

Instruction manual

for users

SP2022-30: Serious Game for Software Development Processes: DEVMYTH

Game-based learning

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## HOW TO PLAY DEV MYTH

### 0. menu page



Fig. 0. menu page

The description of the main page is as follows.

- can press  to start the game.

## 1. main page

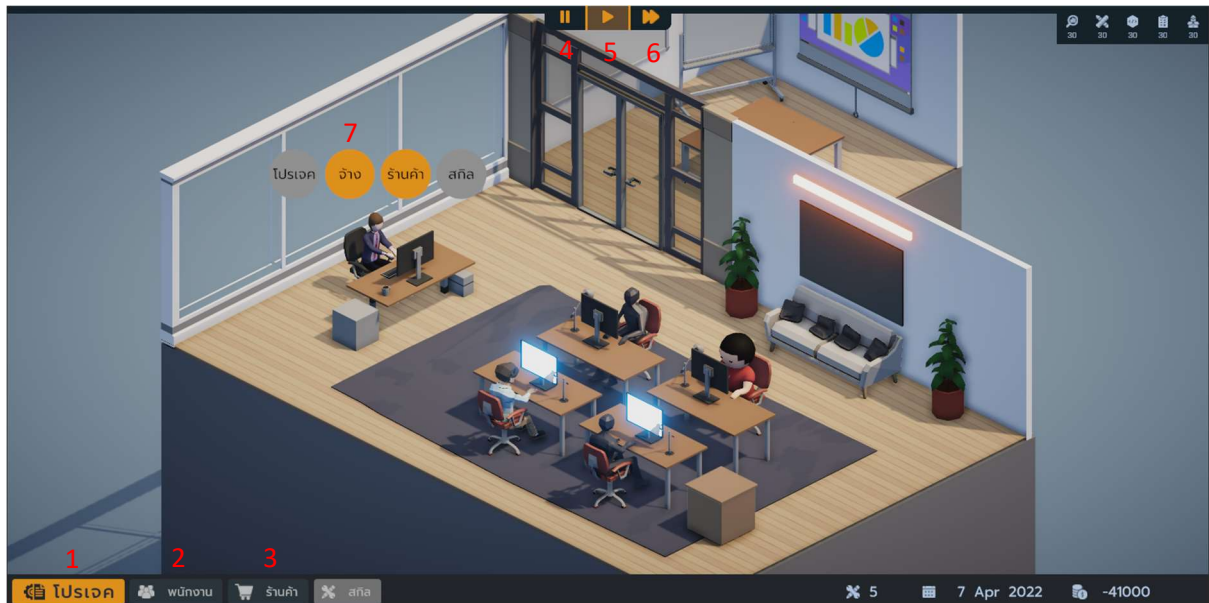


Fig1.1 main screen

The description of the main page is as follows.

- No. 1 Project button When you press this button, it will display the information screen of the project as in Figure 2.1.
- No. 2 Employee button will display employee information in our company as in Figure 7.1.
- No. 3 Shop button will show products or items that players can buy and use in the company as in Figure 8.1.
- Number 4 Pause button in case the player presses this button Within the game will stop the time when you do not want to continue, press the Play button.
- No. 5 Play button. In case the player presses this button The game will run normally.
- No. 6 Speed button, in case the player presses this button The game will accelerate the time within the game faster.

- Number 7. Hire button. If the player presses this button, the game will show the employee information for the player to choose to hire as in Figure 10.1.

## 2. Project

When you click number 1 as in Figure 1.1 The following screen will be displayed.



Figure 2.1 Projection Screen Display

The description of the project screen is as follows.

- Number 1, new button, in case the player presses this button It will display project information that the player can choose to do as in Figure 3.1.
- Number 2, old button, in case the player presses this button It will display project information that the player has done as in Figure 5.2.

### 3. Choose a project

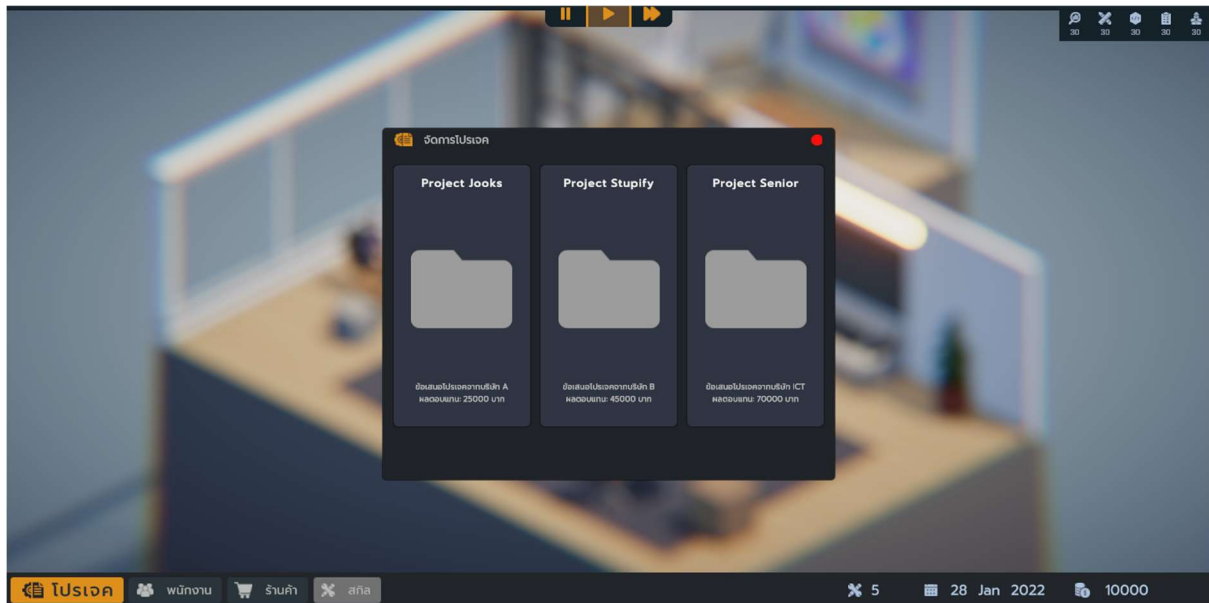


Figure 3.1 Project selection screen

Describe the process of selecting a project.

- Players choose which project they would like to work on. Once selected, the game will show the project information to the player as in Figure 3.2.

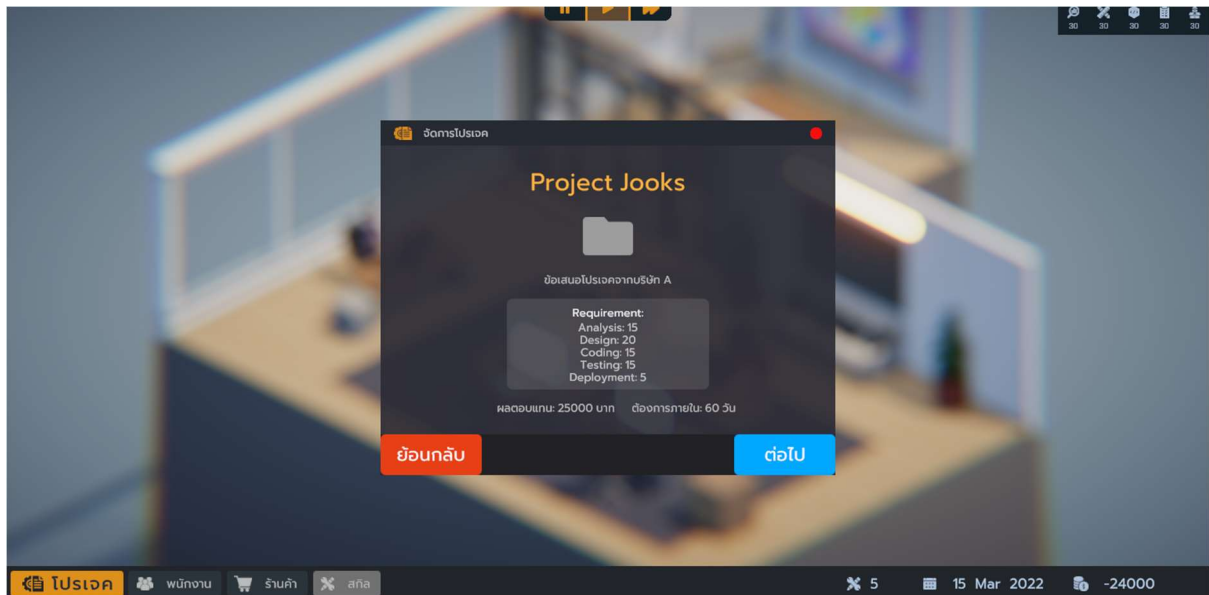


Figure 3.2 Project information screen

- When the player wants to do this project, press **ต่อไป** Next button, then the game will allow us to choose a working style as in Figure 3.3

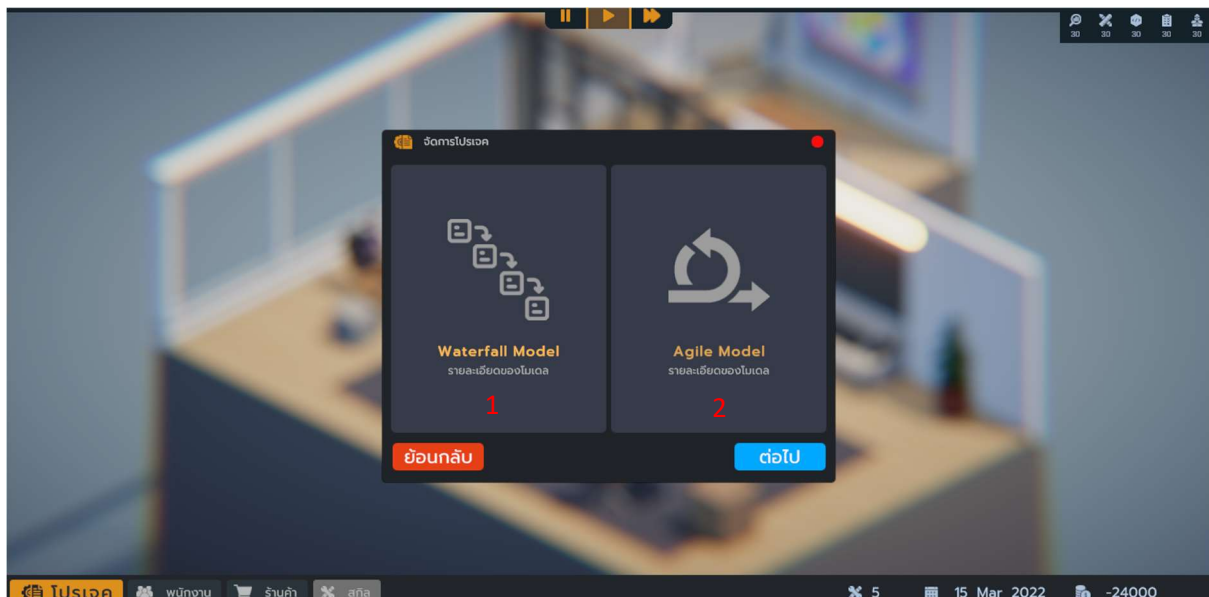



Figure 3.3 The screen shows the working model.



- In this screen, the player has to choose the project's working style. When the player clicks number 1, the mode of action will be as in Section 4.
- When the player chooses to click on number 2, the form of action will be as in section 6.
- When the player has chosen the mode of operation, press Next button  to summarize the project information in Figure 3.4.

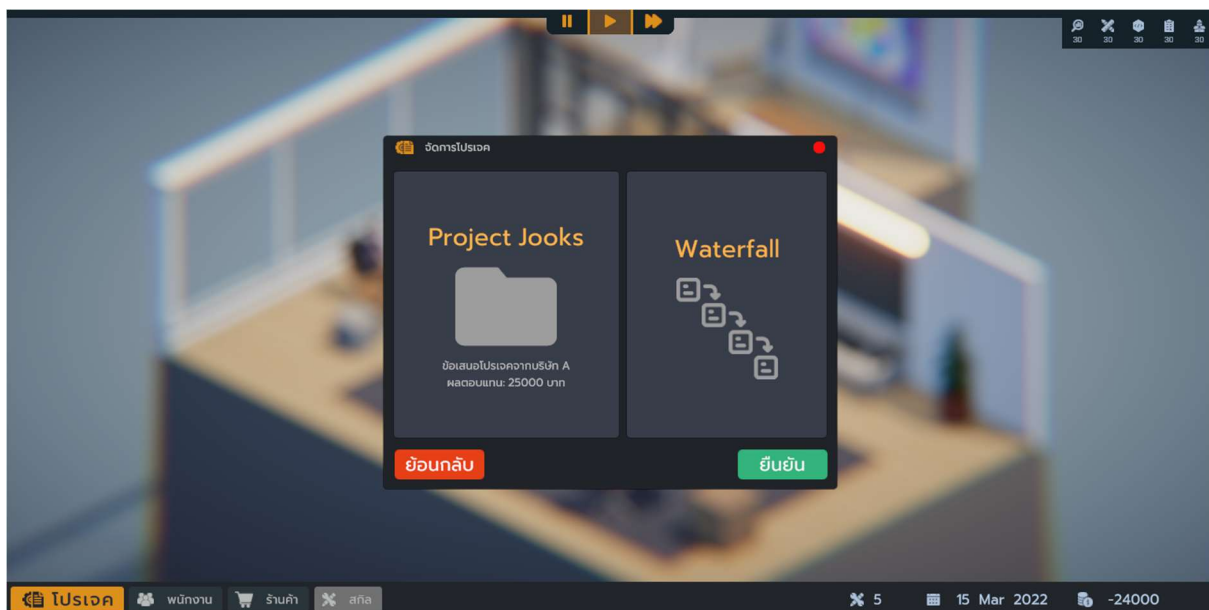
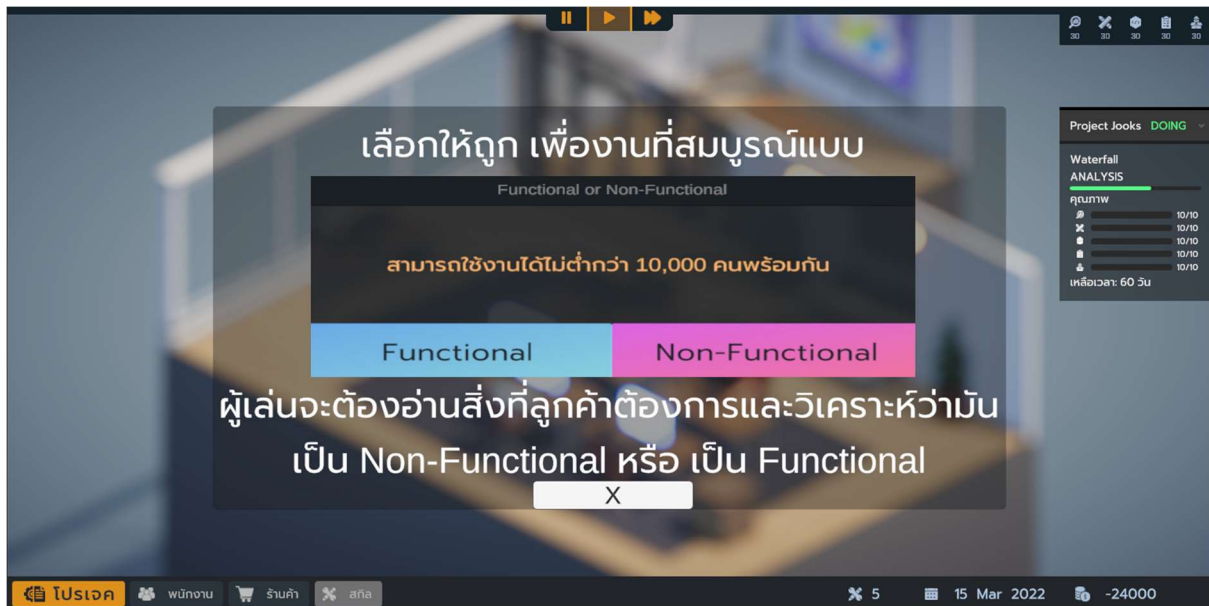


Figure 3.4 The project information display screen

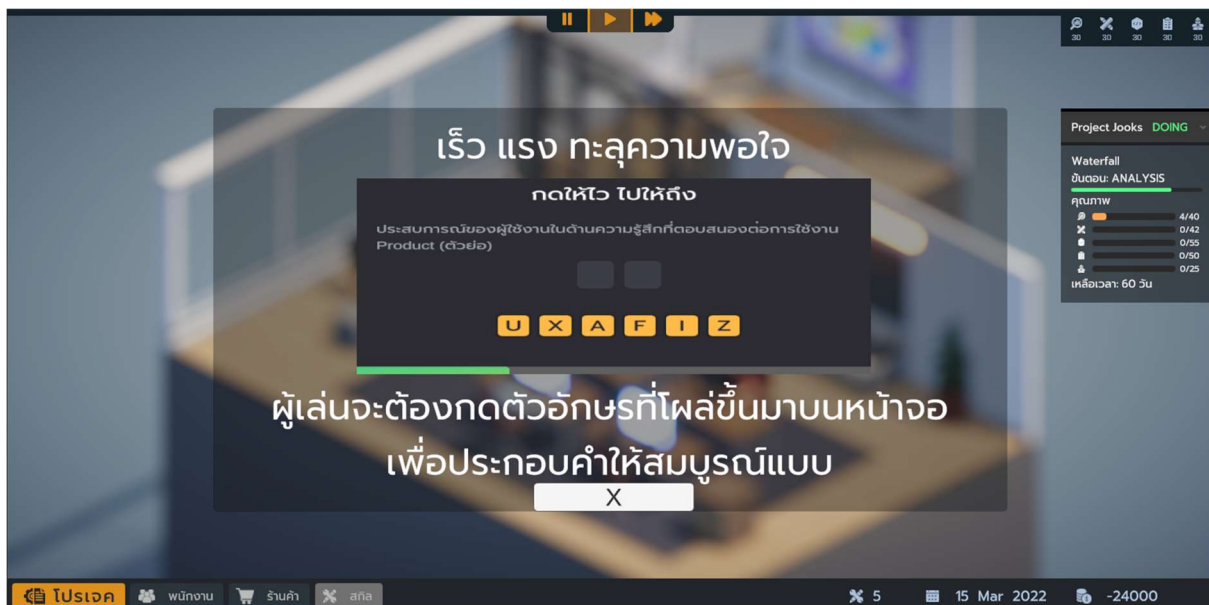
- When players want to do projects and work like this. press the confirm button  to perform the task as shown in Figure 4.1

#### 4. operation (Waterfall model)

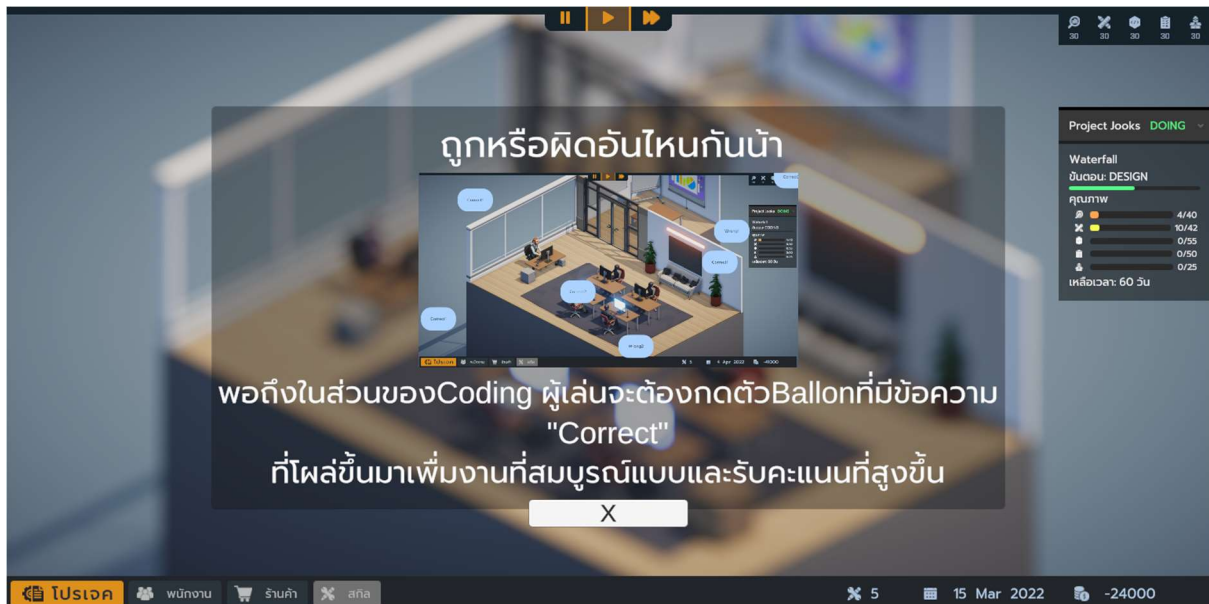
When the player clicks the confirmation button as shown in Figure 3.4. The game will allow players to perform various tasks. As specified by the game itself As shown in Figure 4.1, 4.1, 4.3.



Picture 4.1 How to play mini-game1 screen



Picture 4.2 How to play mini-game2 screen



Picture 4.3 How to play mini-game3 screen

When the player performs the task that the game determines until the end Let the player press the finish button. **เสร็จสิ้น**

to close the project as shown in Figure 4.4.



Figure 4.4 Operation screen

## 5. Summarize

When the player presses the finish button as in Figure 4.4 The game will sum up and display information on which parts of the player perform well and which parts should be fixed as in Figure 5.1.

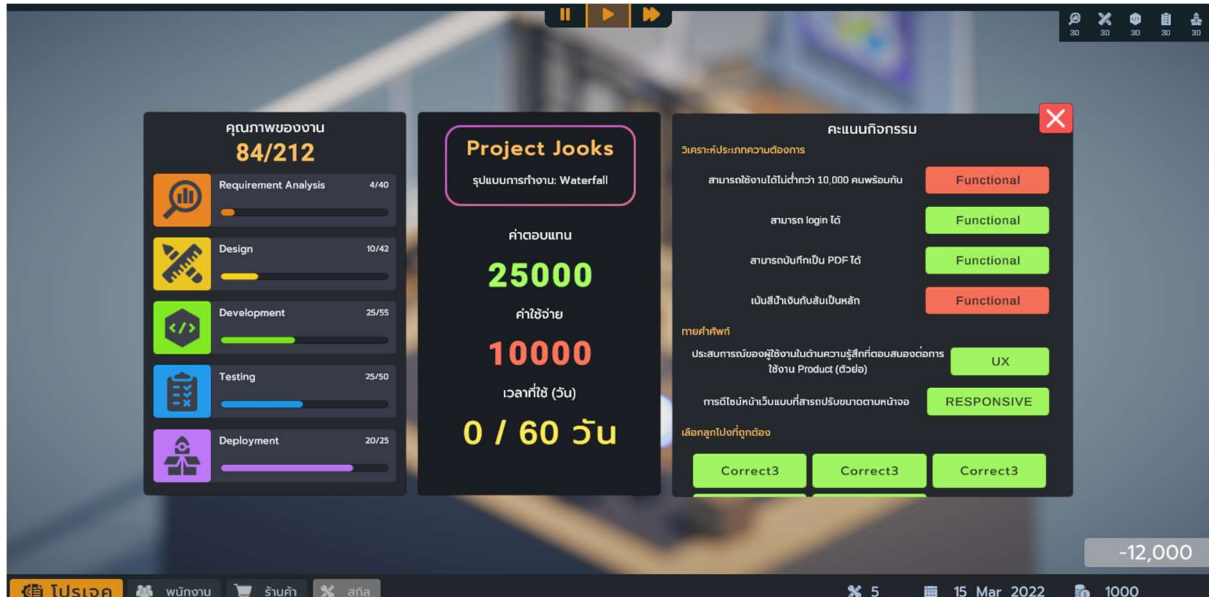


Figure 5.1 Summary display screen

- If the player wants to see the summary of the project that has already been done, the player presses the number 2 button as in Figure 2.1. The screen will be displayed as in Figure 5.2.

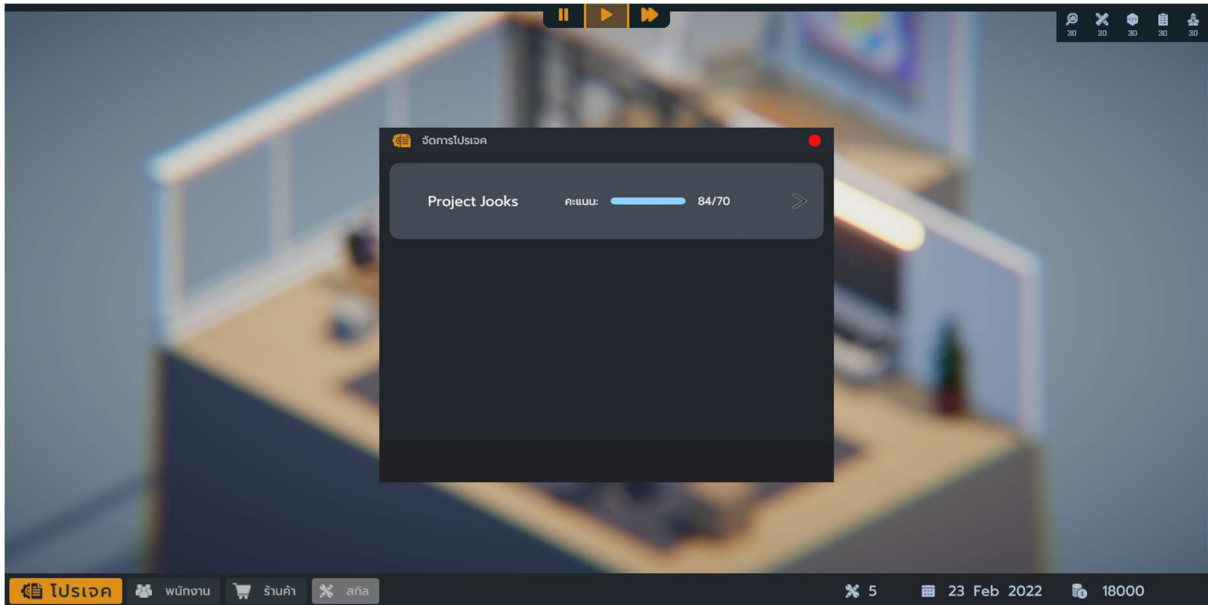


Figure 5.2 Old project information screen

- When the player clicks on that old project The game will show the information of that project as in Figure 5.1.

## 6. operation (Agile model)

When a player chooses an Agile working model as in Figure 6.1

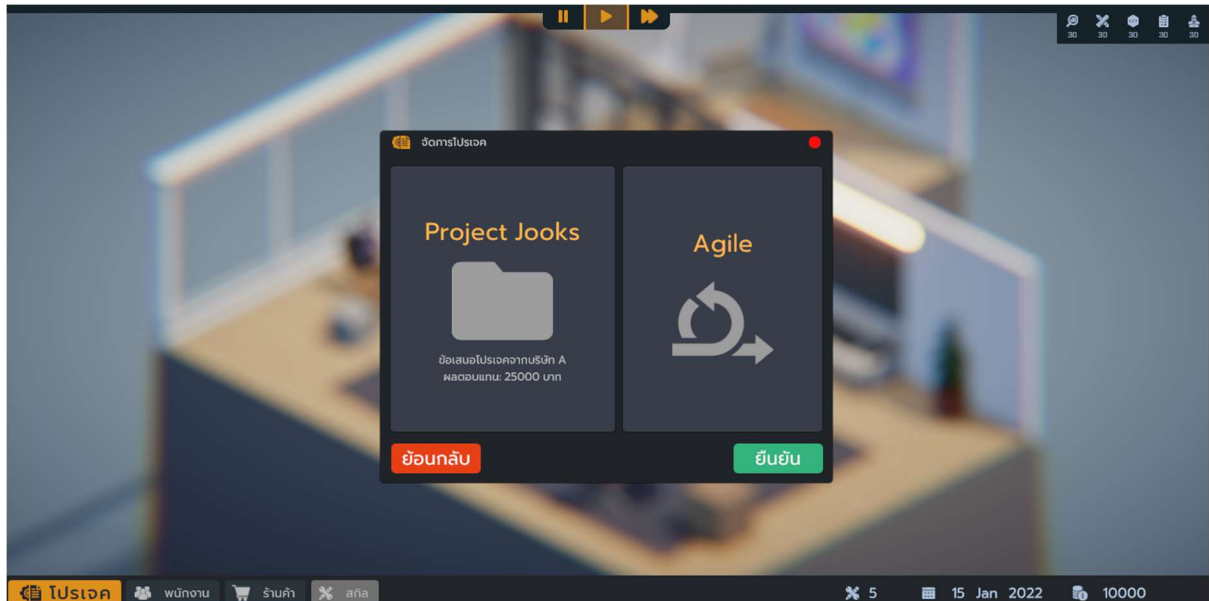


Figure 6.1 Project operation screen

When the player presses confirm The game will display staff information that players can choose to have. Which employee did the work, as shown in Figure 6.2

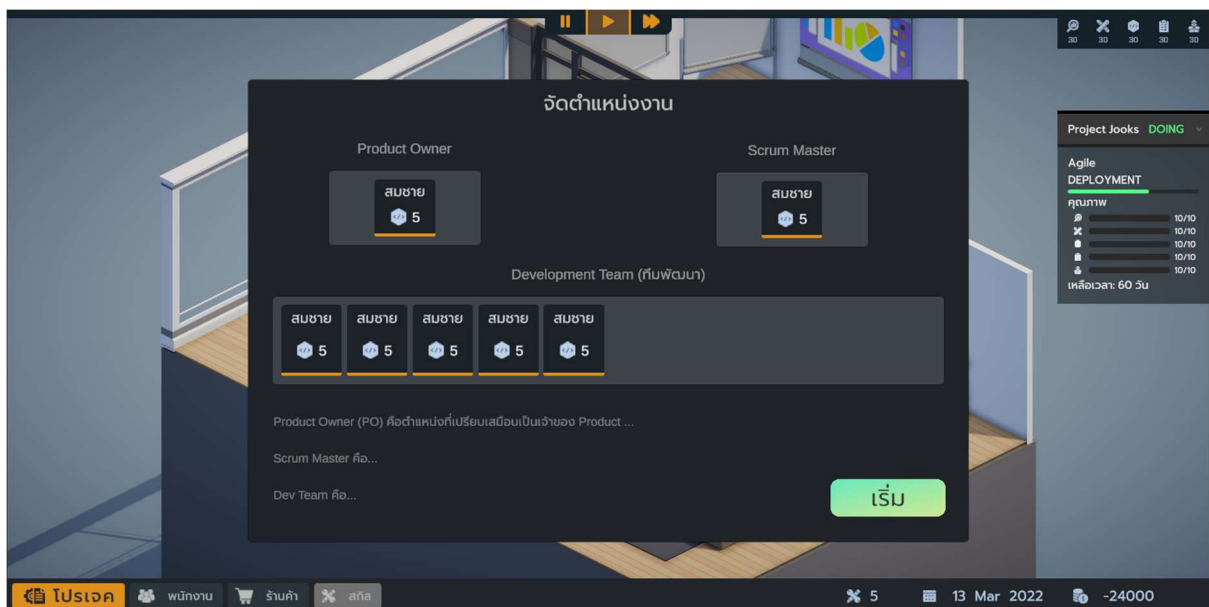


Figure 6.2 Agile operation screen



- Once the player has chosen an employee to work on, press the start button. **เริ่ม** The screen will be displayed as in Figure 6.3.

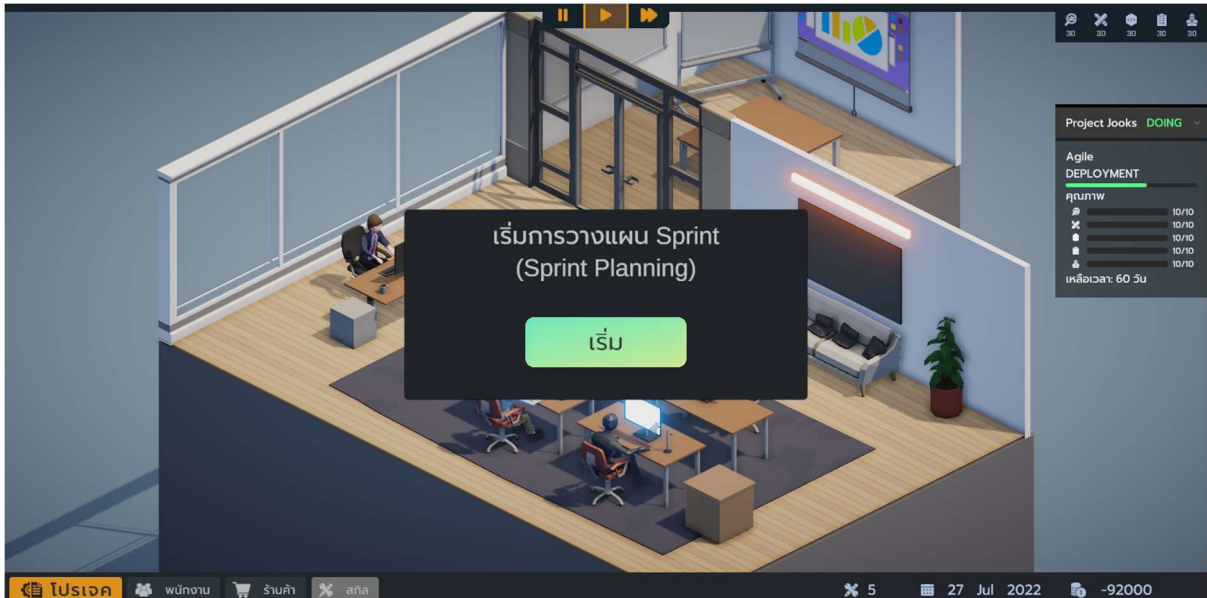


Figure 6.3 Agile work preparation screen

- When the player wants to perform the task, press start. **เริ่ม** to perform the task as shown in Figure 6.4.



Figure 6.4 Job details screen

- When players press start as in Figure 6.3, the game will show information and details for players to operate.



Figure 6.5 Agile gameplay

- In terms of gameplay, Agile is different from the Waterfall model in that Agile players can control the character to perform tasks.
- How to walk
  - Press the W key to move forward.
  - Press the D key to move right.
  - Press the S key to walk backward.
  - Press the A button to move left.
- How to pick up/drop things
  - Press the E button to pick up/drop things. as in Figure 6.6, 6.7
- Job submission
  - When the player completes the task according to the details that the game provides, it can be delivered to the work file table as in Figure 6.8



- When the player submits at the file table, there will be a page summarizing the tasks that the player provided as in Figure 6.9.



Figure 6.6 Holding items



Figure 6.7 Placement

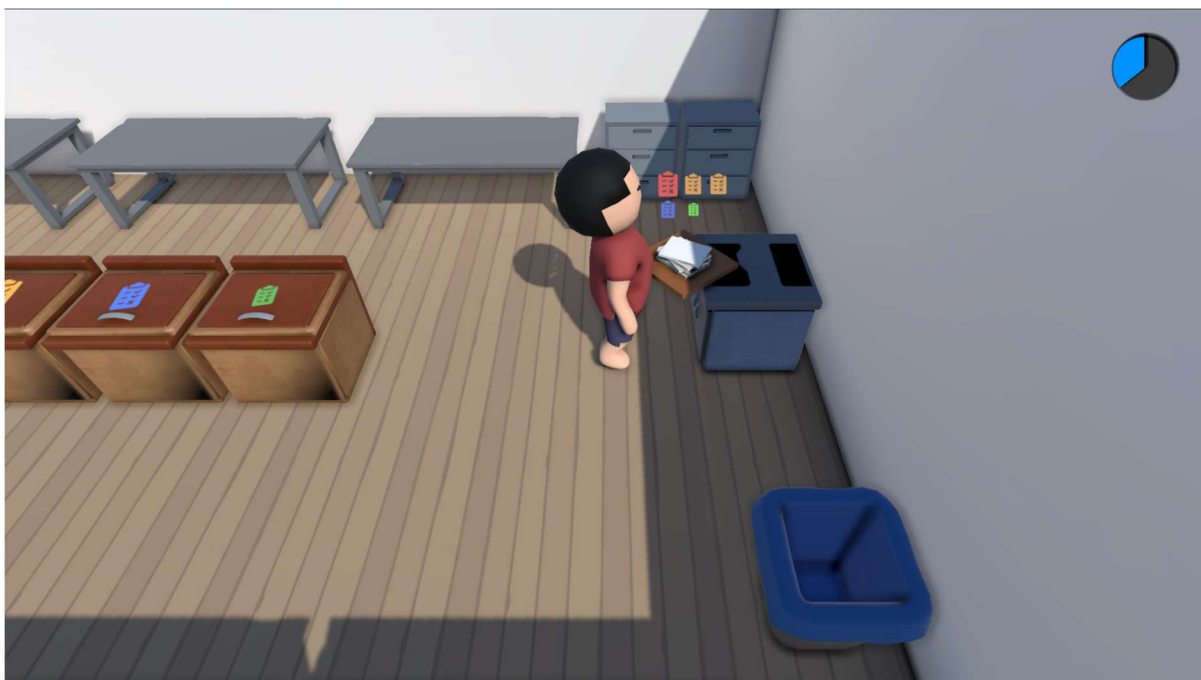


Figure 6.8 Job submission



Figure 6.9 Summary of work

## 7. Employee

When clicking number 2 as shown in Figure 1.1 The following screen will be displayed.

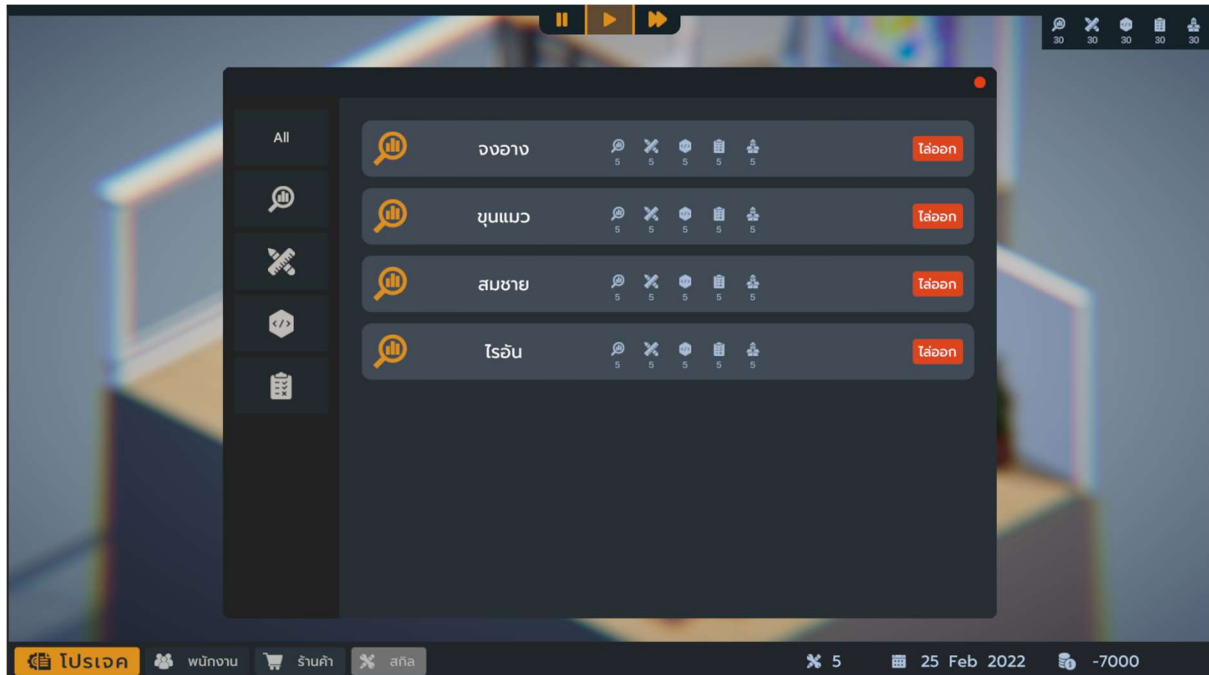


Figure 7.1 Employee Information Screen

- In this screen the player can manage or administrate about employees.

## 8. Store

When you click number 3 as shown in Figure 1.1 The following screen will be displayed.



Figure 8.1 Display of products in the store

- In this section, players can choose to buy the items they want, with each item having different properties.

## 9.Pause

Pressing ESC on the keyboard will bring up this window.

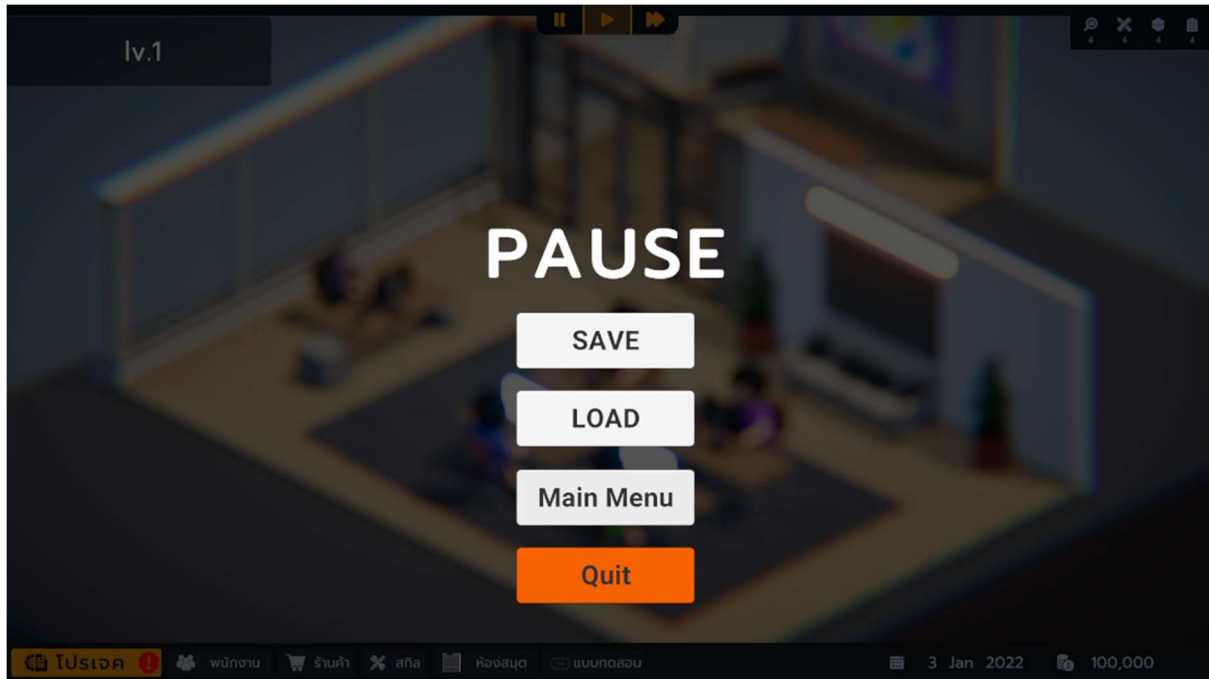


Figure 9.1 The screen shows stop all actions.

- When the player presses the SAVE button, the game will save the game's data at that moment.
- When the player presses the LOAD button, the game will fetch the latest save information for the player.
- When the player presses the Main Menu button, the game takes the player to the Main Menu page.
- When the player presses the Quit button, the game closes the game.

## 10. Hiring

When clicking number 7 as shown in Figure 1.1 The following screen will be displayed.

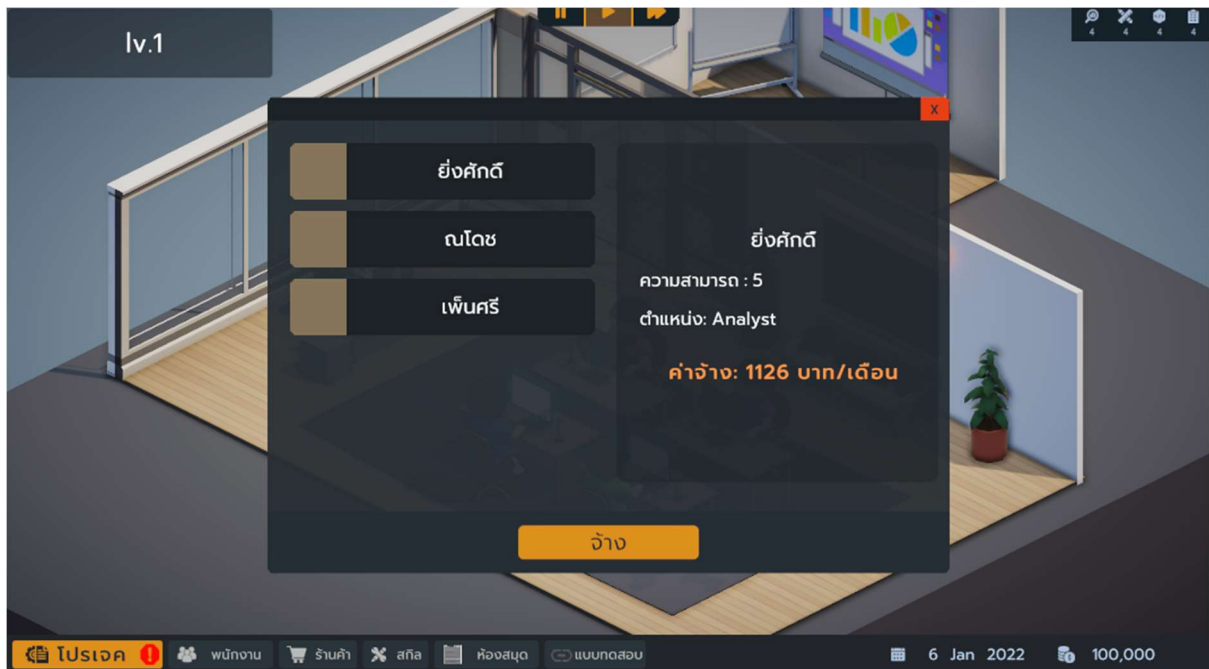


Figure 10.1 Employee Hiring Screen

- Players can choose which employees to hire. Each employee will have different expertise.