



User Manual

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1. Introduction

Thank you for choosing Quinzical as the main application to help you gain more knowledge about New Zealand whilst also having fun. This manual is intended to be read by an elderly who happens to be greater than 75 years old and is wanting to either test their knowledge or learn more about New Zealand. This application allows the user to test their knowledge and earn rewards through a timed quiz game or practice random questions through the practice module. In addition, view and compare your scores with other local users as well as configuring the game settings to your preferences.

2. First Time Launch

Before launching Quinzical, please be aware that certain prerequisites are needed to execute the application. This application is only compatible on a Linux system (specifically the SE206-2020-V2.ova image).

The following are needed:

- Java Runtime Environment 14
- JavaFX11
- Festival

To run Quinzical, open the terminal and navigate to the directory where the contents of the zip folder have been extracted, then run the following command `./run.sh`. For further details, or for any problems/issues, please refer to README.md, included in the zip folder.

3. Main Menu



Figure 1: Main Menu

At the launch of the application you are provided with the Main Menu of Quinzical. The Main Menu is the hub through which you can navigate the different functions of the game.

The Main Menu screen has 5 options:

1. **Games Module:** which takes you to the *game screen*
2. **Practice Module:** which takes you to the *practice screen*
3. **View Scoreboard:** which takes you to a *scoreboard screen*
4. **Settings:** which takes you to a *settings screen*
5. **Exit:** if you want to *leave the game*. You will be asked for confirmation and all your data will be saved upon exit.

Closing the window: Closing the game window at any time will get you to confirm that you would like to close the game. All your *game data will be saved* if you choose to exit.

4. Games Module

4.1. Category Selection Menu

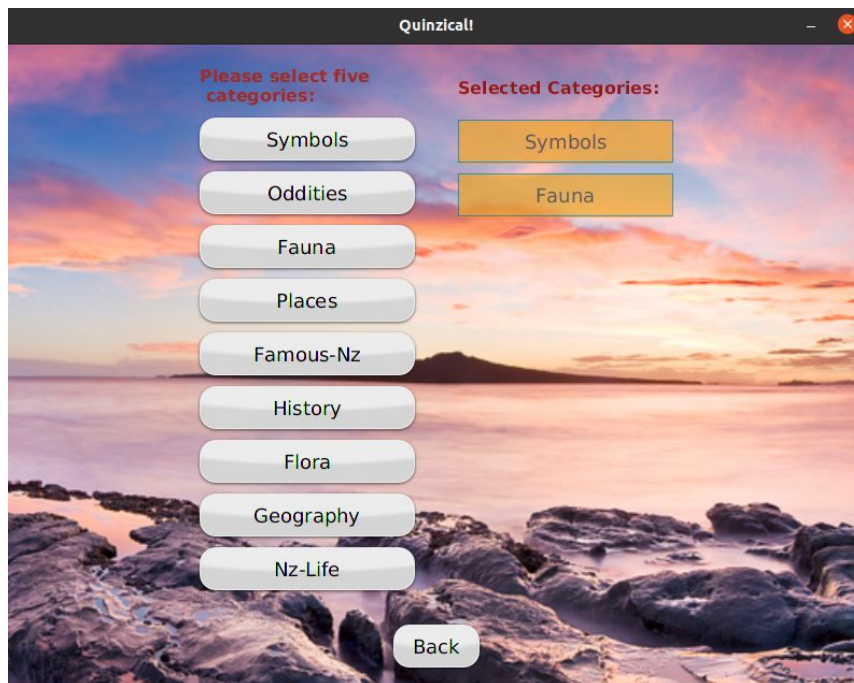


Figure 2: Game Module Category Selection Menu (selecting categories)

At the start of a new game, pressing the Games Module button in the Main Menu will take you to the **Category Selection Menu**.

- All **available categories** displayed to the right (Special categories not included)
- **Selected categories** appear on the left side of the menu
- Clicking on a selected category will **remove the selection**
- When 5 categories are selected a '**Play Game**' button will appear below the selected categories

- When **5 categories have been selected**, a '**Play Game**' button pops. Figure 3 on the right illustrates this.
- Clicking '**Play Game**' will take you to the **Games Module Screen**.

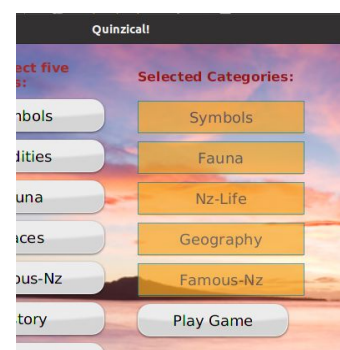


Figure 3: 'Play Game' button

4.2 Games Module Screen

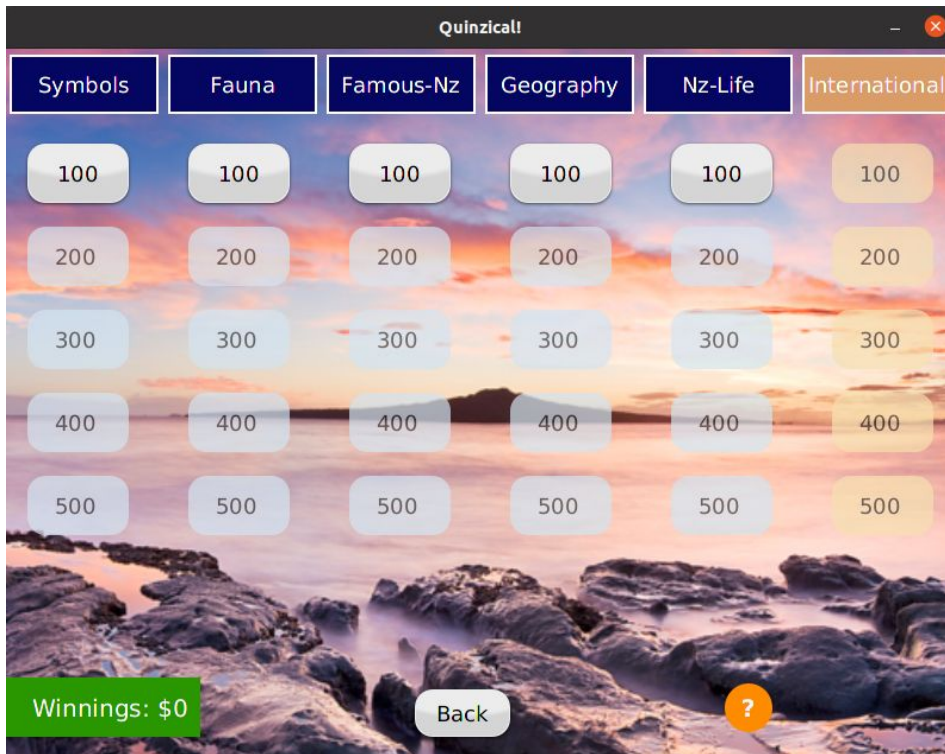


Figure 4: Games Module screen

When you have selected 5 valid categories you are taken to the **Games Module Screen**.

- The top of the Games screen shows the **5 categories you selected for the game** and a special locked 'International' category.
- The **5 'New Zealand' categories are unlocked** which means you are allowed to answer the **lowest value question** for each of these categories.
- Your current prize **winnings** are displayed in the bottom left corner of the screen.
- The **back button** will take you back to the Main Menu screen.
- A **help button**, '?', is also available at the bottom right of the screen hovering over which will give you valuable information about the Game screen and how it works. This is shown in *Figure 6* below.
- **Hover over an attempted question** to see if you got it right or wrong

Unlocking the international category

The 'International' category is unlocked when you have answered all the questions for two of the 'New Zealand' categories, as shown in *Figure 5* below. You don't have to get all these questions right you just need to have attempted them.

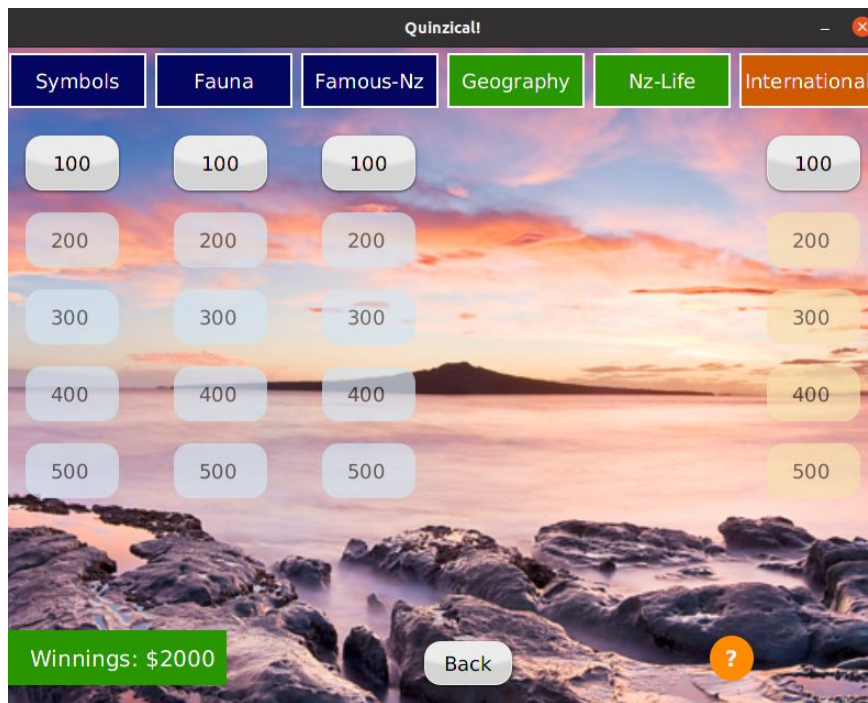


Figure 5: Unlocked 'International' category

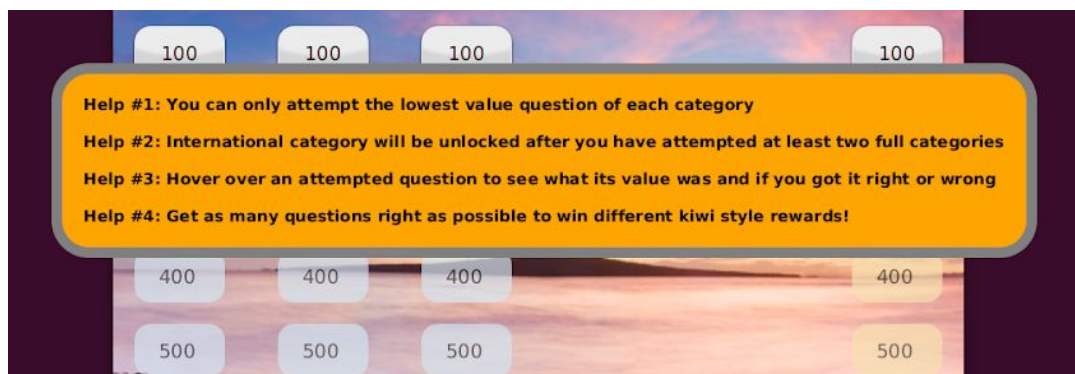


Figure 6: Help button

4.3 Game Question Box

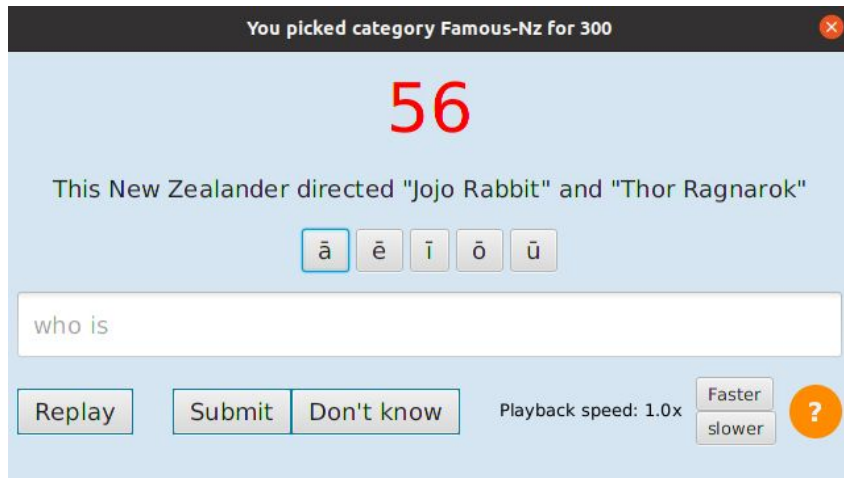


Figure 7: Games Module Question Box

Upon clicking an available question the user is given a **question box** such as the one shown above in figure 7.

- The question box has a **60 second timer**
- The question will be displayed to you as well as **spoken** out to you
- The **replay button** will play the question audio again
- The **speed at which the question is spoken** can be changed using the 'faster' and 'slower' buttons next to the Playback speed display
- Five **macron keys** are available which can be added to your answer
- The answer area will have a 'Jeopardy' style **clue prompt** about the answer
- Clicking **submit or pressing enter** will give the game your final answer
- Clicking the **don't know** button will treat your answer as incorrect
- Hovering your cursor over the **help button** or the '?' will give you a help menu for the question box

4.4 Game Rewards

- At the end of the game (when you have attempted all questions) you can **add your score to the Scoreboard** of Quinzical as shown in *Figure 8* below.

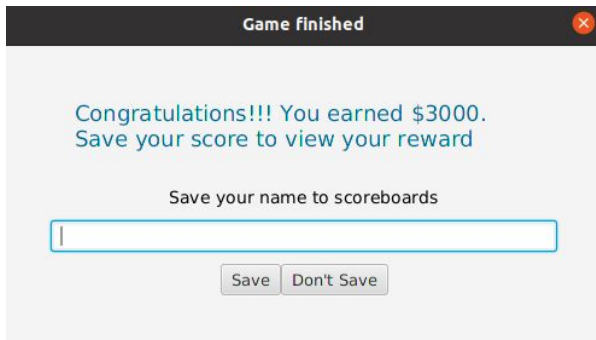


Figure 8: Saving score to the Scoreboard

- You are also given a **New Zealand style reward** for your performance as shown in *Figure 9* below. There are 10 different rewards you can win depending on your score, so see how many you can win!

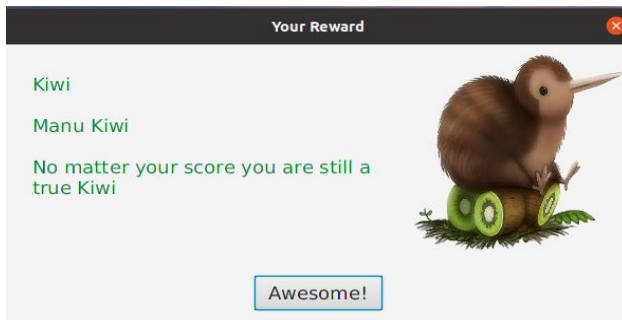


Figure 9: Reward screen

- After you have accepted your reward you are given the option to **play again**, for which if you press 'Yes' you are taken to the category selection menu for a new game. This is shown in *Figure 10* below.

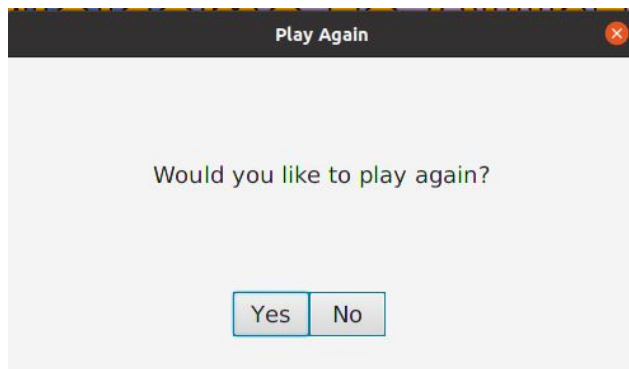


Figure 10: Play Again at the end of a game

5. Practice Module

5.1 Category Selection Menu

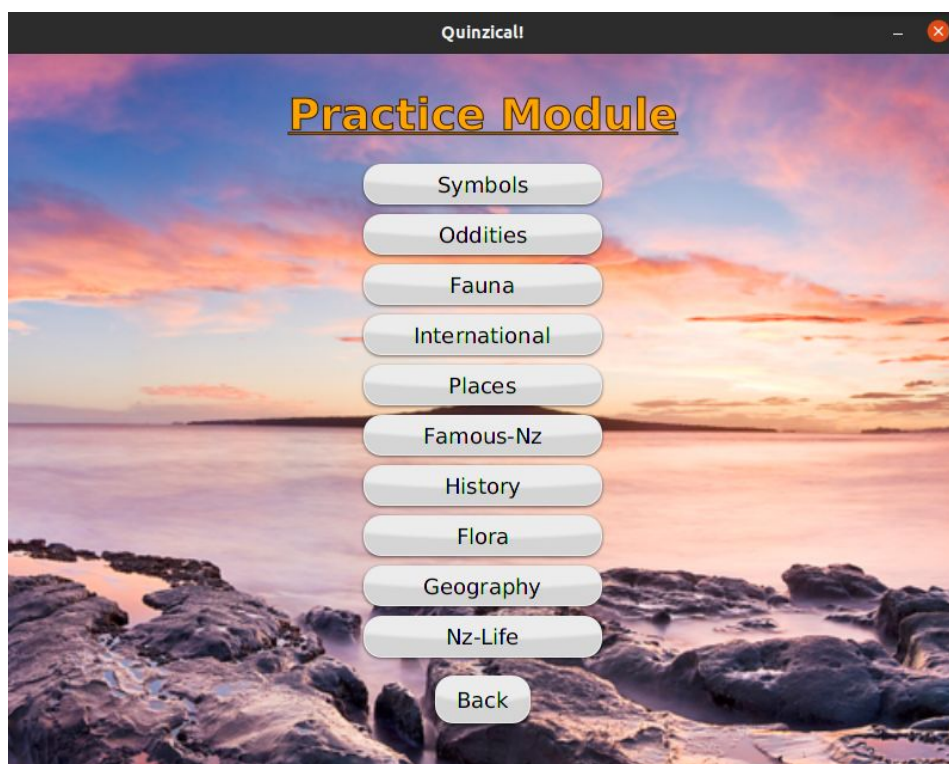
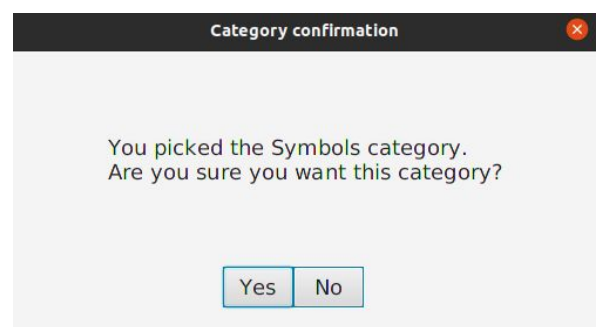


Figure 11: Practice Module Category Selection Menu (selecting categories)

Pressing the Practice Module button in the Main Menu will take you to the **Category Selection Menu**. Once navigated to the selection menu, you will be able to see a list of all the existing categories (including the international category) on your screen as well as the **back button**.

- You now have the option to **select one of the listed categories**. Once you click on a category, a confirm box (Figure 12 as seen on the right) will pop up
- Clicking the **back button** will take you back



to the main menu

Figure 12: Confirm box after clicking on a category (Symbols category selected as an example)

- Clicking Yes on the confirm box will redirect you to a **question box** (similar to the one in *Figure 7* as shown below in *Figure 13*)

5.2 Practice Question Box



Figure 13: Practice Module Question Box

Upon clicking Yes on the confirm box in *Figure 12*, the user is given a question box such as the one shown above in *Figure 13*. Similarly to the Games module question box, the **Practice module question box** has the following features:

- A random question from the selected category will be displayed to you as well as **spoken** out to you
- The **speed at which the question is spoken** can be changed using the 'faster' and 'slower' buttons next to the Playback speed display
- Five **macron keys** are available which can be added to your answer
- The answer area will have a 'Jeopardy' style **clue prompt** about the answer
- The **replay button** will play the question as speech again
- Clicking **submit or pressing enter** will give the game your final answer
- Hovering your cursor over the **help button** or the '?' will give you a help menu for the question box

You will have **three attempts** to get the answer to the random question correct. On the third and final attempt, a **hint** will be provided (as seen below in *Figure 14*). You will also have the **option to exit out** of the question box at any time regardless of which attempt you are on. This can be done by closing the window using the red button on the top right corner.



Figure 14: Displaying a hint on the third attempt of a question

6. View Scoreboard

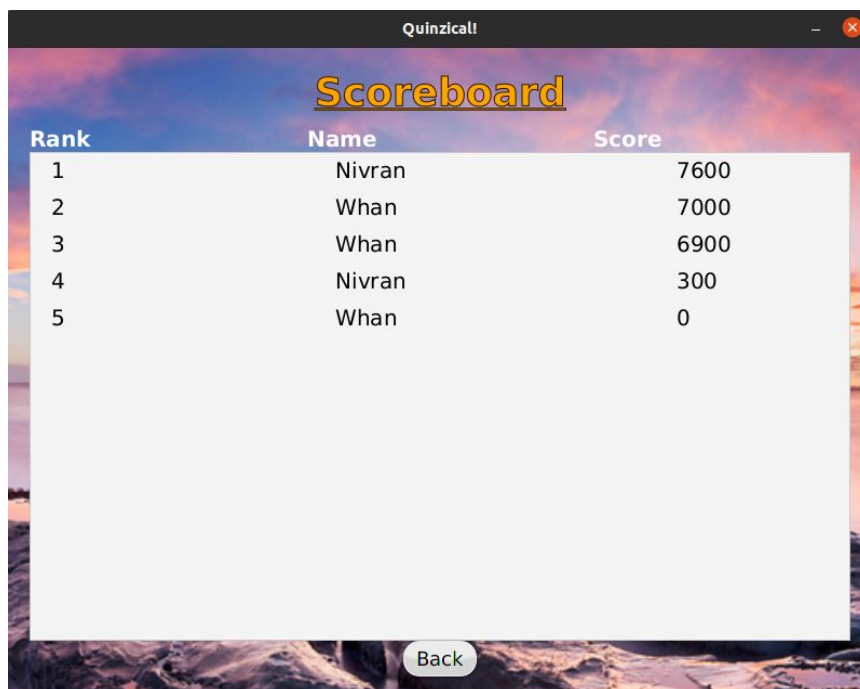


Figure 15: Scoreboard

Pressing the View Scoreboard button in the Main Menu will take you to the **Scoreboard** for the scores attained in the Games module. Once navigated to the scoreboard, you will be able to see the **ranking, names and scores** of all the players who saved their scores (as seen above in *Figure 15*). Clicking the **back button** will take you back to the main menu.

7. Settings

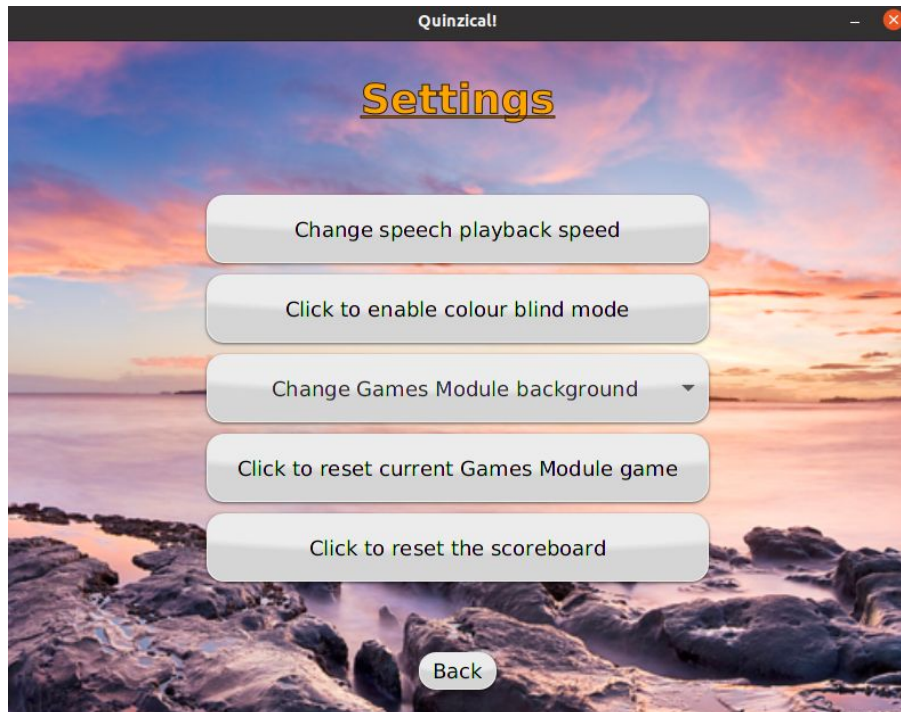


Figure 16: Settings Menu

The Settings Menu (shown in *Figure 16* above) is where you can really enhance your experience with Quinzical.

You are given 5 options in the Settings Menu:

- **'Change speech playback speed'** - This gives you a test box (which can be seen in *Figure 17* below) where you can change the speed of the speech of the game. Your **changes will be saved** for the entire application.

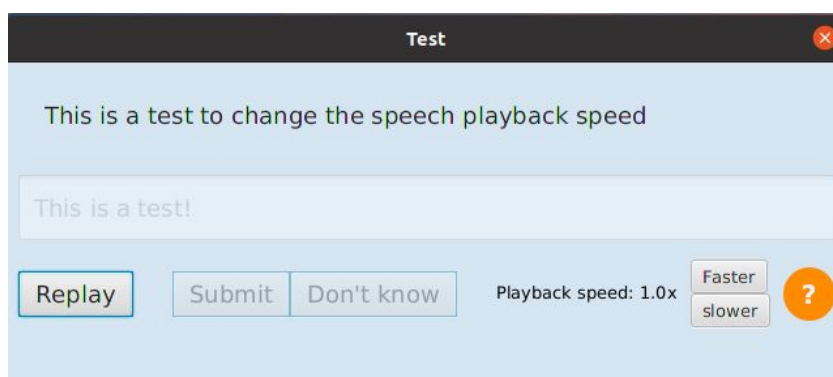


Figure 17: Speech settings

- **‘Click to enable colour blind mode’** changes the display of Quinzical to one which is accessible to a player suffering from any type of colour blindness. This is shown in Figure 18 below.

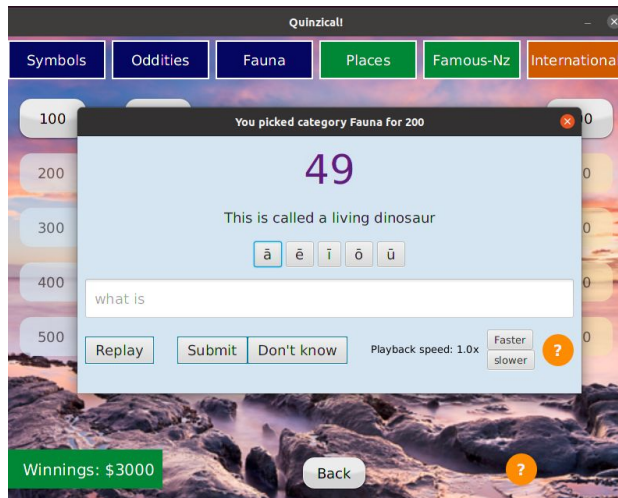


Figure 18: Red & Green in the colour palette changed to Purple and Dark Green

- **‘Change Games Module background’** allows you to change the background scene for the Games Module (this can be seen in Figure 19 below).



Figure 19: Games Module with a ‘Skytower night view’ background

- **‘Click to reset Games Module’** - Resets Games Module and allows you to start fresh

- **'Click to reset Scoreboard'** - Resets all the scores on the Scoreboard