

Fighting for Literacy

The Official User Manual for *The Road to Literacy*



Created by **Alexander Dieguez**

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Chapter 1:

Game

Overview

001. Game Overview

The “Road to Literacy” is a two-dimensional (2-D) roleplaying game (RPG) created by Alexander Dieguez using Degica’s RPG Maker MV program. Navigating a post-apocalyptic setting wherein everyone fights their way into a utopian safe-haven, players control an adventurer named Alex. Alex, like most of the children his age, is forced to leave his home to attend the distant Academy with a key goal in mind: becoming a powerful warrior.

Only by combatting the many obstacles that block his entrance into Literacy— a seemingly perfect society— can the hero truly prove himself worthy of enjoying the spoils that come with utopia. The project, a digital extension of academic discourse, ultimately argues technology’s ability to facilitate literacy through unconventional means while incorporating engaging narratives, popular rhetorical theories, and technical practices into classic elements of the popular RPG genre such as turn-based combat and interactive puzzles that attract young audiences and adult gamers alike.

The objective of the game is to essentially go through the main character’s Primary Discourse- symbolized by the starting point of the game (a trope that traditionally grasps the player’s attention)- and his Secondary Discourse- represented by the distant town Alex travels to- as he receives and actively learns numerous skills that build up a strong Identity Kit. Every warrior in his society builds an Identity Kit to fuel his or her power, driving the outcomes of their battles.

The Identity Kit’s ability to facilitate the desired in-game objective of overcoming non-playable characters (NPCs) figuratively parallels literacy scholar’s James Paul Gee’s theory of Discourse while simultaneously reinforcing David Barton and Mary Hamilton’s social theory of literacy. Constantly maintaining players’ interests, *The Road to Literacy* insinuates political arguments about literacy acquisition in modern societies to sustain enjoyment as users navigate the social constructs I encountered during my own childhood spent in South Florida.

Developer’s Note

Blue text boxes such as this, denoted by the “Developer’s Note” title (as seen above) indicate a note from myself to the readers. They serve to reflect upon some of the rhetorical devices I implemented when creating “A Road to Literacy” while relating my arguments to academic literature. Reading these will help you further understand the commentary I’ve programmed into the project, while discussing the rhetoric behind many of the game dynamics.

Chapter 2:

Accessing the Game

002. Accessing the Game

The Road to Literacy was developed with *RPG Maker MV* using Javascript and HTML-5 programming in order to be deployed onto a platform that most can access: the internet browser.

I. Accessing the game – Procedure.

To access the game via internet browser complete the following procedure:

1. From your desktop, open the browser of your choice. *The Road to Literacy* functions on numerous operating systems through various browser platforms. Refer to **Table 2-1** to review a variety of compatible browsers.

Table 2-1. Compatible Platforms

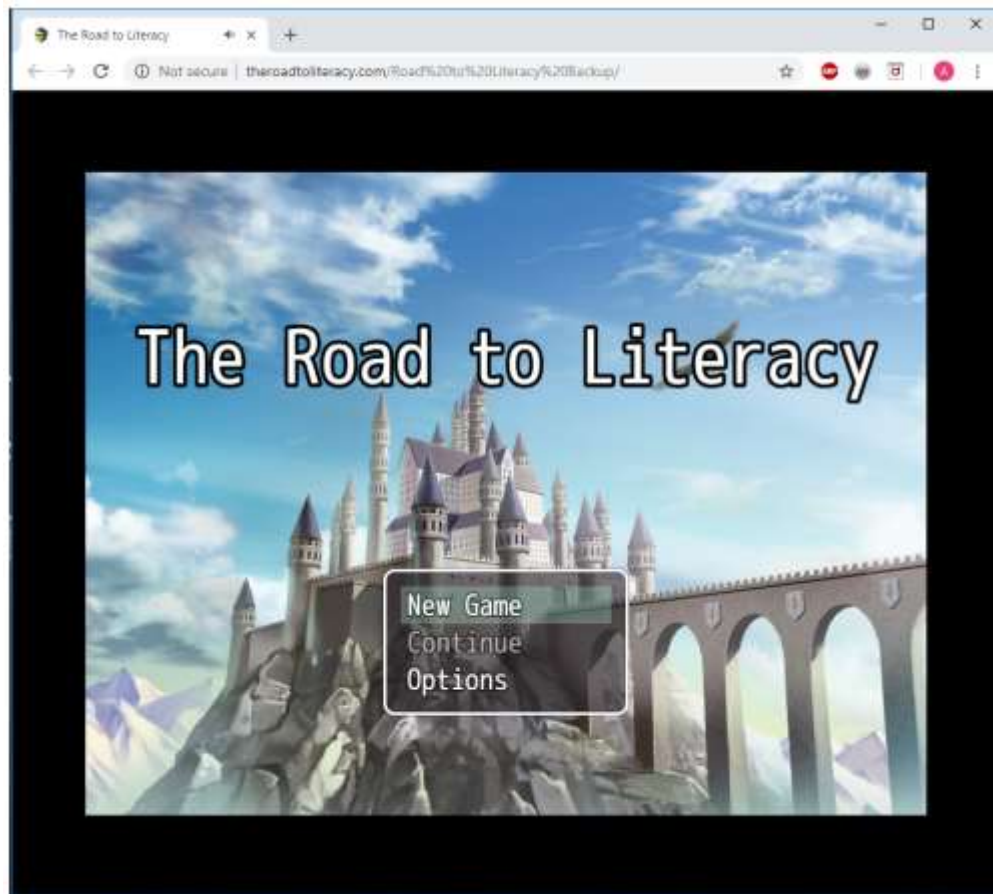
Operating System:	Platforms:
Windows OS	The following were proven to successfully launch the game: <ul style="list-style-type: none">• Mozilla Firefox• Google Chrome• Microsoft Edge
MAC OS	The following were proven to successfully launch the game: <ul style="list-style-type: none">• Mozilla Firefox• Google Chrome• Safari

2. Click on the following link, or **copy/paste** it into the web browser address bar:

<http://www.theroadtoliteracy.com/>

3. The web browser should display the game's title screen with an option to start *New Game*. **Figure 2-1** depicts how the title screen should display on a browser; this image specifically shows the game on Google Chrome.
4. Using the arrow keys to navigate the title screen menu, highlight **New Game** and press **Enter** to start a new game.

Figure 2-1. Road to Literacy – Start Screen



Chapter 3:

Game Mechanics

003. Game Mechanics

The game itself is relatively simple and almost self-explanatory for the typical gamer. There are essentially four interfaces through which users interact with the program using designated controls:

1. **Classic Interface** – Refers to the interface the user will engage with the most as it pertains to the scenarios during which the character interacts with the generated environment in each map. After starting the game, this is the initial interface, through which the player can access the other three types.
2. **Social Interface** – Refers to the interface that opens as a result of an interaction with an NPC or item. In this type, players are quite limited in options, and typically just follow a prompt and/or engage with the narrative.
3. **Menu Interface** – Refers to the interface that is opened by a specific in-game command while the user is in the Classic Interface. Here, players view and alter variables that subjectively alter the gaming experience, such as *Items*, *Skills*, and *Options*. The Menu also allows players to *Save* and exit the game.
4. **Combat Interface** – Refers to the interface launched after the initiation of a combat sequence. In this limited range of options, players engage in a class RPG objective: fighting. Players can choose to *Fight* or *Escape* opponents, *Attack* them, utilize *Magic*, *Guard* from attacks, or use *Items*.

As the interface determines the options a player has to engage with the game, controls will vary between each type.

I. Classic Interface – Controls.

The player uses the Classic Interface any time they move through the various maps that comprise the game's world. In this scenario, the player essentially navigates the main character, choosing to interact with numerous components of the environment in order to progress. **Figure 3-1** depicts the typical appearance of the Classic Interface; in the specific graphic, the player utilizes the designated game controls to maneuver through the map to reach the objective.

Figure 3-1. Classic Interface (Typical)



Table 3-1 documents the primary controls a player uses during the Classic Interface.

Table 3-1. Classic Interface Controls

Control	Action
Arrow Keys (←, ↑, →, ↓)	<p>Pressing and/or holding a specific arrow will turn and move the character in the corresponding direction— which reflects the direction of the arrow selected.</p> <ul style="list-style-type: none"> • Press the Left Arrow (←) key to move left. <ul style="list-style-type: none"> ○ Press the Up Arrow (↑) key to move upwards. ○ Press the Right Arrow (→) key to move right. • Press the Down Arrow (↓) key to move down.
Space Bar	<p>Pressing Space Bar initiates an interaction with the NPC and/or object towards which the player faces.</p> <ul style="list-style-type: none"> • Press Space Bar while facing an interactive object to Use it, which initiates the Social Interface. • Press Space Bar while facing an NPC to either: <ul style="list-style-type: none"> ○ Speak, which initiates the Social Interface. ○ Fight, which initiates the Combat Interface.

Table 3-1. Classic Interface Controls (Continued)

Control	Action
Shift	Pressing and holding Shift toggles the Run feature, which significantly increases the speed and frequency at which the player moves. Releasing Shift toggles the Walk feature back on, which is the default speed and frequency by which the player moves.
Esc	Pressing Esc opens the Main Menu directory, which initiates the Menu Interface.

II. Social Interface – Controls.

Players use the Social Interface after triggering the **Use** or **Speak** actions in the Classic Interface. In such scenarios, the player will navigate through a series of generated prompts that appear in text boxes. Players are limited to just one control: **Space Bar**. Pressing **Space Bar** changes one text box in the prompt sequence to the next. **Figure 3-2** exhibits a typical scenario within the Social Interface.

Figure 3-2. Social Interface (Typical)



The functional purpose of the Social Interface is to immerse the audience through a dynamically interactive narrative through two distinct perspectives:

1. **The omniscient narrator** – Provides comic relief, political commentary, and objective guidance that provides logical direction for the user to successfully complete in-game objectives.
2. **The characters themselves** – Immerses players into the narrative through dynamically engaging dialogue, developing the plot, characters, and in-game objectives while supporting the overall argument through comic relief and political commentary.

To demonstrate the two dynamics, two distinct types of text boxes are implemented:

1. **Narrator Boxes** - Appear at the top of the game screen when the game runs a Social Interface. Narrator Boxes typically indicate some sort of action that the program itself does not depict, allowing for a more descriptive narration. See **Figure 3-3** for a vivid depiction of this type of text box in a typical functional setting.

Figure 3-3. Narrator Box (Typical)



2. **Dialogue Boxes** – Appear at the bottom of the game screen when the game runs a Social Interface. Dialogue Boxes indicate a character is speaking, which serves to better elaborate on conversations that further immerse audiences into the in-game dialogue. Refer to **Figure 3-2** for a specific visualization of the Dialogue Box's in-game functionality.

III. Menu Interface.

The player will interact with the Menu Interface only after pressing **Esc** in the Classic Interface. The Menu Interface ultimately allows the player to customize his or her gaming experience by toggling and/or viewing differing items, settings, skills, and character information such as health points (HP).

Pressing **Esc** in the Classic Interface will initially take the player to the Main Menu as depicted in **Figure 3-4**.

Figure 3-4. Main Menu



In the Main Menu, as well as in all of its corresponding sub-menus, the player can only use three controls, as detailed alongside their corresponding actions in **Table 3-2**.

Table 3-2. Main Menu Options

Menu Option	Action
Item	<p>Selecting the Item option from the Main Menu directs the player to the Item Menu, which details all items in possession as categorized into the following criteria:</p> <ul style="list-style-type: none">• Items• Weapons• Armor• Key Item <p>Players can use the Item Menu to see the stats given by each item they own.</p>
Skill	<p>Selecting the Skill option from the Main Menu directs the player into the character's Skillset, from which he or she can see the Magic abilities available for use during the Combat Interface.</p>
Equip	<p>Selecting the Equip option from the Main Menu directs the player into the Equip Menu, which is a directory detailing the player's stats relevant to combat strengths and defenses.</p> <p>Navigating through the Equip Menu will allow the player to equip items obtained throughout the game, which can improve his or her chances of winning in combat.</p>
Status	<p>Selecting the Status option from the Main Menu will direct the player to his or her character Status Menu, which shows all the statistics that play into combat ability—including their respective level, HP, magic potential (MP), Attack, Defense, Luck, etc.</p>
Options	<p>Selecting the Options option from the Main Menu will direct the player into the Settings Menu from which they can alter the game volumes and toggle automatic by enabling the Always Dash feature.</p>
Save	<p>Selecting the Save option from the Main Menu allows the player to save his or her progress. They can choose to overwrite an existing save file, or create an entirely new one.</p>
Game End	<p>Selecting the Game End option from the Main Menu allows the player to exit the game in session, and return to the title screen depicted in Figure 2-1.</p>

IV. Combat Interface.

Whether purposefully, or by random chance, the player will engage in combat in order to advance through the game— often, for the purpose of completing an important objective. Thus, when engaging in combat, the player enters the Combat Interface through which the project rhetorically parallels combative success resulting from a strong Identity Kit to the societal successes that result from an adequate identity kit in terms of literacy theories from scholars such as Gee.

Combat will result from interactions in the Classic Interface as a result of either a random spawn encounter on a map a deliberate **Space Bar** command on specific NPCs. **Figure 3-5** depicts the Initial Combat Pane that opens upon the initiation of the Combat Interface.

Figure 3-5. Initial Combat Pane (Typical)



Limited to the controls available in this interface, the player can only use **Arrow keys** navigate combat options, and the **Space Bar** select them once highlighted accordingly. As shown by **Figure 3-5**, the Initial Combat Pane only allows the player to engage in 2 combat options:

1. **Fight** – Opens the Fight Pane from the Initial Combat Pane, which presents the player with four further combat options as depicted in Table 5. This option is representative of every individual’s choice to combat his or her obstacles; as the game asserts, the difficulty in overcoming these obstacles is often subjective to someone’s subjective literacy practices. **Figure 3-6** shows the Fight Pane with its corresponding combat options.

Figure 3-6. Fight Pane (Typical)



2. **Escape** – Allows the player to flee from battle. This option closes the Combat Interface, and returns you to the Classic Interface.

For further details on the actions of specific combat options under the Fight Pane, refer to **Table 3-3**

Table 3-3. Fight Pane - Combat Options

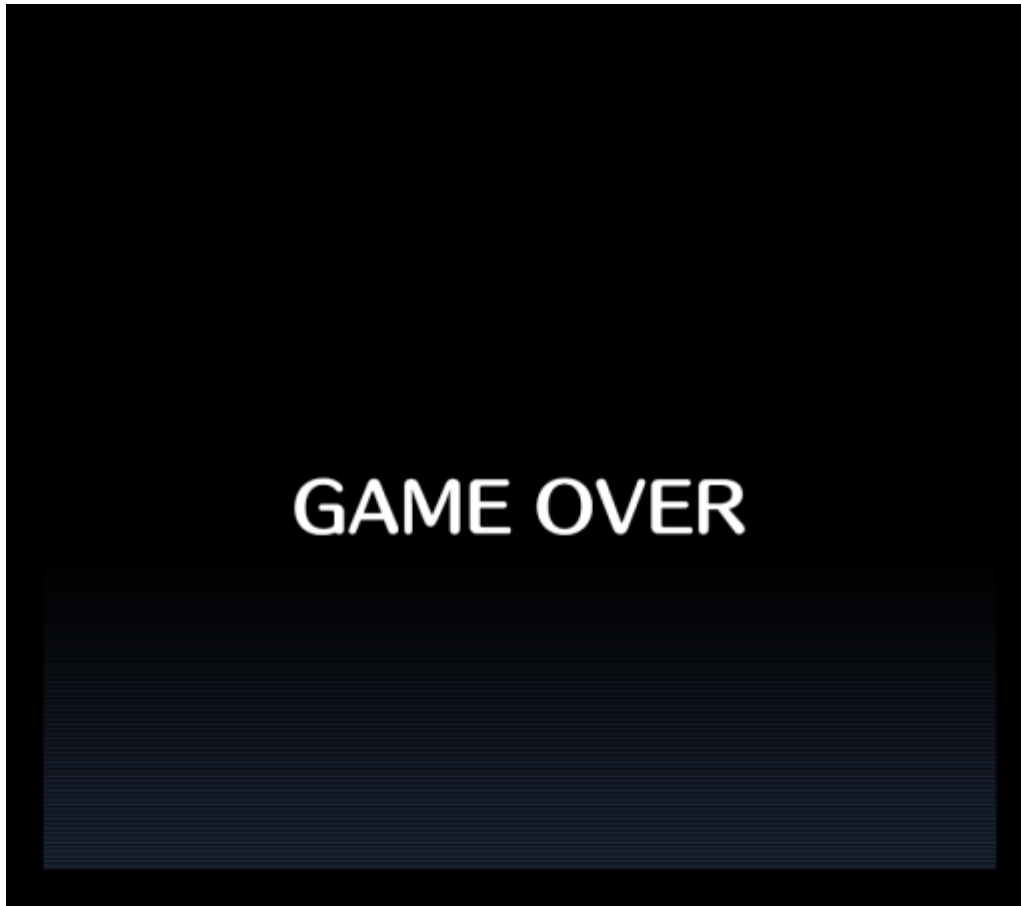
Combat Option	Action
Attack	Selecting the Attack option from the Fight Pane allows the user to choose his or her target, and then deliver a randomized amount of damage that subtracts from an opponent's HP.
Magic	Selecting the Magic option from the Fight Pane allows the user to choose between two spells that use up a specific amount of MP from the player. The two spells are: <ul style="list-style-type: none">• Heal – uses 5 MP to restore some of player's HP.• Spark – Uses 5 MP to attack a target with a beam of electricity.
Guard	Selecting Guard will forfeit the player's attack, but will tremendously increase defense against an opponent's attack.
Item	Selecting Item will let the player access his or her Items Menu, from which they could choose to use a specific tool during combat.

In the event the player's HP drops to 0 during the Combat Interface, he or she will reach the **Game Over Screen** (see **Figure 3-7**). Unlike with other games, Game Over here means the end of the line, much like a game over in real life means the end of your own narrative. You will then be taken back to the title screen shown in **Figure 2-1**.

Developer's Note

The sullen tone behind the music programmed to play during the Game Over Screen evidences the coordinated combination between visual, verbal, and sonic rhetoric to optimize an appeal to ethos. This is largely inspired by Heidi McKee's claim that music "establishes [a] tone and atmosphere" (McKee 2006).

Figure 3-7. Game Over Screen



Chapter 4:

Game

Walkthrough

004. Game Walkthrough

This section aims to thoroughly guide you through each major scenario that collectively comprises Alex's journey to Literacy. Following a chronological order of the programmed sequences, this chapter elaborates every major scene within the game.

Developer's Note

The complexity behind my project's reflection of literacy scholar's Stuart Selber's theories on Multiliteracies becomes evident through the interconnectedness of its two components. This technical manuscript parallels "Functional literacy" as it effectively guides users through the use of the "rhetorical literacy" I created in *The Road to Literacy*, which evidences my "ability to create new media as a reflective practice" (Selber 2004). While *The Road to Literacy* serves partially as a rhetorical literacy, it also serves the purpose of a "critical literacy" as it "critique[s] and question[s]" the impact of technology on literacy (Selber 2004).

I. The Beginning: Primary Discourse.

The game begins like many great RPGs have: the awakening of a main character from his slumber before he leaves his bedroom to embark on a journey of adventure, problem-solving, learning, and infinitely engaging sideview turn-based battle. Refer to **Table 3-1** for classic interface controls.

A. Your Room.

The following information details a summary of steps you need to follow in order to successfully complete the first scene in *The Road to Literacy*. **Figure 4-1** depicts the opening scene of the game while indicating a key point of interaction that is necessary for your progression.

Figure 4-1. Opening Scene – Your Room



1. Navigate to the bookshelf indicated in **Figure 4-1** and press **Space Bar** to interact with the in-game object. This will engage you in a dialogue.
2. After **Grandpa** appears, talk to him to earn **SPANISH**, which will enable you to understand the gibberish you've been reading.
3. Finishing the conversation with **Grandpa** will enable you to leave your room so that you can explore the rest of the house.

Developer's Note

As items such as "Spanish" are given to the character- which mirrors the "acquisition" of this language during my own childhood- *The Road to Literacy* symbolizes Gee's definition of Primary Discourse (Gee 1989). The resulting decipher of gibberish emphasizes the importance of language to societal success then parallels Barton and Hamilton's social theory (Barton and Hamilton 1998).

B. Your Home.

Follow the steps bellow to successfully maneuver through your Primary Discourse. **Figure 4-2** points out interactable NPCs and objects that are necessary for the completion of this scene.

Figure 4-2. Your Home



1. After leaving your room, take the stairs down to the first floor.
2. Talk to **Grandma** to receive ***A Love For Telenovelas.***
3. Talk to **Grandpa** next in order to get ***An Affinity Towards Cartoons.***
4. Walk towards the door at the bottom of the map until **Grandpa** interrupts you to send you off towards **Secondary Discourse.**

II. The Adventure: Secondary Discourse

A. Reaching the Academy.

Follow the steps below to leave **Primary Discourse** and locate the **Academy** in the Town of Secondary Discourse.

1. After being pushed outside of the house, navigate to **Mom**, who is seen towards the upper-left corner of the **Primary Discourse Map**. The player may encounter **Minor Obstacle** NPCs who trigger combat. If so, they have the choice whether or not to engage in combat.
2. Talk to **Mom** to receive the sword called **Mom's Love and Affection**. Remember to use the **Esc** key to open the **Main Menu** and navigate to the **Equip Menu** to properly wield your weapon. Refer to **Table 3-2** for more specific details on maneuvering the menu.
3. Travel downwards to the bottom of the Primary Discourse map to find a path that leads to an exit prompt. Make sure to say **Yes** (or click **No** for commentary).
4. At the **World Map**, follow the road to reach the **Town of Secondary Discourse**.
5. Once in the **Town of Secondary Discourse Map** (See **Figure 4-3**), there are two (2) options:
 - a. Explore the community, observing a variety of people that form this foreign environment. Refer to **Table 4-1** to locate the various buildings the player can explore.
 - b. Head straight towards the Academy by entering **Building 3** depicted in **Table 4-1**.

Figure 4-3. The Town of Secondary Discourse



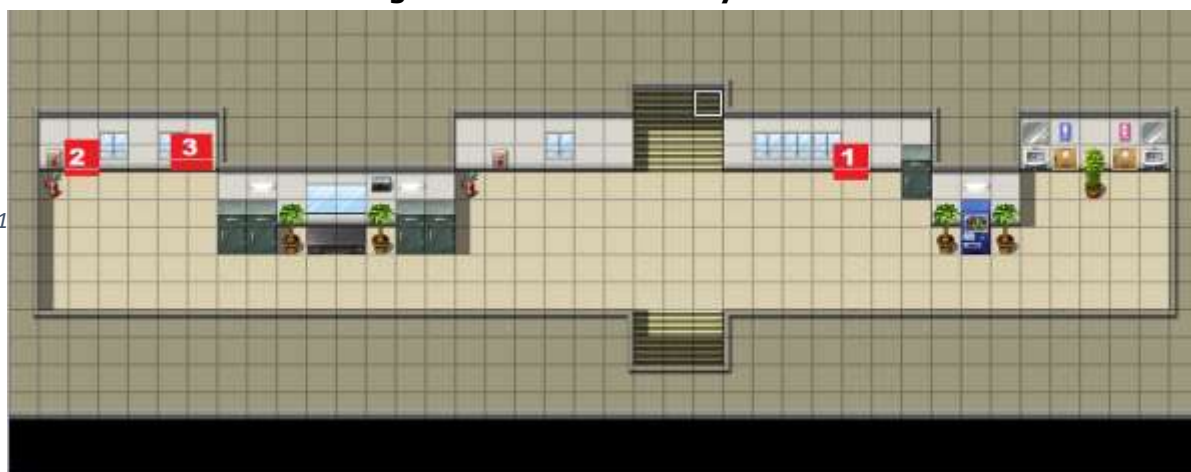
Table 4-1. Options for Exploration in Secondary Discourse

Number Designated in Figure 4-3	Building Name
1	Smith Residence
2	Eckerd Pharmacy
3	The Academy
4	The Museum of History
5	Barnes & Noble

Developer's Note

The buildings referenced in **Figure 4-3** and **Table 4-1** represent numerous settings from South Florida that I remember from my early childhood. The interactions between the NPCs in these buildings progress as your progress throughout the game. They begin as exchanges of gibberish, to limited understanding, and finally complete conversation; such juxtapositions help elaborate the constant improvement of language control in a person's quest for literacy.

Figure 4-4. The Academy – Floor 1



B. The Academy – The First Grade.

Follow the steps below to enroll in the Academy, learn some basics on Language, and transition from Spanish to English.

1. At the First floor of the Academy, enter the **ESOL Classroom Map** by entering the door marked by **1** in **Figure 4-4**.
2. Talk to the NPC closest to the blackboard to receive the **ESOL Classification Mod** to begin the process of transitioning into a new Language.
3. Head to the **School Classroom 1 Map**, marked by **2** in **Figure 4-4**.

4. In the classroom, speak to **Professor Brainiac** near the blackboard to learn the importance of Language. **The Alphabet** will appear.
5. Engage **the Alphabet** in combat, and defeat it to establish control over Language. Once victory is achieved, the player will earn **1 Linguistic Point**.
6. Talk to **Professor Brainiac** again to learn the purpose of **Literacy Points** in relevance to your Identity Kit.
7. Exit the **School Classroom 1 Map** and enter the **School Classroom 2 Map** dictated by **3** in **Figure 4-4**.
8. Speak with the teacher at the blackboard to initiate your second challenge.
9. Solve the puzzle by engaging with the two (2) NPCs that will each give you **1 Practice Point**. Make sure to bypass the racism!
10. Talk to the teacher at the top of the classroom again to earn your second **Linguistic Point**.
11. Exit the **School Classroom 2 Map** and engage the **Word Problem** NPC that appears by the stairwell leading upstairs.
12. You will earn your final **Linguistic Point** after defeating the **Word Problem**.
13. Talk to the middle guard by the stairwell to be pointed to the silver chest at the upper-left corner of the room.

Developer's Note

The insufficiency of funds Alex experiences when attempting to open the chest parallels my own socioeconomic boundaries when achieving Literacy, as well as it parallels the “differential outcomes” that literacy scholars such as Deborah Brandt attribute towards societal incapability and oppression— a common theme throughout the commentary taking place (Brandt 2001).

14. Interact with the chest to initiate a dialogue with two strangers that inform you about a show called ***Dragon Ball Z***.
15. Travel back to your home in **Primary Discourse**.
16. At home, go upstairs to the room at the far left to interact with the television there. The player will tune into ***Dragon Ball Z*** to earn the ***Literacy Sponsor*** required to truly earn control over your ***Language***.
17. Return to the **Academy**.
18. Interact with the chest one last time to finally open it and transform.
19. Talk to the middle guard by the stairwell again. This time he will grant the player access.
20. Walk upstairs.

C. The Academy – The Second Grade.

Upon reaching the second floor of the **Academy**, Alex enters the Second Grade, his second trial. Complete the following objectives to complete the second major quest in the main storyline.

1. After speaking with the ***Headmaster***, walk to the classroom all the way to the left and enter its door.
2. Talk to the hooded NPC by the blackboard to receive a briefing of the second major mission.
3. Talk to the only other student in the classroom. This will trigger the teacher's fit of rage that will condemn the two of you to detention.
4. In the hellish detention decorated with deeply symbolic religious motifs, walk towards your saviors by following the prompts accordingly.
5. After finding your grandparents at the bottom-left corner of the **Detention map**, talk to ***Grandpa*** in order to escape. The player will be

teleported to the middle of **Secondary Discourse**.

6. Engage in the social interfaces that are generated.
7. After deciding to watch the *Harry Potter* movie, locate **Muvico Cinema**.
8. Interact with the tented stall farther to the left by the theatre entrance. **Grandpa** will buy the tickets. The player will then be teleported to the **Auditorium map**.
9. Move in any direction to trigger an **interest in literature**.
10. Engage in the prompts that follow to convince **Grandpa** and **Grandma** to buy you the *Harry Potter* book. The player will be teleported to the Barnes & Noble map.
11. At **Barnes & Noble**, talk to the cashier (who seems quite familiar) to discuss technology's role in acting as a literacy sponsor.
12. After obtaining **1 Harry Potter and the Sorcerer's Stone**, talk to Grandpa before he leaves.
13. Talk to *Grandma*. She will give the player an heirloom that they can equip via the Main Menu. Refer to **Table 3-2** to thoroughly review details concerning the menu options.
14. After both grandparents leave, talk to the cashier again. He will tell you to sit on the couch nearby and read the book.
15. Walk into the couch at the bottom-left corner of the **Barnes & Noble Map** to read **Harry Potter and the Sorcerer's Stone**.
16. Talk to the cashier to earn a new sword: **Passion**. Equip it properly, referring to **Table 3-2** as necessary.
17. Talk to the cashier a final time. He will wish the player good luck.

18. Leave the **Barnes & Noble Map** to return to **Secondary Discourse**. The player will have two (2) options from here:
 - a. Explore the community through brand new lenses (indicated by your newfound ability to engage in more meaningful conversation with the town's inhabitants among other things) to discover a secret side quest that will reward you with **History**, a powerful addition to your Identity Kit. Refer to **Figure 4-3** and **Table 4-1** to review various buildings you can explore.
 - b. Walk directly to the **Academy** for an epic triumph.
19. After returning to the **Academy**, head upstairs to the second floor, and return to the **School Classroom 3 Map** at the far left of the hall. Your newfound passion points you towards the books you can earn **Successful Reading Practice[s]**.
20. Collect the two (2) available **Successful Reading Practice[s]** by interacting with the bookshelves indicated by flames positioned in front of them.

Developer's Note:

Like the rest of the game content, the *Harry Potter* plotlines are based off my own literacy narrative. Suffering from ADHD since early childhood, I had great difficulties focusing on books until I saw the first *Harry Potter* movie. Like our hero Alex, I also convinced my grandparents to buy me the book. The rest is history, I am now a college student pursuing two degrees and a minor working to succeed in society. Sound familiar?

21. With two (2) of five (5) of the **Successful Reading Practice[s]**, follow the metaphorical passion that leads you into the far room to the right. The player will be led to the **Reading Maze Map**.
22. In the maze, locate the three (3) remaining bookshelves marked by the flames to earn the last three (3) **Successful Reading Practice[s]**.
23. After collecting all five (5) **Successful Reading Practice[s]**, exit the **Reading Maze Map**.
24. Enter the **Accelerated Reader Map** through the middle door.
25. Walk upwards until the hooded NPC appears out of thin air.
26. Talk to the overzealous teacher to reveal his true identity.
27. Walk up to one (1) of the computers marked by a flame at the very top of the map. Use the monitor to earn **1 AR Point**.
28. Repeat **Step 27** for each of the three (3) remaining monitors.
29. After earning four (4) **AR Point[s]**, use the large computer in the middle to upload the Android.
30. Engage in combat against the generated NPC.
31. After defeating him, talk to the **Barnes & Noble Cashier** to undergo the player's final transformation. The player will then be teleported to **Literacy**.

III. The End - Literacy

Having finally reached the gates of utopia, the player finds out the incredibly symbolic plot twist: **Literacy** has been above the **Academy** the whole time. This incredibly ironic display of rhetorical prowess brings *The Road to Literacy* to its final scene, as depicted by **Figure 4-5**.

Figure 4-5. The Final Battle - FCAT



A. The FCAT

Complete the final steps of the game accordingly:

1. Engage in the final battle of the game by talking to **FCAT**.
2. After defeating **FCAT**, enter the large building to end the game (possibly).

Developer's Note:

The FCAT marks a momentous occasion in both my own life and in the journey you work fight through in *The Road to Literacy*. In real-life, it marks me overturning poor literacy practices, and developing an effective identity kit as I earned a nearly-perfect score and scored among the ninety-eight-percentile of Florida. I felt that the preparations for this test truly didn't reflect one's literacy functionalities; therefore, the dialogue revolving around the FCAT tends to create a sarcastic tone. Even the game's ending was purposefully anti-climactic as the FCAT— the game's final boss, which should typically stand as the biggest obstacle to player's progress— is defeated in one swing. Such irony rhetorically asserts the education system's detriment to literacy in promoting standardized tests for such a subjective journey.

Appendix A:

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Appendix A. Works Cited

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