

# Smurfinator User Manual

## 1 Introduction

This user manual will serve as a guide on how to start, use, and exit the Smurfinator Application. The manual will be divided up in those 3 sections to offer concise and clear steps on using Smurfinator

## 2 Launching the Application

To start the application run the program in your IDE of choice with Maven installed. You can either run via the “play” button in the top right corner if you’re using Visual Studio Code (Figure 2.1) or type the command ***mvn javafx:run*** in the integrated terminal. If you’re using the latter method, make sure you’re in the directory where the ***pom.xml*** file is located. To switch directory, use the command `cd path/to/pom.xml` where the path is the path of the folder containing the pom.xml file (Figure 2.2)

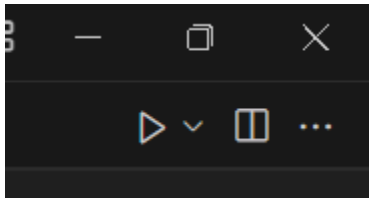


Figure 2.1

```
PS C:\Users\FastOne\Documents\GitHub\OOPP-project> cd C:\Users\FastOne\Documents\GitHub\OOPP-project\group3project
PS C:\Users\FastOne\Documents\GitHub\OOPP-project\group3project> mvn javafx:run
```

Figure 2.2

## 3 Logging in

To be able to use the Smurfinator Application you first need to create an account, if you don't already have one. To do this simply press the CREATE ACCOUNT button to start the account creating process (Figure 3.1). Once in the create account menu, fill in a username and password and press CREATE ACCOUNT. Then hit go back and fill in your username and password and press LOGIN to login.

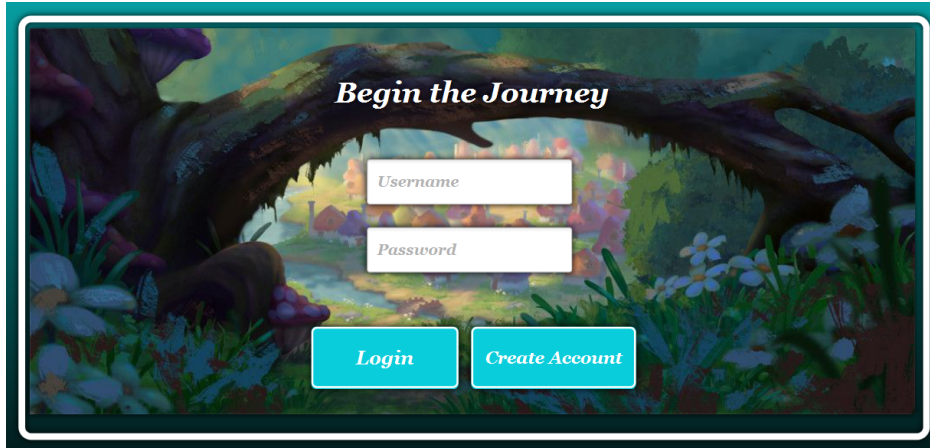


Figure 3.1

#### 4 Starting the game

Once logged in you'll be taken to the main menu. Here you can check out the leaderboard to see statistics on other users and how many times a Smurf has been guessed on. You can also see a Compendium of Smurfs that you personally haven't guessed on yet. To play the game, simply press Play.

#### 5 How to Play

The point of the game is that you, the user, think of a Smurf and then the application will attempt to guess what smurf you're thinking of by asking a series of questions. You can either answer Yes, No, or Don't Know. In some cases you can be asked a question where you have to give an answer between 1-10 depending on how much the question fits the description of the Smurf you're thinking of (Figure 5.1). You keep answering the questions until the application feels confident enough to make a guess. The application will make the guess automatically. After the application has made a guess you can either answer Yes to signal that it guessed correctly, or No the guess was incorrect. If the guess was incorrect you will be prompted to create a new character, or go back to the start menu.

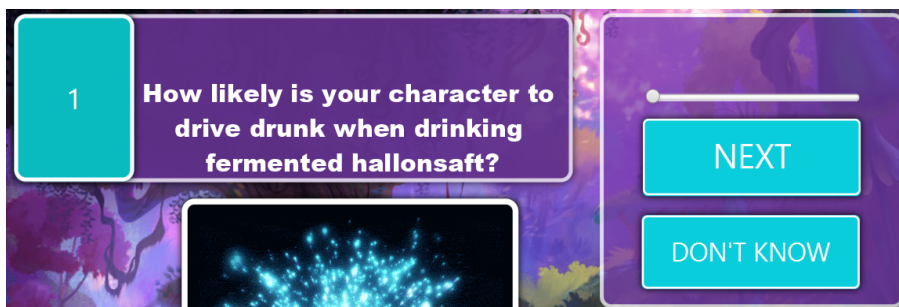


Figure 5.1

## **6 Creating a Character**

If you select “create a new character” after the application has made its guess you will be asked a series of questions where you get to create your own smurf with its own personality. You answer Yes, No, or Don’t Know to your liking. After the questions you will be asked to give your smurf a name as well as uploading a picture of it. The smurf is then added to the database for other users to guess!

## **7 Exiting the Application**

To exit the application, simply press the X at the top right on the window, or press the turquoise ‘Exit’ button at the bottom left corner.