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The Farmers Helper

User Guide

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OVERVIEW

The Farmers Helper is a text based adventure game designed and created to run in the Python Idle Shell. The Farmers Helper was created as an educational tool to help children with their reading comprehension skills and their Mathematical and critical thinking skills.

The Farmers Helper puts the players in the shoes of the child spending the summer holidays at their Uncle and Aunt's small farm, South West of Perth. The player is tasked with helping their Uncle and Aunt with a list of jobs whilst they are in town one morning.

A branching story with multiple pathway options provides the player with a fun and interactive experience while the jobs the player is tasked with completing provides the player with opportunities to test their language comprehension, critical think and mathematical skills in an engaging story-driven way.

The branching pathways allow the player to approach the game in multiple different ways, ultimately all leading to the same ending. Small tasks are nestled in amongst the larger branching pathways, giving a sense of completion when one branch or area is finished. This promotes a sense of completion and achievement as the player moves through-out the world of The Farmers Helper.

A players language and comprehension skills are tested by exposing them to a largely text driven story and then requiring them to read and understand the tasks and jobs before proceeding further. Players are asked to read and identify key pieces of information to help them in completing the jobs and tasks provided to them by their Uncle and Aunt.

Math skills and critical thinking are an important part of The Farmers Helper. All of the jobs and tasks within the game require not only an understanding of the content on a language level, but the ability to translate that information for use in solving simple (yet difficult) math problems to push the narrative forward.

Only by understanding the information presented to the player in the game can the player move forward in the world of The Farmers Helper.

THE GAME

To load The Farmers Helper, right click on the file and click "Open". This will run the program in the Command Prompt. Alternatively open and run the file through your preferred python operator. The Farmers Helper was designed to be operated using a variety of python programs in an easy to use, easy to run format.

The Farmers Helper will ask for simple, direct inputs from the player. In some situations the program may crash or not respond if an invalid input is given. In these situations the player should be mindful that (where these crashes are possible) the player is asked in certain terms for certain types of inputs to be given.

GAMEPLAY

Upon loading, the game will ask the user to input their name, this name is not case sensitive and not limited to certain characters. If not name is give, the program will ask for a valid entry – please make sure you type your name as this is required for The Farmers Helper to be enjoyed to its fullest extent.

Once your name is entered, follow the prompts to begin your Journey! Take your time and enjoy the experience.

AS mentioned, various inputs will be required for the player to continue. Follow the prompts and refer to this user guide if you have any questions!


```
[Choose an option from the list - eg type 'horses'to go to the 'stables']

-The chickens
-The horses
chickens

Off to the chickens it is then.
```

Branching path Example

BRANCHES

THE CHICKEN COOP [CHICKENS]

The Chicken Coop is one of the jobs/branches a player must complete to reach the end of The Farmers Helper. A player can go to the Chicken Coop by using the "chickens" command when given the prompt during the game to select a desired job to complete.

```
Off to the chickens it is then.                    Example of Chicken Coop Branch
You make your way to the Chicken Coop, passing near to the large Gum tree
in the centre of the property.
Outside the Chicken Coop you see a
large wooden chest with the words 'Chicken Feed' pained on the front.
Upon opening the chest you see a large bag of chicken feed with a
scoop next to it, a large empty bucket that looks like the farmer puts the
feed in it, and a stack of cardboard egg holders (each of which can carry up
to 6 eggs)
*You inspect the bag of 'chicken feed' and notice the instructions
for feeding on the back;*
"Each Chicken should be fed: 50 grams of Mr Sanders
Chicken Feed each day to stay health and strong.
*You look at the scoop included in the bag that reads '100 grams Maximum.
*That makes things a bittricky*
*You know from looking into the Chicken Coop that there are 25 chickens
to be fed*
In numbers, how many scoops are required to be added to the bucket to feed
25 chickens 50grams of feed each?
```

Once the player arrives at the Chicken Coop, they will be tasked with;

1. Figuring out the correct amount of Chicken Feed to give the chickens
2. Collecting the eggs the chickens may or may not have laid

For task 1, the player is presented with a math problem requiring the user to read through the text and input a value they believe to be correct. The type of input required is given in the prompt. An invalid input in this situation will result in the program crashing – therefore as indicated all inputs should be numerical for this question

Task 2 requires the player to evaluate the information given at the start of the Chickens Branch and use that to answer with the required input. Once a correct answer is given the player will be able to move on to a new branch.

```
Thats all of them! And not one space too many.. that seems a bit too perfect to
be coincidence..
You take the egg cartons back to the house and leave them on
the back verandah.You shouldn't carry them around all morning.

You check your list to decide where to go next.
```

THE HORSE STABLE

The Horse Stable is another of the Jobs/Branches the player is required to complete to continue the story in The Farmers Helper. A player can move to the Horse Stable by using the "horses" input when given a destination choice by the program.

Upon arriving at the Stables, the player is given two sets of questions to complete the one task, both questions must be answered correctly for the branch to be completed.

The player is asked for these inputs to be entered using a numerical value.

Once complete, the player will be given more job list destinations/branches to choose from.


```
Once the food is in the trough, you let the horses out of their stables to
start having their breakfast.
Before leaving the stables you open the back
doors to the stables to let the horses roam in their pasture once they are
finished eating.
Maggie runs around your legs excitedly as you close front stable doors
behind you as youleave the stable.
Whats left on this list now Maggie

[Choose an option from the list - eg type 'chickens'
to go to the 'chicken coop']                    Congratulations! Horses have been fed!

-The chickens
```

COMPLETION
The Farmers Helper is finished once all jobs on your Uncles Job list have been completed and finished, the user will be presented with the conclusion to the story and the game may now be closed.

REFERENCES:

Ascii art example

The Farmers Helper is text based adventure game with a focus on solving Math problems in a fun and interactive way.

Patorjk.com. 2021. *Text to ASCII Art Generator (TAAG)*. [online] Available at: <https://patorjk.com/software/taag/#p=display&f=Big&t=The%20%0AFarmers%20%0AHelper> [Accessed 26 December 2021].