



UNIVERSITEIT VAN PRETORIA
UNIVERSITY OF PRETORIA
YUNIBESITHI YA PRETORIA

USER MANUAL

PROJECT NAME: ARCANE ARCADE

CLIENT: TONY VD LINDEN

TEAM NAME: TERABITES

TEAM MEMBERS

NG Maluleke	D Mulugisi	C Nel	LE Tom
13229908	13071603	14029368	13325095

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1 Introduction

The project is called *Arcane Arcade*, which references the esoteric language users will have to use, as well as the gamification approach to try and make it as fun as possible.

2 Project Background

2.1 Problems Experienced

2.2 Arcane Arcade as the Solution

3 System Overview

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5 System Configuration

6 System Usage

6.1 Administrative Use

6.2 Candidate Use

7 Troubleshooting

7.1 Administrative Problems

7.2 Candidate Problems