

Bobo the Beaver User Manual

A comprehensive user guide to downloading and playing the game

Description:

Our project *Bobo the Beaver* is an open-source, free, educational game built around teaching the player about Beavers, their habitats, and the essential role they play in various ecosystems.

How to Install:

Installing Bobo the Beaver starts by navigating to our the game's itch.io page located at: <https://mikenunz1.itch.io/bobo-the-beaver>

It's at this page you'll find lots of information about the game including the game's title, description, version number, screenshots, and downloads. To find downloads specifically, you'll navigate to the very body of the page until you reach the "Download" section of the itch page.

Download

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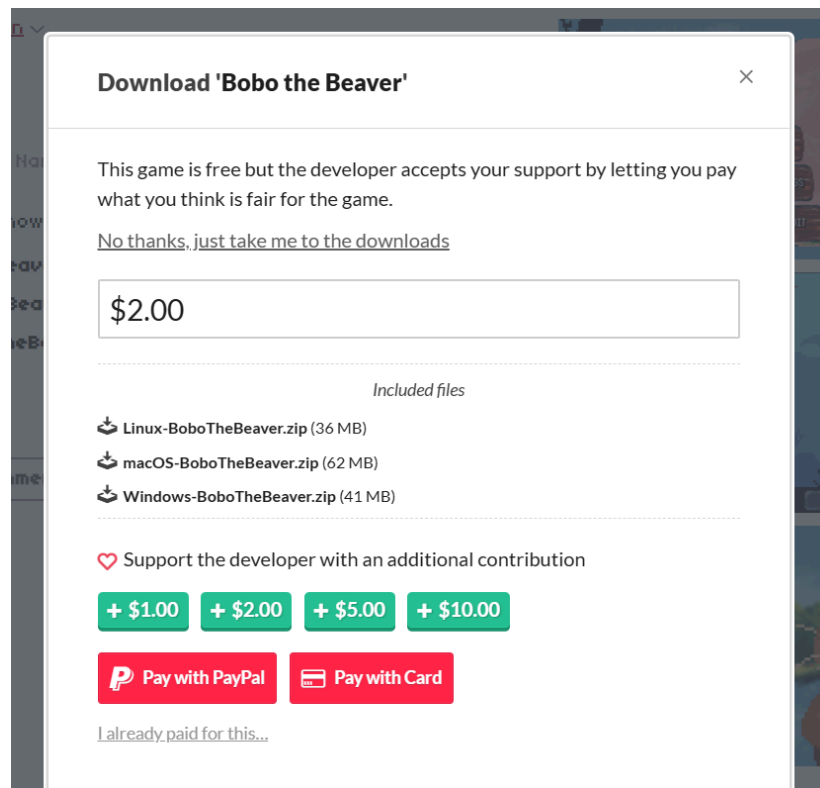
Click download now to get access to the following files:

Linux-BoboTheBeaver.zip 36 MB

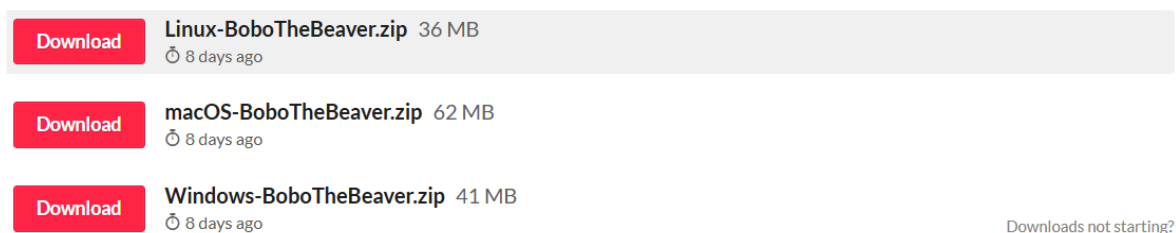
macOS-BoboTheBeaver.zip 62 MB

Windows-BoboTheBeaver.zip 41 MB

Here, you'll click the "Download Now" button which will then give you the following popup:



This popup provides you the option to donate/buy the game in order to support the developers. If you choose to donate to the game, you may enter a specified amount of money and then pay with the two options listed at the bottom of the popup. Otherwise you'll want to select the "No thanks, just take me to the downloads" button located above the input box. From there, you'll be redirected to a download page where you can install the corresponding version of the game for your system



If you are on a windows based machine, you'll download the game.exe file whereas if you're on a mac based machine you'll download game.app. Once you have the game

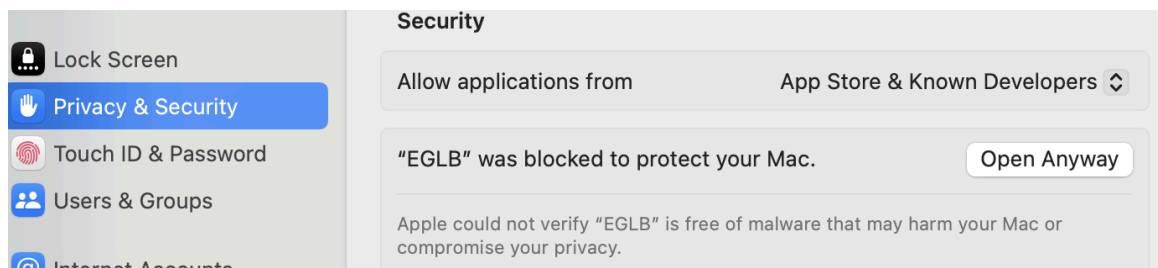
downloaded, you'll need to navigate to the folder it downloaded to before you can run the game.

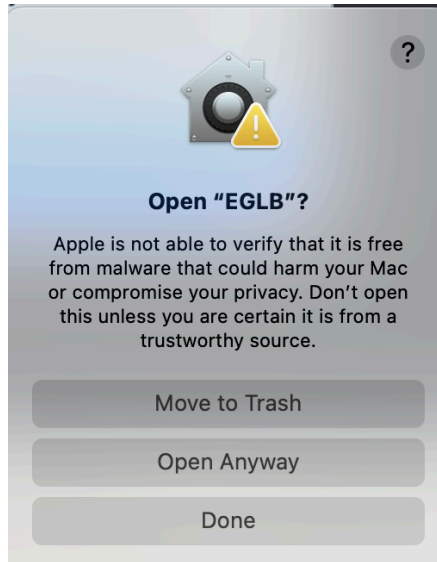
How to Run:

Once you've found the downloaded game file on your computer, you'll want to extract or unzip the folder. From there, you will want to double-click on the file to start the game. It's likely that your antivirus software or security settings will issue a warning when trying to run the game. If you see a message stating that an unrecognized app with an unknown publisher is trying to be opened, don't worry—this is normal!.

For Windows: Simply click "Run Anyway" or "Open" to proceed. The game will launch, and you can begin your first adventure!

For macOS: You may first receive a message that Apple could not verify that the game is free of malware. Simply select "Done" and navigate to Privacy and Security in your device's settings and select "Open Anyway" next to the game. You will likely be warned again, but go ahead and select "Open Anyway" again. The game should launch from here.





How to Use:

In this game, you'll take on the role of a beaver navigating through its natural environment. The main objective is to collect resources and build your dam, all while learning about beavers and their impact on the ecosystem.

Movement Controls

To navigate through the environment you can use the W, A, S, D keys on your keyboard. These controls will allow you to move up, down, left, and right to explore different areas on the map.

Game Progression and Mini-Games

To progress in the game, you will need to explore different areas on the map and complete various mini-games. Each mini-game rewards you with wood sticks, which can be used to build your dam. Every mini-game comes with its own set of instructions to guide you on how to play.

Interacting with NPCs

As you explore the game, you'll come across other animals acting as NPCs. To interact with them, simply approach them using the movement keys. These interactions will provide valuable information of beavers and their role in the environment.

Game Menus

- Main Menu: When you launch the game, you'll be presented with the main menu, where you can choose to start a new game, load a saved game, access the settings, or quit the game.
- Settings Menu: In the settings menu, you can adjust the music and sound effects to suit your preferences.
- Pause Menu: While playing, you can pause the game at any time by pressing the Esc key. From the pause menu, you can resume the game or quit.

How to Report a Bug:

Users can report a bug using the in-game Feedback UI implemented in the Main Menu by following the steps listed below.

1. Locate the Feedback UI
 - a. The feedback interface is available within the game menu as an accessible panel with a text input box, a submit button, and a status label.
2. Enter Feedback
 - a. Users can type their bug report, issue description, or feedback into the provided text box.
3. Submit the Feedback
 - a. After writing their report, users click the Submit Feedback button.
4. Validation & Sending Process
 - a. If the text input is empty, a message appears saying ****"Please enter your feedback first!"**
 - b. If valid, the system displays "Sending..." and processes the feedback.
5. Feedback is Sent to Google Forms
 - a. The script formats the feedback into an HTTP request and sends it to a Google Form.
6. User Receives Confirmation

- a. If the request is successful (`200 OK` or redirected `302`), a thank-you message appears: "Thank you for your feedback!", and the text box is cleared.
 - b. If there's an error, the system displays "Error sending feedback" along with the response code.
7. Automatic Reset
- a. After 2 seconds, the success message disappears, and the UI resets for further reports.

Known Bugs:

There are currently no known bugs.