Educational Game for Learning Beavers User Manual

A comprehensive user guide to downloading and playing the game

(NOTICE: This guide currently uses placeholder images and names until the first beta release, and thus will be updated prior to beta release)

Description:

Our project *Educational Game for Learning Beavers* 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 EGLB starts by navigating to our the game's itch.io page located at:
[link here]

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.
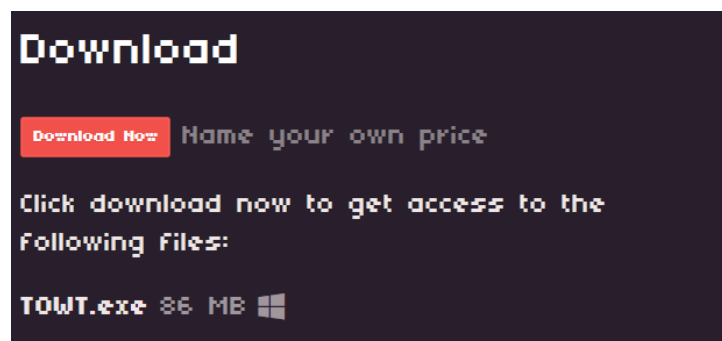
Here, you'll click the "Download Now" button which will then give you the following popup:
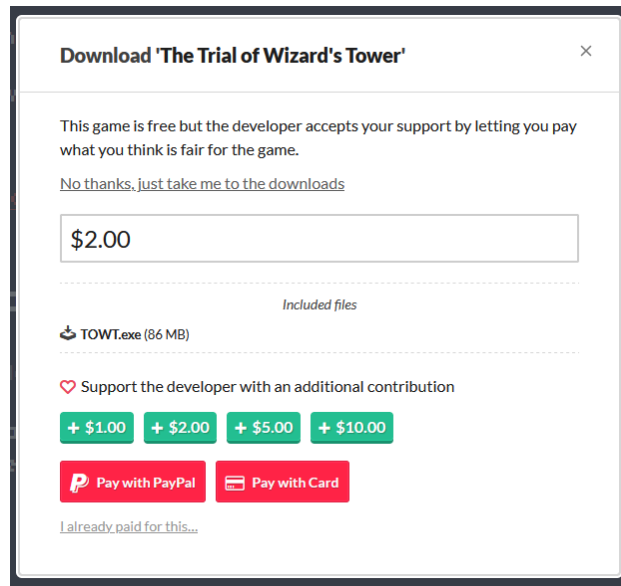
This popup provides you the option to donate/buy the game in order to support the developers. If you choose to donate to the game, you may enter a specified amount of money and then pay with the two options listed at the bottom of the popup. Otherwise you'll want to select the "No thanks, just take me 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
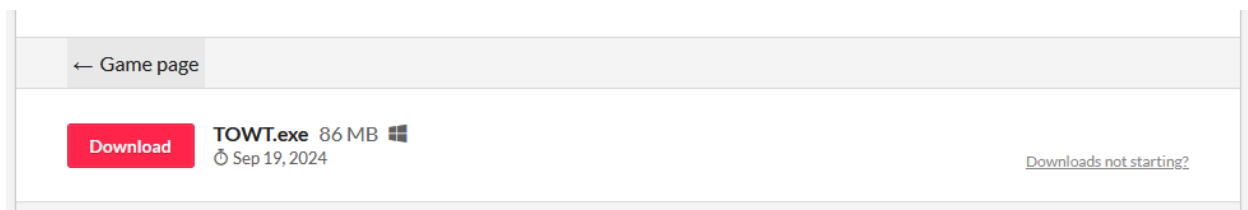
If you are on a windows based machine, you'll download the game.exe file whereas if you're on a mac based machine you'll download game.app. Once you have the game downloaded, you'll need to navigate to the folder it downloaded to before you can run the game.

How to Run:

Once you've found the downloaded game file on your computer, 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!. Simply click "Run Anyway" or "Open" to proceed. The game will launch, and you can begin your first adventure!

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 and 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 access the settings, resume the game, or quit.

Online Multiplayer Feature

The online multiplayer feature is still a work in progress and is one of our stretch goals. Once the feature is available, we will update this document with detailed instructions on how to use it.

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:

Online Multiplayer Feature

We're encountering a networking setup issue in our online multiplayer feature implementation. The main problem occurs when a client tries to join a host's game. The host successfully creates a room and gets assigned ID 1, but when a client tries to join, it fails with Error 31. This error indicates we're not properly handling the WebRTC peer connection process. This issue suggests we need to revise our networking architecture to better handle the WebRTC connection process.