

**User Handbook**

**DIGITAL PENTOMINO – V5**

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| --- | --- | --- |
| **INDEX** | | |
| **No.** | **TOPIC** | Page No. |
| **1.** | **Introduction** | 1 |
| **2.** | **General information**   1. **What does the game consist of?** 2. **How does the game work?** 3. **How to use the game in class?** | 2 |
| **3.** | **Functional buttons**   1. **Settings** 2. **Board selector** 3. **Prefill** 4. **Hinting** 5. **Undo/redo** 6. **Snapshot** 7. **Gallery** 8. **Reset** |  |
| **4.** | **Settings**   1. **Teachers mode** 2. **Help functionality**  * **Hinting** * **Prefilling** * **Split board**  1. **Solved screens** 2. **Teaching skills** 3. **Pupils mode** 4. **Language** 5. **Themes** 6. **Music** 7. **Licenses** 8. **Themes** 9. **Audio** |  |
| **5.** | **Licenses** |  |
| **6.** | **Points of contacts** |  |

**INTRODUCTION**

*Digital pentomino (DP) is a game with a board with 5 cell blocks representing various letters in English. Goal of DP game is to use the blocks to fully fill up the board. Digital pentomino is a game which has always been introduced by the University of Paderborn with new versions every year with unique features. Despite of all the versions with the unique features, there was a lack in flexibility in configuration of features and much more to it. The version 5 of DP is uniquely named as “TUCA” with a bird logo, symbolizing a bird called Toucan. “TUCA” exemplifies a very good symbol of fortune, favor and endless exploration. “TUCA” additionally symbolizes deeper insights, coherence and receptivity to more knowledge. Hence it is a great inspiration for students to understand the DP puzzles deeper and learn relevant skills.*

*In the version 5 of the DP game we have come up higher configuration in features. The Digital pentomino-Version 5(DP-V5), consists of a reworked user interface (UI) design which is flexible to use both by teachers and students. DP-V5 is a progressive web application with an offline functionality .i.e. platform independent, which means without any internet connection it, can be used on any devices be it android devices, windows devices or apple devices. The UI is designed in such a way that the whole theme of the game can be changed. The colors can be set according to the user flexibility. The dynamic functionalities like undo or redo an action is also possible and saving a game state by taking a snapshot and much more to it .In addition, teachers can flexibly configure settings for the students for instance: set the level of help functionalities (easy, medium, hard, and custom), configure what should be seen or not seen by the students. Furthermore, the settings can be exported through a QR-code scanner.*

**GENERAL INFORMATION OF THE GAME**

**What does the game consist of ?**

*Generally, the DP game consists of a board and pieces to solve. In addition to these components, there are many features embedded in it. Our game mainly consists of a board, pieces, settings and some functional buttons. We have embedded settings, board selector, prefilling functionality, QR-code scanner, hinting functionality, undo/redo, capturing snapshot, gallery to store snapshots and a button to reset the game*

**What does the game work ?**

Pieces are pulled out from the tray and required actions are performed to place the piece on the board. There are certain help functionalities to guide the player.

**SYSTEM OVERVIEW**

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**STEPS FOR SYSTEM FUNCTIONS**

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**SYSTEM REFERENCES**

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**AUTHORIZED USE OF SYSTEM**

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**POINTS OF CONTACTS**

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**MANUAL ORGANIZATION**

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**ACRONYMS & ABBRIVIATIONS**

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