

The NUST Strategic Plan Game

User Manual

SEH620S

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User Guide

* 1. About the manual

The purpose of the manual is to give a short guide/description of the games we created.

* + 1. Audience

The target audience would be anyone that is interested in playing the game.

* + 1. Most of the discussions occurred via MS Teams, and WhatsApp.

1.1.3 Contact

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2.0 Introduction

We created 5 games. Each game is a representation of a goal. After completing a level, you would be able to understand its goal. Goal 1 = Level 1 etc.

1. Function

**Level 1**

The first game is a crossword puzzle, the answers to the puzzle are under goal 1 and the KPI for goal one. When user clicks on play, they can start matching the words on the clues to the box. Once the user is done, they can verify if they got the correct answers by clicking on create.

Each time a user presses on create a different crossword layout is generated that’s why the clues and boxes aren’t numbered because the puzzle layout is different each time the user clicks on create but the clues and the words remain the same.

The game is a fun way of getting user to know the main bullet point for each goal on the strategic plan document. A user can play as many times as they desire, there are no limited number of attempts and the user can always go back to this game after attempting any of the other games.

**Level 2**

The second level of the game is Hangman. When you enter hangman, you will be guided on-screen that you should click the play button. Afterwards, you will be provided with 2 options, to either play Hangman with Strategic Objectives or Hangman with KPI. Afterwards, you’ll be directed to the games, where you will have to guess what the words/letters are in the blank spaces. After you guess (or not guess), you will be prompted to go back to the main menu and redo the navigation again.

**Level 3**

The third level is a guessing game where the user is able to guess the correct word corresponding to goal 3 and it’s KPI’s where if they guess the correct letter in the word they gain a point. The user is given 10 lives if they guess a letter wrong they lose a live. Once a word a guessed right they are given another word this continues until the game is complete.

If they guess a word wrong and the lives got depleted then they lose the game and have to try again. The number of times they guess the word correct counts to the total number of score they get when playing the game.

This game contains the word’s definition as well as its synonyms giving the player clues to the missing word. This game helps the user understand what goal 3 and its key performance indicators is all about and what it aims to do.

**Level 4**

The Multi Quiz consists of questions designed to help you understand and test your knowledge on the strategic objectives of Goal 4. No data will be collected on the website regarding how many times you take the quiz.

It consists of 5 questions which are all in a multiple-choice format.

Read each question carefully and click on the button next to your response that best suites the question. After answering all 5 (five) questions, press on the “Submit” button below the page. After submission, your total result will reflect based on your response to all questions. To restart the quiz, you can refresh the page and it will automatically reset the game.

**Level 5**

The memory puzzle game, which is level 5, the final game consists of 24 images, of which 12 of these are repeating images. In order to complete the game. You have to find 2 similar images until the game is done.

In this game concentration and memory is of outmost importance. You flip two tiles at a time, until you get similar images. Once all the tiles have been flipped the game will be successful (complete).It will give you a brief representation of everything NUST related. Once all the games have been played that will be the end of the game.