

EC327 Simulator for Dummies

Starting the Game

At the start of the game, you'll see a splash screen with our logo and a fun loading bar. Simply wait a few seconds and you'll be able to start the game. After the splash screen, you'll see a classic console appear with a couple different buttons you can click. It is highly recommended that you use a Pixel 2 for the optimum experience in our game.



To look at the credit page with the wonderful creators of the game, press the CREDIT button.



To return to the start page from here, simply tap on the BACK button.

To view the online leaderboard, click on the LEADERBOARD button. For further instructions on the leaderboard, you can refer to the leaderboard section in this document.

When you're ready to start the game, press the big red START button.

Character Selection

After starting the game, you'll see an initial character selection page shown below:



To enter a username, simply tap on the username text box and enter your username and click done. After that, tap on SAVE and see your username and unique ID show up in the green box on the right. Lastly, you can select your avatar by clicking on the SELECT button under your chosen avatar and continue with the game by pressing on the CONFIRM button.

Navigating the classroom

After pressing CONFIRM, you will see your avatar appear in the classroom below:



The character can be controlled by the touch joystick in the bottom-left corner of the screen. To move your character in a direction, click/touch and drag the inner circle in that direction.

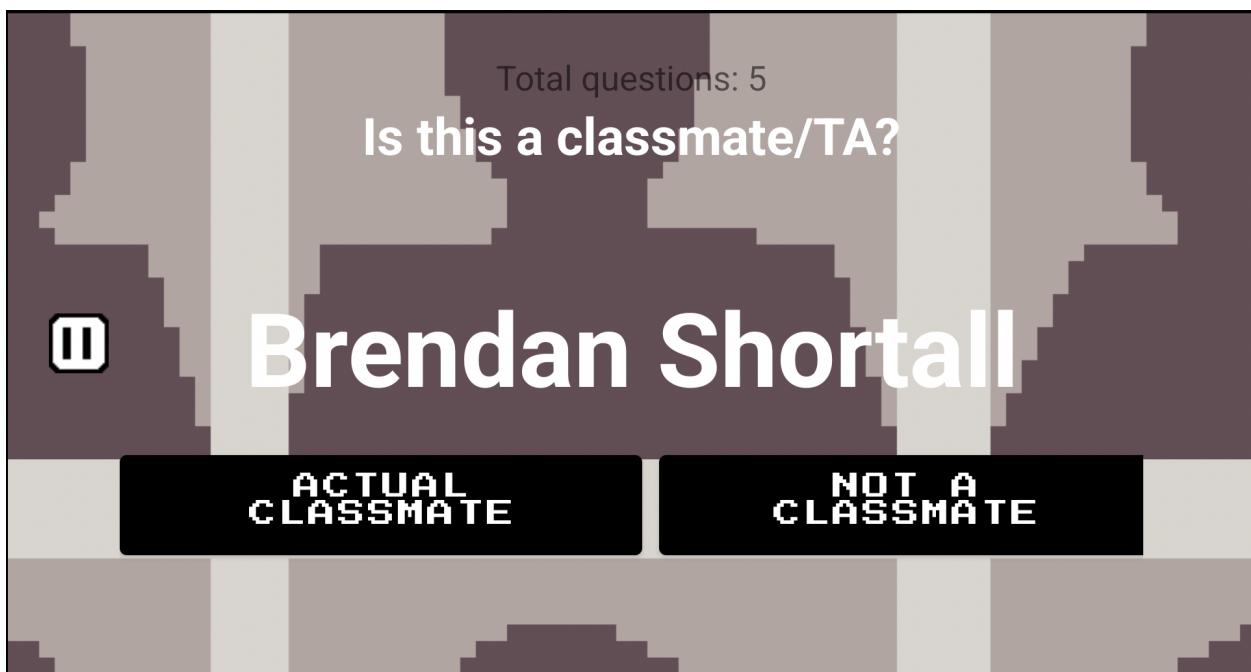
The four purple circles on the ground are spots that take you to another part of the game. As you play different parts of the game, your scores will be saved. To start the first mini-game, drag the joystick to move your character to the purple circle next to the desk.

Name Guessing Game

Once your character is on the purple circle next to the desk, you will see a closeup of the desk as shown below:



Click READ CLASS ROSTER to see a popup describing the name guessing game.
When you're ready, click/touch Continue to start the quiz.



Each question is a name that may or may not be a real person in the class. Click/touch ACTUAL CLASSMATE if you think it's a real person, or NOT A CLASSMATE if you think it's fake. The button will turn green if your choice was correct or red if it was incorrect.



At any time, you can pause the game by clicking/touching the pause icon on the left side of the screen. Click/touch RESUME to continue the name guessing game, or RETURN TO MAIN MENU to return to the classroom early.

Paused

Choose whether you think the name is a real person.

Hint: You can guess based on the combination or try looking for some names on Foswiki!

RESUME

RETURN TO MAIN MENU

After five questions, you will see your current score, highest score, and average accuracy. Click/touch CONTINUE to return to the classroom, or TRY AGAIN to replay the name guessing game.

**Your Scored
80.0%**

Okay... don't be cocky.

Highest Score:
100.0%

Average Accuracy:
86.666664%

TRY AGAIN

CONTINUE

Machine Code Game

To start the machine code game, move your character to the purple circle by the chalkboard. You will see a closeup of the chalkboard.



Click/touch ANSWER QUESTION to see a popup describing the machine code game. When you're ready, click Continue to start the quiz.

Each question shows you some assembly language instructions and asks you to pick the correct machine code. Click/touch one of the four answer choices to select it, then click/touch SUBMIT to submit your answer.

The screenshot shows a game interface with a green background. At the top, the question is: "What is the correct machine code for the following?" Below the question are three assembly instructions:

- mov R0, 27**
- mov R1, 57**
- mov [R0], R1**

Below the instructions are four options:

- 501C50767001
- 501B50797001
- 501C50757001
- 501B50897001

A large black button labeled "SUBMIT" is centered at the bottom. In the top left corner, there is a small icon with two vertical bars.

If your answer was correct, you will hear the ding sound and get the next question, but if it was incorrect, a popup will tell you that it's time to dodge chalk! Click/touch CONTINUE to start the chalk dodging game.

When you finish all four questions, you will see your current and highest score out of four. Click/touch CONTINUE to return to the classroom, or TRY AGAIN to replay the machine code game.

Your Scored
4 out of 4

Not bad!

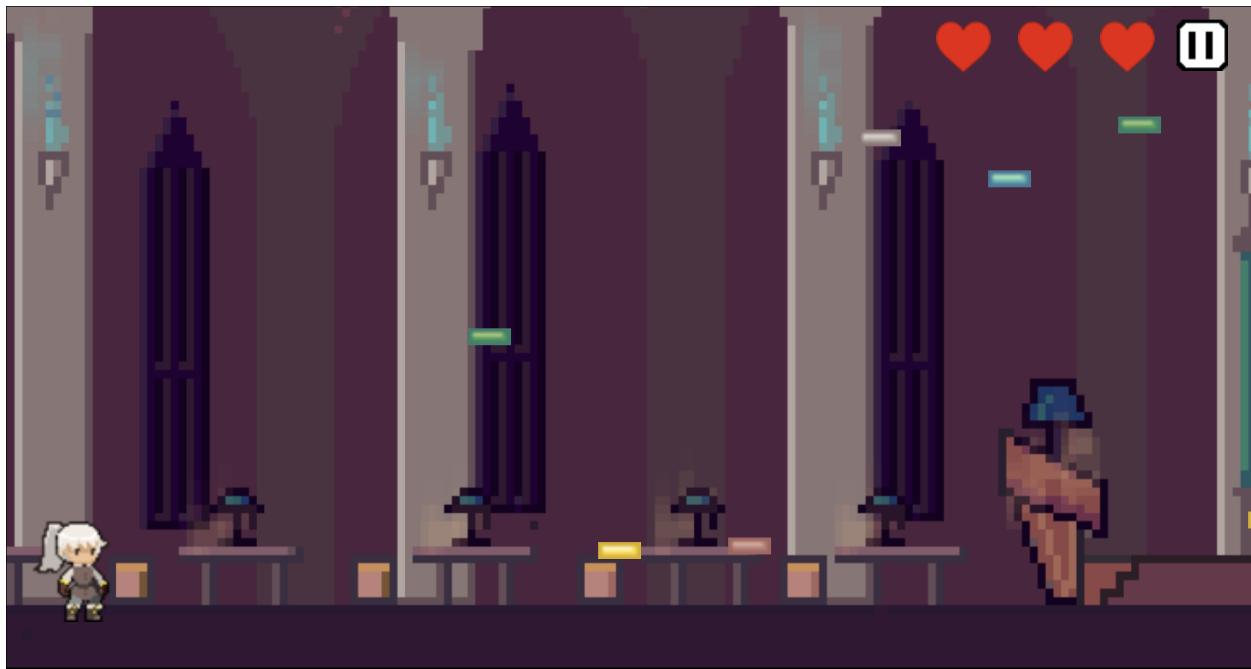
Highest Score
4 out of 4

TRY AGAIN

CONTINUE

Chalk Dodging Game

Once you get a machine code question wrong and are sent to the chalk dodging game, you will see your character with pieces of chalk flying by.



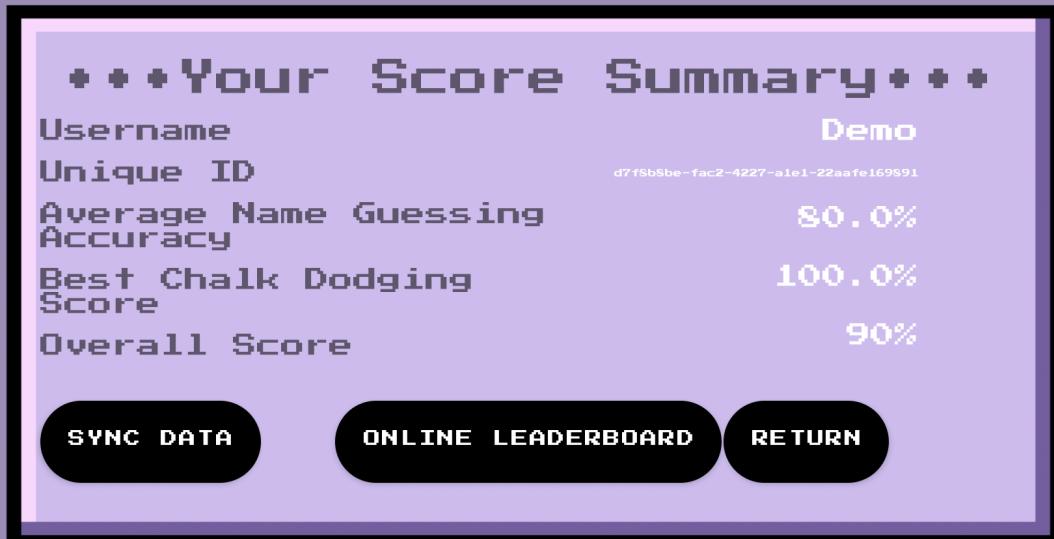
Click/touch anywhere to jump and dodge the chalk. Be careful not to jump too high and hit your head on the ceiling! Also watch out for gravity—everything might flip upside down when the game starts.



Your character has three hearts. Each time you get hit by a piece of chalk, you lose one heart. If you survive for long enough, you can continue the quiz. But if you lose all three hearts, you will respawn back to the classroom.

Leaderboard

The leaderboard can be accessed by clicking/touching LEADERBOARD on the title screen or by moving your character to the purple circle by the computer on the right of the classroom. You can view your username, unique ID, and a summary of your scores.



To see the online leaderboard, click/touch ONLINE LEADERBOARD. You can see your score and ranking among other players. If you want to see more names, you can press on the board and scroll down. Make sure your internet is working for this part! If your wifi isn't working you won't be able to see anyone's score.



When you're done, you can click/touch RETURN to return to your score summary, and RETURN again to exit to the title screen.