

# Kēmu Kupu User Manual

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## 1.0 Launching the Application

### 1.1 Optional Commands

The following two commands can be run to remove console warning outputs, they are completely optional and do not affect the functionality of the program.

```
"sudo apt-get install gtk2-engines-pixbuf"  
"sudo apt-get install libcanberra-gtk-module"
```

In order to access the terminal, where these commands need to be run, click the terminal icon  which should be in the menu bar at the bottom of the screen. Then change the directory that the terminal is working in to the folder containing the “KemuKupu.sh” script file. This can be done with the following command but the file location can vary between users:

```
“cd /home/student/Downloads/assignment-3-and-project-team-09”
```

### 1.2 Starting the Application

The following command needs to be executed in the terminal when it is in the correct directory as shown above:

```
"bash KemuKupu.sh"
```

If the command is successfully executed then you should be greeted with the main menu which is illustrated below in Figure [1].

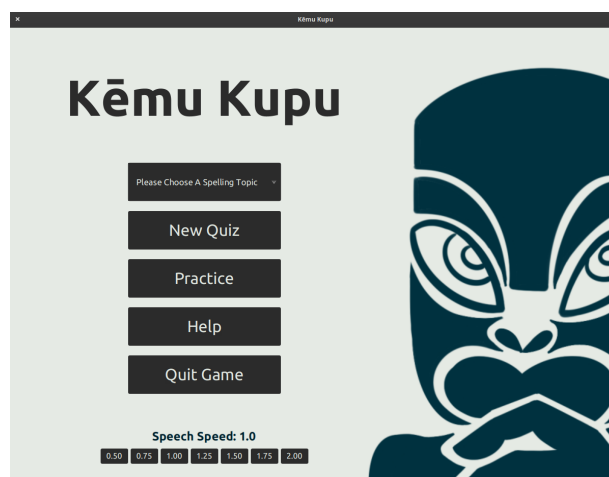


Figure [1]: Main menu screen

## 2.0 The Main Menu



Figure [2]: Main menu screen with the buttons labelled for explanation

### 2.1 Topic Selection

As indicated by the 1 icon in figure [2], this is the topic selection drop down menu. When you click on this, a drop down menu as shown in figure [3] and figure [4] will appear. There are a total of fourteen possible options to choose from. The first option “All (Practise Only)”, as indicated, is only playable if you choose the “Practise” option afterwards. If you select “All (Practise Only)” and then try to start a “New Quiz” then nothing will happen and you will need to choose one of the other thirteen valid options. The option that you choose on the main menu will be the spelling topic that will be used in subsequent quizzes and practises until it is changed, which can be done by returning to the main menu or after finishing a quiz.

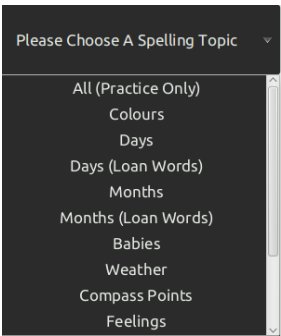
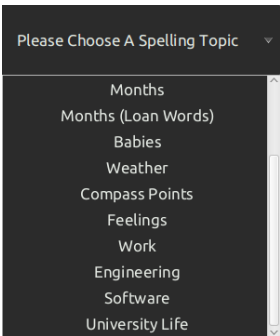



Figure [3]: Options 1-10



Figure[4]: Options 5-14

## 2.2 Starting a New Quiz

As indicated by the  icon in figure [2], this is the “New Quiz” button and once clicked on, given the user has selected a topic, will take the user to the quiz scene as shown below in figure [6]. The user will need to click the “Click Here To Start” button (as shown below in figure [5]) once the quiz or practise scene appears in order to actually start, this is to prevent the application speaking when the user isn’t ready yet.

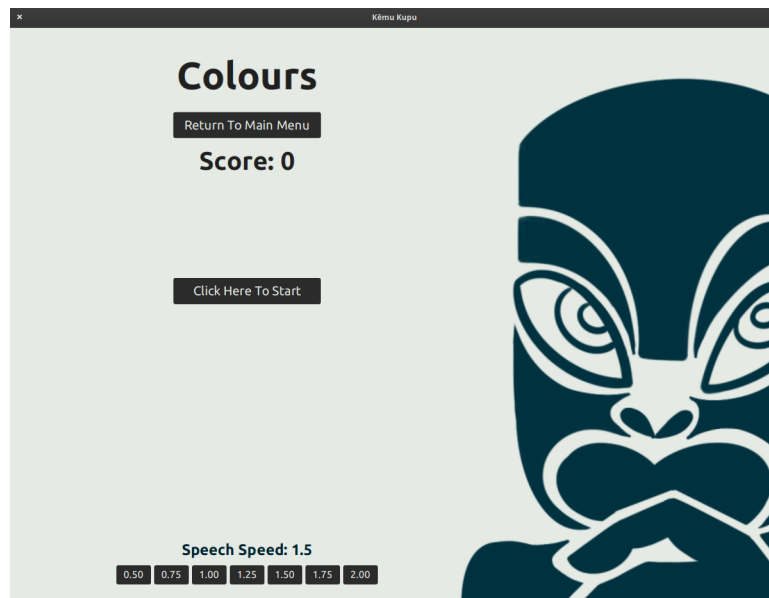




Figure [5]: The “Click Here To Start” button needs to be clicked to start the quiz and practise


## 2.3 Entering the Practise Module

As indicated by the  icon in figure [2], this is the “Practise” button and once clicked on, given the user has selected a topic, will take the user to the practise scene as shown below in figure [6]. Both the quiz and practise scene look identical except the practise scene shows something different after two wrong attempts and it doesn’t automatically exit since it is a never ending list. These differences will be explained further down in the practise scene section.

## 2.4 Accessing the Help Menu

As indicated by the  icon in figure [2], this is the “Help” button and once clicked on, will take the user to the help menu, as shown below in figure [15]. This is simply a more convenient alternative to finding details about the program’s functionalities without needing to consult the user manual.

## 2.5 Quitting the Application

As indicated by the  icon in figure [2], this is the “Quit” button and once clicked on, will simply exit the application and is an alternative to the cross in the top left hand corner of every application.

## 3.0 The Quiz and Practise Module

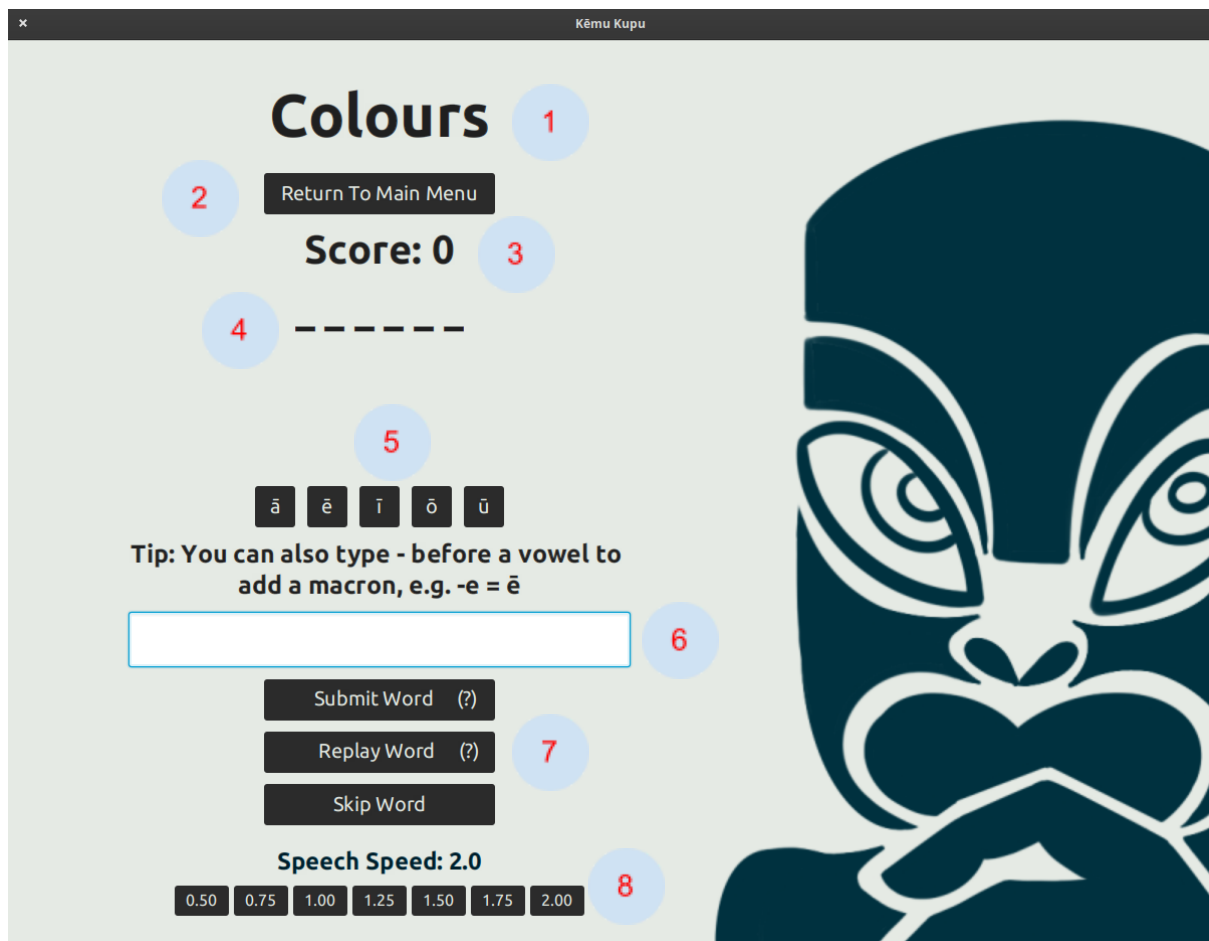


Figure [6]: Quiz and Practise Scene

### 3.1 Topic Label

As indicated by the 1 icon in figure [6], at the top of the game module is a label telling the user which topic they selected on the main menu.


### 3.2 Returning to Main Menu

As indicated by the 2 icon in figure [6], clicking this button takes the user back to the main menu so that they can change the spelling topic mid-way through a game or switch between the quiz and practise module.

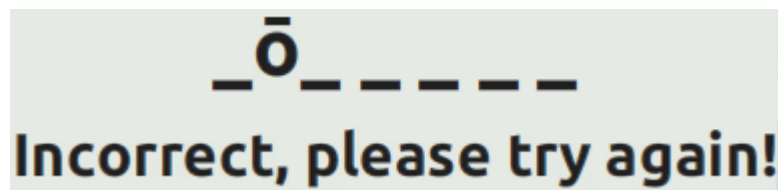
### 3.3 Score Label

As indicated by the 3 icon in figure [6], this is the user's current score, users are rewarded with one point for getting a word correct on their first try, half a point for getting a word correct on their second try and no points for getting both tries wrong or for skipping a word.

### 3.4 Letter Hint

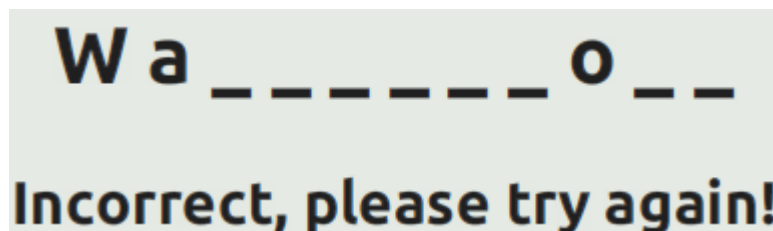
As indicated by the  icon in figure [6], this tells the user how many letters are in the word they are trying to spell and if it's actually a phrase with multiple words. Each underscore represents a single letter.

When the user gets their first try wrong in the quiz module, the letter hint always displays the second letter in the word as shown below in figure [7]:



*Figure [7]: Quiz Module Second Letter Hint*

When the user gets their first try wrong in the practise module, the letter hint displays a random number of letters from the word ranging from at least one to half the total letters in the word as shown below in figure [8]:




*Figure [8]: Practise Module Random Letters Hint*

When the user gets their second try wrong in the practise module, the letter hint displays the entire word and the user is prompted to press the enter key to move onto the next word as shown below in figure [9]:




*Figure [9]: Practise Module Complete Word Display*


### 3.5 Macron Buttons

As indicated by the  icon in figure [6], the user can press these five macron buttons to append a macronised vowel onto the end of what they've already typed in the text field.

### 3.6 Text Field and Real-Time Macron Substitutions

As indicated by the  icon in figure [6], this is the text field where the user enters the current word they are trying to spell. The user doesn't need to worry about clicking the text field at any point of the game to focus onto it as the application does this automatically.

The user can also make use of the tip directly above the text field by typing a HYPHEN “-” before a vowel to insert a macron (top right of the keyboard, left of the EQUALS “=”, key). The live substitution will result in what is shown in figure [10] below to immediately turn into what is shown in figure [11]:


A screenshot of a text input field with a light blue border. Inside the field, the text 'r-a' is displayed in a bold, black, sans-serif font.

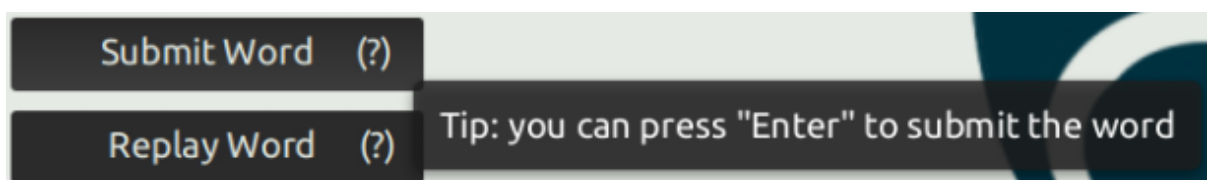
*Figure [10]: What the user types into the text field*

A screenshot of the same text input field as in Figure [10], but now the text 'rā' is displayed. The 'a' has been replaced by 'ā' (a with a macron), indicating a real-time substitution.

*Figure [11]: What the text field immediately becomes, substituting the macron in*

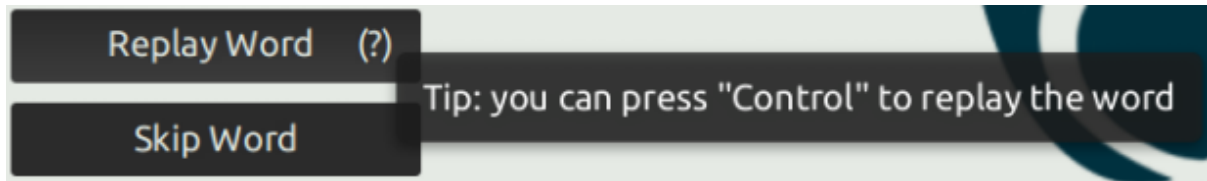
### 3.7 Submitting, Replaying and Skipping Words

As indicated by the  icon in figure [6], the user can submit their word by pressing the “Submit Word” button. The user can also hover over the “(?)” hint icon to reveal that they can also submit by pressing “ENTER” (middle right of the keyboard) on their keyboard, as shown below in figure [12]. The application won't allow the user to submit if the text field is empty.



*Figure [12]: Hovering over the “(?)” on the submit button reveals a tip for convenience*


Pressing the “Replay Word” button or by pressing “CTRL” (bottom left of the keyboard) on the keyboard will tell the application to speak the current word again.



*Figure [13]: The same tip as above in figure [12] but for replaying words*

Pressing the “Skip Word” button will move the quiz along to the next word, if the user is in the quiz module and is on the fifth word, then this will take the user to the reward screen.

### 3.8 Adjusting Speech Speed

As indicated by the  icon in figure [6], this is where the user can change the speech speed from the default “1.0”. Clicking on each of the buttons will change the speed to its respective label, e.g. clicking the “2.00” button will make the program say the words at twice the speed of the default. This speed change is remembered by the program and will carry through to all subsequent quizzes and practises, as well as persisting through application exit. The current speed is displayed just above the speed buttons.



## 4.0 The Reward Screen

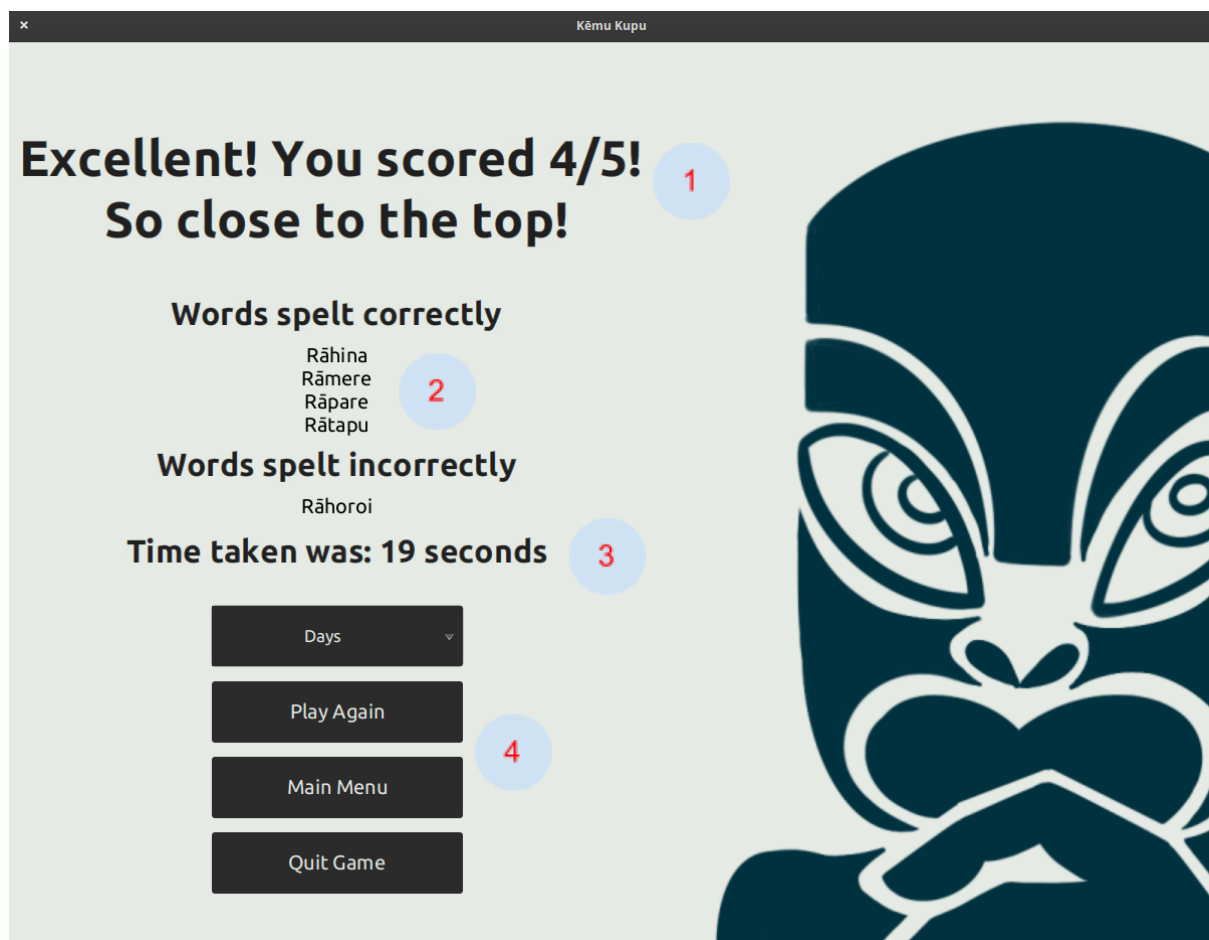


Figure [14]: The Reward Scene: a summary after a completed quiz and menu options

### 4.1 Score Summary

As indicated by the 1 icon in figure [14], the reward screen offers an encouraging message as well as the user's total score at the top of the page.

### 4.2 Correct and Incorrect Lists

As indicated by the 2 icon in figure [14], users are also presented with a summary of the words they spelt correctly on their first or second try, and words they spelt incorrectly twice or skipped.

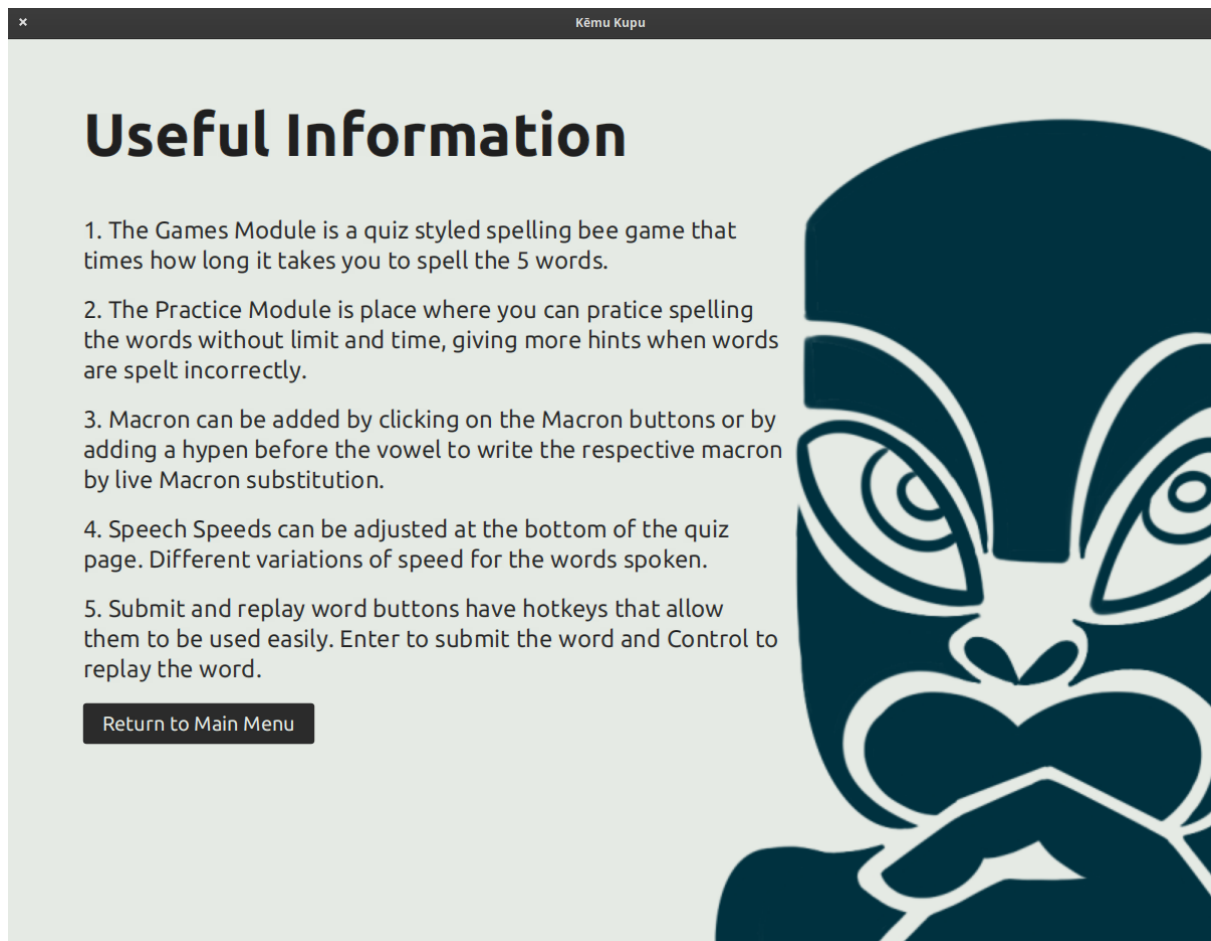
### 4.3 Quiz Time

As indicated by the 3 icon in figure [14], the total time taken to answer all five questions is also shown to the user, giving an indication of how proficient the user is at spelling the given topic.

### 4.4 Menu Options

As indicated by the 4 icon in figure [14], similarly to the main menu, the reward scene allows the user to change the quiz topic, enter the quiz module again, return to the main menu in order to switch to the practise module, or quit the game.

## 5.0 The Help Menu



*Figure [15]: The Help Menu: simple in-game tips independent of the user manual*

The help menu displays a few useful tips which can be accessed from the main menu, it is simply a much more brief explanation of some of the application's main features so that users only need to consult the user manual when they need more in-depth detail.