



# THE ROMANTIC VOXPSELL STORY

User Manual

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## Introduction

Thank you for choosing The Romantic Voxspell story application.

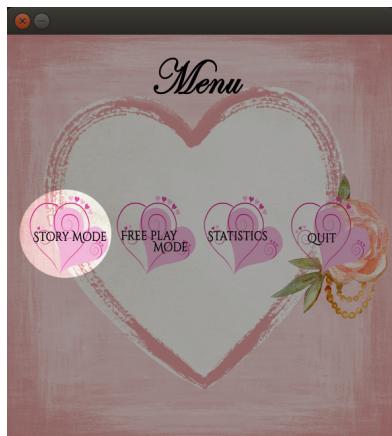
The Romantic VoxSpell story application is an intuitive spelling aid designed for second-language learners. The application is Integrated with storytelling to capture the user's attention. This user manual will guide you through starting and using the spelling aid application.

## Main Menu



Figure 1. Menu Panel

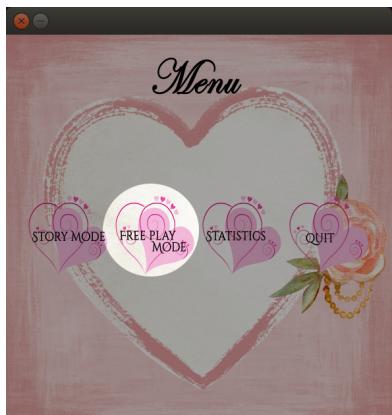
Once you exit out of the welcome panel you will come across the menu, when you hover over the buttons, they will move to indicated which mode you will enter, you may select 1 out of 4 options to proceed:



### Story Mode

If you want to experience spelling aid with storytelling and comedy, you can select “Story Mode” story selection panel. This button will take you to the episode selection panel.

Figure 2. Story Mode button



### Free Play Mode

If you decide to play a quick yet challenging spelling quiz, then select “Free Play Mode” which will take you the spelling List selection panel.

Figure 3. Free play mode button

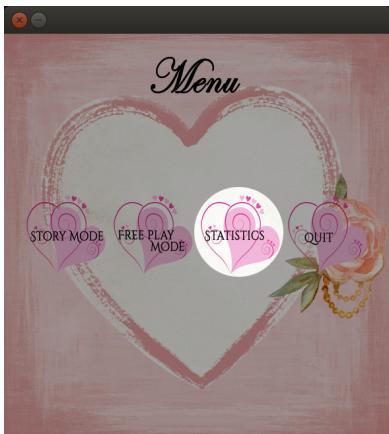


Figure 4. Statistics button

### Statistics

If you want to see your current progress for your spelling record, pressing the statistics button will take you to the statistics panel.

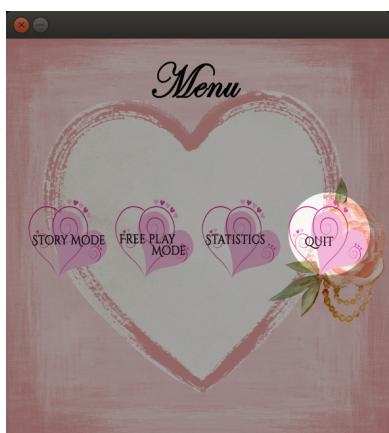


Figure 5. Quit button

### Quit

If you decide to quit the game, pressing the quit button will close the application.

## Story Model Episodes Menu



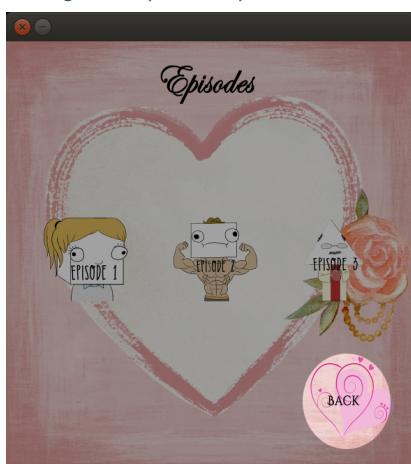
Figure 5. Main Menu

If you have selected “Story Mode” you will be taken to the “Episodes” panel, this is where you can start The Romantic Voxspell Story game, you can select 1 out of 4 options:



You are able to select 3 buttons that corresponds to each episode. It is recommended that you start from episode 1, but if you wish to revisit episodes or start from later episodes, you can select the others.

Figure 6. Episodes option buttons



If you wish to return to menu, press the back button.

Figure 7. Back button

## Movie Panel

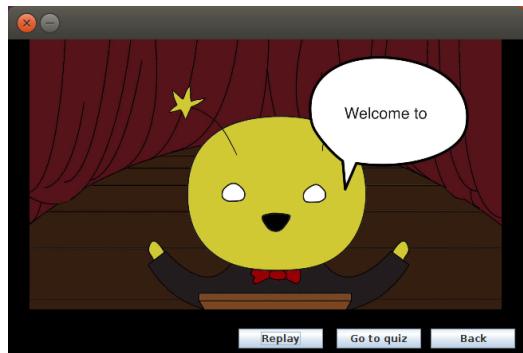


Figure 8. Movie Panel

When you have selected an episode to play, you will be taken to movie panel. Every episode has a short video that is linked to one another.



Figure 9. Movie Screen

The top panel will be playing the unique video for each episode.



Figure 10. Replay Button

If you have missed detail in the video, and you want to play the video again, you can press the "Replay" button as much as you want.



Figure 11. Go to quiz button

### 2.6 Go to quiz button

To progress to the spelling game after the video (or during) press the go to quiz button.



Figure 12. Back button

## 2.7 Back button

If you have second thoughts about proceeding to the spelling quiz, you can press the back button to return to the episode selection screen.

## Gameplay



Figure 13. Game play screen

Once you have pressed “go to quiz”, you will be lead to the quiz panel. The story and spelling are linked to each other, so in order to progress the story, you must pay attention to the words you are spelling.



Figure 14. User insertion text box

Please pay attention to the voice that will tell you to spell a certain word. To enter your attempt, there is a text box in the middle. Type in your spelling and press enter to submit. The voice then tells you if you have spelled the word correctly or not.

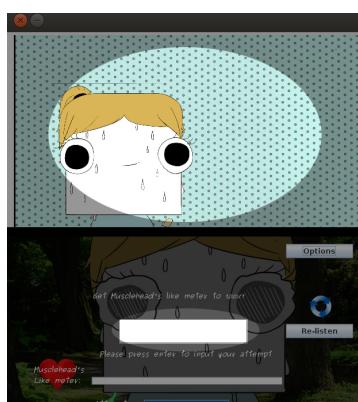


Figure 15. User and movie screen interaction

Luckily, the characters you are helping are still able speak barely, please pay attention to what they are saying as the word you are spelling and the words they are saying link into one sentence. For example, if you are asked to spell “hello”, and the character says “there”, then the linked sentence will be “hello there”



Figure 16. Like meter

In addition to the voice telling you if you have spelled the word correctly or not, you can also keep track of your progress on the progress bar on the bottom. Here are the other characters like meter, your mission is to help your main character to fill up this like meter, the more correct spelling you make, the higher the like meter. If you pay attention to the text on the progress bar, you may also learn of what the other character is thinking!

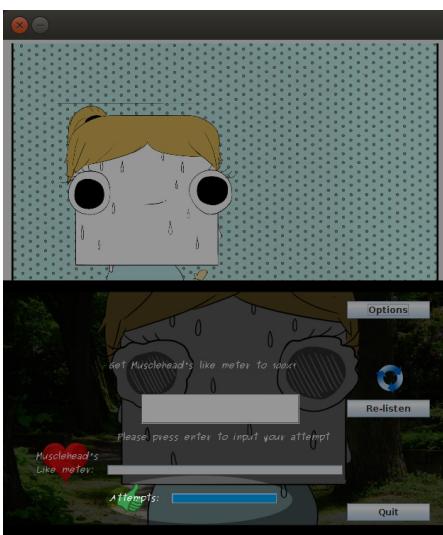


Figure 17. Attempt meter

The attempt bar keeps track of how many chances of re-spelling you are allowed, if you get a word incorrect the attempt meter will go down! So please be careful and double check before you press enter!

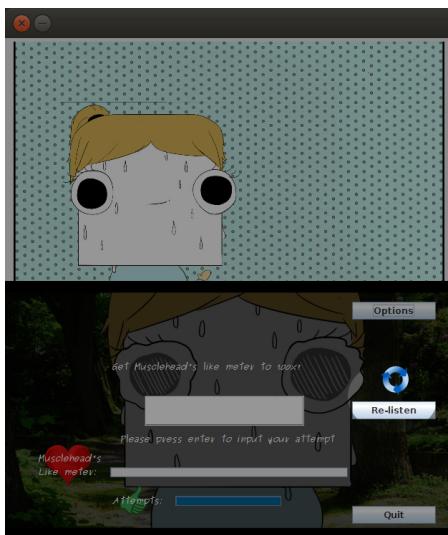


Figure 18. Re-listen button

If you have could not hear the word the voice is telling you to spell, you can press the Re-listen button for the voice to say the word again. Sadly, love does not come easily, so for every word you are given only one chance to listen to the word again.



Figure 19. Quit button

If you wish to quit the quiz, you are able to exit the quiz by pressing the quit button. But please be warned that quitting will cause you to lose your current progress.

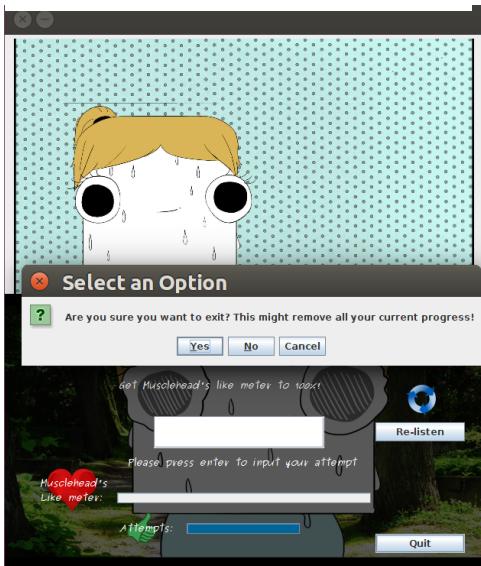


Figure 20. Quit prompting

In case you accidentally pressed the quit button, a prompt will pop up to ask if you are sure you want to exit



Figure 21. Options button

If you want to change settings during gameplay, press the options button for a selection of settings.

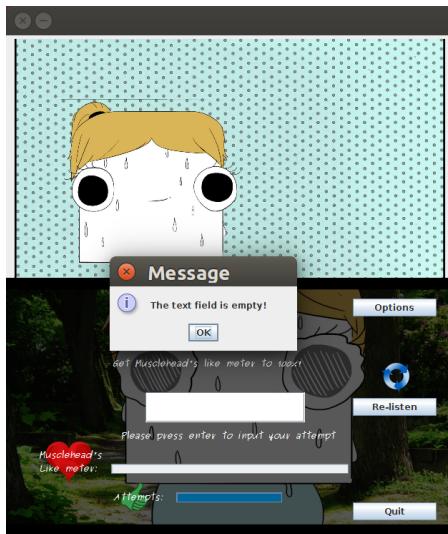


Figure 22. Empty text box warning

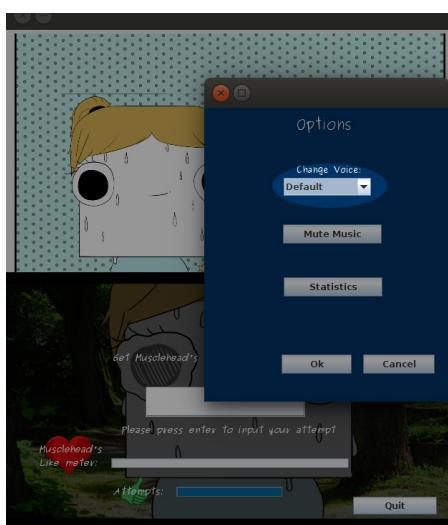


Figure 23. Voice selecting combo box

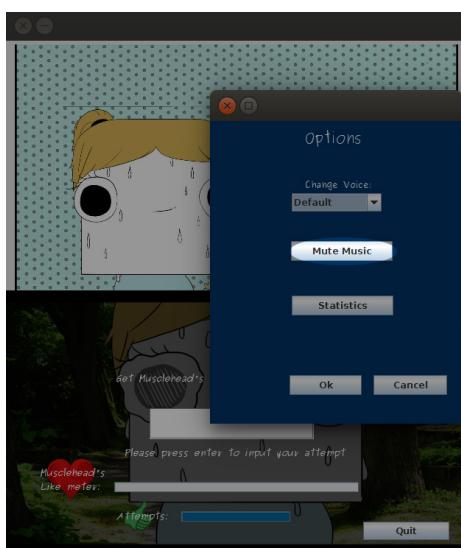


Figure 24. Mute music button

Accidents happen! If you accidentally press enter without typing anything in the text field, a warning box will pop up to alert you.

When you select options, an option dialogue box will pop up, here you will be able to select the accent of the voice speaking. The same Option box can be accessed in the free play mode, but only the story statistics will show

The background music can be very distracting, press the mute music button to stop the music. If you want the background music back, just press the button again. The text will change to “play music” instead of “mute music” when you mute the music.

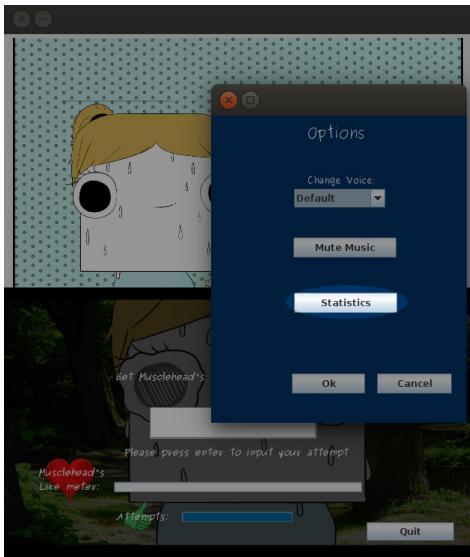


Figure 25. Statistics button

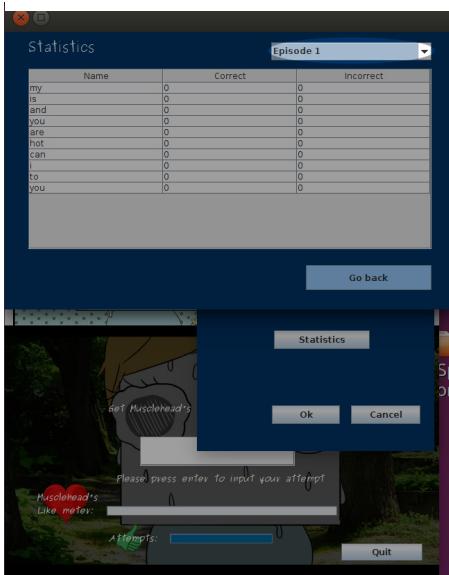


Figure 26. Episode selection drop box

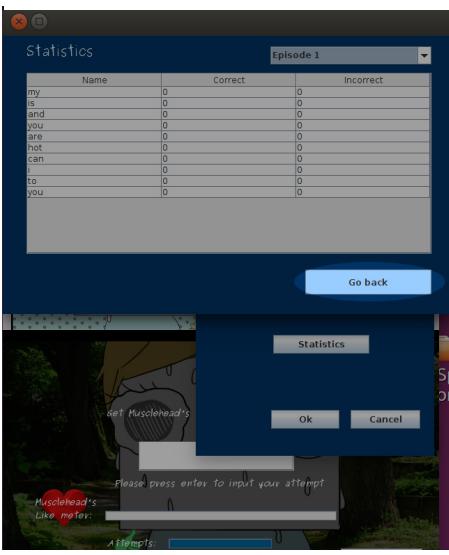


Figure 27. Go back button

If you are curious of your current progress, you can press the statistics button for a table of your correct and incorrect record for each word.

On the top right corner is a combo box where you can also look at your spelling records for other episode.

To go back to the option panel, press the go back button.

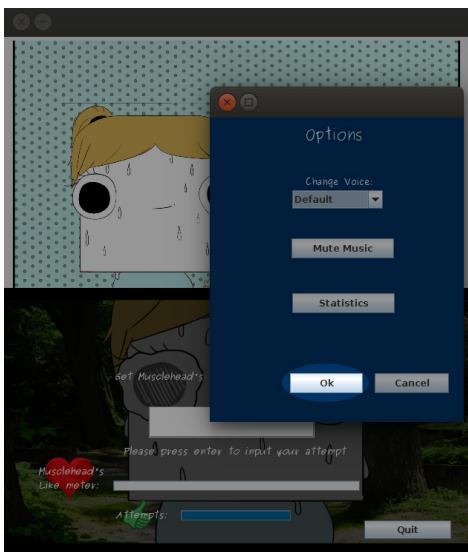


Figure 28. Ok button

Remember to press the OK button after selecting a voice, or else the voice will not change!

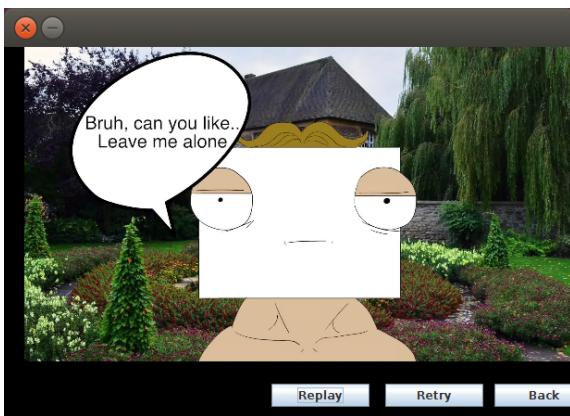


Figure 29. Game over move panel

If you completely fill up the like meter, you will be taken to the introduction video for the next episode. Or else, if you have lost all attempt, a game over video will play. A retry button is available for you to try again, or if you wish to return to the episodes' panel, press the back button.

## Free Play Mode

### Main menu

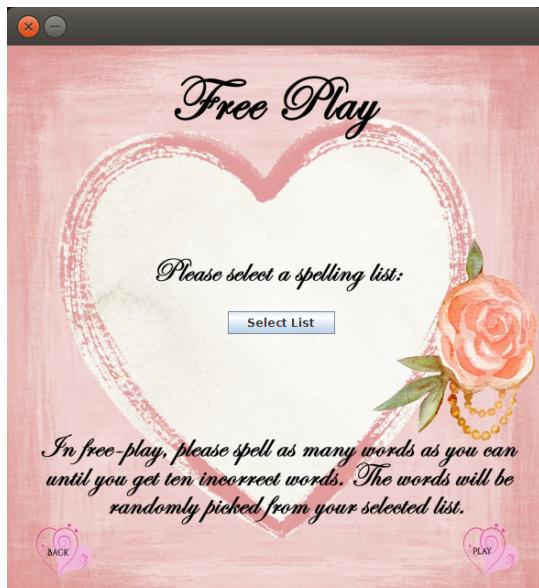


Figure 30. Free play menu

Selecting free play mode will lead you to the plotless version of the spelling aid game, but with a twist of challenge. In free play you must spell as much words as you can. You are only given ten times to spell incorrect words. Once you have reached ten incorrect words, the game will be over. There are instructions on how to play the game on the bottom of the panel

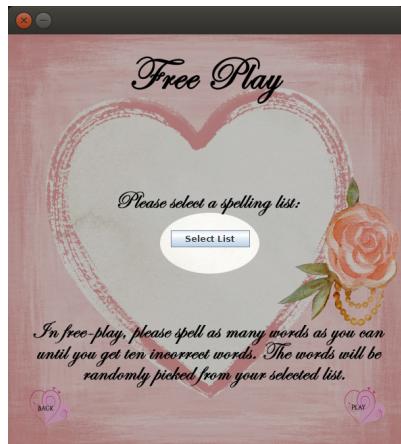


Figure 31. Select a spelling list button

A button in the middle is available for you to press to select a list of words to spell. The application will read the list you have provided, and from that list it will pick words randomly for you to spell. Your records will be saved in a stats list that you can access later.



Figure 32. Selecting a spelling list

When you press the "Select List" button a window will open for you to select your spelling list. The application is only tested with text files; the structure of the list also needs to be similar to the example list provided. To find guidance, follow the structure of the "NZCER-spelling-lists.txt" text file



Figure 33. Play button

Once you have selected a list, press the play button to proceed to the free play quiz game.

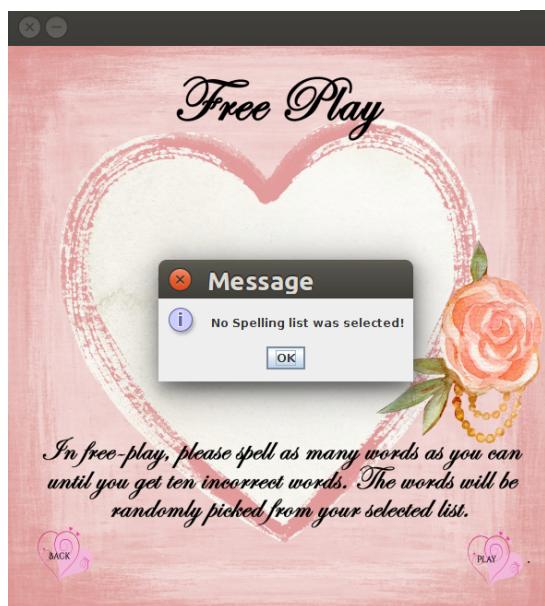


Figure 34. No spelling list selection prompt

You must have selected a spelling list in order to progress to the free play quiz, a warning will pop up if you press play without selecting a list.

## Movie Panel

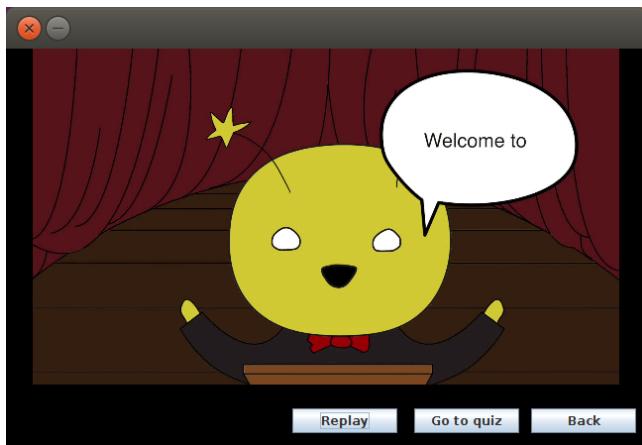


Figure 35. Free play mode introduction movie panel

An introduction video will play when you press the play button, this is exactly the same as the story mode of the application, press “Go to quiz” to proceed to the game.

## Gameplay

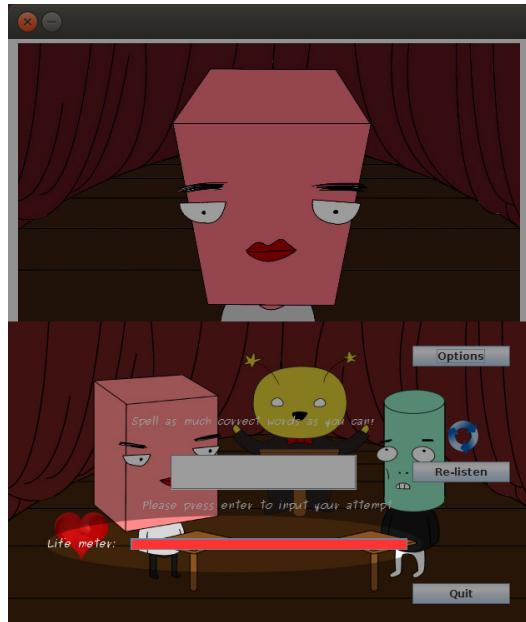


Figure 36. Life meter

The quiz works exactly like story quiz. The application will tell you to spell the word and you will have to type in your attempt in the text box in the middle of the screen. Though, instead of a like meter, you will find a life meter. This progress bar keeps track of the ten mistakes you are allowed, and will deplete when you get a word incorrect. Once this bar is empty, the game finishes. Below the life meter is a hint that will appear when you get 3, 6, and 9 words incorrect. The hint will reveal more as you progress from 3 to 6, and 6 to 9.

## Statistics

### Main panel

The screenshot shows a window titled "Statistics". At the top, there are two dropdown menus: "Story Statistics" and "Episode 1". Below them is a table with three columns: "Name", "Correct", and "Incorrect". The table lists words from a story, all of which have zero correct and incorrect counts.

Name	Correct	Incorrect
my	0	0
is	0	0
and	0	0
you	0	0
are	0	0
hot	0	0
can	0	0
i	0	0
to	0	0
you	0	0

Figure 37. Statistics main panel

If you have selected the “Statistics” button, a panel with a tables and combo box will appear.

The screenshot shows the same "Statistics" window as Figure 37. A large circular gray overlay is positioned over the table area. The table itself is identical to the one in Figure 37.

Name	Correct	Incorrect
my	0	0
is	0	0
and	0	0
you	0	0
are	0	0
hot	0	0
can	0	0
i	0	0
to	0	0
you	0	0

Figure 38. Statistics table

In the middle is a statistics table, this will show the word available to for you to spell, the number of times you have gotten each word correct, and the number of time you have gotten them incorrect.

The screenshot shows the "Statistics" window again. This time, the entire screen is covered by a large gray overlay. The table and dropdown menus are visible but cannot be interacted with due to the overlay.

Name	Correct	Incorrect
my	0	0
is	0	0
and	0	0
you	0	0
are	0	0
hot	0	0
can	0	0
i	0	0
to	0	0
you	0	0

Figure 39. Mode statistics selection

Once you have finished with reading the statistics and wish to go back to the menu, please press the back button.



Figure 40. Back button

A combo box will be available for you to pick whether you want to see the statistics for story mode, or free play mode. Story mode will have the same words for each three episodes. But free play mode will show the cumulative record of all the words you have inserted to spell.