

## **User Guide**

## Screen Design No. 1

### Screen Design Name: Splash Screen

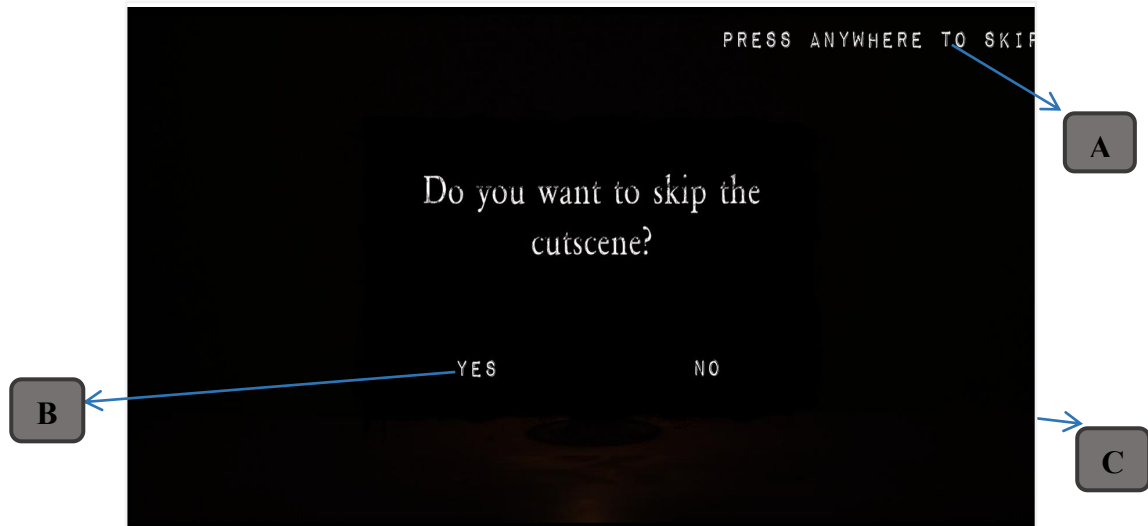
**Description:** A splash screen is a screen on mobile/website or piece of software that appears while the application or other item is loading. When the load is finished, the user is usually taken to another more functional screen. The splash screen is typically just a display screen used to orient users and provide them with something to look at while the hardware is working to present the software to them.



## Screen Design No. 2

### Screen Design Name: Cutscene

**Description:** In this module the player allows to skip the screen and to identify where you press to see the cutscene.



- |   |                                                       |
|---|-------------------------------------------------------|
| A | Press, anywhere to skip inorder to show the cutscene. |
| B | Yes, to cut the scene.                                |
| C | No, to cut the scene.                                 |

### Screen Design No. 3

#### Screen Design Name: Main Menu

**Description:** In this module the player allows to choose New game, Load game. Additionally, this screen shows the play button, option button, leaderboard button, Credits button. Exit button.



A

Play button to select the New Game and Load Game.

B

Options button to adjust the sensitivity, effects and background of the game.

C

Leaderboard button is the list of the name, the rank and the overall score of the player.

D

Credits button allow you to see the information.

E

Exit button allow the user to exit the game menu.

F

New Game to load the new memory game.

G

Load Game to load the memory game.

#### Screen Design No. 4

##### Screen Design Name: User Saves Slot

**Description:** In this module the player allows to choose slot. Additionally, this screen shows delete button, and close button.



A

This module will let the user go back to the main

B

This module will let the user create new account.

C

This module will let the user delete his account.

## Screen Design No. 5

### Screen Design Name: Game Menu

**Description:** This module allows the user to start the game. This screen shows the play button, read button, shop button, achievements button, options button, and main menu button.



A

To play the page 1, in chapter 1 of the game.

B

Read the pages that you collect in the chapter 1.

C

To increase the sanity per level.

D

Achievements of every unlock pages.

E

To adjust the sensitivity, sound effects and background music. You can mute also.

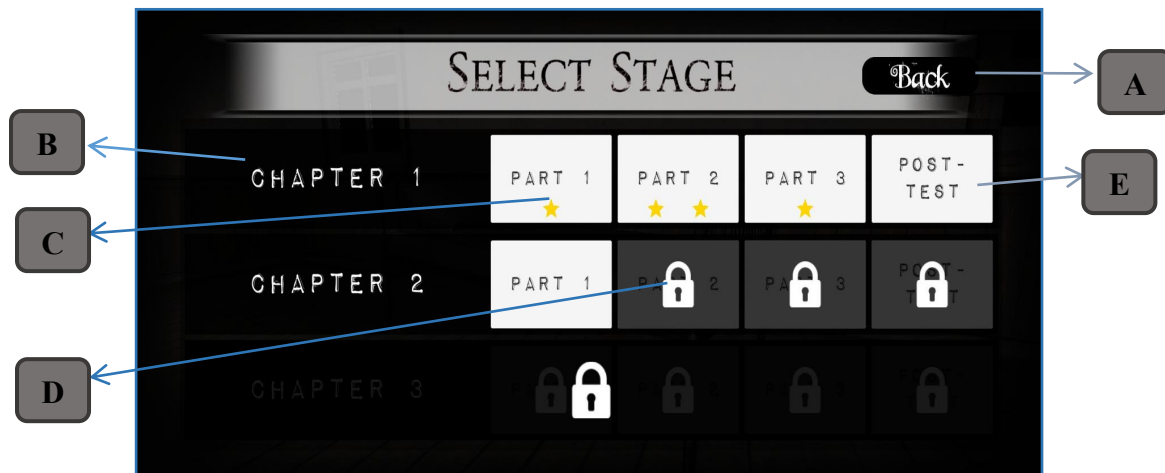
F

Click back to menu button.

## Screen Design No. 6

### Screen Design Name: Selection Stage

**Description:** This module shows the chapters of the game.



A

Select back button to back in the game menu.

B

There is chapter 1, 2 and 3, that has 4 stages.

C

Before you proceed the game there is pretest inside the part 1.

D

Finish the part 1, before you proceed the part 2.

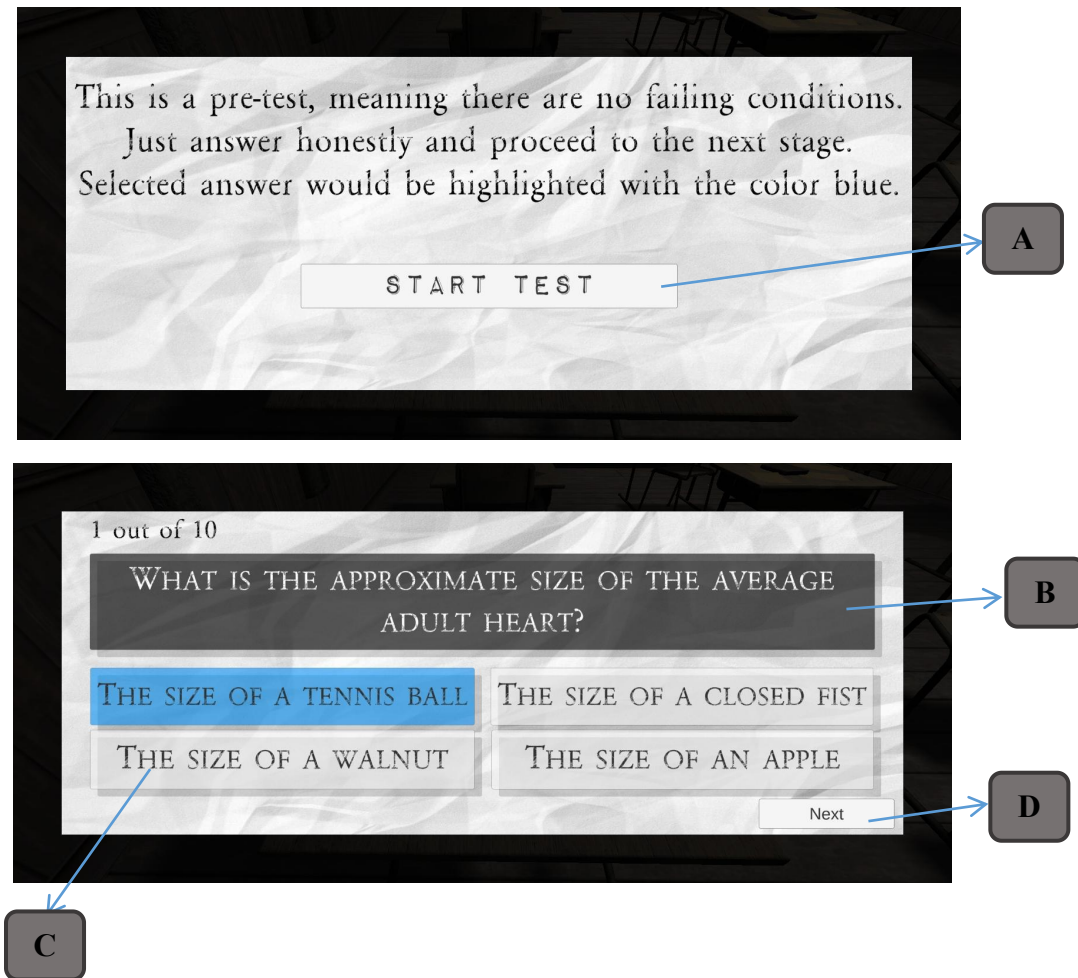
E

Take the posttest test in part 4, to unlock the chapter 2.

## Screen Design No. 7

### Screen Design Name:7: Pre-test

**Description:** This screen shows the question the given in the pre-test.



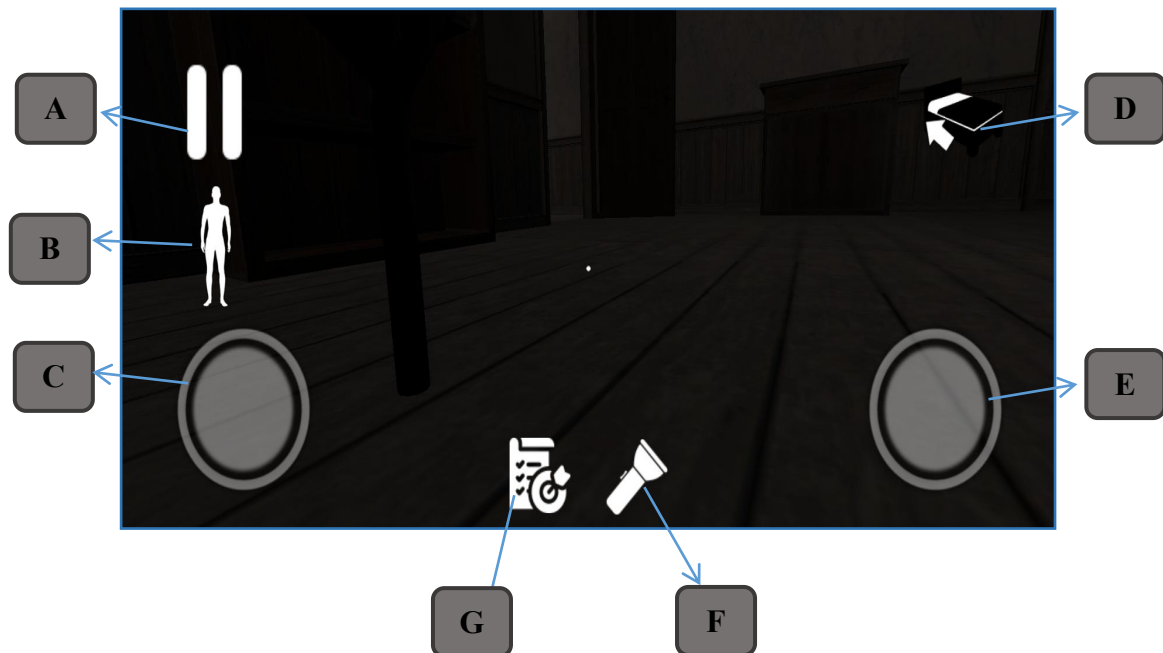
- A** Start button: Click the start button to start the pre-test.
- B** Question button: To provide questions to the player.
- C** Selected answer button: click the choose answer.
- D** Selected next button: click the next button to answer the next question.



## Screen Design No. 8

### Screen Design Name: Gameplay

**Description:** This screen shows the Gameplay. Additionally, this screen shows the pause/menu, crouch, movement control, unhide, flashlight, movement direction and objectives.

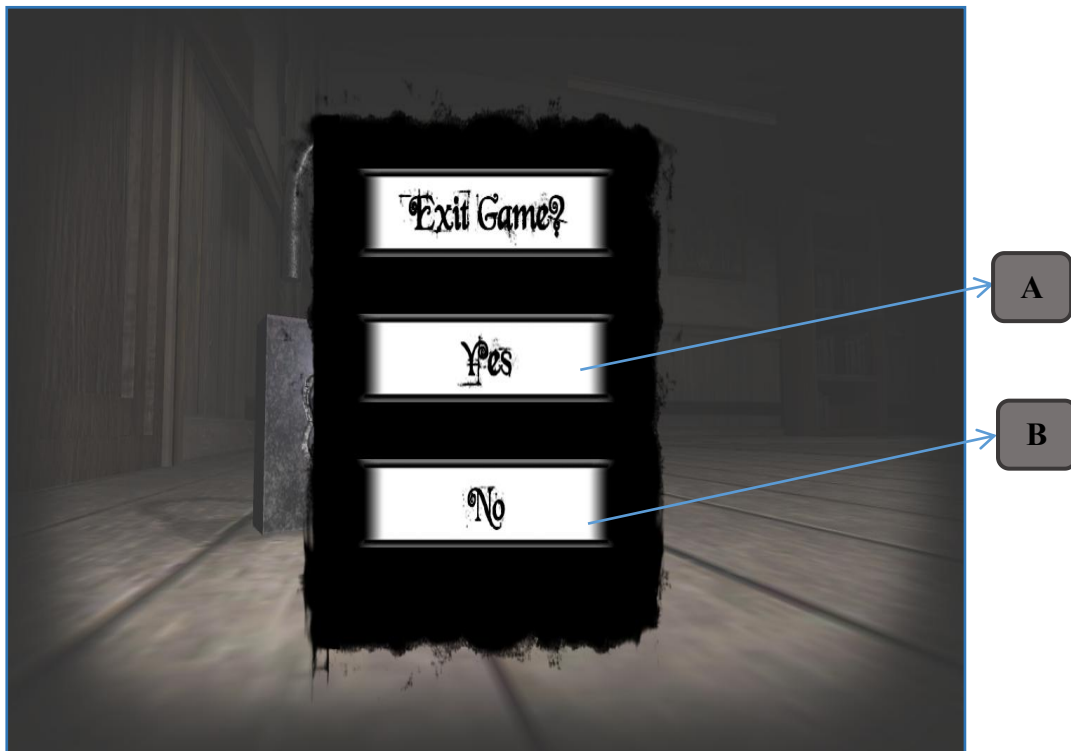


A	The pause/menu button allows you to access settings.
B	The crouch button is used when you move quietly, and it can be used to pick up items on the ground.
C	The joystick on the left side of the screen controls the movement.
D	Unhide button you can get out by pressing the unhide button.
E	The one on the right side determines the direction of the player character faces.
F	Flashlight button allows you to toggle your flashlight on and off.
G	Objectives button to view the collected items.

### Screen Design No. 9

#### Screen Design Name: Exit Game

**Description:** In this module the player allows to choose the yes or no of the exit game.



A

Click the yes button to confirm that you want to exit the game.

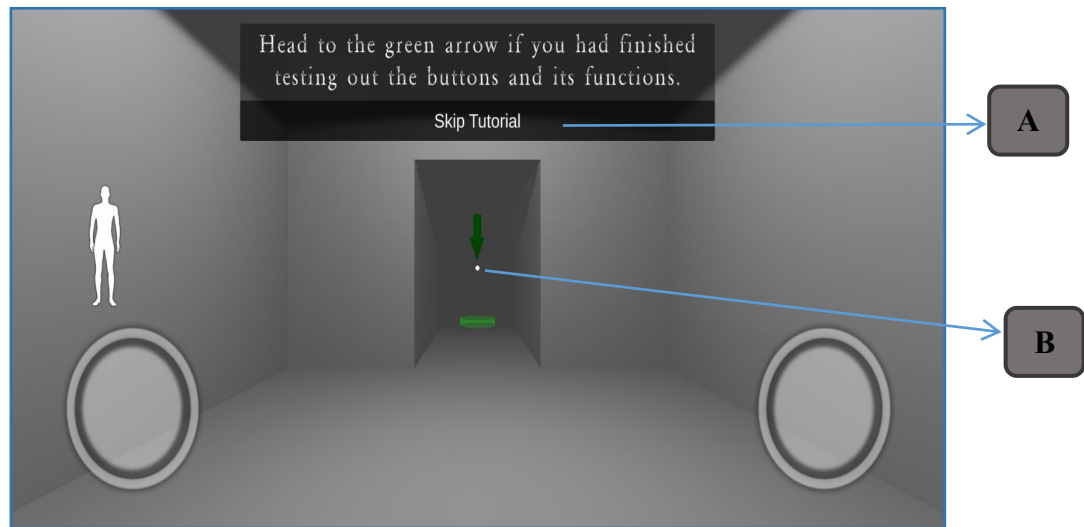
B

Click the no button to confirm that you don't want to exit the game.

## Screen Design No. 10

### Screen Design Name: Tutorials

**Description:** In this module the player allows to choose the skip the tutorial.



**A**

**Click the Skip tutorial to start the game.**

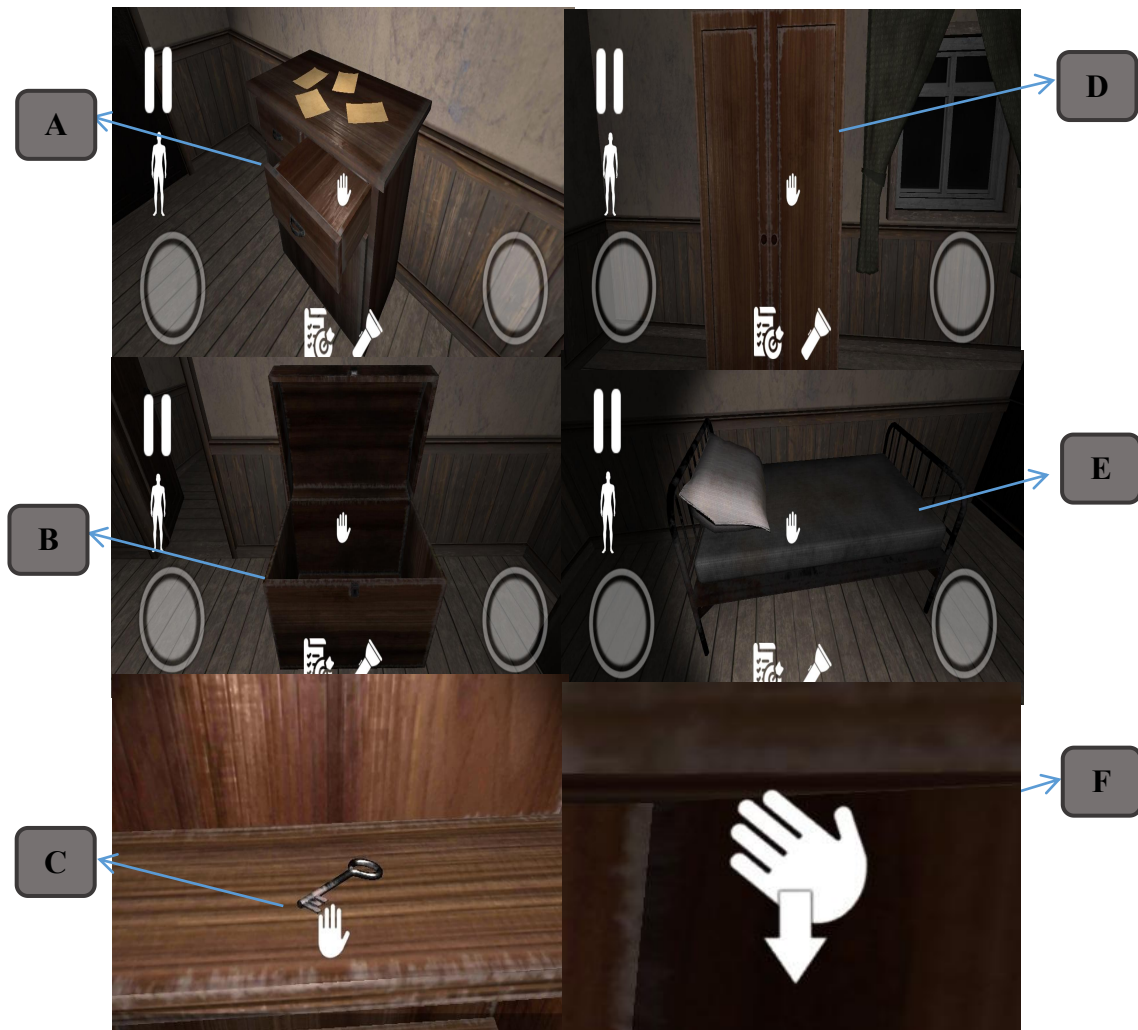
**B**

**Head to the grean arrow to finished the testing.**

## Screen Design No. 11

### Screen Design Name: Tutorial Interact

**Description:** This screen shows all of the objects that can be interacted.



A

The Interact buttons allows to interact this drawer.

B

The Interact buttons allows to interact this chest to hide.

C

The Interact buttons allows to interact this keys to pick up.

D

The Interact buttons allows to interact this closets to hide.

E

The Interact buttons allows to interact this bed to hide.

F

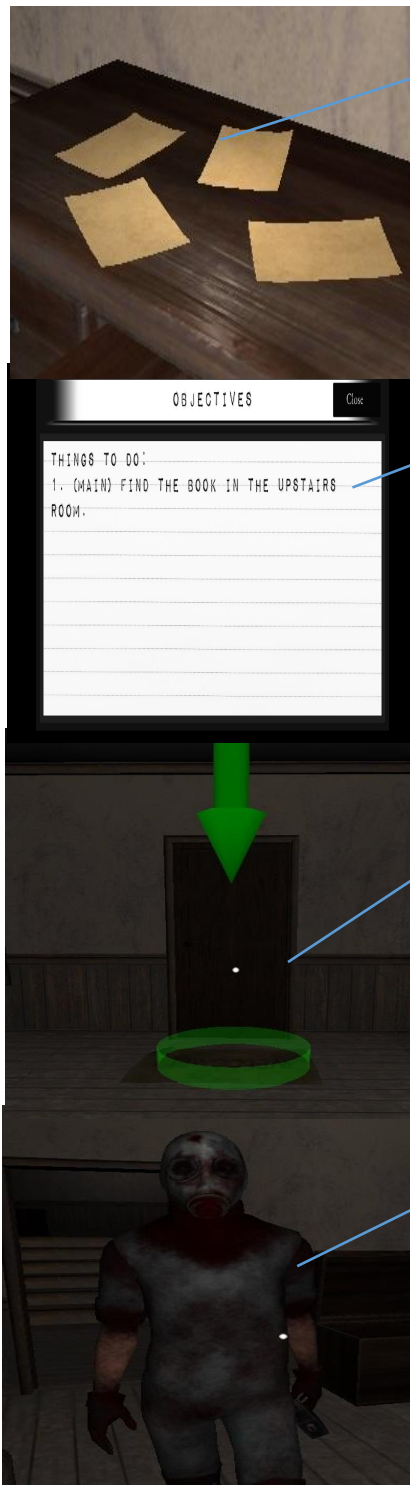
When you pick up items, you can drop them when no longer needed.

## Screen No. 12

### Screen Design No. 12

#### Screen Design Name: Game Rules

**Description:** This screen shows all of the rules of the game.



A

To clear you must collect all the missing pages in the stage.

B

You can now check your notes to see how many pages you have collected.

C

This is the exit to the stage. Collect all the pages before you exit.

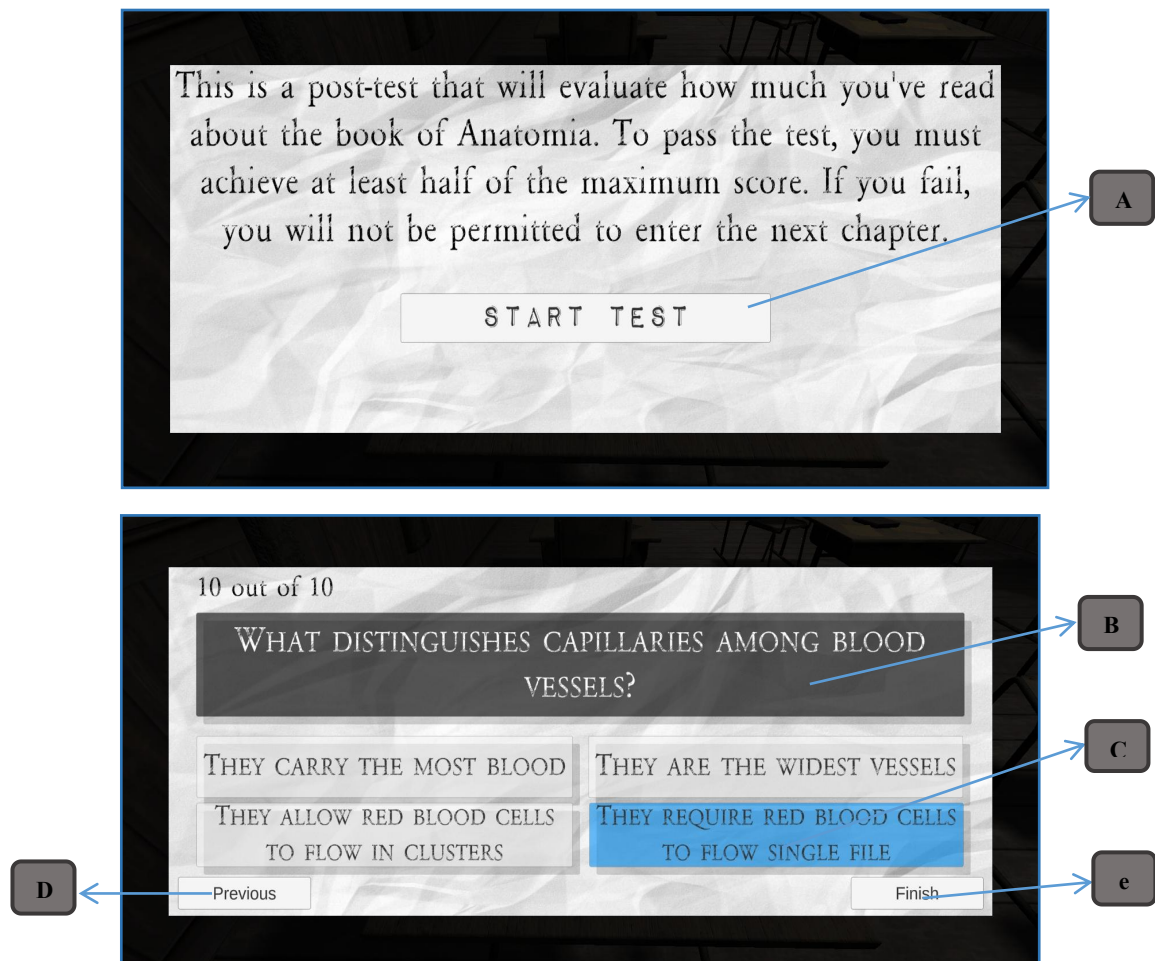
D

If you are spotted by the man. You can hide the chest and beds. This man will return to patrolling.

### Screen Design No. 13

#### Screen Design Name: Post-test

**Description:** This screen shows the question the given in the post-test.



- A** Start test button: Click the start button to start the post-test.
- B** Question button: To provide questions to the player.
- C** Selected answer button: click the choose answer.
- D** Previous button: click the previous button if you are not sure to your answer.
- E** Finish button: click the finish button to get the final score.