

Starlight Stadium: Core Features

There are core features of Starlight Stadium that remain consistent across all four Episodes. Across all Episodes you will see the same “user interface”, meaning dialogue boxes will always look the same, buttons will look the same, and similar colour schemes are used throughout.

Given that each Episode has its own **different interactable elements** (quizzes, drag-and-drops, matrixes, etc.), players should be prompted to explore each Episode and feel free to click around and discover new elements. This exploration is key to understanding how gameplay progresses. When players become faced with obstacles or a lack of progression, trainers should be prepared (through playing and understanding the game themselves) to prompt them to explore certain elements that can help them move forward.

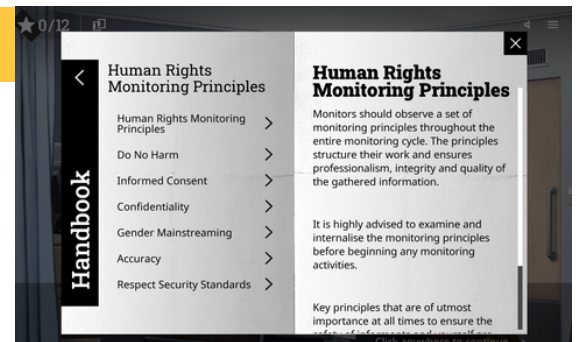
Languages

Each episode is available in English, Russian, and Ukrainian: when starting the game you will be prompted to select your language, and you can later change your language selection through the settings.

Handbook

Each Episode of Starlight Stadium contains access to a “Handbook” that provides extra information that may be useful to players. At no point will use of the Handbook be mandatory to successfully play the game but its optional use can help players learn more.

The handbook is always accessible in the game on the top-left-hand-corner of the screen, via an icon containing a book. Certain lines of dialogue will also be hyperlinked to relevant individual sections of the handbook, for players to click and learn more about the topic at hand.



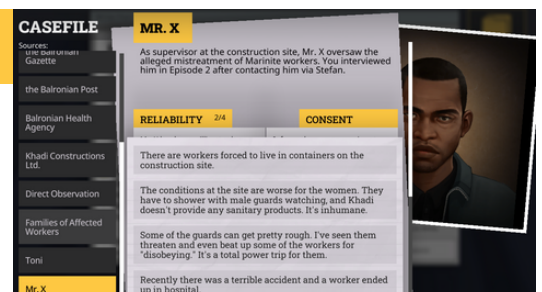
Badges

Each Episode of Starlight Stadium contains badges that players can earn when they make choices that directly relate to learning objectives. Badges are the strongest “achievement” that players can track whilst they play, thus they entail potential for “competitive” or comparative elements in group gameplay sessions. As the badges are linked to learning objectives, they also easily facilitate objective-specific discussion questions (i.e. “Who earned Badge X? How did you earn it? Why did others miss it?”).

Important to note that many badges across the game are tied to players accomplishing actions related to learning objectives in the most efficient way possible. In Episodes 1, 2, and 3, all players will eventually complete all the same actions and be led to correct responses, but only players who picked the correct action in the first opportunity will receive the badge. In Episode 4, not all players will complete all the same actions, so badges are tied to specific events that most players will encounter, but players will not all necessarily make the correct choices in those instances.

Case File

As gameplay progresses, players will collect pieces of information that will get placed in their ‘case file’. These pieces of information are sorted by source and type of information. Whilst the case file will be used most in Episode 3, discussions of the case file are included as a relevant component across all Episodes.



Starlight Stadium: Troubleshooting

Starlight Stadium is a **browser-based game** that only needs an internet connection to be played. It is not fully compatible with touchscreen devices such as phones or tablets; it is best played on a laptop/computer with a touchpad or mouse. **Playtime of each Episode ranges from 30–60 minutes, and Episodes are broken down into Missions which can be played separately.**



Whilst efforts have been made to ensure Starlight Stadium is bug-free, it is possible that players may encounter issues during gameplay. The following aspects are included as possible troubleshooting solutions to help gameplay progress as smoothly as possible.

If bugs or significant gameplay issues are encountered, [please fill out this feedback form](#).



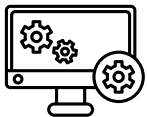
If the game isn't loading or unable to start

Starlight Stadium has an upfront load that, once completed, means that there shouldn't be any other load/buffer points included in the gameplay. Initial load times may increase if multiple players are attempting to load the game at the same time on the same wifi network. If initial load times are progressing but taking too long, the first suggested solution would be to connect to another wifi network and reassess the load speed. If, however, the game doesn't load or once it loads it is unable to start, the suggested solution would be to change the browser upon which the game is being played. If, after attempting both solutions, the game is still unable to load on certain devices, the suggested solution would be for players to merge and play together in pairs or small groups with the laptops that do successfully load the game.



If players are 'stuck'

If players report being 'stuck' during gameplay, educators must first discern if players are stuck due to a bug in the gameplay or, as is more common, if they are stuck by the constraint of 'not knowing what to do next'. Educators should have played relevant Episodes prior to using it in lessons, so the first solution would be for educators to assess the player's situation and suggest actions that the player can undertake that they may be missing. Players should be encouraged to feel free to click around the screen and discover new elements, especially if there are no actions made obviously available to them. Educators should also direct attention to the 'goal bar' that, if present, will describe the actions needed for progression.



If gameplay freezes

If gameplay freezes for players, i.e. if the game is fully frozen and no interactable elements are usable, the suggested solution would be to refresh the page and start again from the beginning of the selected mission. This is a drastic change, as players will have to spend some time to 'click through' all of the elements that they've already played, so players and educators need to ensure that the screen is fully frozen and that players are not just stuck at a certain interactable element. Each Episode is built with a 'click to fill' function, meaning that text will load (instead of unrolling progressively) with a second click, which can allow quicker 'click throughs' to catch up.



If players want to take a break

Short breaks are encouraged during or directly after gameplay to ensure players can maintain focus and not spend too much uninterrupted time in front of their screens. However, note that if players want to take a break during gameplay, their progress will not be saved if they close out the tab or window in which they're playing. So long as the tab stays open, the game will stay at the same place as players leave it and can be resumed whenever, even if the computer goes to sleep during any break in gameplay.