

Kēmu Kupu – User Manual

By Group 7

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Initial Launch

Welcome to Kēmu Kupu, the te reo Māori spelling application. Prior to launching, please be aware that this application only runs on Unix/Linux systems.

The Festival application will need to be downloaded to hear the speech synthesis of the words being quizzed.

Main Menu



Figure 1: Main Menu

When launched, the program will arrive at the main menu screen (seen in Figure 1). There are four buttons on this screen, “Game”, “Theme”, “Quit” and “Scoreboard”.

- To begin to start a new spelling quiz, press the “Game” button, which will take you to the topic screen.
- To change the theme of the application, press the “Theme”. This will take you to a separate screen where you can choose which theme you would like to apply to the program, given you have unlocked it.
- To safely quit out of the program, press the “Quit”.
- To view the results of your past quizzes, press “Scoreboard”. This will take you to a screen to view the score, date and topic of your previous quizzes.

Selecting a Topic

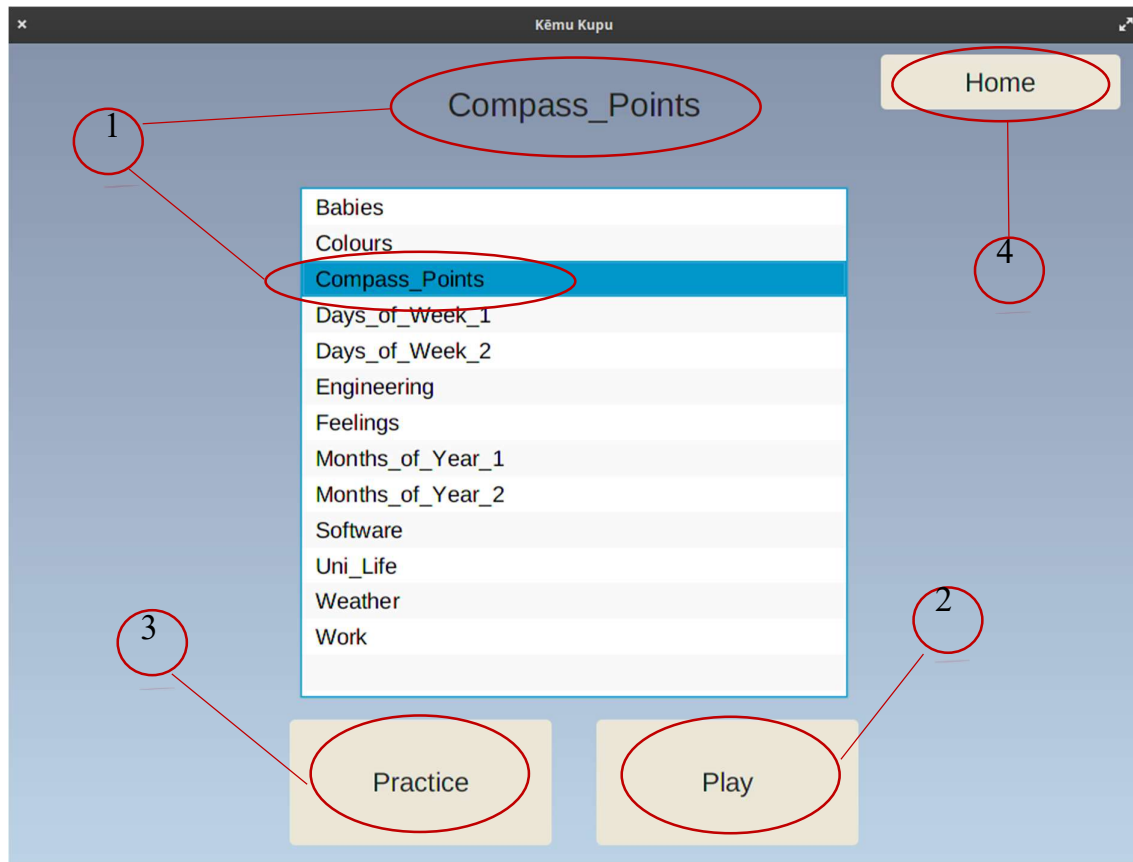


Figure 2: Topic screen

1. To select a topic after beginning a new quiz, use the mouse or arrow keys to traverse the table on the topic screen. Do note that the label at the top of the screen will display the topic that you have currently selected.
2. To play the topic you have selected and see if you get a high score, press the “Play” button.
3. If you are so confident in your Māori spelling and want to just spell without pressure, press the “Practice” button.
4. If you wish to return back to the main menu, press the “Home” button on the upper right-hand side of the screen. Note that this button will appear on the quiz screen at the same place as the topic screen and will function exactly the same.

Playing the Quiz

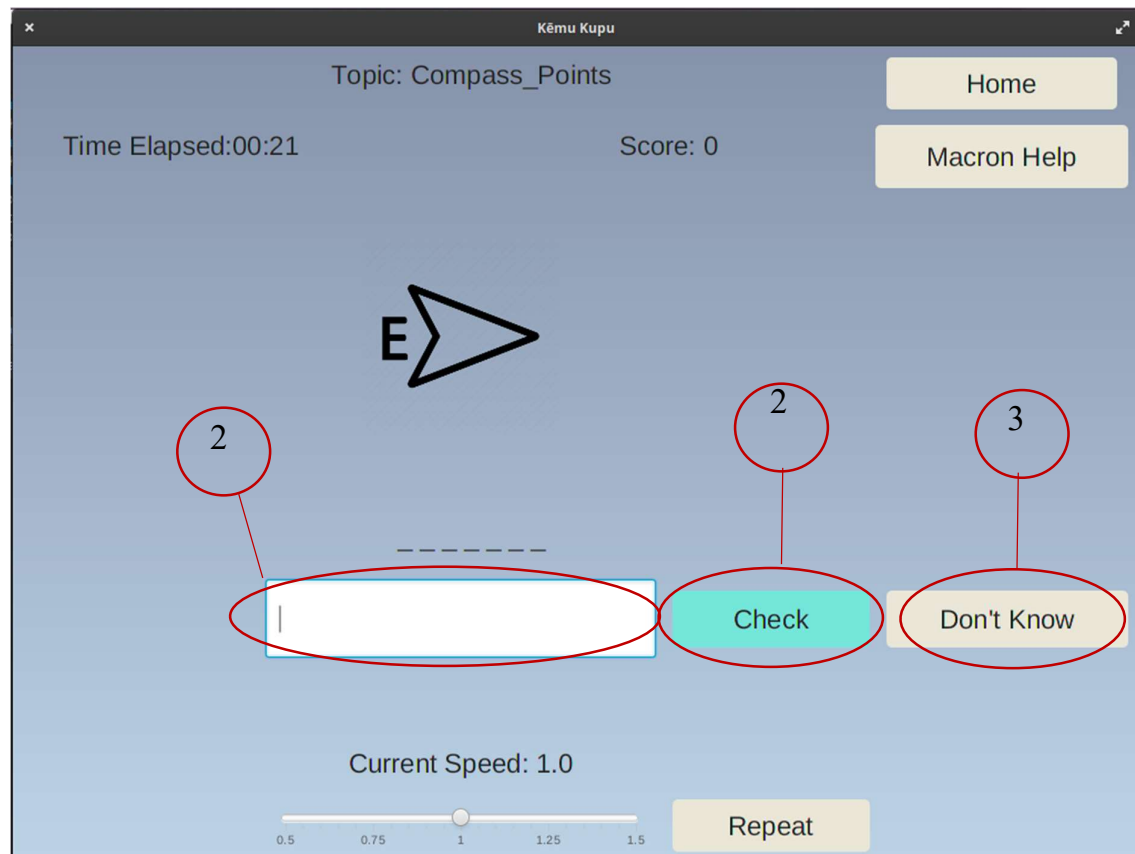


Figure 3: Quiz screen

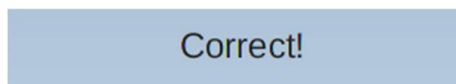


Figure 4: Correct message

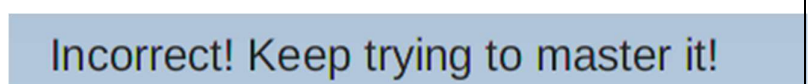


Figure 5: Incorrect message

1. After the play button has been pressed, the application will start up a quiz and switch to the quiz screen. The first word to be spelled by the user will automatically be said by the application.
2. To make an attempt, click onto the input field and type in the word. Press the check button to submit your answer to the spelling of the word.
 - a. If the word was spelled correctly, the quiz will move on to the next word along with a correct message appearing (Figure 4).
 - b. If the word was spelled incorrectly, the quiz will move on to the next word along with an incorrect message appearing (Figure 5).

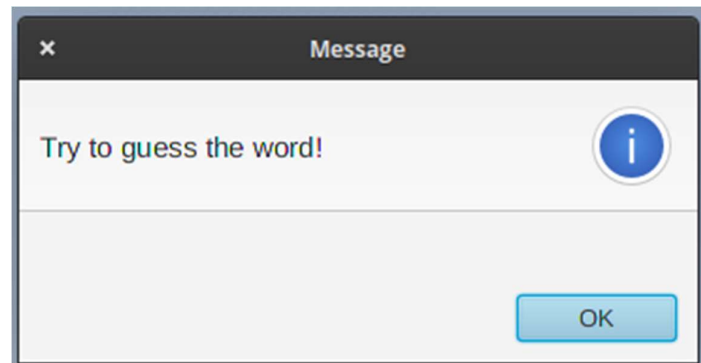


Figure 6: Don't Know pop-up

3. If you don't know how to spell the word, press the "Don't Know" button. This will cause a pop-up, encouraging you to master the word (Figure 6). Once you exit out of the pop-up you will be moved onto the next word.

Practicing the Quiz

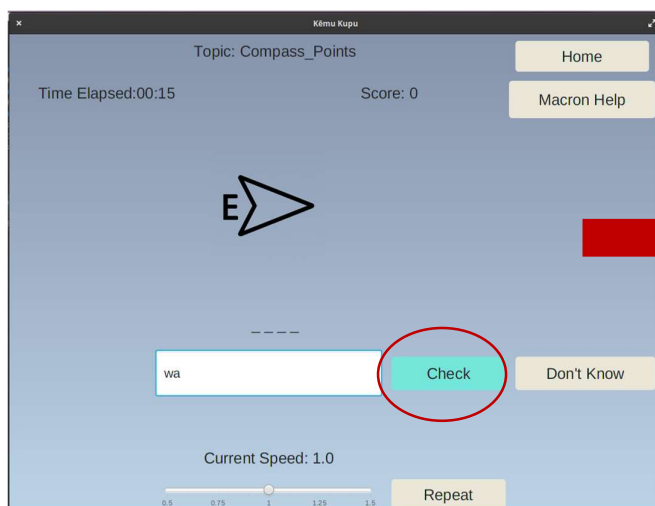


Figure 7: Practice screen prior to getting first try wrong

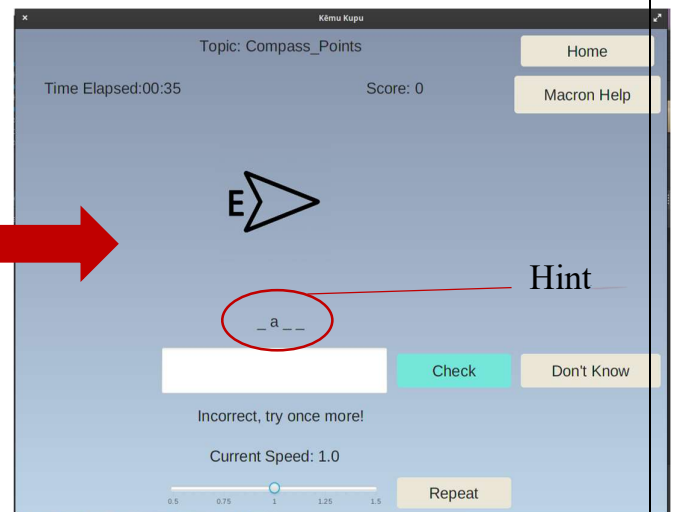


Figure 8: Practice screen after getting first try wrong

1. Practicing the quiz is very similar to playing the quiz with just one difference – if you spell the word incorrect the first time you will be given a second change and hints to help you (Figure 7) (Figure 8).

Practice and Playing Again

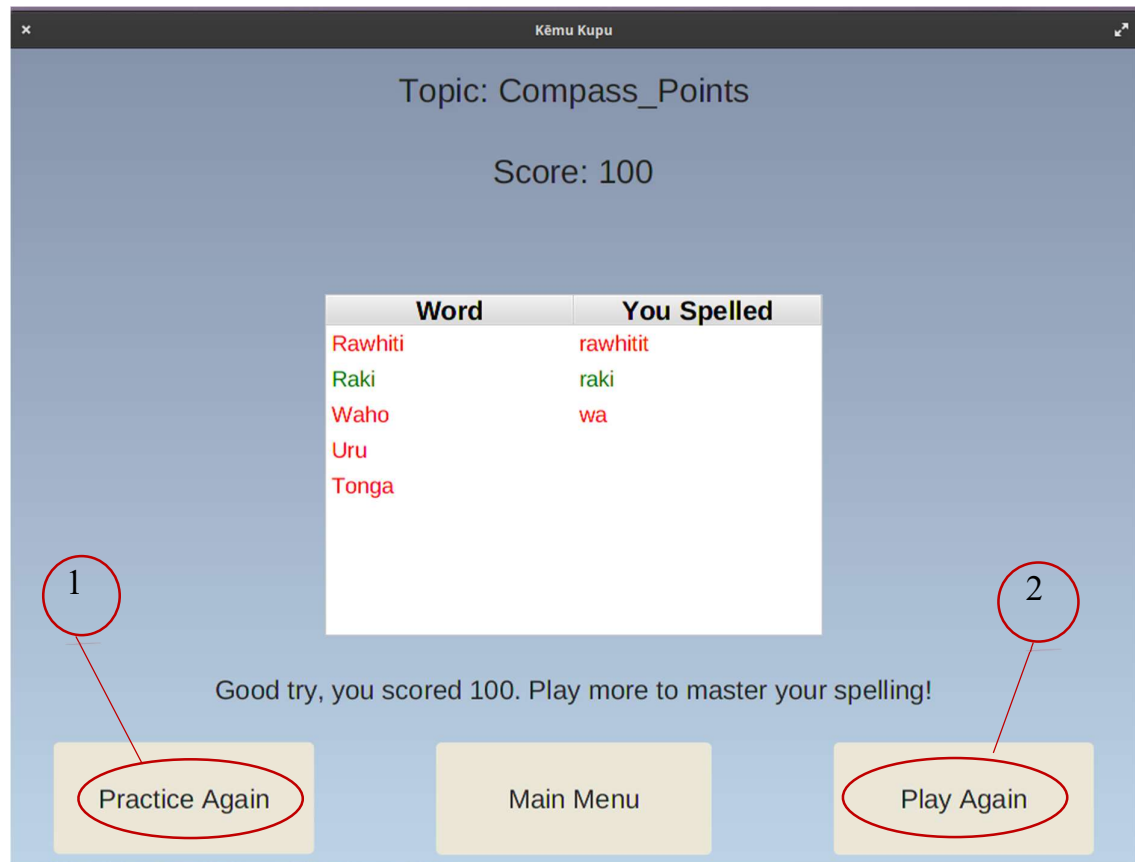


Figure 9: Result Screen

Once you have gone through the five words in a quiz, you will arrive at the results screen. The table in the centre of the screen will show the words in the quiz and what you spelt for them. Green words indicate that you got the word correct while red indicates you got it incorrect. From here you can either play or practice the topic you were just quizzed on, or you can return to the main menu.

To practice the topic again, press the “Practice Again” button. This will take you back to the quiz screen and set up another quiz with practice rules.

To play the topic again, press the “Play Again” button. This will take you back to the quiz screen and set up another quiz with play rules.

How to implement Macrons (lines over vowels)

To input a macron, just type either the tilde (~) or backtick (`) characters, and then the vowel you want to turn into a vowel with macron.

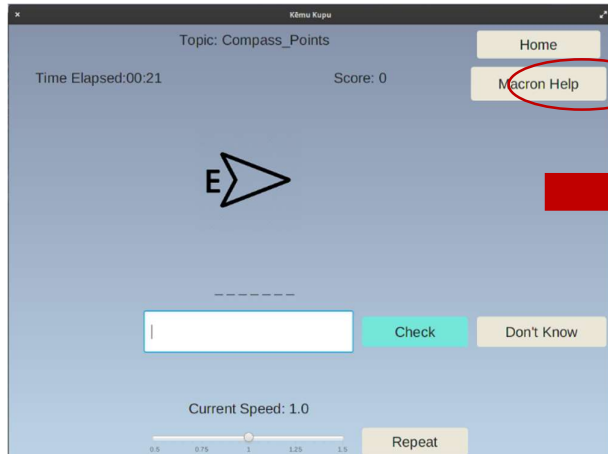


Figure 11: Macron help button on quiz screen

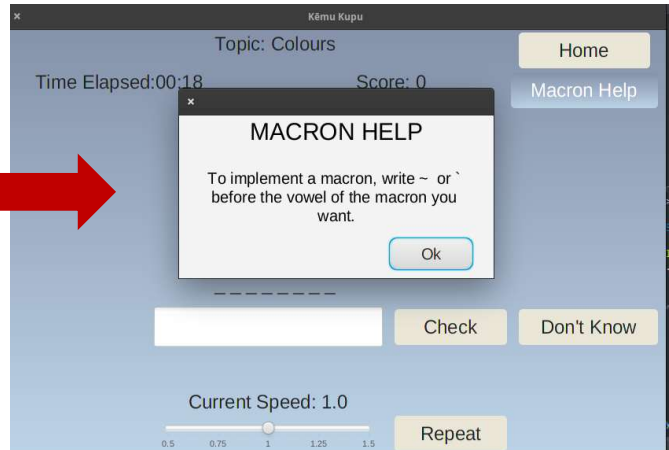


Figure 10: Macron help pop-up

1. On the quiz screen there is a macron help button on the upper right-hand corner underneath a home button, if you need to be reminded in game, press this button (Figure 10).
2. Once pressed, a pop-up will appear giving instructions on how to implement macrons when spelling. Press the ok button on this pop-up when you are finished reading the instructions (Figure 11).

Changing the Speech Speed

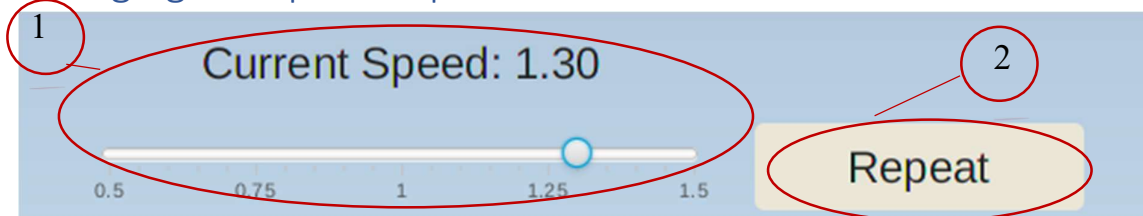


Figure 12: Speed slider and repeat button in quiz screen

1. To change the speed of the voice saying the words to spell, on the quiz screen move the slider at the bottom of the screen to be either faster or slower. This slider has a minimum and maximum value of 0.5 and 1.5 respectively.
2. Press the repeat word button next to the slider and the voice will repeat the current word at the speed that you chose.

Changing the Theme

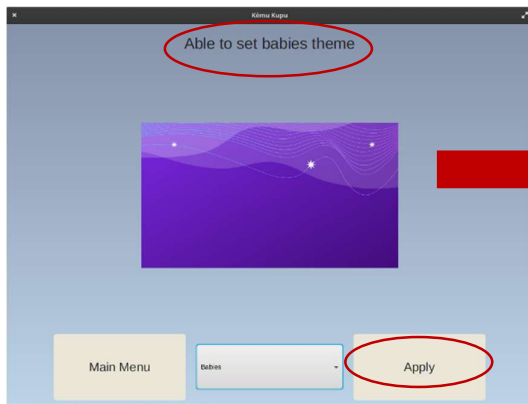


Figure 13: Theme screen with Babies theme being able to be applied

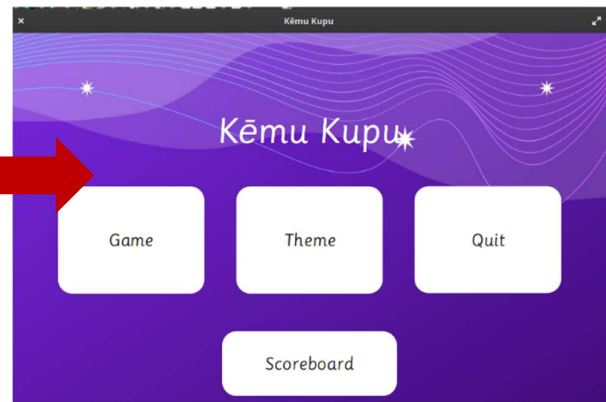


Figure 14: Babies theme applied

1. On the theme screen, choose a theme that you want to change to using the choice box. If you have unlocked that theme, the label above will tell you the theme is able to be applied, if not the label will tell you to master it. When you have chosen a theme that you have unlocked, click the apply button. This will return you to the main menu screen with the theme applied (Figure 13) (Figure 14).
2. If you do not want to change themes, click the main menu button, which will return you to the main menu screen with the previous theme still applied.

Showing Scoreboard

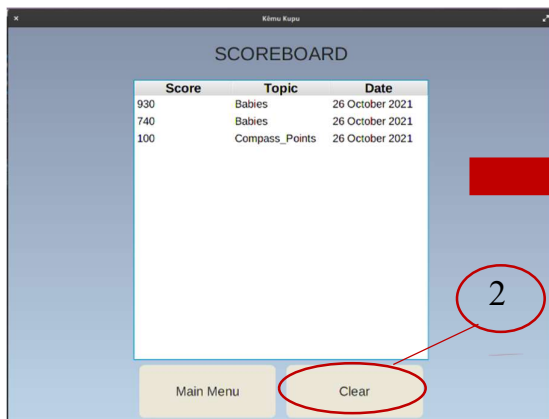


Figure 15: Scoreboard screen with previous quiz results

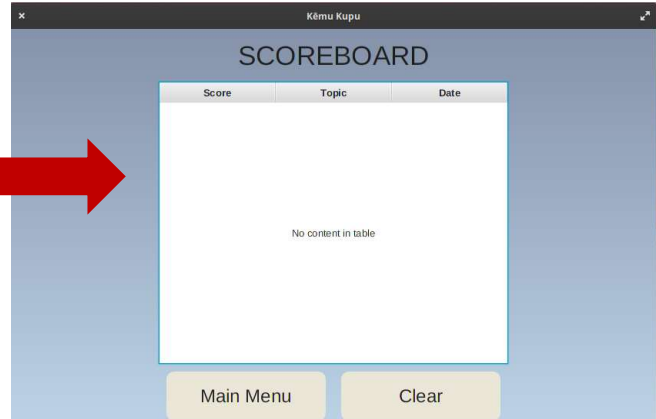


Figure 16: Scoreboard screen cleared.

1. On the main menu screen click the scoreboard button to take you to a new screen showing your score and previous quiz attempts.
2. If you would like to clear the previous results, click the clear button on the screen.
3. Once you are finished with viewing the scoreboard click the main menu button. This will return you back to the main menu screen.

Shutting Down

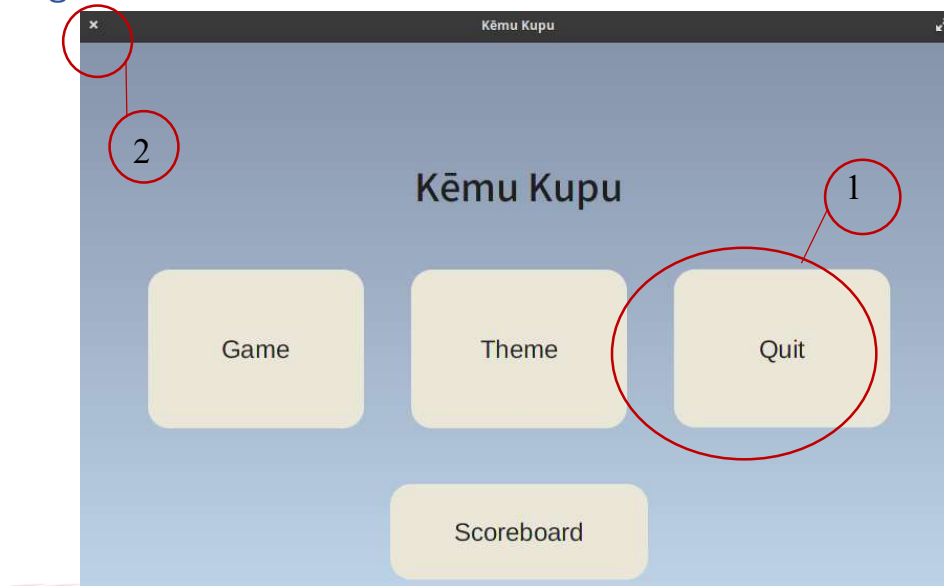


Figure 17: Quit button on main menu screen

1. To shut down the Kēmu Kupu application while saving your previous results, click the quit button on the main menu screen. This will end the application with your results saved (Figure 17).

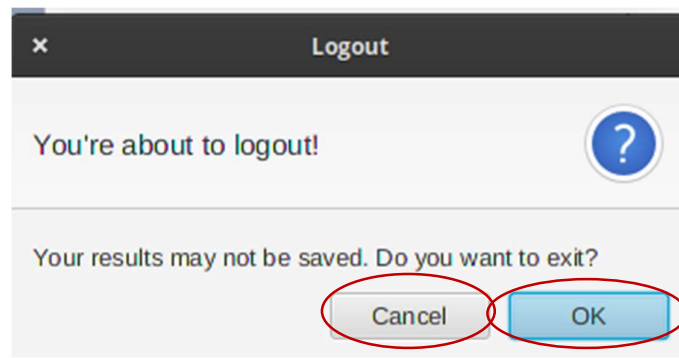


Figure 18: Logout pop-up

2. If on any screen you attempt to shut down the application by pressing the 'x' button on the upper left-hand corner (Figure 17), a pop-up will appear stating that you are about to logout and asking if you want to save your results. (Figure 18)
 - a. If you click ok on this pop-up, and the application will end, and previous results may not be saved.
 - b. If you click cancel on this pop-up, you will close the pop-up and return to the screen where you clicked the 'x' button.