User Manual

Group 7 – Drive'n'Quiz™

29 – 05 – 2015

Contents
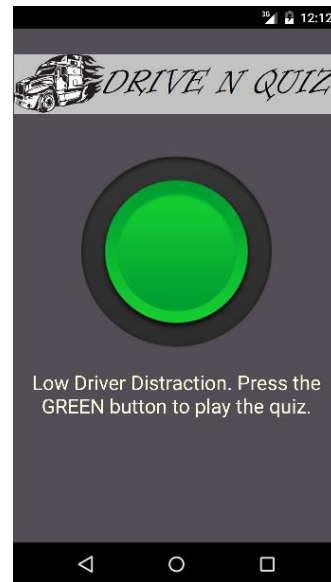
1. The Start Menu

When AGA is correctly connected to the app, a variable calculated in AGA for the driver distraction level triggers different game mode and the quiz changes its functionality to provide the safest playing experience. Without AGA, the text-only option is the only option available.

1.1. Green option (Text-Only)

This option is initiated when the driver distraction is low. In real life, this corresponds to driver being in traffic jam, sitting in a parked car or simply playing the game home. The user presses the green button to access the quiz.

1.2. Yellow option (Text-to-speech)

This option of the quiz is initialized when the driver's distraction is at level 1 and 2.These distraction levels corresponds to driving on the motorway or with constant speed for a long time. The user gets voice assistance from the quiz, so he/she does not need to read the text, leading to more attention of the driver being on the road. In addition, if the user driver distraction stays in a medium range for a long time, which happens when the user is driving with a constant speed on a highway, the app will ask if user wants to play the quiz, battling the daydreaming. The user presses the yellow button to play the quiz.

1.3. Red option

This mode is preventing the driver from using the app, when he/she is too distracted. In this case the user should focus on the road, instead of the playing the quiz. If user presses the red button, he/she will get a voice message, encouraging the user to have more attention on the road.
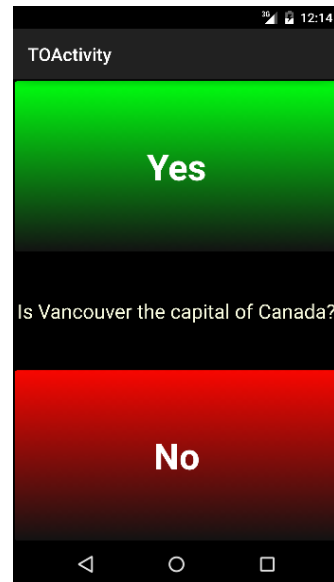
2. The Questions Part

The quiz consists of Yes-or-No questions, selected and presented randomly. Each session of the game consists of 10 questions presented to the user. How questions are presented is affected by the driver distraction.
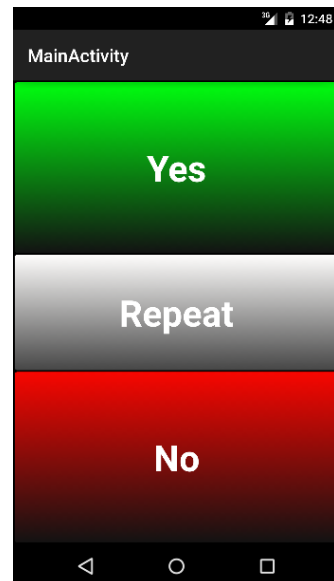
2.1. Green option (Text-Only)

The question is visible in the middle of the screen and user can answer the question. If he/she answers correctly, notification will appear. After 10 questions, the score will be presented to user, with how many questions he/she answered correctly.

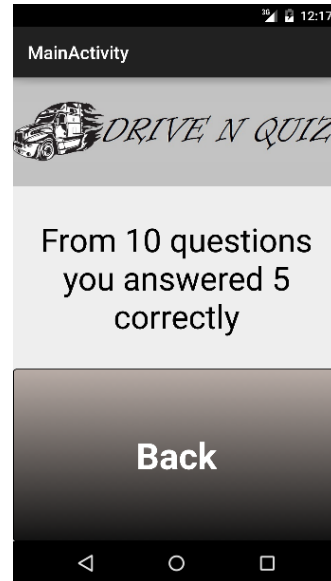### 2.2. Yellow option (Text-to-speech)

In this option, all the questions are being asked through voice assistance. First, a fun fact is played, telling information related to the question, then a Yes-or-No question is asked. If the user did not hear the question properly, he/she can press the Repeat button to hear the question again.

3. The Score

3.1. Green option (Text-Only)

After 10 questions, statistics will appear, showing the result of the quiz. The user can go back to main screen manually, pressing the Back button, or automatically in 8 seconds.

3.2. Yellow option (Text-to-speech)

After 10 questions answered, a number will appear, showing the number of questions answered correctly and this information will be presented with voice assistance. The user can go back to main screen manually, pressing the Back button, or automatically in period of 8 seconds after answering the 10th question.