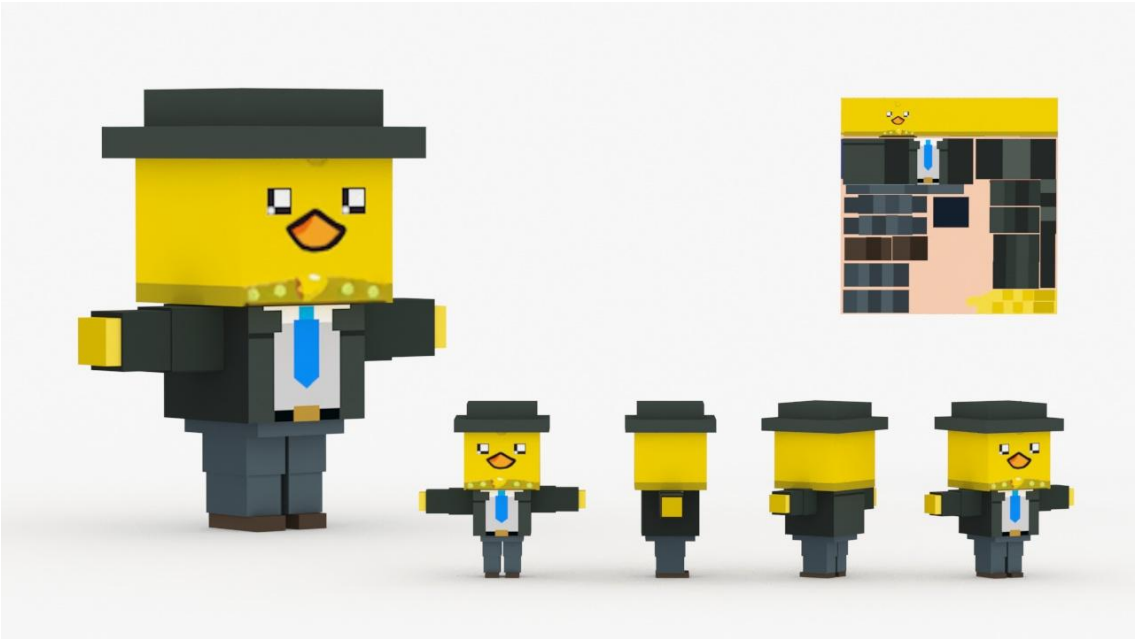

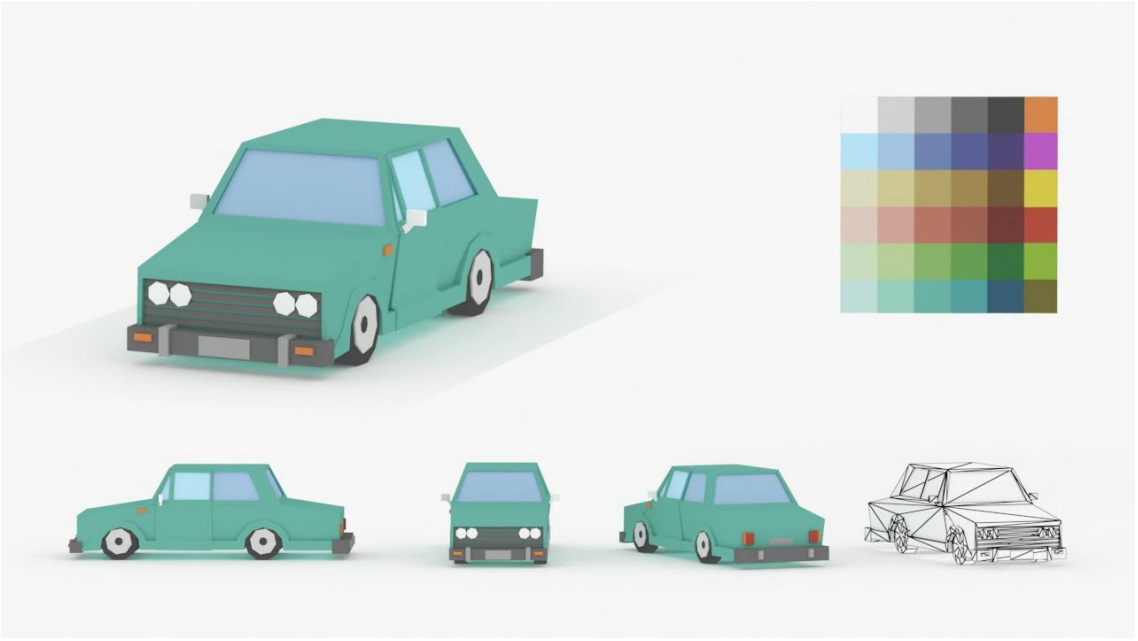

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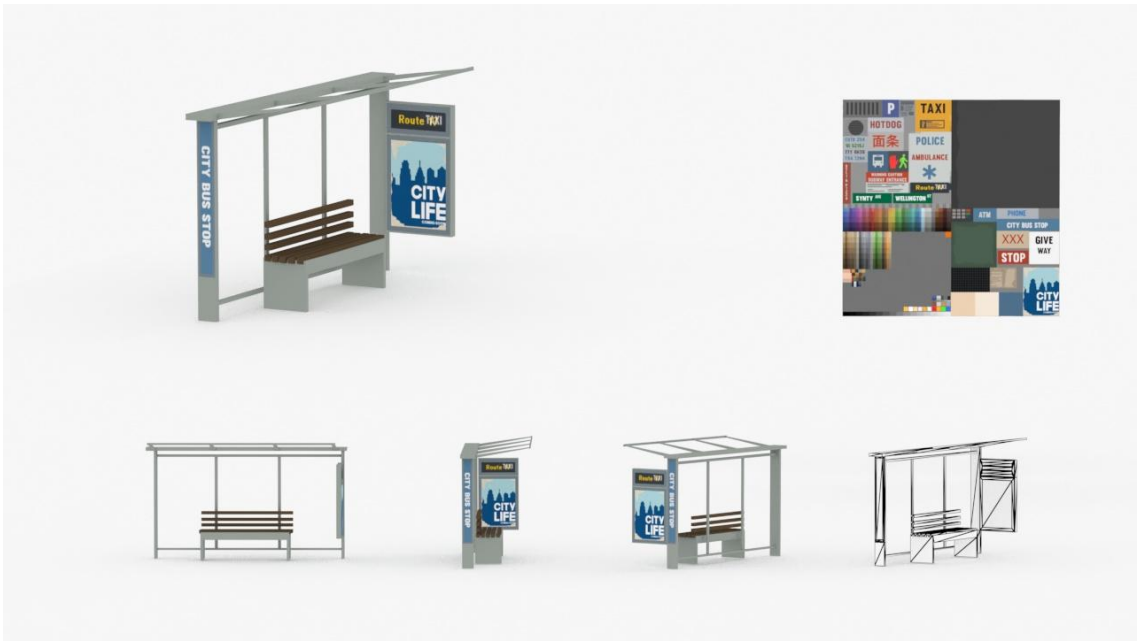

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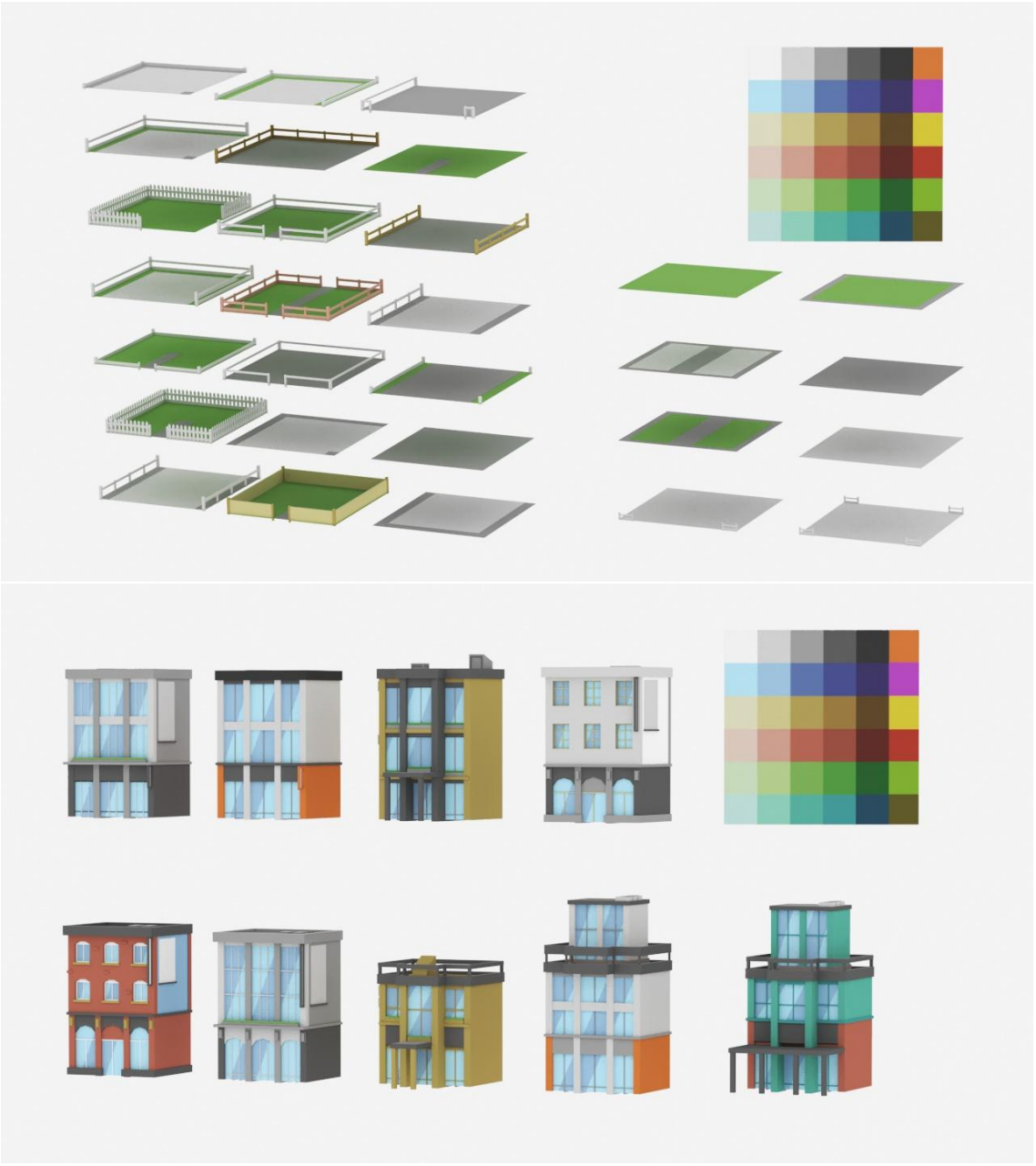

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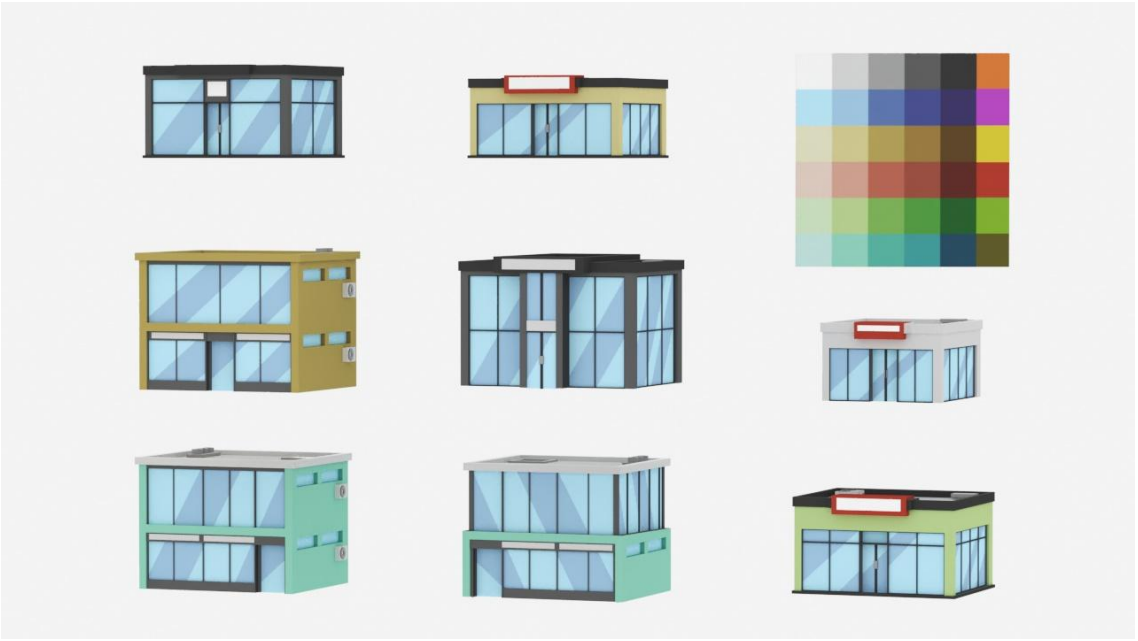

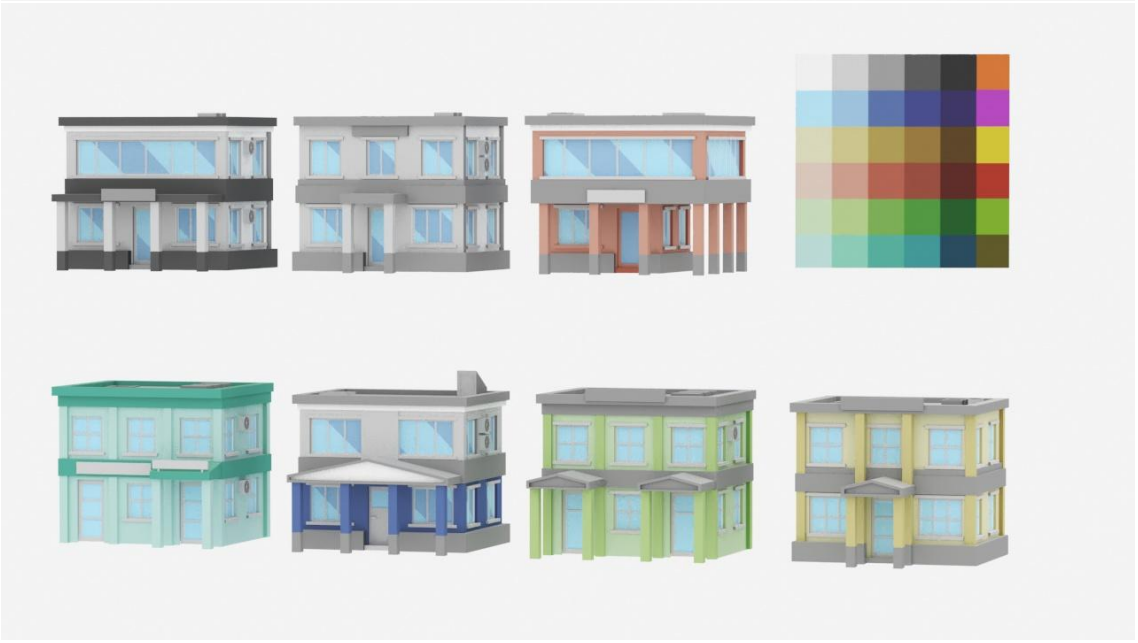

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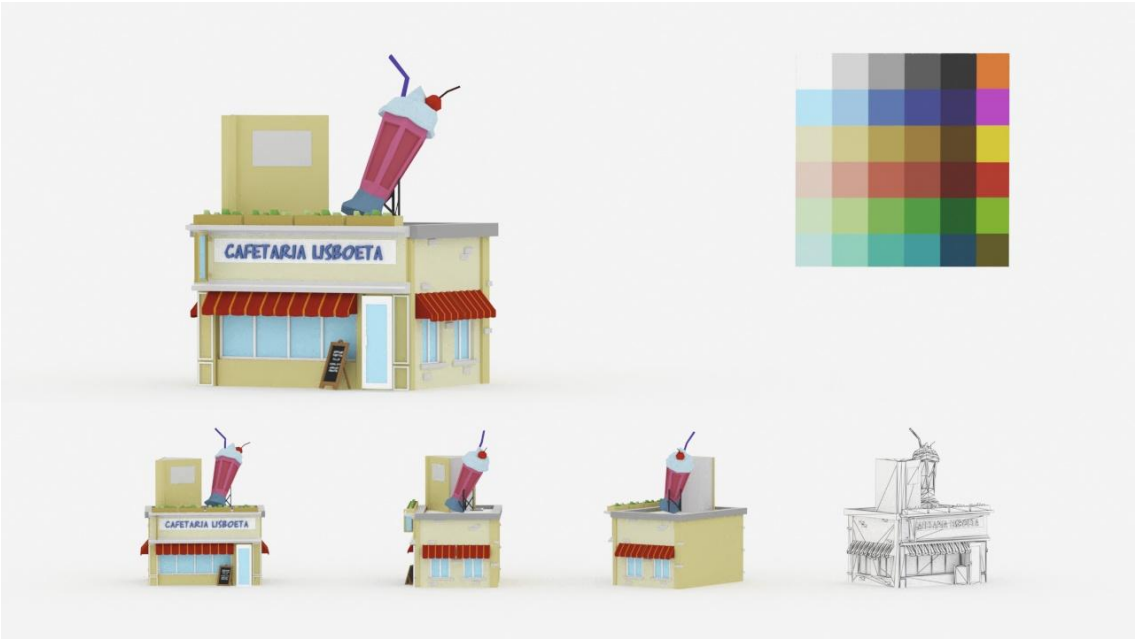

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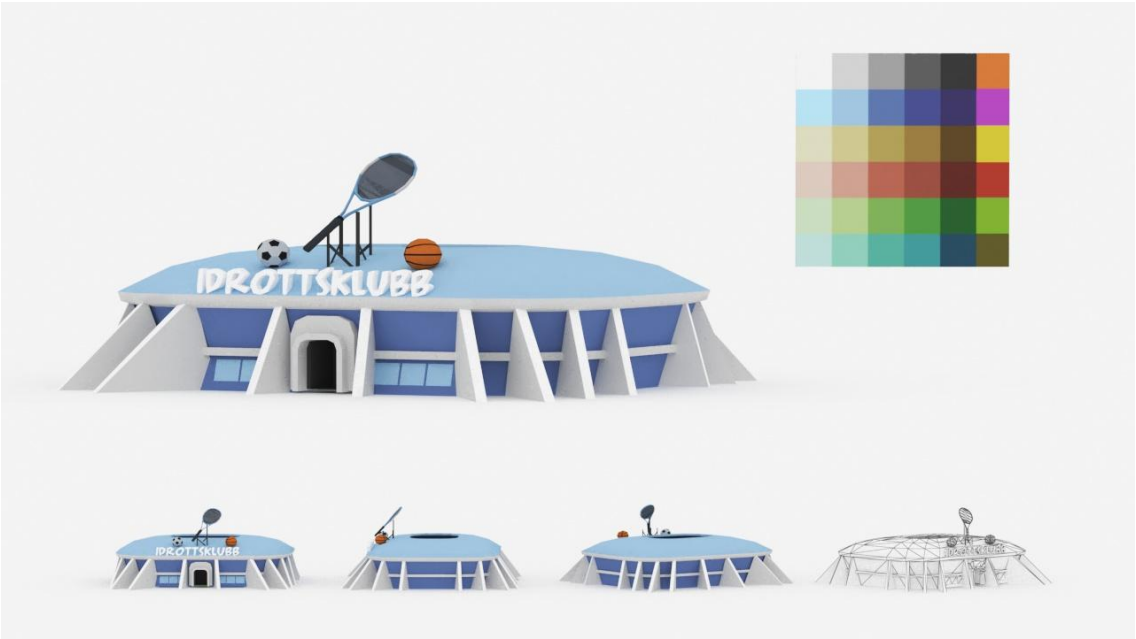

13. Audio

- Soft ambient music
- Sound effects: UI clicks, bus sounds, steps
- Optional voice or narrator (not required)

14. Technology

Engine

- **Godot Engine 4+**

Features

- GDScript logic
- Modular scenes (.tscn)
- 3D navigation via PathFollow3D
- Centralized JSON-based translation (idiomas.json)
- Toast system for notifications
- Dialogue and clue controllers

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15. Localization

Fully implemented for:

- **English**
- **Spanish**
- **Italian**
- **Greek**

Translation covers:

- UI
- NPC dialogues
- Location names
- Feedback messages
- Story introduction
- Tutorial

16. Educational Objectives

Players learn to:
✓ Identify unreliable information
✓ Separate facts from opinions
✓ Verify using trusted sources (EU institutions)
✓ Gather enough evidence before deciding
✓ Understand how false narratives spread

17. Success Metrics

Possible performance indicators:

- Average clues collected
- Correct decisions (publish/reject)
- Number of locations explored
- Time per story
- Player improvement over multiple runs

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18. Replayability

Improved through:

- Random news generation
- Varying clue distribution
- Different dialogue outcomes
- Optional minigames
- Multiple exploration routes

19. Extensibility & Future Growth

The game can easily incorporate:

- Additional news items
- New EU locations
- More NPCs
- More languages
- Advanced minigames
- Achievements or progress tracking
- Mobile version adaptation

20. Summary

Be-EU Street is an educational narrative adventure focused on media literacy. Players investigate rumours, explore culturally rich EU-inspired locations, gather clues, and make informed decisions. Its modular design, multilingual support, and expandable architecture make it suitable for long-term maintenance and future content additions.

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