

# Frogs & Flies Game Manual

## Table of contents

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Introduction .....	3
Welcome .....	3
Getting Started .....	4
System Requirements .....	4
What are the controls .....	4
Developers .....	6

## Introduction

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Developed by Team\_Alpha BC

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## Welcome

Frogs and Flies is an educational game that aims to improve your English. English is a big subject! Therefore this game teaches you just a small part of it. Throughout the game we aim to teach Antonyms, Synonyms and Homonyms while stimulating healthy competition. Through interactive tutorial we teach the concepts of ASH (Antonym, Synonym and Homonym)

before setting you free to take on the leader boards.

Frogs and Flies was developed as a group assignment. Throughout our development we tried to stick to our concept of

"instill knowledge and the future looks bright" and allowed this concept to

seep through into our software. The team has worked hard to bring you an intuitive and feature-rich game. We ask that you ENJOY and HAVE FUN!

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## Getting Started

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Find out all the information you'd need right here!

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## System Requirements

Frogs and Flies is developed for the Microsoft WINDOWS platform and as such we only officially support the software for WINDOWS. {An unofficial Linux version can be found [www.ktpsolutions.co.za](http://www.ktpsolutions.co.za)}

Min. Specs:

- Windows XP/Vista/7
- 256 MB RAM
- 50 MB Storage
- 1 GHz CPU

Recommended Specs:

- Windows XP/Vista/7
- 1 GB RAM
- 100 MB Storage
- 1.5 GHz CPU

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## What are the controls

{NB: This is the documentation for the TEXT-BASED VERSION, a GUI is developed by our GUI team}

The controls for the game is quite simple!

When the game prompts you to enter an input, go right ahead and enter your input! Don't worry the game will let you know

what to enter. This version of the game is text-based and therefore has a few menu's to assist you in getting you to various

screens.

The following is an example:

```

*****
|Frogs&Flies                               A Team_Alpha BC Production|
*****

                Welcome to Frogs & Flies!
                *****

Frogs & Flies is an open-source game (GNU) educational
game that helps players with English. The tutorials are
there to be a fun learning enviroment with the real
challenge being the game. CAUTION! Don't let the cute
name and simplistic game-player fool you, Frogs & Flies
is NOT for the fait hearted. Whether its challenging the
top players for a spot on the leader board or trying to
beat on of the three difficulty level, the end goal is
to reach the MYSTERY LEVEL.

Good luck and have fun!
Team_Alpha BC
*****

                Game Interface Menu:
                *****
                1. Go to Game
                2. About Frogs & Flies
                3. About Developers
                4. Toggle Sound {ON/OFF}

                Enter your choice here...

```

The following screen gives you one of 4 options. Whenever you see

something like this, go right ahead and enter your choice!

The remaining of the game continues in this fashion.

NOTE: The games sound can be turned off in the initial screen, thereafter you will have to lower the volume of your machine!

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## Developers

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Frogs and Flies was developed by

- > Kaylen Travis Pillay
- > Theolin Naidoo
- > Mpilwenhle Sanele Maphanga
- > Bathande Ndaba
- > Justin Mahabeer

Enjoy and have fun!

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