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**Final Project – User Manual**

**Wandering in the Woods Game: User Manual**

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**1. Introduction**

Welcome to the Wandering in the Woods game, an engaging and educational simulation designed to introduce K-8 students to computational thinking, math concepts, and computer science in a fun and interactive way. This manual will guide you through setting up the game, navigating its interface, understanding gameplay, and utilizing the game's educational features effectively.

**2. Getting Started**

**System Requirements**

* A modern computer or tablet with a recent version of Windows, macOS, or a tablet operating system.
* Speakers or headphones for audio directions and prompts.

**Installation Guide**

* Download the game from the provided link.
* Follow the on-screen instructions to install the game on your device.
* Open the game once installation is complete.

**3. Navigating the Interface**

Upon launching the game, you will be greeted with a simple and intuitive main menu. From here, you can select the grade level of the players, access educational resources, or view the game's instructions. The interface is designed to be straightforward, ensuring that students and educators can easily navigate through the options.

**4. Gameplay Overview**

**General Features Across All Grades**

* The game features a grid-based simulation where students control characters lost in the woods.
* Audio directions and prompts guide the players through the game.
* The gameplay is designed for two students to work together in front of the same screen.

**Pair Gameplay**

* Encourages collaboration and communication between students.
* Allows for shared decision-making and problem-solving.

**5. Grade-Specific Instructions**

**Grades K-2**

* The grid is square with two characters starting at diagonally opposite corners.
* Characters move randomly with each move counted separately.
* When characters meet, a celebration animation plays, and game statistics are announced.

**Grades 3-5**

* Students can customize the grid size and shape, and choose the number of characters (2-4).
* Characters that meet will move together until all are found.
* Statistics on gameplay are displayed for analysis and discussion.

**Grades 6-8**

* Offers full control over the game settings as in Grades 3-5.
* Challenges students to conduct experiments to explore how variables affect meeting times.
* Encourages the use of different wandering protocols to optimize meeting times.

**6. Educational Goals and Assessments**

This game aims to foster an understanding of computational thinking, mathematics, and basic data analysis through interactive gameplay. Assessments are built into the game to provide feedback on students' progress and understanding. These assessments vary by grade level to match the learning objectives and can be accessed through the main menu.

**7. Troubleshooting and Support**

For technical issues, refer to the troubleshooting guide available in the game's Help section. For further assistance, contact our support team through the game's website.

**8. Conclusion and Additional Resources**

Wandering in the Woods is designed to be a fun, educational tool that grows with students. We encourage educators and students to explore beyond the game by accessing the additional resources provided, including lesson plans and extended learning activities.