Kēmu Kupu

# User Manual

Group 3

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## How To Launch

Thank you for playing KEMU KUPU, a Māori word spelling game that will help you improve your Māori language.

Please be aware that this application can only be run on Linux or a Virtual Machine that supports Linux.

Before running this application, ensure that you have libcanberra and pixbuf installed to prevent errors by executing these commands in the terminal:

```
> sudo apt-get install gtk2-engines-pixbuf
> sudo apt-get install libcanberra-gtk-module
```

Then give executable permissions to the run script and the jar file:

```
> chmod +x run.sh
> chmod +x JavaFxApplication.jar
```

Finally to run this application:

```
> ./run.sh
```

## Welcome Screen

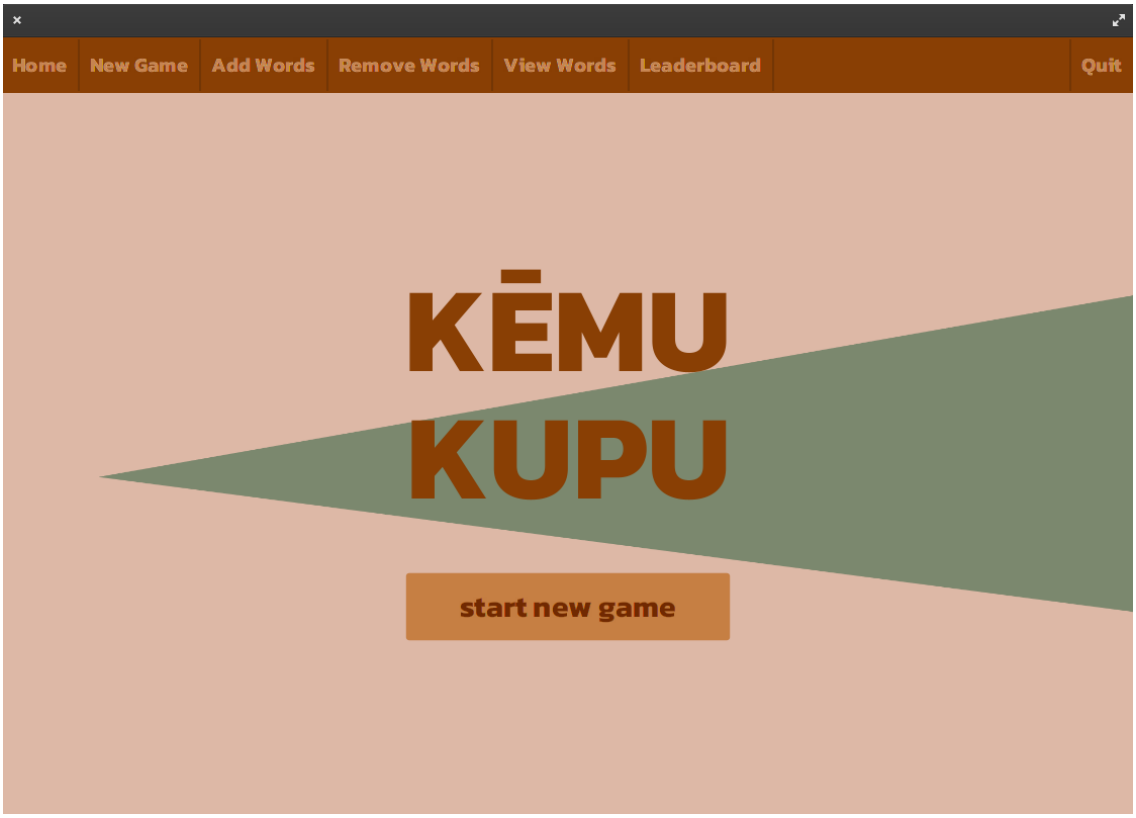


*Figure 1: Home screen*

The entry point of the KEMU KUPU application is the home screen (shown in figure 1 above), which contains a navigation bar at the top of the window that is consistent throughout the application.

A single button “start new game” will lead you to the new game section, where you can choose topics and game types that you want to play.

## Navigation Bar

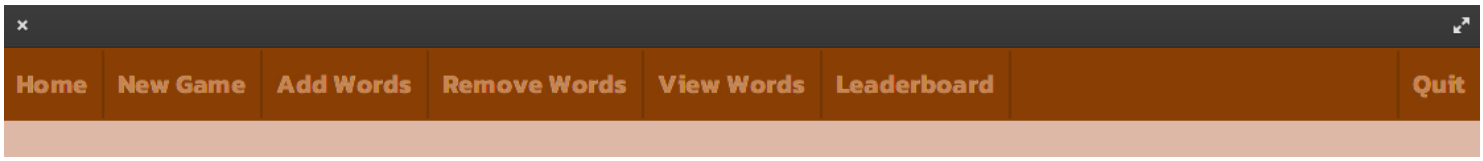


*Figure 2: Navigation Bar*

A navigation bar (Figure 2) exists on top of the window throughout the entire game.

- **Home:** Takes you back to the home screen.
- **New Game:** To start a new game.
- **Add words:** This takes you to a menu where you can add your own word that you want to be tested on.
- **Remove words:** This takes you to a menu where you can remove words that you have previously added.
- **View Words:** This takes you to a table where you can view all the words in a specific category.
- **Leaderboard:** A table where previous playthroughs of the game are stored, where you can compete with other players.
- **Quit:** To quit the application.

Note: when currently in a game, trying to navigate to other scenes will cause a pop up to appear to confirm that you would like to end the current game.

## Information Icon

*Figure 3: Information icon*

Information icons (Figure 3) exist in more complex screens to support players navigating and using the application. Upon pressing the icon, a pop-up will appear containing information about the screen the player is on.

## Text Field Features

Text fields are designed so that the player can press enter after spelling instead of pressing the submit button. Players can only enter letters, spaces and hyphens into the text field. Players can enter “^” after a vowel to change it into a macronised vowel to fit the Maori spelling.

## Pop-up Windows

Pop-up windows (Figure 4) appear throughout the application. They can be for confirmation, to give a message or to take input from the player. The most common times you will see them is for confirmation when quitting the application or when trying to leave either of the two quiz modes.

*Figure 4: Pop-Up Window*

## Topic Selection

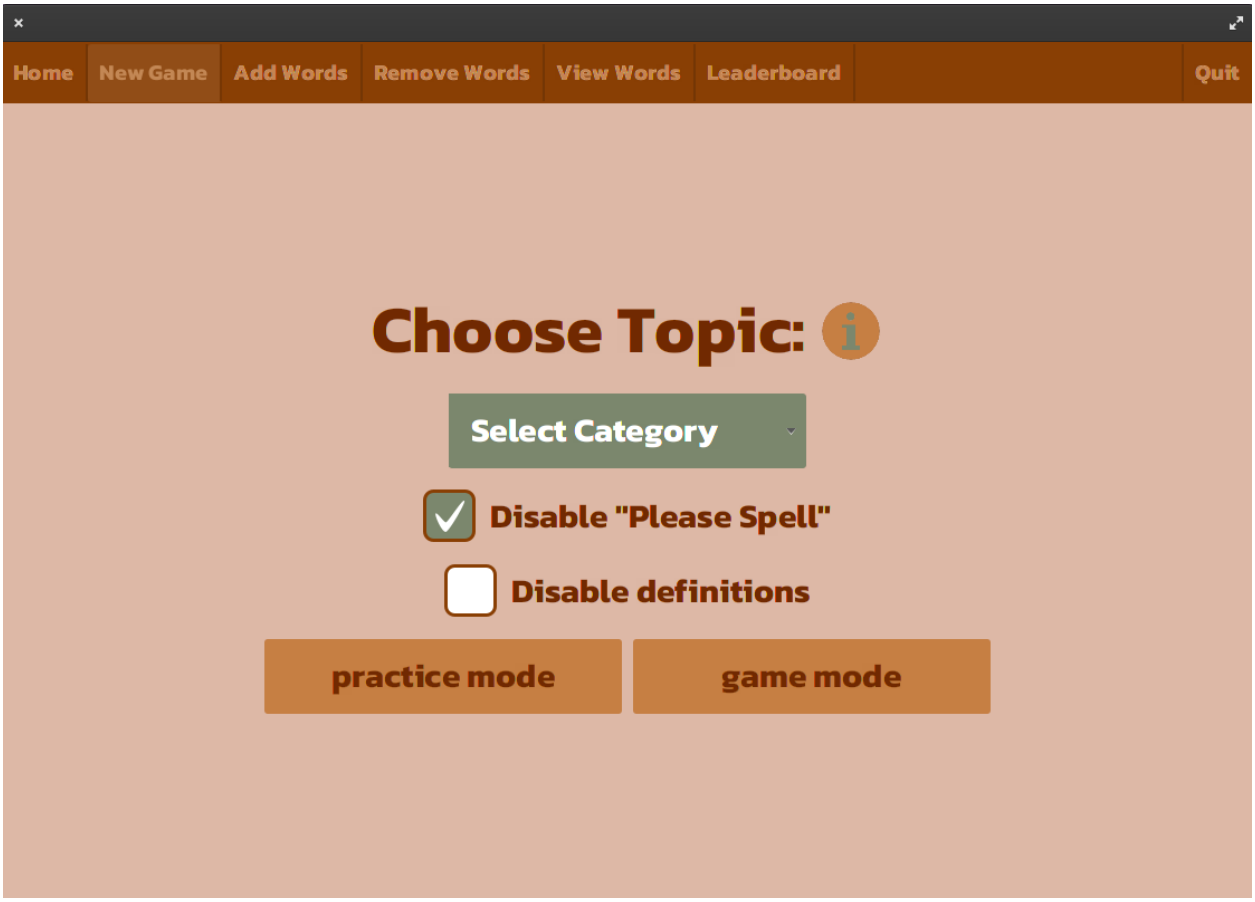


*Figure 5: Category page*

Select topics to play by using the dropdown menu in the topic selection screen. (Figure 5).

Different types of speech can be chosen; to disable “Please Spell” when words are read or disable the speech of definitions when read.

Two game options are available; practise mode, which gives you the correct spelling after every word and game mode, a competitive mode where you can save your score and time on the leaderboard.

## Changing the Speed of Speech

The speed of speech can be changed in-game, whether you are in practise mode or game mode. The speech rate can be chosen from a quarter of the regular speed to twice the speed (Figure 6). Speed changing during speech will cause the current speech to change; this way, players can easily adjust the speech to their preferred speed.

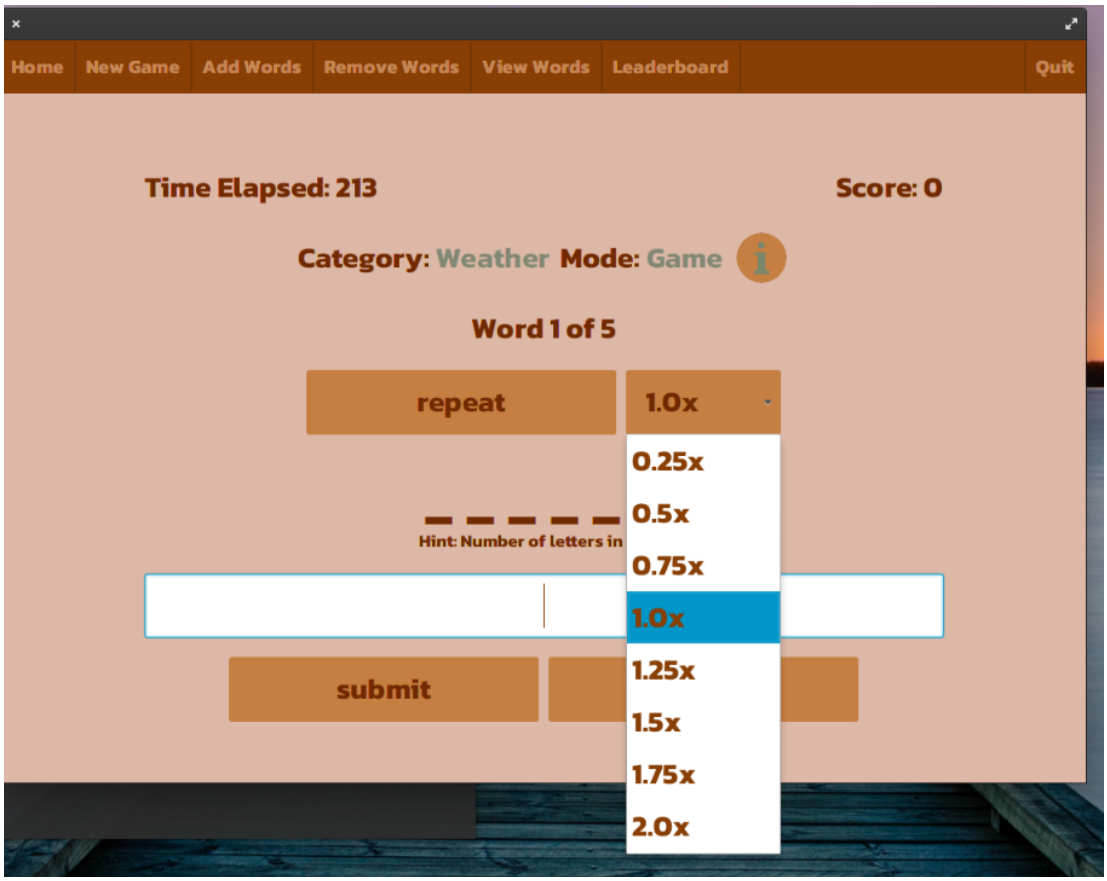


*Figure 6: Speed changing*

## Practise Mode

In this game mode, players are invited to spell five different words from their choice of topic with a maximum of two attempts (Figure 7). Players are given the number of letters in the word as a hint. If they misspell the first time, the second letter of the word will be visible to help the player. However, if the second attempt is still incorrect, the complete spelling of the word will be shown to the player and a next word button where the player can proceed.

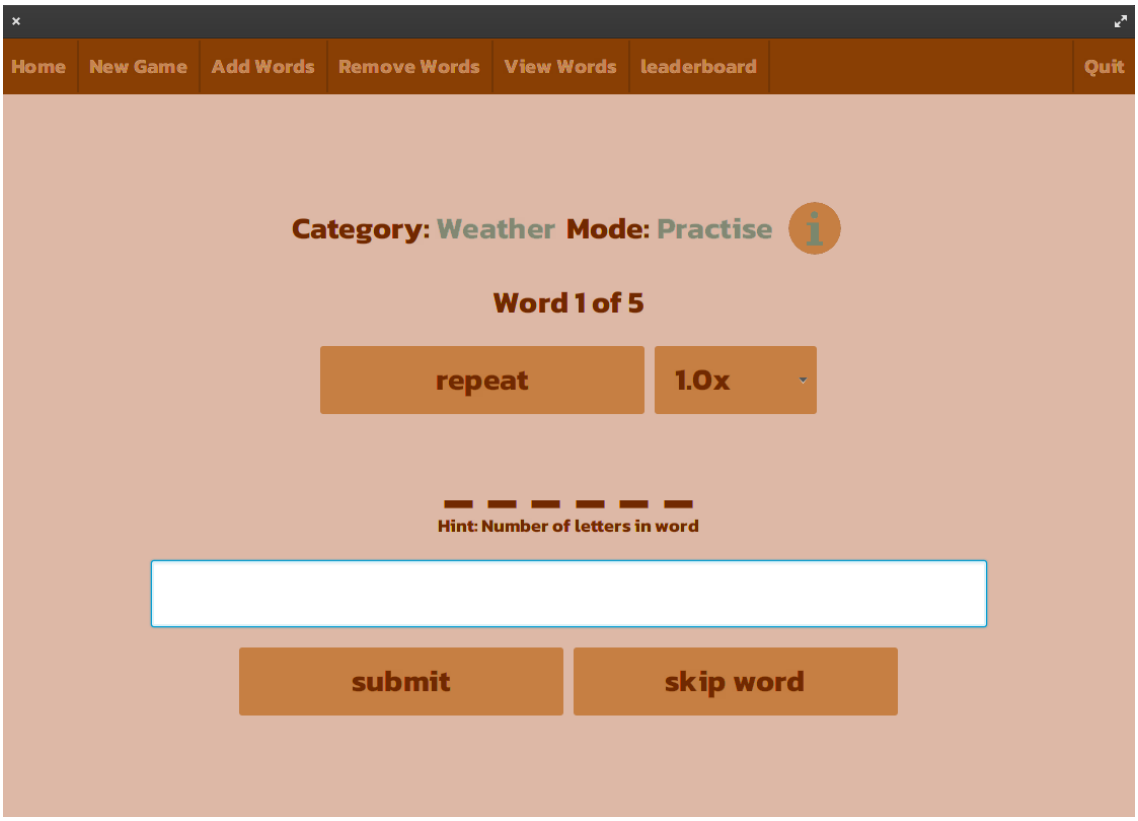


*Figure 7: Practise mode*

A skip button is available for every word if the player does not know the word. After pressing the skip button, the correct spelling will show up then the player can proceed to the next word.

## Game Mode

This game mode is similar to practise mode but more competitive. (Figure 8) This is designed for experienced players who want to compete on the leaderboards.

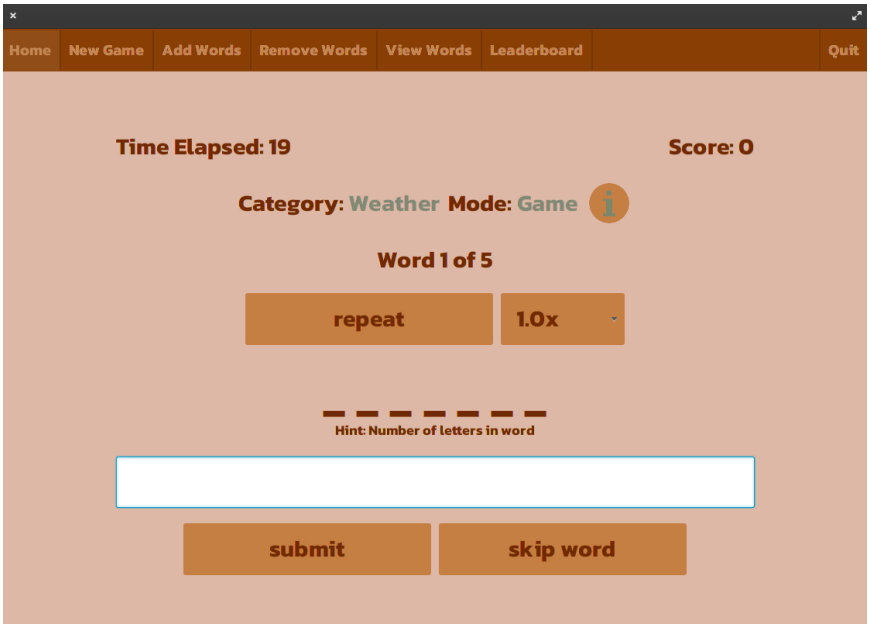


*Figure 8: Game mode*

Players are timed and scored based on how many words they spell correctly and how fast they do so. Their only hint is how many words there are in the word and the readout of the words. Although they can still repeat the speech of the word, hints and complete spelling of the words are not available to them.

*Figure 9: Game mode reward screen*

After completing the game, the player is shown their scores and times of the game (Figure 9). They can choose to enter their results to the leaderboard if they did not skip any words.

## View Words

Players can view what words are in which category in the view words screen (Figure 10).

*Figure 10: View words*

The players can choose any category that exists in the game, then words in that category will be displayed in a table format above, with both the Māori word and its definition.

## Add, Remove Words

Players can add or remove words of their choice into the “My Words” category.

The player can add any Māori word or phrase into the “My Words” category. In the first box, you must enter the Māori word or phrase, and in the second box, you must enter the English definition. (Figure 11)

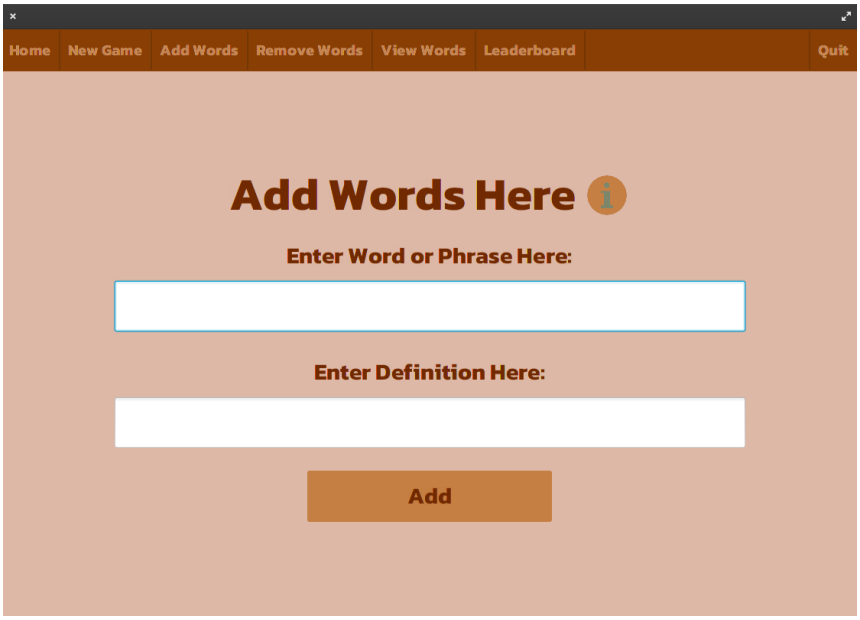


*Figure 11: Add words*

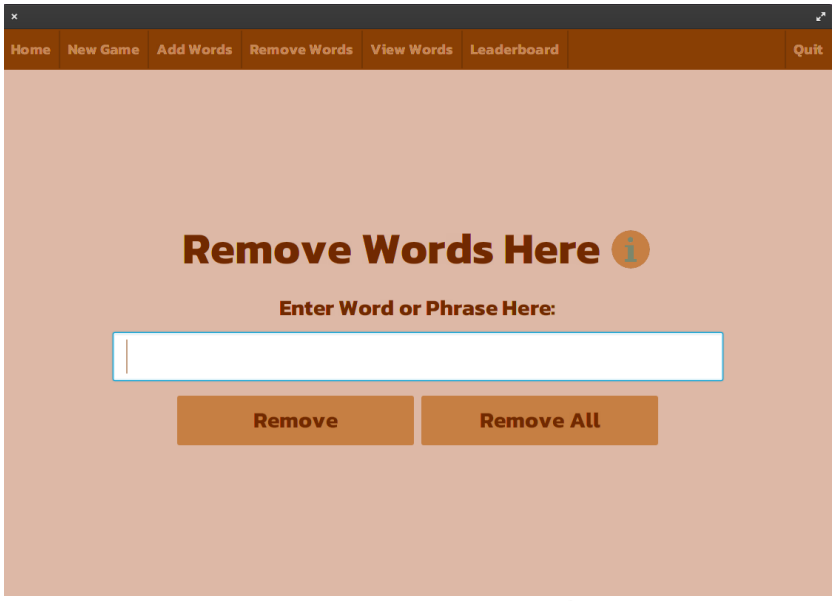


*Figure 12: Remove words*

The player can also remove any words that have been added into the “My Words” category. You have the option to remove a specific word by typing the Māori word. Or you can clear the list entirely by clicking the “remove all” button. (Figure 12)

## Leaderboard

Players are able to view all the saved scores from the “Game” mode. The table displays the player's name, and category played, score and the total time to complete the game (Figure 13).

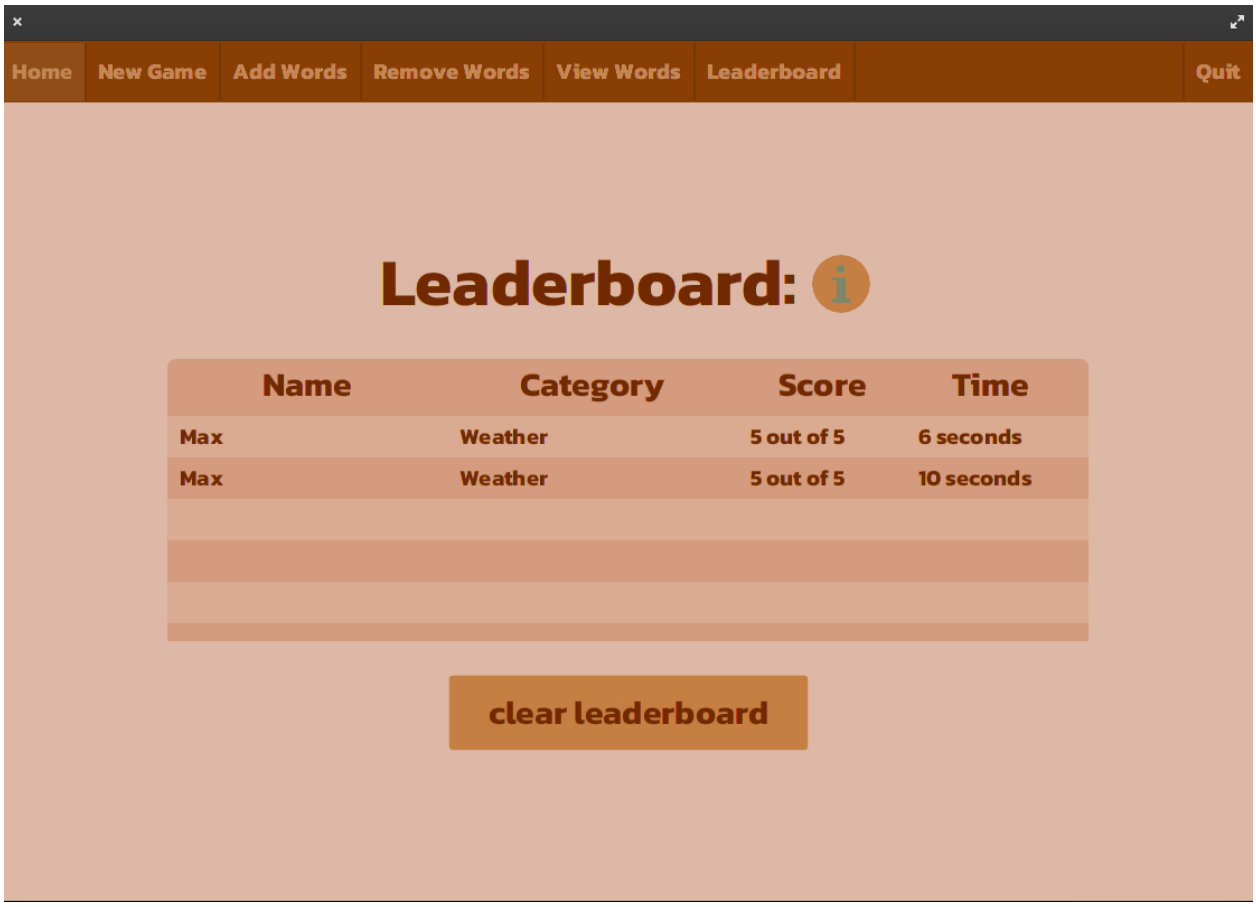


*Figure 13: Leaderboard*

The table is ordered by highest score, then by lowest time and alphabetically by name if these are both the same. The leaderboard can also be cleared by clicking the “clear leaderboard” button.