

Manual

Project Agile Development *Version 1.0*



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BOOT – Bar-le-Duc

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Foreword

Our product is made because of the problems that arise at our client, BOOT. BOOT has hired Bar-le-Duc to help with these problems. We, as first year students of HBO ICT, had to find a solution for these problems. And we did, our solution is to make a game to strengthen the self-sufficiency of the players. The responsibilities of the group is so determined that we will make sure that the qualities are strengthened by each employee and used. On behalf of team Bar-le-Duc we want to thank Mike and Irene Hofstede Overtom because they have helped us support during building the product. Finally we want to thank BOOT for their clear explanation and communication. Therefore, we have gained a good understanding of the problems of the visitors.

Summary

In this user guide we discuss all aspects and issues of the BOOT game.

We start this user guide with a short explanation of why the game was commissioned. This is followed by an explanation of how the game was made and why we have chosen to release it on the iPad. In addition, the ending of the game is discussed.

We then describe the target audience for the game; in our case the game will be used for educational and social community purposes. Next, the working of the game is discussed, including an explanation of the controls of the game.

Chapter 4 deals with the Learning Scenarios. We describe three scenarios: Important mail, Creating and using email and CV preparation. The scenario Important mail shows players how to distinguish between important and unimportant mail and how to get help reading the letters. In scene 2 teach we users to create a email and to send it to people. In scene 3 we learn the steps to create a CV for a job.

The next chapter concerns troubleshooting. This chapter describes the five most common problems that might arise around the use of the game. Solutions to these issues are also presented. For the exact content on these issues, please refer to Chapter 5.

We conclude this user guide is a must-have for the game because it described everything about the game such as controls, problems, scenarios. After that describe we the consulted literature and an annex in which the storyboard is displayed.

1. Introduction

The purpose of this user guide is to supply the administrator of the game, in this case BOOT, with detailed information on the game and its workings. This document contains all the information needed to play the game. Additionally, this document is intended for those who find it interesting to learn more about this game.

The encountered problems described in this user guide will be resolved to keep recurrence to a minimum. The team will do this themselves by testing the game extensively to check on any issues that may arise while playing the game. Our goal is to minimize the issues as much as possible and provide a smooth user experience.

It is recommended that you read the report in the order as described in the index.

2 General Information

2.1 System explanation

As our project, we chose to make a game. We developed this game in the game engine Unity. Together, the team programmed the game using C#. Our preferred first release platform was the Apple iPad. Why we chose this device because it is widely used people who have a tablet, have an iPad. Additionally, deployment to the iOS platform was more involved than deployment to Android based devices. Having tested the game on iOS, we are confident that deployment to Android devices will proceed without remarkable complications.

2.2 Purpose of the game

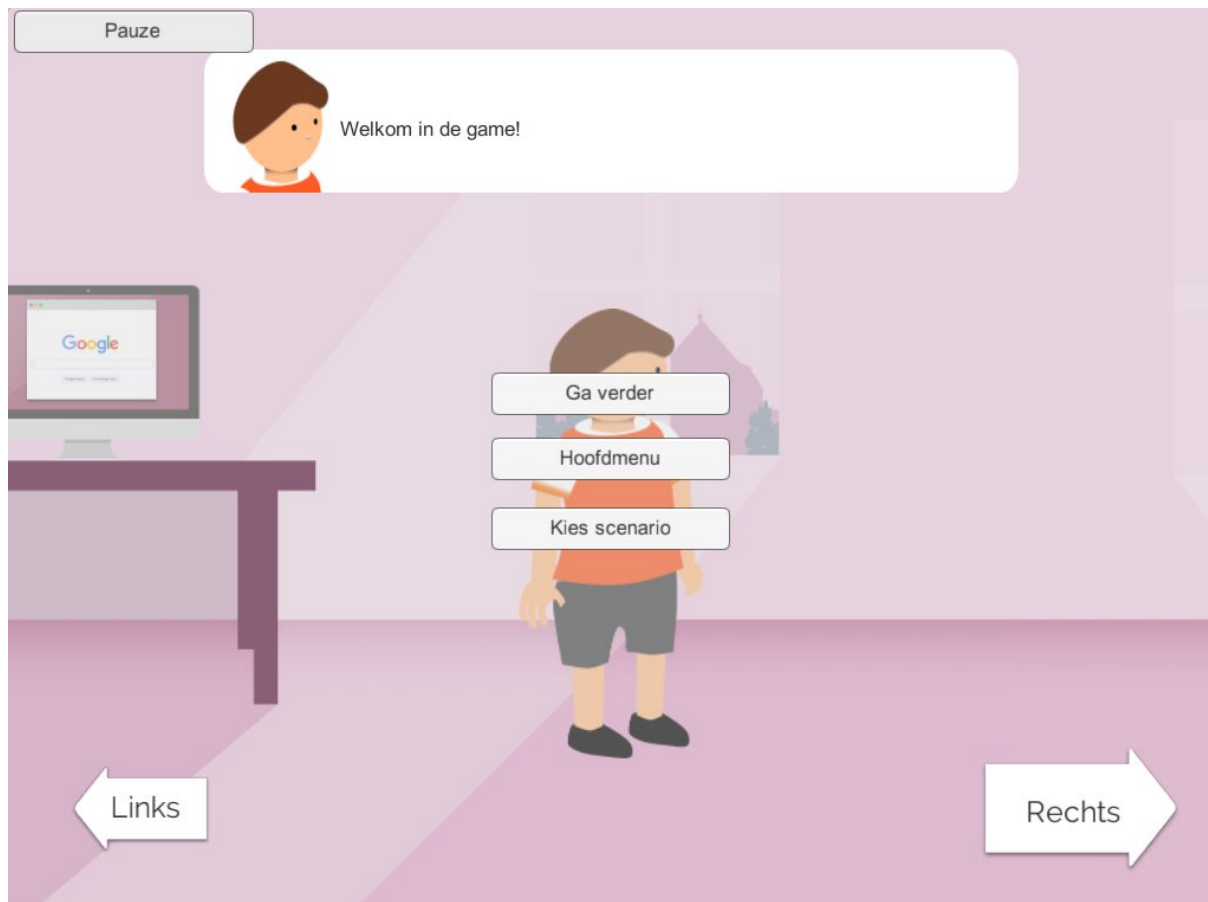
The game is intended to be used for social-educational and social community purposes. This game's intended audience is comprised of BOOT's user base, thereby users with limited Dutch language comprehension. It is designed to provide them with some support and possible solutions for dealing with some of the everyday issues they face. Ultimately the program's purpose is to facilitate growth in their self sufficiency.

For example the user gets mail and doesn't know the difference between some important letters and some non-important letters. The reason for this is that this person has never encountered the problem before. This is a scenario that can occur in the real world, so we decided to make this playable in the game. The game scenario is a safe environment in which the player can easily try out the different solutions. This way he/she learns to find a good solution to the problem.

The ultimate goal is to teach the player more ways to solve everyday issues him/herself. Then the person would not need the help of BOOT at all, but can address this problem on his/her own.

3 System

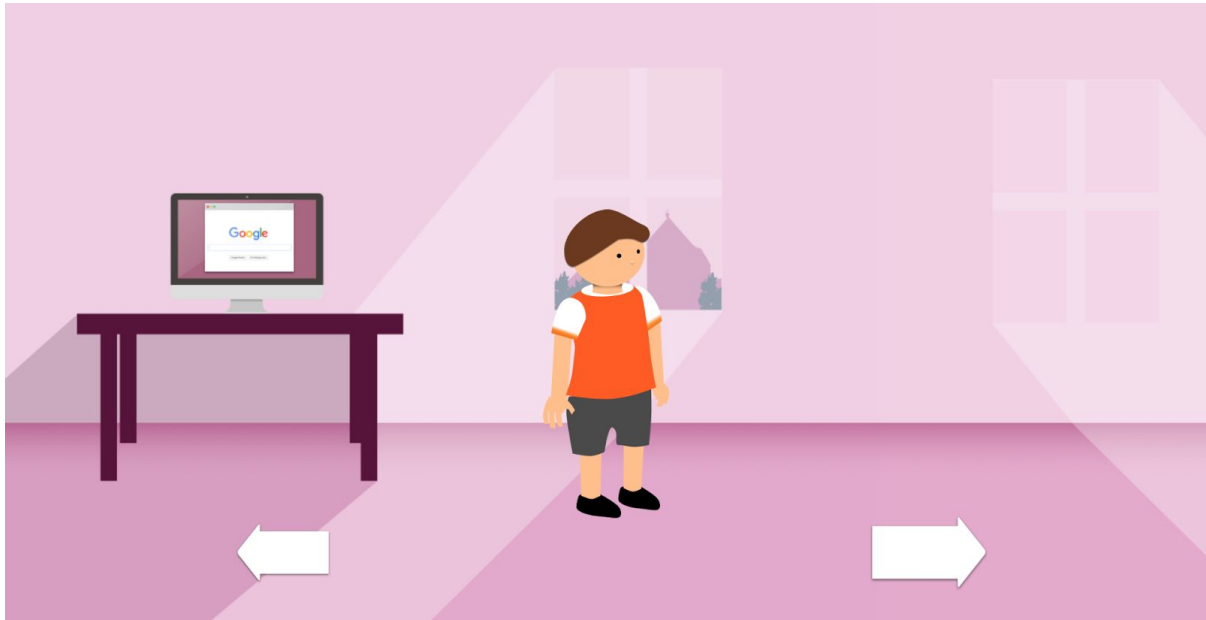
3.1 Controls / Instructions



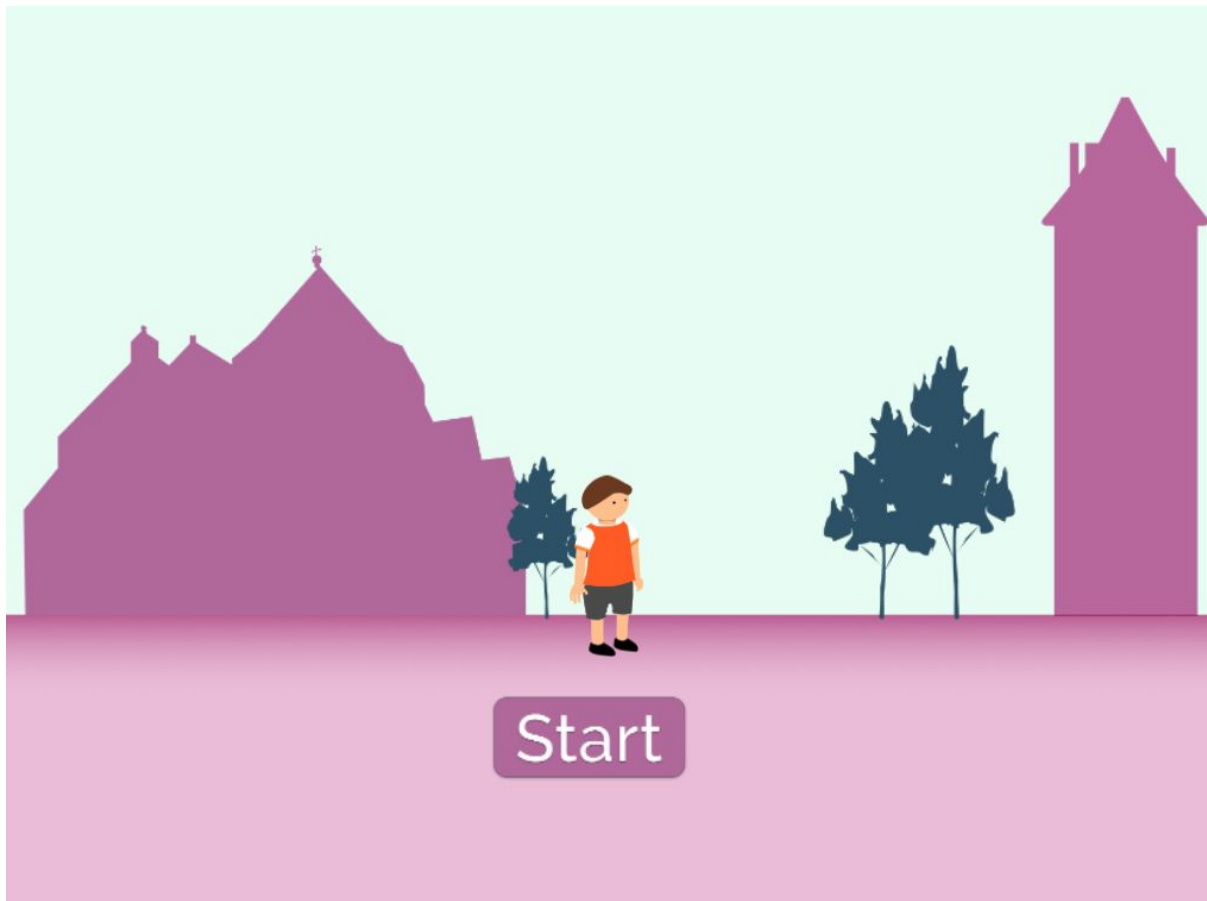
We have designed our game to be easily playable. To move, one clicks the arrows on the screen and holds them down to move or make choices. This allows you to navigate left and right or decide your path in the game scenario. Additionally interactable controls are clearly indicated. To interact with objects in the game, one should press on the object itself. To open the menu, click on the "Pause" button, and once you move in the menu can click very easily again on the "Pause" button to continue where you left off.

In addition, if you want to join such a house or something in an area, double-click on the

door to enter the room. Because of this you can move easily from scene to scene.

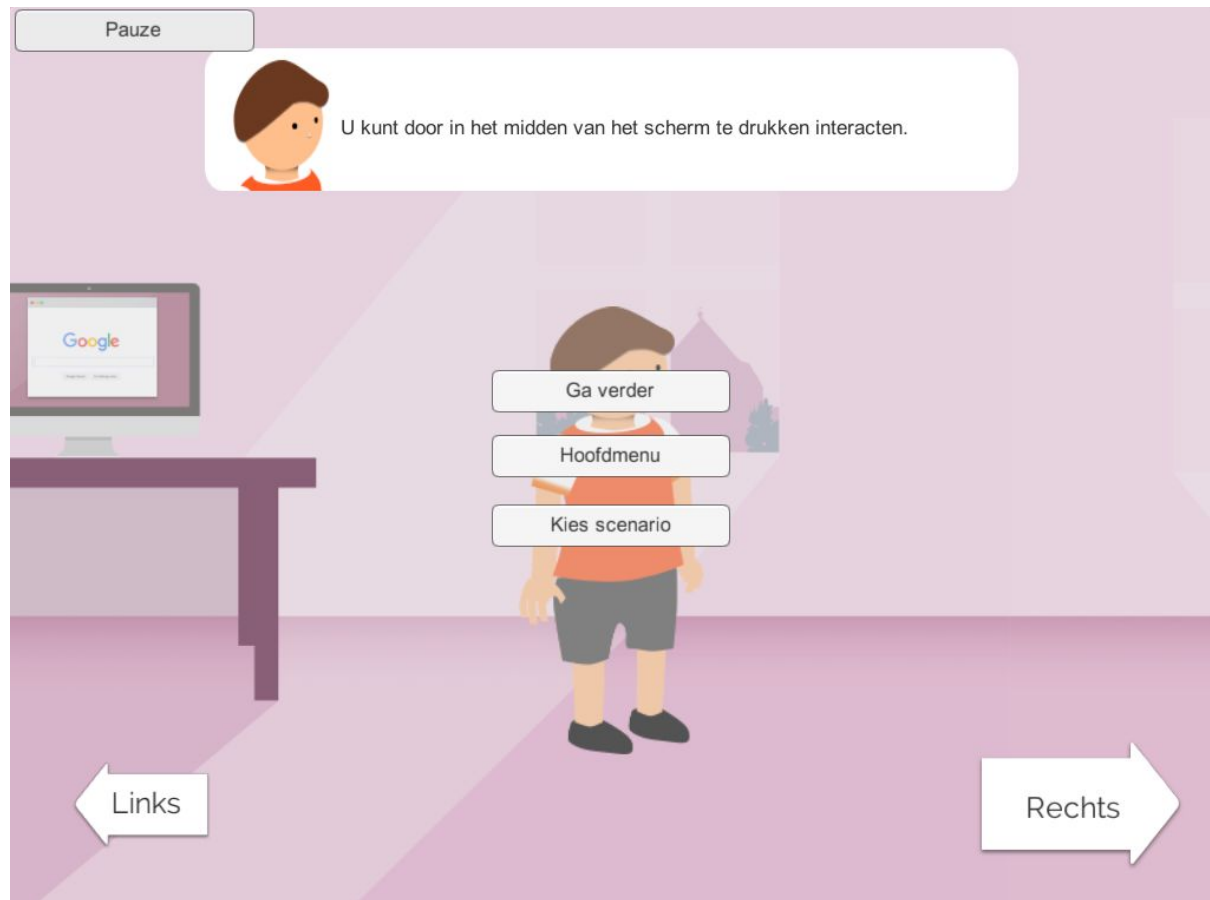


3.2 Let's get started



The first screen you see when you start the game is the pause menu. On this screen, click "Start". When you click on it you end up in a living room. This is the main scene of the game.

After completing a scenario, the user will get feedback on the played scenario and will learn how to separate important letters from the less important letters that he receives on a daily base in the real world. This way the player learns how to sort those letters in game as well in real life.



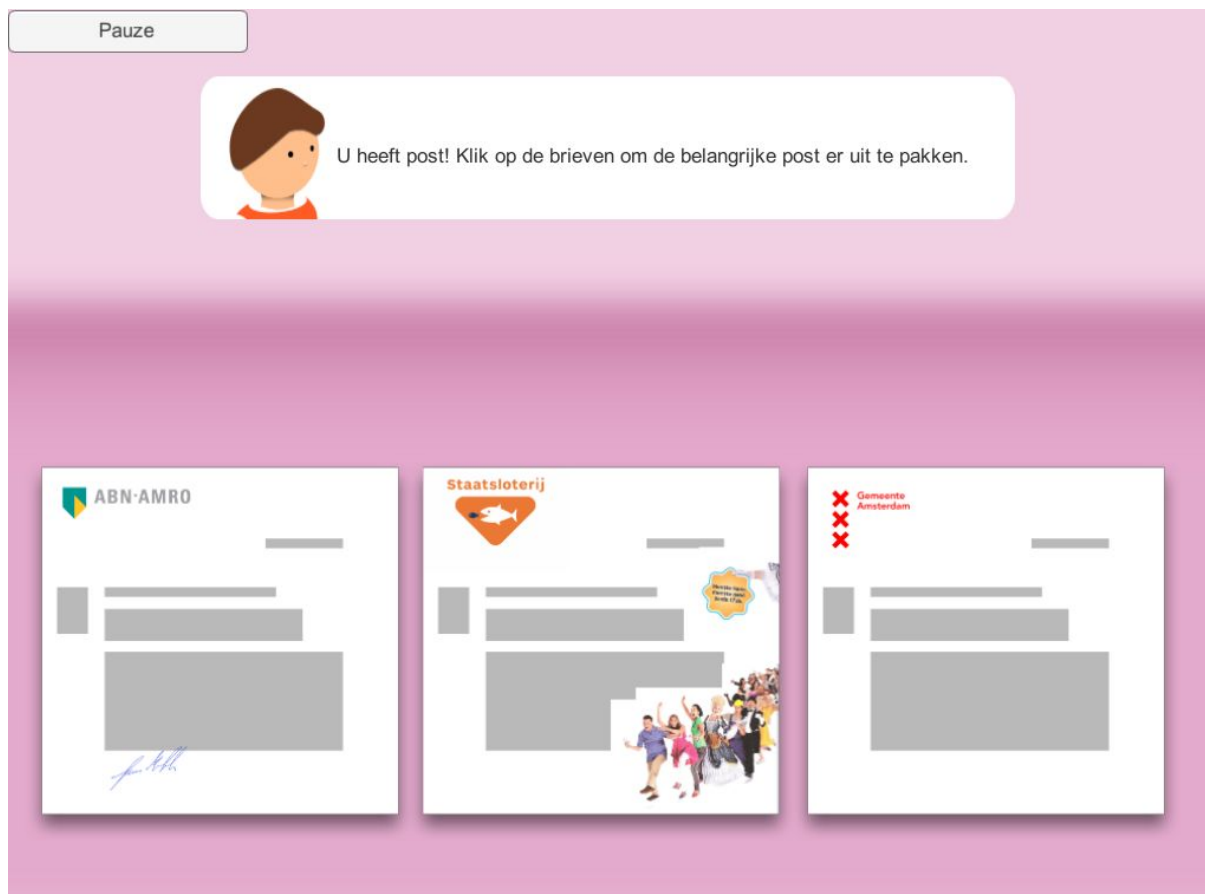
Once the whole scene has been completed you will find yourself receiving feedback on your progress throughout the scenario. In this feedback screen, the player can see what the differences are between the two types of letters used in this game. He will learn how to ask his neighbours appropriately for help with understanding the letter.

4 Learning Scenarios

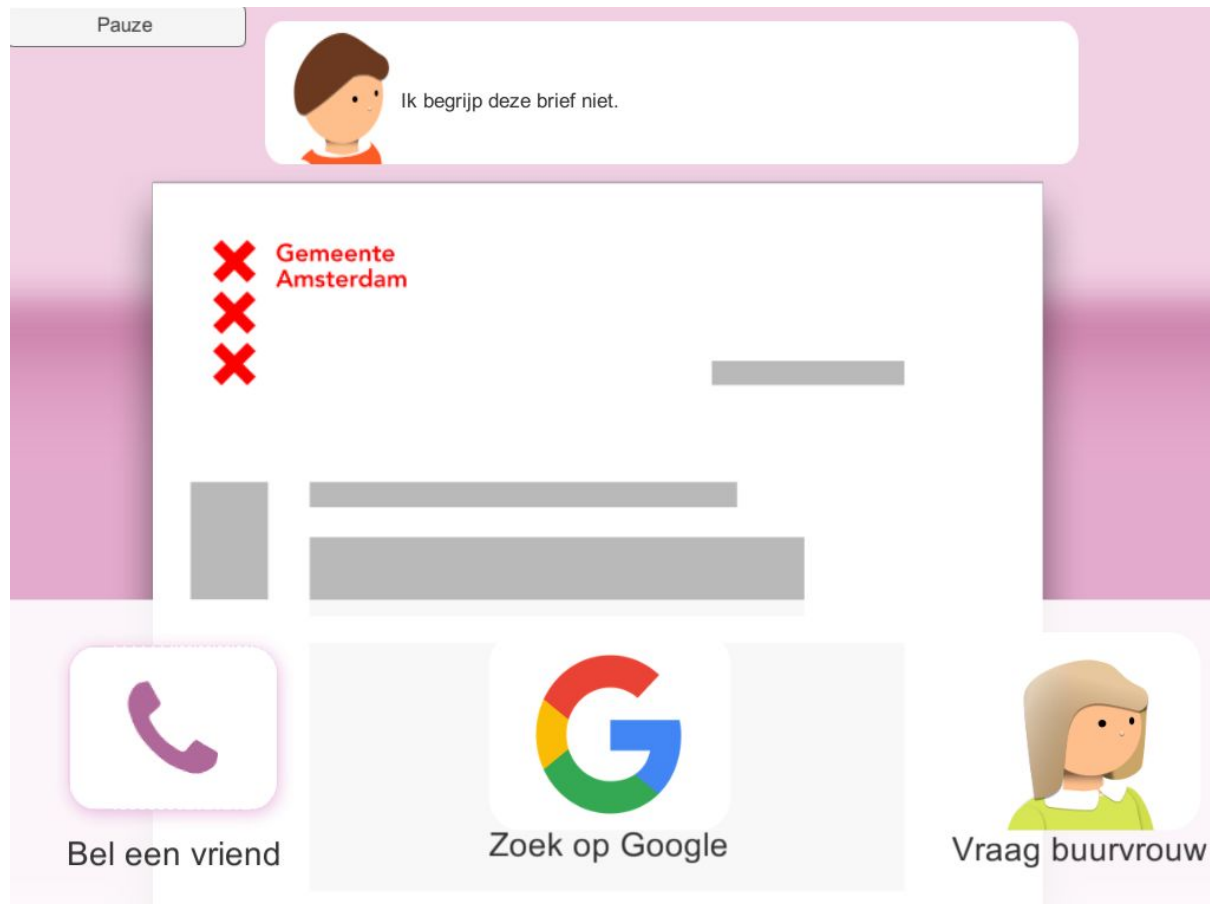
Each scenario is explained what the scenario contains.

4.1 Mail: Important or unimportant mail?

The scenario takes place in the home of the main character, Youssef. Youssef just walked in and sees that he's has mail. Youssef's eye falls immediately on it and decides to check his letters. Youssef looks carefully at the letters but Youssef doesn't understand Dutch well, the user is instructed to click on the letters. The user can choose from one of three letters. For each letter, Youssef ask you to indicate if it is important or not. The player has to decide which is the right answer.

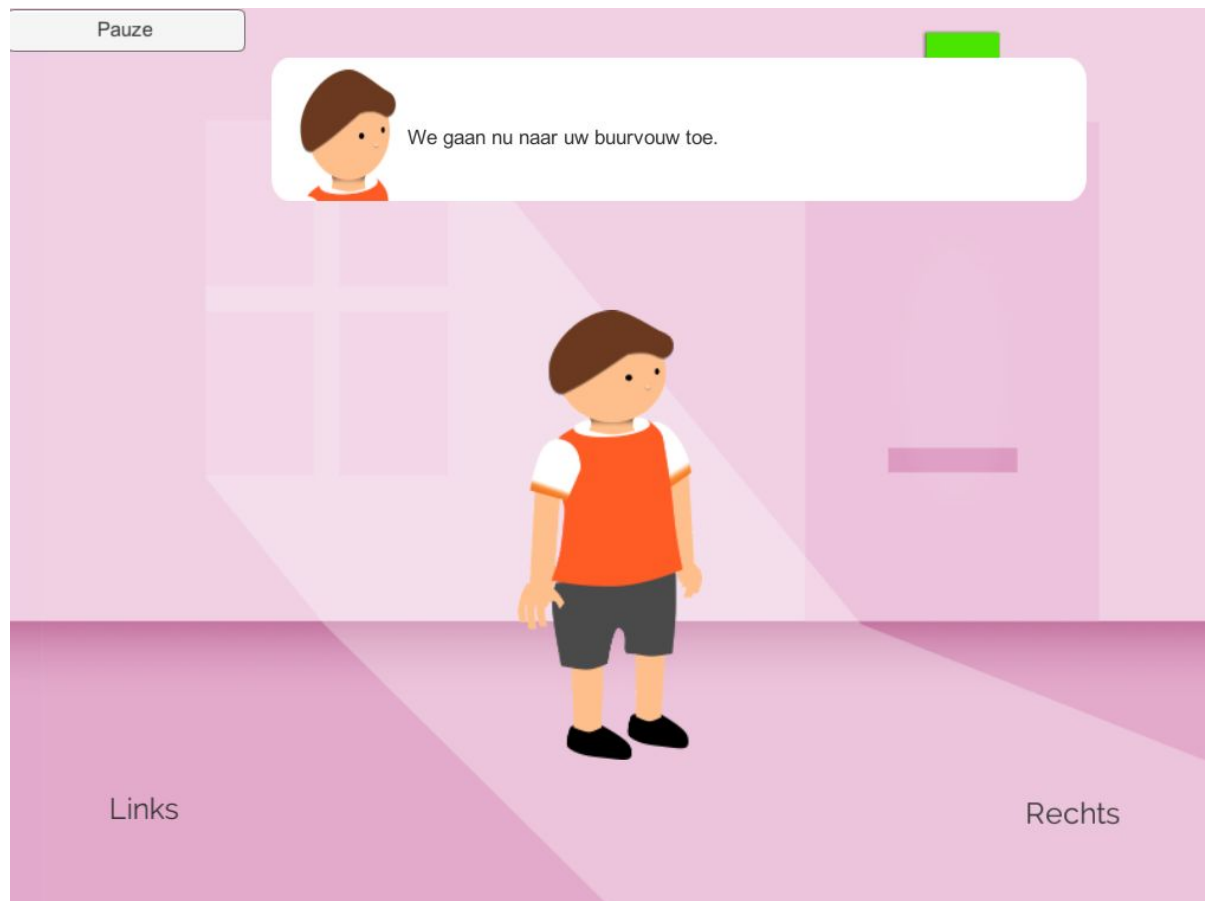


The user receives negative or positive feedback, depending on whether the user gave the correct or incorrect answer. This loop will be repeated as long until the user has sorted all the letters. When the mail has been sorted, a final question is asked about the meaning of the last letter, and three possible choices are presented: 'Call a friend', 'Ask the neighbor', or 'Use Google'.



- If the player choose the "Call a Friend" option, then a scenario plays out where Youssef asks him some questions. This shows that his friend can't help him without seeing the letter. The player receives feedback explaining that this way does not lead to a success. The user is encouraged to make another choice.
- Once the player choose the 'Use Google Translate' button Youssef will refers to a scene in which a computer displays Google Translate. Once the player attempts to translate the letter, a message indicating that Youssef doesn't have sufficient knowledge to use Google Translate to translate the letter is displayed.
- Because of this the only option remains is the neighbor. Youssef is gets at the neighbor. This prompts the player or Youssef should ask Mrs. Jansen. There are there several ways to ask the neighbor for help, such as "Help!" And "I don't understand this." but also "I just received this letter and I don't understand it, can you help me to read it?". This also shows that the last answer is the correct answer.

Once the player clicks on it Youssef will be directed to the scene where Youssef explains to the neighbor that he does not know what is indicated in the letter. After this he asks a neighbor for help. Once the neighbor understands the situation she begins to help Youssef with his letter. The neighbor explains that he has to pay his (city) taxes. In addition, the neighbor explains how exactly this can be solved. She



tells him that this must be done online.

After the conversation with the neighbor Youssef thanks her very much for her help. This is the end of the scene. After this, the player receives feedback that his/her choice was right. In addition, there will be asked to continue playing, or there is a possibility to stop.

4.2 Creating and using email

In scenario 2 we teach users to create an email account and send e-mails to other people.

4.3 CV preparation

In scenario 3 we teach the user how to create a CV..

5 Troubleshooting

In each title is first described the problem, then the solution to fix this problem.

5.1 Problem 1: Game crash

Problem 1 may be the case when starting the game. The game crashes and will shut down automatically. This is also called a hard crash. In most cases, the progress will be lost, forcing the player to start all over again.

Solution: The user only has to restart the game by selecting the game on the home screen of the iPad. After the restart, the game will operate the way it's supposed to.

5.2 Problem 2: Game freezes

Problem 2 may occur when starting the game. This occurs when the game will start and stops on the Start menu.

Solution: The user must exit the game and open it again, this is done by clicking 2x on the home button and swipe the game up. After that, the game must be re-selected on the home screen. Because of this operation restarting the background processes.

5.3 Problem 3: Can't boot app

Problem 3 may occur when there is no option to boot the game, and no working solution can be offered.

Solution: You need to reboot the tablet by pressing and holding the On/Off button, and swipe the button on the screen to the right. When the screen is off, you must again press the on/off button and wait until the tablet reboots. Result will be cleaned all the cache, and you can start again.

5.4 Problem 4: Game running slow

Problem 4 can occur if the game works very slow. In all probability the device on which the game is played is outdated.

Solution: The solution for this should be to play the game slowly on the device. You must close all background applications by double tap on the home button and swipe the application to the top.

5.5 Problem 5: No internet connection

Issue 5, user sees that his/her tablet doesn't have internet connection. The user expects that the game is not playable and crashes, because he/she thinks the game should have an internet connection.

Solution: The game doesn't use internet and become fully downloaded to the device. This makes that the whole game playable.

Consulted literature

BOOT-PAD briefing

Handleiding_Project_Agile_Development_BOOT

bijlmer_oost_gebiedsagenda_2016-2019

gebiedsanalyse_6_Geuzenveld_Slotermeer_2015

gebiedsanalyse_14_Oostelijk_Havengebied_Indische_Buurt_2015

gebiedsanalyse_21_Bijlmer_Oost_2015

nieuw_west_concept_gebiedsagenda_2016_-_2019_geuzenveld-slostermeer

oost_concept_gebiedsagenda_2016-2019_indische_buurt

Boot webpage <http://www.hva.nl/boot>

Appendix

Storyboard URL

Storyboard

Post: Rekening of Reclame?

