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| Manual |
| Project Agile Development *Version* *0.6* |



24/5/2016

BOOT – Bar-le-Duc

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Index

Foreword

Summary

1. Introduction

2 General information

2.1 System explanation

2.2 Game purposes

3 System

3.1 Controls / Instructions   
3.2 Let’s get started  
4 Learning Scenarios

4.1 Mail: Bill or Advertising?

4.2 Scenario 2

4.3 Scenario 3

5 Troubleshooting

5.1 Problem 1

5.2 Problem 2

5.3 Problem 3

5.4 Problem 4

5.5 Problem 5

6 Conclusion

Consulted literature

A Appendix

Foreword

This manual has been made by the problems that arise at BOOT. BOOT has hired Bar-le-Duc to help with these problems. We as first class students of HBO ICT have chosen as a solution to realize a game. This is to make sure that is strengthened 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 Overtoom 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 discusses over all aspects of the BOOT game. In this document we have looked as a team at all aspects of the game. This is what we've been appointed, and that kind of things have we further explained.

The first part of the document is the preface. After the preface state the Summary, this is a complete description of the entire document. After the summary is the introduction, among others mentioned herein become the reason why the user was created.

After the Introduction is told about system issues. It will explain how we have made the game and why we have chosen for iOS on the iPad. Also in this chapter describes how the game ends. It is described that the game will be used for educational and social community purposes. The chapter system is explained further controls of the game, and how the game exactly works. Then you arrived at Chapter 4 Learning Scenarios. The intention is described here three scenarios, but due to time constraints we have this number scaled back to 1. Later, when there is still time, this number will be increased.

In chapter 4.1 Important mail is explained what exactly the scenario contain and how it works. After Chapter 4, the chapter Troubleshooting. This chapter describes the five most common problems that might arise around the use of the game. For the exact content of the worst problems are referred to Chapter 5.

After Chapter 5, you end up at the final conclusion of the paper, the literature consulted. And the annex in which the storyboard is displayed.

1. Introduction  
The purpose of this guide is to bring knowledge to the user for managing the game. The user has only to read this document, and can play the game without any further explanation of BOOT. This document is intended for those who find it interesting who will learn to play the game in a good way. In addition, the problems which will be solved to be encountered to the minimum. This will we do by ourselves to test the game to check on any issues that may arise around the game. Our goal is to arrive with the best possible end result. Further we recommend that you read the report in the order as described in the index.

2 General Information

2.1 System explanation  
For our mission, we have chosen to make a game. Our game we made is programmed in the Unity program. We have programmed together the game by C#. Our preference for our first platform is to bring the game out for the Apple iPad. Why we chose this is because we thought that most people who had a tablet had a iPad. When we did examined it, was later confirmed, and was this a good choice.

2.2 Game purposes  
The game is going to be used for educational and social community purposes. This game is the tool for people with bad reading and writing skills in Dutch. In this way we want to offer them some support in the back

An example of this is when a person has a problem, for example his/her internet works very slow and he/she has no idea to fix this. This is caused because this person here has never met with the problem. This is a scenario that can played in the real world, so we decided to make this also playable in the game. The game can be used on a tablet allowing the player makes it easy to try out the game. Because of this he/she learns to offer a good solution to the problem. So this person does not at all need to come to BOOT, but on its own can address this problem. Is usually to call the solution obvious example by the company itself. But this person dare not because he/she does not know how to deal with the problem.

3 System

3.1 Controls / Instructions   
To play our game is very easy. To move, click the arrows on the screen and hold it down to fast forward. This allows you to navigate left and right. In addition, there is clearly displayed where need to be clicked. As to open the menu, click on the "Pauze" button, and once you move in the menu can click very easily again on the "Pauze" 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 de game". When you click on it you ends up in a living room. This is the main scene of the game. In the scene street you can select easily another scene.

After all the scenes, is the game completed by the user. At the end of each action you get to see if you did it right or wrong. Once you've made a mistake, click on "Opnieuw." This option will restart the game and you can play often as you want.

Once the whole scene has been completed you will find yourself on the street. This is the end of the game, you can either select a different scene in the street or you can simply close the game.

4 Learning Scenarios  
Each scenario is explained what the scenario entails.

4.1 Mail: Bill or Adversiting?   
Het scenario speelt zich af in het huis van Youssef. Youssef komt net binnen en ziet dat er post is gearriveerd. Youssef’s oog valt daar meteen op en besluit om zijn post te gaan bekijken. Youssef (de speler) kijkt zorgvuldig naar de brieven maar doordat Youssef geen Nederlands begrijpt word Youssef geholpen door onze game. De speler heeft de keuze om 3 brieven aan te klikken.

Per brief krijgt de speler feedback welke brief wel of geen reclame is. Deze ‘loop’ word herhaald net zolang totdat de speler de juiste brief heeft geselecteerd. Zodra de juiste brief is geselecteerd zijn er 3 keuzes mogelijk deze zijn; Bel een vriend, Vraag aan de buurvrouw, of Gebruik Google. Als de speler ‘Bel met een vriend’ selecteert word het scenario afgespeeld dat Youssef communiceert en hem een aantal vragen stelt. Hieruit blijkt dat de vriend hem niet kan helpen zonder de brief te zien. De speler krijgt feedback waarin staat uitgelegd dat deze manier niet tot een succes leid. En word begeleid om opnieuw een keuze te maken.

Zodra de speler op ‘Gebruik Google’ klikt word Youssef door verwijst naar een scene waarop een computer staat. Op de computer staat Google Translate weergegeven. Zodra de speler probeert te brief te vertalen komt er in beeld dat Youssef niet over voldoende kennis bezit om Google Translate te gebruiken om de brief te vertalen. Hierdoor blijft als enigste optie nog de buurvrouw over. Youssef gaat bij de buurvrouw langs. Hier wordt aan de speler gevraagd of Youssef hulp moet vragen aan mevrouw Jansen. Hier zijn weer verschillende manieren om aan de buurvrouw te vragen om hulp. Zoals ‘Help met mijn brief!’ en ‘Ik kan de brief niet lezen’ maar ook ‘Zou u hiermee willen helpen?’. Hieruit blijkt ook dat het laatste antwoord het juiste antwoord is.

Zodra de speler hierop klikt wordt Youssef doorverwezen naar de scene waar Youssef uitlegt aan de buurvrouw dat hij geen idee heeft wat er in de brief staat beschreven. Hierna vraagt hij dan ook de buurvrouw om hulp. Zodra de buurvrouw de situatie begrijpt begint zij Youssef te helpen met zijn brief. Youssef krijgt uitgelegd dat hij rioolbelasting moet betalen. Daarnaast legt de buurvrouw de oplossing uit hoe precies dit gedaan opgelost worden. Zij verteld namelijk dat dit online moet gebeuren.

Na de conversatie met de buurvrouw dankt Youssef haar hartelijk voor haar hulp. Dit is ook gelijk het einde van de scene. Hierna ontvangt de speler feedback dat zijn/haar keuze juist was. Daarnaast word er gevraagd om verder te spelen. Om door te gaan naar het volgende scenario.

4.2 Scenario 2  
To be continued.

4.3 Scenario 3  
To be continued.

5 Troubleshooting

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

5.1 Problem 1

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 will be lost progress, allowing 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 works the game normal.

5.2 Problem 2

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

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

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

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 using internet and become fully downloaded to the device. This makes that the whole game is just playable.

6 Conclusion

For us this document is a must-have for the game because it described everything about the game such as controls, problems, scenarios, and so on. Therefore can we conclude as a team that the persons that has no idea how a tablet works etc., they still can control the game because of this document.

The object of the game was to learn as much as possible self-reliance to the player. We are certainly convinced them that this was successful.

Consulted literature

Give all the literature you needed to write this report here clearly:

Project manual

Boot flyers

Boot webpage

A Appendix

[Storyboard Link](https://drive.google.com/open?id=0B95FE8oGK4DVSGFiTlp2a0p2OWs)



