

User Manual for Robot and I

Hello! Welcome to Robot and I!

My name is The Duke and you will be working with my latest invention, Bit. I have built him to help the people of Bittonia, but he is not ready to set out on his own. I need your help to program Bit's Central Processing Unit (CPU). You will be guiding Bit through the use of keyboard inputs. To keep it simple, you may use WASD keys or arrow keys for movement on each of the islands. Throughout your time controlling Bit, you will need to program him to solve problems and help the friendly Bittonians in Pseudo City, Python Jungle, and The Sharp Seas.

To complete Bit's programming, complete every level on Pseudo City, Python Jungle, and The Sharp Seas!

Thank you for helping the people of Bittonia!

From the desk of:

A handwritten signature in a cursive script that reads "The Duke".

Main Menu:

The opening screen is the main menu. Here, you see multiple buttons you can press. The "NEW GAME" button starts a new game for you. There is a "CONTINUE" button. This button is here for when we implement saving into our game. It will allow you to continue where you left off. The "OPTIONS MENU" will let you change the audio setting of the game. The Options menu will be further explained in the options menu part of the User Manual. The "QUIT" button will allow you to quit the game while at the same time saving your progress.

Options Menu:

In the Options Menu, you will see three sliders and three check mark boxes. These are nonfunctional as of right now as we do not have any sounds. This is how they will work when we do have sounds.

The top slider is for the Master Volume. This controls the audio for the entire game including music and sound effects. To turn down the volume of the entire game, slide the slider to the left. To turn up the volume of the entire game, slide the slider to the right. To turn off all audio in the game, check the box to the right of the Master Volume slider. To undo this, press the check mark box again.

The middle slider is for the Music Volume. This controls the audio for the music in the game. To turn down the volume of the music, slide the slider to the left. To turn up the volume of the music, slide the slider to the right. To turn off the music in the game, check the box to the right of the Music Volume slider. To undo this, press the check mark box again.

The bottom slider is for the SFX (Sound Effects) Volume. This controls the audio for the sound effects in the game. To turn down the sound effects, slide the slider to the left. To turn up the sound effects, slide the slider to the right. To turn off all sound effects, check the box to the right of the SFX Volume slider. To undo this, press the check mark box again.

To see the User Manual again, press the “USER MANUAL” button. To return to the screen you saw before pressing the Options Menu, press the “BACK” button.

Navigating Through the OverWorld:

Once you press the “NEW GAME” button, you will be brought to Level 0. This level will show you how to move around the levels and teach you your first lesson. Once you complete this level, the overworld will pop up on the screen. You will be brought to Pseudo City first.

To move around, you can either use your arrow keys or ASDW. The up arrow and the ‘W’ on the keyboard will move the main character, Bit, up. The down arrow and the ‘S’ on the keyboard will move the Bit down. The left arrow and ‘A’ on the keyboard will move Bit to the left. The right arrow and ‘D’ on the keyboard will move Bit to the right.

Levels that are available for you to play will be marked by an NPC with a “HELP” dialogue bubble above them. To play that level, press the “Start” button and you will be brought to that level. To get the dialogue box to disappear, press the “Back” button. To continue the dialogue with that NPC, press the “Continue” button. Once there is no more dialogue, the “Continue” button will disappear.

After you complete Level 1, you may travel to other islands. To travel to another island, look for the boats! There will be two boats on each island that take you to the other islands. To travel to another island, you will get on the boat and walk to the NPC. Once you run into the NPC, the dialogue box will ask if you want to travel to the island linked to that boat. To go to that island, press the “Start” button. To go to the other island available, go to the other boat and follow the same instructions.

There is a button on the top right hand side of the screen that has a “M” on it. This is a menu in the overworld. Once that button is pressed, the menu will pop up. To exit the menu and go back to the overworld, press the “BACK” button. To save your progress, press the “SAVE” button. To go to the options menu, press the “OPTIONS” button. The “NOTEBOOK” button is a place where you can keep notes over programming concepts! These notes will save automatically

after you leave your notebook and you can update them whenever you would like. To return to the main menu, press the “EXIT TO TITLE” button.

Navigating Through the Pseudo City Levels:

To move around in the levels, you can either use your arrow keys or A and D. Bit will only move left and right during the levels and jump. The left arrow and “A” on the keyboard will move Bit to the left. The right arrow and “D” on the keyboard will move Bit to the right. To jump, press the spacebar. In some levels, you may need to pick up an item. If you need to do that, you can press “E” on your keyboard.

The levels will start off with a lesson over a programming concept from The Duke given in a dialogue box. To skip this lesson, press the “Continue” button before pressing the “Start Lesson” button. This will skip the lesson and bring you straight to the question on the level. To start the lesson over this programming concept, press the “Start Lesson” button. Once you have read everything on this screen and you would like to continue, press the “Continue” button. This will start the next portion of the lesson. If you would like to go back and reread something, you can press the “Back” button. Once the lesson is complete, the dialogue box will tell the user they are about to program Bit and to press the “Continue” button. As instructed, press the “Continue” button one more time. The dialogue box will disappear and the question will appear.

To answer the question or questions, you can click on the empty box that needs to be filled and put your answer there. When you click on the question part of the screen, Bit will no longer move with the arrow keys, A key, D key, or spacebar. To have Bit move again, click the part of the screen that is not part of the question. Once you have answered the question or questions to your liking, press the “Check Answer” button. Once pressed, the screen will indicate what questions are correct or incorrect. To try again on a question that was incorrect, just click the box associated with that question, clear it with your backspace key, and try again. You can try as many times as you like. Once the question or questions are all correct, you get to complete the task on screen. Every level is unique and we hope you enjoy every one. Once you are done with the task on screen, you may run into the NPC and you will be brought back to the overworld map.

To see the lesson given by The Duke again, you can press the “R” button on the top right hand corner. This stands for reset. This will reset the level and allow you to read the lesson again from the beginning.

The “N” button on the top right hand of the screen is a part of the notebook. The “NOTEBOOK” button is a place where you can keep notes over programming concepts! These notes will save automatically after you leave your notebook and you can update them whenever you would like. Keep an eye out for when it’s ready!

There is a button on the top right hand side of the screen that has a “M” on it. This is a menu in the overworld. Once that button is pressed, the menu will pop up. To exit the menu and go back to the overworld, press the “BACK” button. To save your progress, press the “SAVE” button. To go to the options menu, press the “OPTIONS” button. To return to the overworld, press the “EXIT TO WORLD” button.

Navigating Through the Python Jungle and the Sharp Seas Levels:

To move around in the levels, you can either use your arrow keys or A and D. Bit will only move left and right during the levels and jump. The left arrow and “A” on the keyboard will move Bit to the left. The right arrow and “D” on the keyboard will move Bit to the right. To jump, press the spacebar. In some levels, you may need to pick up an item. If you need to do that, you can press “E” on your keyboard.

Some levels in Python Jungle and The Sharp Seas will have a lesson that builds on the concept that was taught in a Pseudo City level. The lesson will go over language specific concepts and will be given by none other than The Duke himself in a dialogue box. To skip this lesson, press the “Continue” button before pressing the “Start Lesson” button. This will skip the lesson and bring you straight to the question on the level. To start the lesson over this programming concept, press the “Start Lesson” button. Once you have read everything on this screen and you would like to continue, press the “Continue” button. This will start the next portion of the lesson. If you would like to go back and reread something, you can press the “Back” button. Once the lesson is complete, the dialogue box will tell the user they are about to program Bit and to press the “Continue” button. As instructed, press the “Continue” button one more time. The dialogue box will disappear and the question will appear.

Some questions will have fill in the blank questions, but others will be a little harder. Some problems will give you the opportunity to write code that runs! To do these questions, you will click on the box given to you and write the portions of code that is asked of you. When you click on the question part of the screen, Bit will no longer move with the arrow keys, A key, D key, or spacebar. To have Bit move again, click the part of the screen that is not part of the question. When you are satisfied with your answer, press the “Compile” button. This will run your code! This will either show your code working on the screen or show you the error you have made. To fix an error, you can click on the box and change what you have written and try the “Compile” button again. To answer fill in the blank questions, you can click on the empty box that needs to be filled and put your answer there. Once you have answered the question to your liking, press the “Check Answer” button. Once pressed, the screen will indicate what questions are correct or incorrect. To try again on a question that was incorrect, just click the box associated with that question, clear it with your backspace key, and try again. You can try as many times as you like. Once the question or questions are all correct, you get to complete the task on screen. Every level is unique and we hope you enjoy every one. Once you are done with the task on screen, you may run into the NPC and you will be brought back to the overworld map.

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