SUSI: AN APP FOR INCOMING SENIOR HIGHSCHOOL STUDENTS CHOOSE THEIR CAREER PATH

INTRODUCTION

The study developed a system entitled “SUSI: An App For Incoming Senior High School Students Choose Their Career Path” that aims to help incoming senior high school students who are still undecided on which strand they will take. The game allows the user to play a character that interacts on the outside world, the game has 5 maps 1 for each strand in Senior High School and each map has a different quest to be done. Upon interacting on the virtual world, the player will gain insights about the strands in Senior High School that will help them choose what strand they’ll take.

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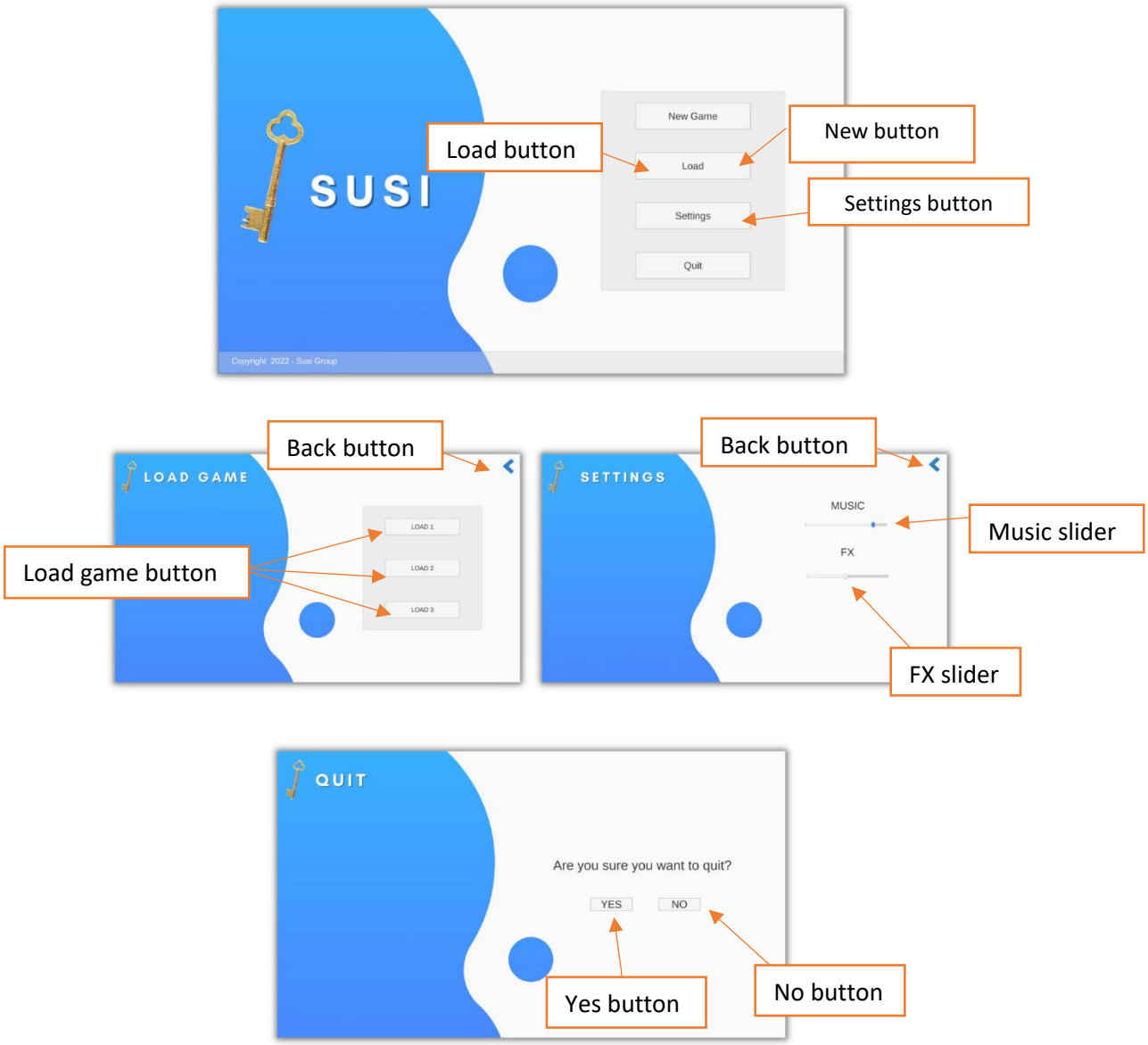
MAIN MENU



New Game Button – Start a new progress.

Load Game Button – return to a previously saved game.

Quit Game Button – exit the game but before that there's another question before leaving and answerable by '**Yes'** or '**No'**

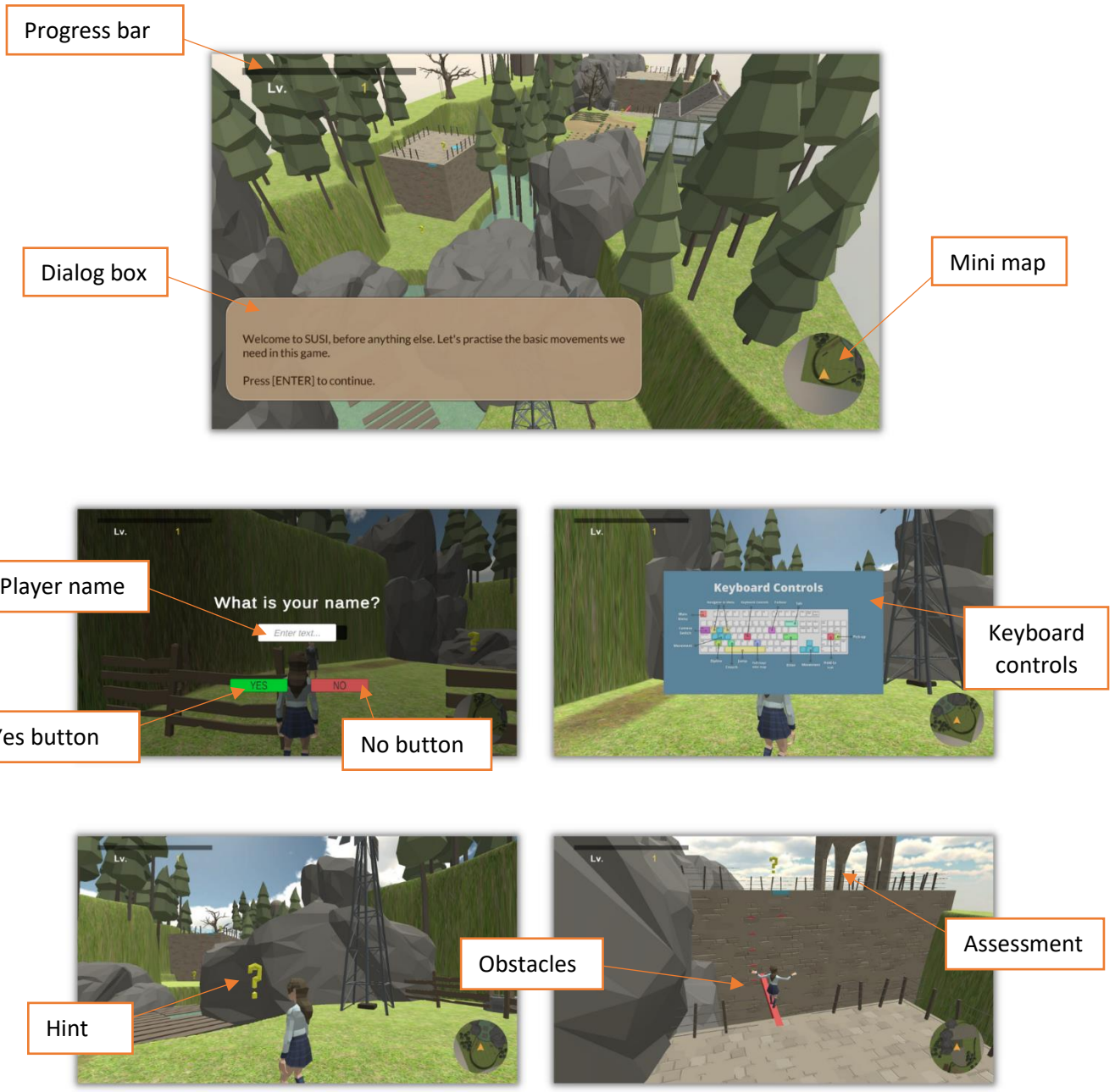
Setting Button – the user can configure the options of setting such as background music and sound effect music.

Back button – go back to main menu.

Music slider – allow user to set the loudness of background music.

FX slider – allow user to set the loudness of effect music.

TUTORIAL



Progress bar – displays the progress made in accomplishing a task.

Dialog box – display conversation of NPC to player.

Mini map – shows the mini version of the map.

Player name - Player will input a name for their character

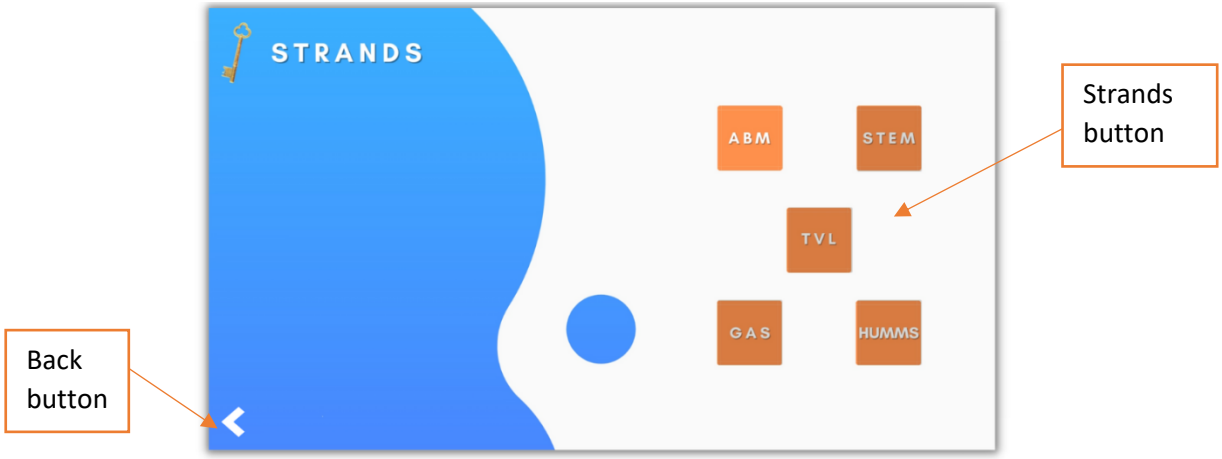
Keyboard controls - shows the keyboard keys/controls.

Hint - instruction for the basic movement.

Obstacles – series of challenges for players

Assessment – trigger to go to assessment.

STRANDS MENU

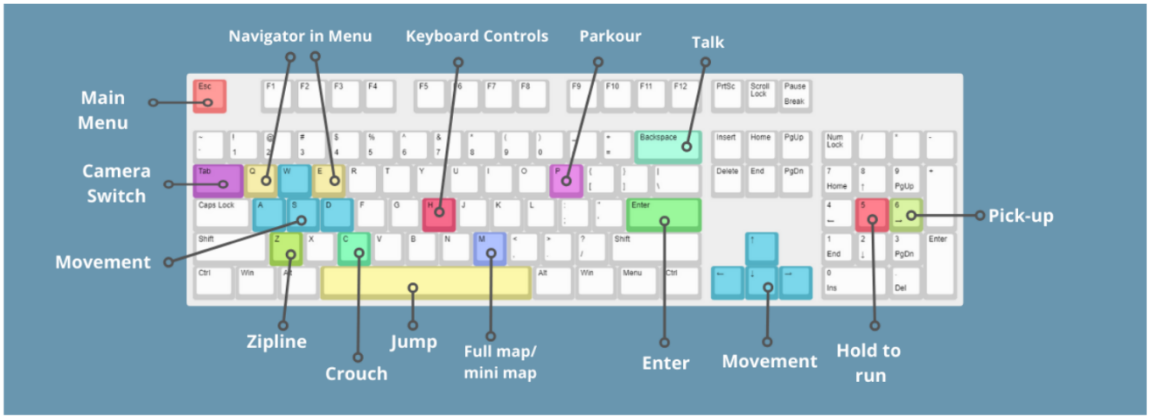


ABM Button, STEM Button, TVL Button, GAS Button, HUMMS Button – open the map for the specific strand the player wanted to explore and play

Back button – go back to main menu

Loading screen – shows different facts about Senior High School.

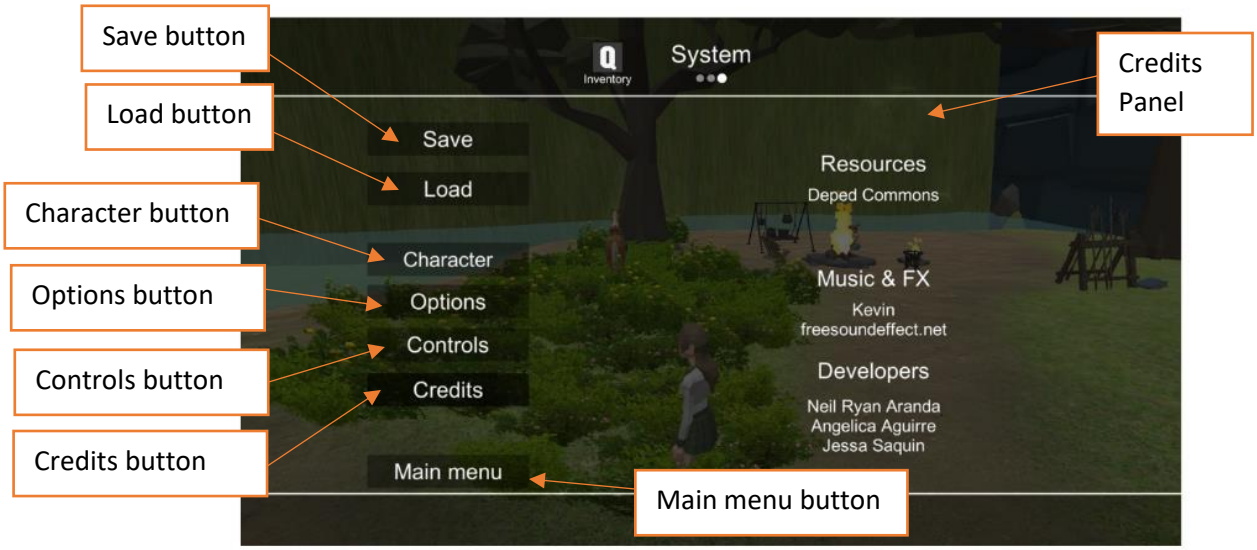
KEYBOARD CONTROLS

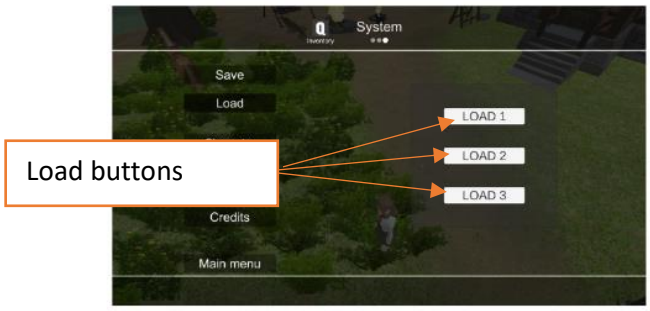


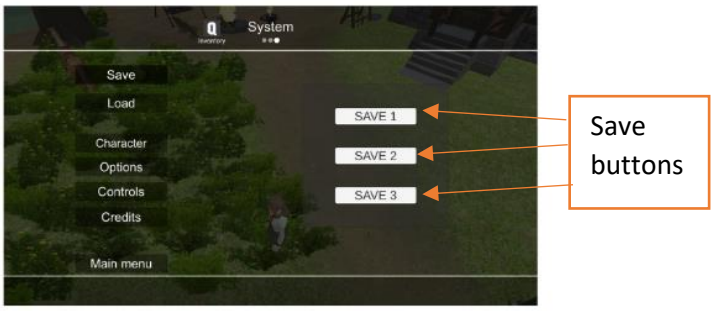
Keyboard controls

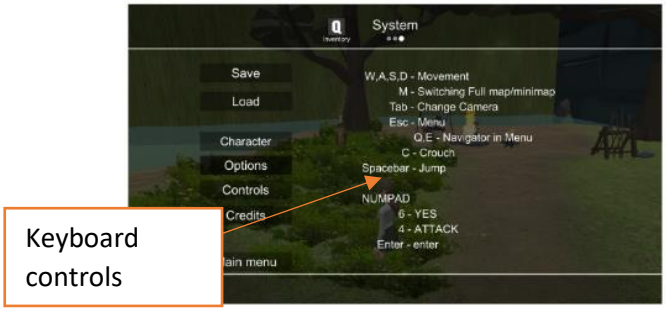
- **Escape** – Main menu
- **Tab** – Camera Switch
- **WASD** – Player movement
- **Q & E** – Navigator in Menu
- **Z** - Zipline
- **C** - Crouch
- **H** – Help / Keyboard Controls
- **M** – Mini map / Full map
- **P** - Parkour
- **Space bar** - Jump
- **Backspace** - Talk
- **Enter** – Select / Enter
- **Arrow keys** – Player movement / Selector
- **5** – Hold to Sprint

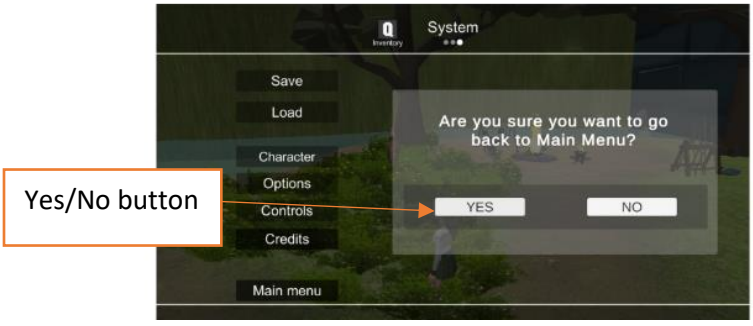
IN-GAME SETTINGS











Save button – open save panel

Save panel – consist of slots for the player to pick where the game should be saved.

Load button – open load panel

Load panel – load slots the game according to the save slot the player picked.

Character button – open character panel

Character panel – open the menu to change the character.

Options button – open options panel

Options panel – open the setting to adjust the sound

Music – adjust the volume for the background music.

FX – adjust the volume for the sound effects.

FX buttons – to test the volume for the sound effects.

Controls button – open controls panel

Credits button – open credits panel

Credits panel – shows the resources, where the music and sound effects are from, also who are the game developers.

Main menu button – open main menu panel

Main menu panel – yes/no button to go back to main menu.

CHANGE CHARACTER

Character Button – player select the character body and outfit color.

Character Preview – see the chosen character preview

Body – pressing right/left arrow key to select the body type.

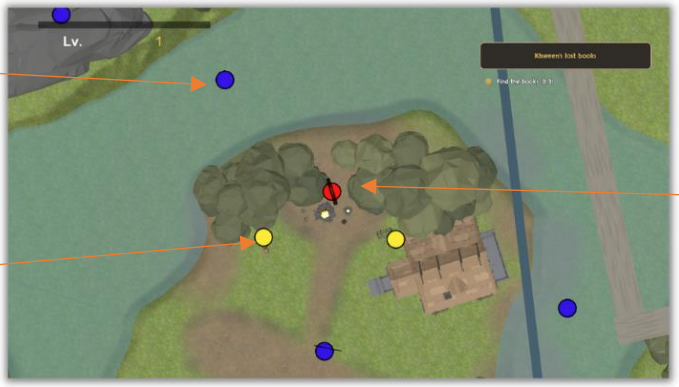
- School Girl
- Girl
- School Boy
- Boy

Outfit – player may select four different color to change the character's outfit

- Navy blue
- Red
- Black
- Green

MAP

Mini map



Blue dot

Red dot

Yellow dot

Full map

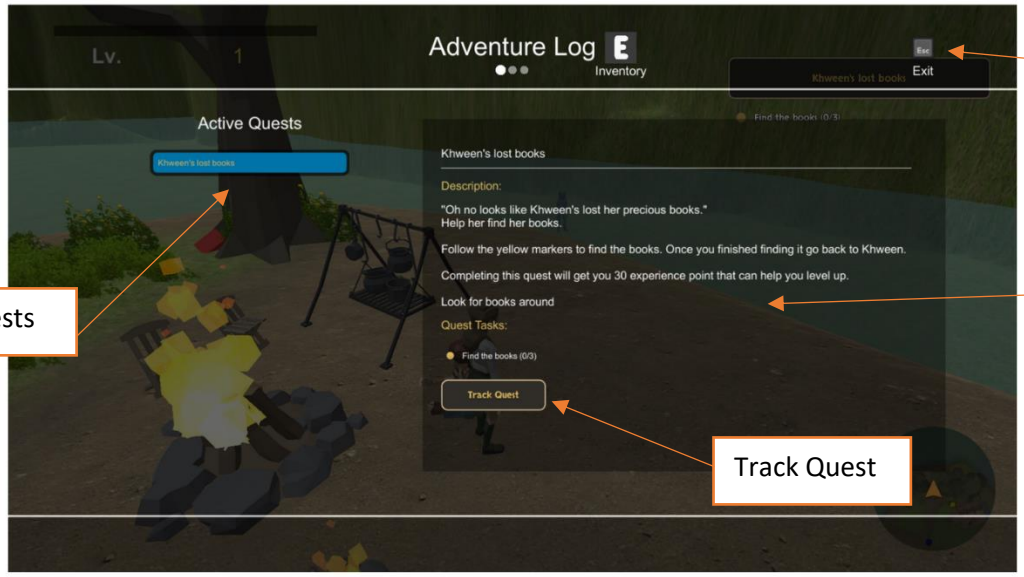
Mini map – show the small version of map

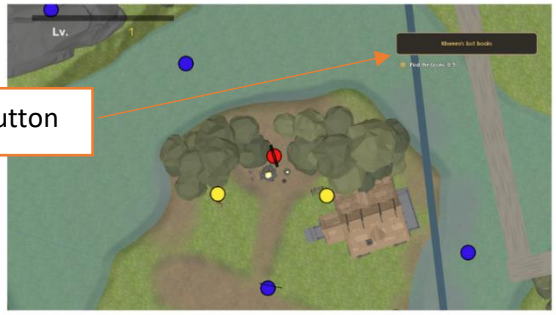
Full map – shows the whole map.

Map icons – indicators that the player needs to interact to complete the game.

- **Blue dots** – learning about the strands
- **Red dots** – active quest indicator
- **Yellow dots** – quest items that need to be collected.

QUEST





Quest button – this will appear at the top-right corner of the screen once the player accepted the quest from NPC

Active quests – shows the list of active quests

Quest description – display the description about the quest

Track quest – will let you track the quest and won't disappear from the side unless completed.

Exit – close the quest panel.

Quest progress – shows the current progress of the quest.

ASSESSMENT

Categories – the button will activate once the game is completed and depending on the choosing strand in the main menu.

ABM/STEM/TVL/GAS/HUMMS button – once clicked, an introduction will pop out and the game will start.

Question – the question/quiz that player need to answer.

Score – show the current score. Score is by 10.

Lives – 3 lives are given to the player, if player got the wrong answer, it would deduct 1 life.

Choices – selection of answer.

Explanation – if the player picked the wrong answer explanation panel will open up to describe the correct answer.

Close – hide the explanation panel.

Continue button - resume to the current assessment

Restart button - let the player play the assessment from the start

Forfeit button - ends the game

Main menu button – go back to main menu.

Settings button – open the setting panel

Sound - turn on/off the sound

Clear cache - clear cache

High score button - shows the high scores for all the strands