SAR 2.0: Tester Guide

View full GDD/TDD [here](https://docs.google.com/document/d/1Ic4ubiC6loUrEZh8wUh79weC6hECfM0fFIfbsg_i7no/edit?usp=sharing).  
  
SAR 2.0 can be run in two different modes:

Commander Mode  
Commander will allow you to host a lobby in which you can invite the corresponding Firefighters. As they’re joining, the Commander will start setting up the scenario by:

### deciding which environment they want

### where the fire will be and where the victims will be.

### Student Mode If you choose Student, you will first be prompted to enter your name and email address. Once signed in, you can choose between:

### a solo experience

### multiplayer experience

### Choosing multiplayer will display a list of active lobbies set up by your commander. Joining your commander’s lobby then brings you to the Lobby Scene where you will calibrate your height.

| Commander Actions | Student Actions |
| --- | --- |
| * Deciding location/size of fire * Deciding victim placement * Comms with students * Changing vantage points (multi-user) * Starting and stopping the simulation | * Entering name and email (sign in) * Height calibration * Forcible entry (solo or multiplayer) * Comms (Radio, mayday alarm) * Teleport & Crouch/Crawl locomotion * Air toggle and refill * Tool equipping * Moving furniture * Door interaction * Victim interaction |

| Tutorial Mode | | |
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| Overview: via voice over instructions, users are guided through how to properly navigate and interact with the various tools and objects throughout this simulation. | | |
| Part of Mode | Steps to test: | |
| *All* | Ensure the following steps are covered, and that the v/o guide covers details that are listed below:  STEP 1 - Intro and Height Calibration   * Welcome to the Search and Rescue Simulation Tutorial. * Height Calibration   + Stand up tall with your arms stretched outwards   + hold the trigger button on both controllers simultaneously until the white circle in front of you changes to green   STEP 2 - Teleport Locomotion   * When standing, push and hold the thumbstick on either controller forward to preview your new destination, then release the thumbstick to teleport. * When your done with this step, grab the green box in front of you to move on to the next step   STEP 3 - Crouch/Crawl Locomotion   * Crouch down to a comfortable position, text reading “crouched” will appear * To move when in a crouched position: reach your right hand forward, and while holding the grip and trigger buttons simultaneously, pull your hand back towards you, then release the grip and trigger buttons. Reach your left hand forward next and repeat the same action. (animated graphic will appear)   STEP 4 - Air Toggle and Refill   * Stand back up to the standing position. * To toggle your air on and off, hold the X button on your left controller, or the A button on your right controller. * To replace your air tank with a full one, navigate over to the firetruck nearby and grab an air tank using the grip button on either controller.   STEP 5 - Activate Tool Menu   * To activate your tool menu, hold down the Y button on your left controller or the B button on your right controller. Then, move your hand up, down, left or right and release the button to equip that tool   STEP 6 - Tool Equipping   * *Flashlight*   + Equip your flashlight, which is located to the left   + can be turned on and off by pressing the power button at the top of the flashlight with your index finger. * *Control Module*   + Equip your Control Module, which is located to the right   + You can check your air pressure status with this tool.   + Press the red alarm button at the front of the control module with your index finger to activate your pass alarm.     - Reset the pass alarm by pressing the green button on either side of your control module. * *Speaker Module*   + Equip your Speaker Module, which is located at the bottom   + lets you make radio communications with your Incident Commander and fellow firefighters.   + Hold the trigger button on the controller holding the speaker module to project your voice.   + When the light is green, everyone in the simulation will be able to hear your voice.   STEP 7 - Forcible Entry Axe Step   * To enter the building, you will need to perform a forcible entry sequence. * Grab the axe with the grip button on your controller and strike the halligan bar. * Once your partner has moved out of the way, grab the halligan bar and pry the door open.     STEP 8 - Forcible Entry Halligan Step   * Try holding the halligan bar this time. Equip your halligan bar from your tool menu. * Position your halligan bar in the same orientation as the blue highlighted halligan bar stuck in the door. * When it turns green, that means your halligan bar is in the right position to be struck by your partner's axe. * Try using both hands to hold your halligan bar in the right position for forcible entry.”   STEP 9 - Moving Furniture   * Grab one of the chairs in front of you with the grip button on your controller and move it to the outlined destination. * Move furniture back to its original position to ensure you won't disorient yourself in a low visibility environment.   STEP 10 - Door Interaction   * Grab the handle using the grip button on your controller and push, pull or slide the door using your hand.   STEP 11 - Victim Interaction   * If you encounter a victim during your search and rescue, you can grab and drag them using the grip button on either controller. * Use one hand to drag the victim and the other hand to crawl or teleport. | |

| Commander Mode - Custom | | |
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| Overview: A Commander (usually an instructor/facilitator) will make necessary customizations to build a scenario for student use. There will be virtually infinite scenarios as the commander will have the ability to decide where they want the fire located and victims located. | | |
| Part of Mode | Steps to test: | |
| *Setup* | * Fire Placement   + Click and drag fire icon to whichever room(s) you would like the fires in the scene to originate from   + Decide if it will be full blaze or just embers * Victim Placement   + Of the pool of victims, click and drag your selected icon to whichever room(s) in the house you would like victims to be generated | |
| *Running Simulation* | * Colour Coded Players   + Depending on if you are Player 1, 2, 3 or 4, you will have a unique colour outlining your screen so that spectators watching in the room during a session have an easier telling who is who.      * These colours correlate to the Commanders Viewpoint where you can see the same colours indicated.      * Radio communications   + Test comms with users t0 provide instructions | |

| Student Mode - Randomized by Commander | | |
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| Overview: users will have the opportunity to demonstrate knowledge of protocol for search and rescue situations, while being guided by the commander | | |
| Part of Mode | Steps to test: | |
| *Before entering/to enter house* | * Toggle air on (keep an eye on levels throughout the simulation) * Navigate to front door   + Complete forcible entry     - Axe + Halogen * Try equipping all tools * Enter the house | |
| *Once inside house* | * Crouch crawl as needed * Move furniture, stay on perimeter * Search for victims * Drag victims out to mats outside * Remember: you can enter from the front door, or from the rear entrance * Await instructor’s instructions | |
| *End of Simulation* | * The Commander decides when to end the simulation * When complete, everyone will be brought to an End Scene * Review some statistics of their recent search | |
| *Emails* | * Email sent to students once scenario ends should include:   + Student events   + Coverage maps   + Audio logs | |