Trivia Blasters User Guide

Installation and Setup

Welcome to Trivia Blasters, an arcade-style game that combines thrilling space combat with exciting computer science trivia! This guide will help you get set up quickly to start playing and testing our game.

Prerequisites

Ensure that your device meets the following requirements:

- MacOS 12.0 or later
- Xcode (the latest stable version)
- GitHub account with collaborator access to the Trivia Blasters repository

Installation Steps

Step 1: Clone the Repository:

- Open Terminal on your Mac
- Navigate to the directory where you'd like the game installed
- Enter and run the following command:
  git clone https://github.com/Judahlomo/TriviaBlasters.git
- The game should now be cloned into your designated location

Step 2: Open the Project in Xcode:

- Launch Xcode
- Choose "Open a project or file"
- Navigate to the Trivia Blasters directory (your cloned Trivia Blasters folder)
- Open the project file (*TriviaBlasters.xcodeproj*)

Step 3: Build and Run the App:

- First ensure that the appropriate simulator or physical device is selected from the top toolbar in Xcode
- Press the play button, or press Cmd + R to build and run the game

How to Navigate our App

Main Menu Overview:

Our main menu is divided into three clearly defined sections, accessible via these buttons:

- **New Game**
  The button to start a new Trivia Blasters game. Clicking this immediately launches the user into gameplay.

- **Practice Trivia**
  Go back at any time to practice trivia questions that you've successfully answered in your games. Clicking this button allows the user to prepare in advance before a playthrough and is useful for reinforcing computer science concepts.

- **Settings**
  The settings button takes the user to the settings menu. Within this menu the player can toggle the in-game sound effects on or off.

Starting a New Game:

To start a new game the player must press the "**New Game**" button located on the main menu screen. This option also becomes available if the player runs out of lives during their playthroughs.

App Features and Functionality

Overview of Gameplay Mechanics

Once the player starts a game they are immediately met with a screen full of invaders. The goal of the game is to navigate your ship (found at the bottom of the screen) to dodge incoming projectiles while also trying to blast all of the invaders away.

The player has a life system that they must manage whilst trying to destroy all the ships. Each new game starts with three lives, and if the player loses all three of their lives, they must start the game over.

Trivia Questions

Trivia Blasters blends arcade game play with educational trivia. The preset questions cover various computer science topics and follow the multiple choice or true/false formats. While playing the game the user will encounter trivia questions upon taking direct hits from

the enemy projectiles. These questions serve as a last chance for the player to preserve their life. If the player answers correctly, they'll keep their life, otherwise they'll lose one life from their total.

All the trivia questions that the player answers correctly in their playthroughs are saved for later studying. If the player wishes to study any of the questions they've encountered, they can find them in the "Practice Trivia" section of the main menu.

Pause Menu

You can pause gameplay at any moment by clicking the **Pause** button at the top-right corner of the screen.

Inside the pause menu, you have two options:

- **Resume**: Continues your current game from exactly where you paused it.
- **Main Menu**: Ends your current session and returns you to the main menu.