

SOFTWARE ENGINEERING

COURSEWORK 2

USER MANUAL

BLUE TEAM

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User Manual

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What is FruiTeaser?

FruiTeaser is an educational brain-teaser game, giving the player an opportunity to test their knowledge through fun, challenging trivia and fruit-based mayhem.



You will answer your way through levels of varying difficulty in an attempt to save your friend, Steve the Strawberry, from an assortment of evil vegetables. With Steve at the centre of the board, it is up to you and your wit (and a few fruit friends along the way) to answer questions fast enough to catch the vegetables and save Steve.

Through a 2D board, FruiTeaser gives you the chance to impede these enemies by flipping a tile of your choice to reveal a question (and hopefully, a vegetable!). Answer the question correctly, and the tile is removed from the board. If you manage to find a vegetable, it is locked in place and poses no further threat to Steve the Strawberry. Beware, however, different vegetables carry different abilities!



Good luck!

System Requirements

Although we know that you'd love to get started helping to free your friend Steve the Strawberry from his vegetable nemeses, game quality is our priority, and we want you to have the best experience possible!

We are sure most users will already satisfy these requirements, but for the brainy bunch out there, these are our recommendations for optimal performance.

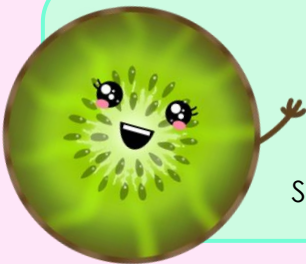
Windows:

Version: Windows 7 or above
CPU: x84x64 architecture
Storage Space: 400 MB of free disk space



Mac OS:

Version: High Sierra or above
CPU: Intel or Apple Silicon
Storage Space: 400 MB of free disk space



Installation Guide

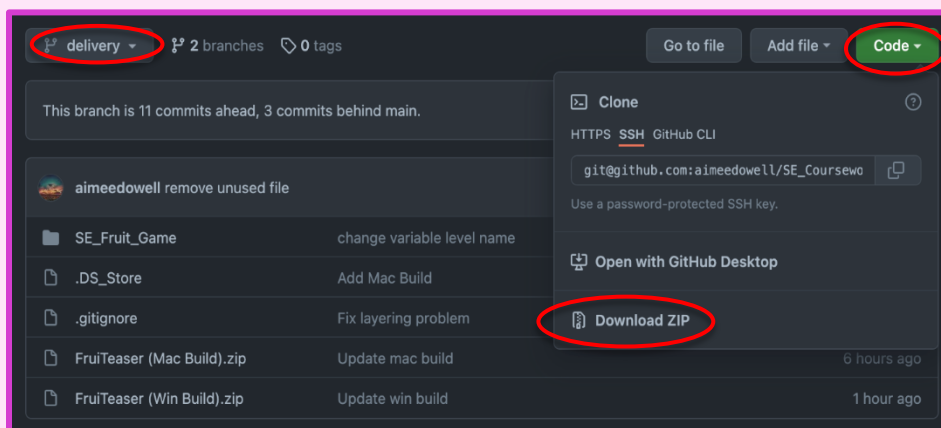
This guide provides easy step-by-step instructions from Steve and his fruit helpers on how to install and run FruiTeaser.

Installing FruiTeaser

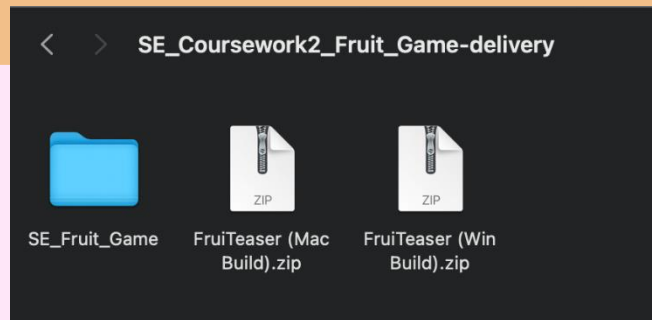


1. Open a browser and go to the following link:
https://github.com/aimeedowell/SE_Coursework2_Fruit_Game/tree/delivery

2. Make sure the branch is set to 'delivery' as seen in the image below. Click on the  button and select **Download ZIP**.

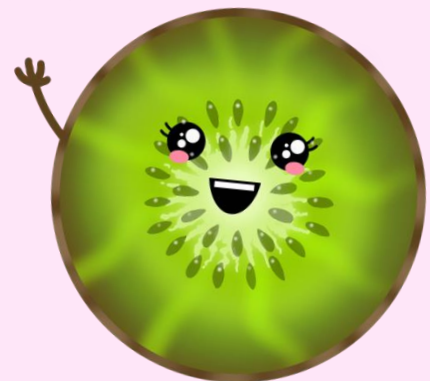
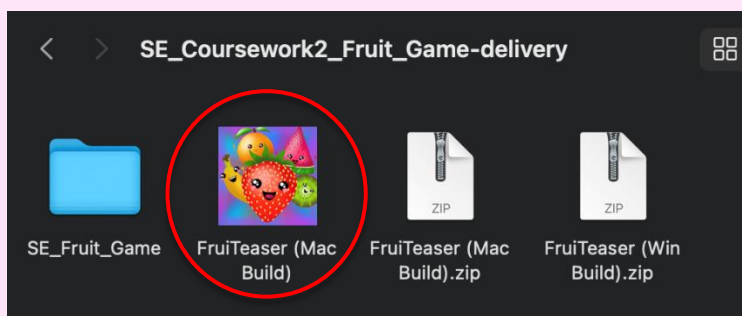


3. Move your downloaded zip to your preferred destination to save FruiTeaser onto your computer and extract the zip. Your **'SE_Coursework2_Fruit_Game-delivery'** folder should look like the image below.



4. For **Mac**, extract the Zip file called **'Fruiteaser (Mac Build)'** and double click the game icon (.dmg file) called **Fruiteaser (Mac Build)** to run the game.

5. For **Windows**, extract the Zip file called **'Fruiteaser (Win Build)'** and double click the game icon (.exe file) called **SE_Fruit_Game** to run the game.






Fruiteaser should now be running on your computer. If Fruiteaser does not run properly, please refer to the **Troubleshooting** section of this User Manual.

Uninstalling Fruiteaser

In the unfortunate event that you wish to uninstall Fruiteaser, please see the below guidance.



Locate to the folder containing the Fruiteaser application using either the **File Explorer (Windows)** or **Finder (Mac)**. The default name should be **SE_Coursework2_Fruit_Game-delivery**.

Right click on the folder and select **Delete (Windows)**, or click and drag the whole folder to the **Trash** icon, , that is located at the dock **(Mac)**.



The Main Menu

Ready to start? When you open FruiTeaser after clicking Start, you will be presented with the Main Menu, which enables you to create new games, load a previously saved game or exit the application. You can reach this menu at any time thorough the Mid-Level Menu or on the completion of a level.



The Main Menu!

Start New Game

Clicking this button brings you to the “tutorial” level. This starter game gives you an easy entry point to FruiTeaser, allowing you to learn the game mechanics and understand the aims of the game. Completing this level brings you to a more challenging, larger board.

Load Game

Clicking this button allows the player to load a previous game – both the level and score. This ensures that your progress is not lost if you end a session during a level.

Quit to Desktop

Clicking this button closes the game application.

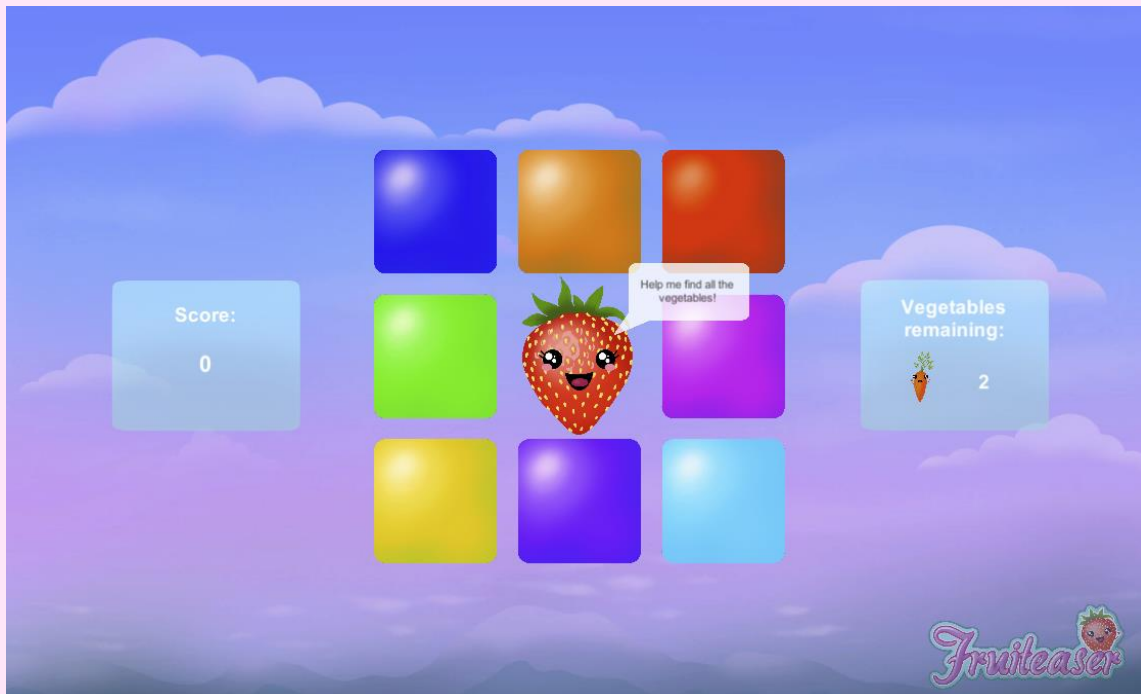
Your First Game

Upon starting a new game, you will be greeted with the first level – a 3x3 square tile grid. This tutorial level introduces the standard level structure and gives you an opportunity to learn about the fundamental game mechanics through fun gameplay.

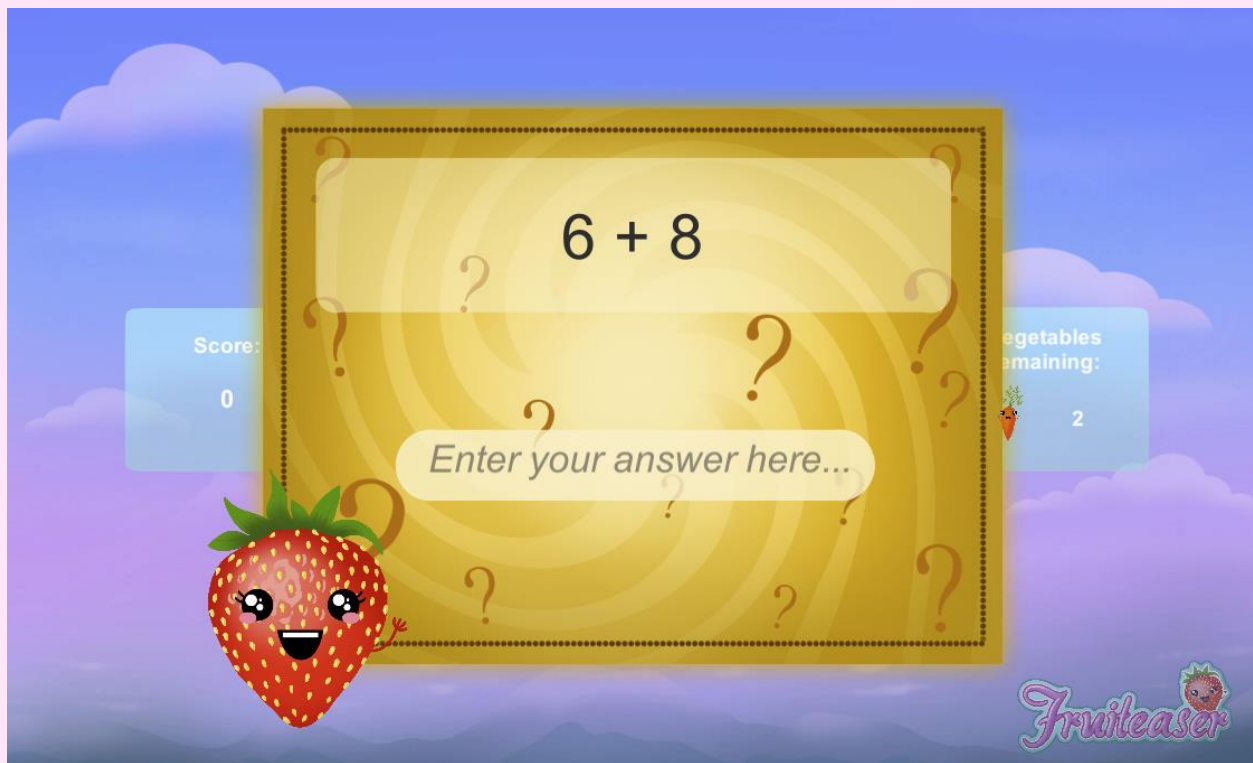
From here, you have the option to select any of the visible tiles on the game board. Clicking on these tiles will reveal a question. In the current game version, the questions are arithmetic-based. However, as the game is developed further, additional question packages may become available.

Answer the question by typing your answer into the box and then press Enter. If you answered the question correctly, the tile will be revealed and you will score some points! If you answered the question incorrectly, you can choose to retry the question or to get a new question.

All game levels follow the simple structure of our tutorial level, with new friends and enemies and more complex boards to challenge you. As you progress, the number of fruit and vegetables will increase, along with the size of the board.



Your first level!



A question!



A carrot is revealed!

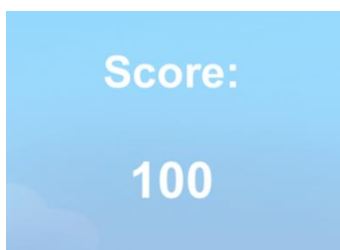
Game Mechanics

The Tiles

These act as the main obstacles in the game. Clicking on a tile reveals a question, and in turn lets you progress through the level. Answering a question correctly removes the tile for the remainder of the game and allows you to view whether a vegetable, or fruit, is hiding behind it.



Your Score



Your score increases throughout the game provided that you answer questions correctly. Answer a question incorrectly and the number of points you can achieve is reduced by half... Your score is saved and is returned when you load a game. Answering your questions correctly first time gives you the highest scores!

Cruella the Carrot

Cruella acts as the primary antagonist of the game, moving across the board horizontally and vertically by one tile with each question answered (similar to a King in chess). Be careful – if Cruella reaches Steve, then the game is over!



Steve the Strawberry



Steve acts as the main protagonist of the game, requiring the player's help to avoid the vegetables. Stuck in the middle of the board, under threat from looming vegetables, it is up to the player to find the vegetables and to free Steve. Should any of the vegetables reach Steve before you are able to find them all, it will result in Steve's untimely death, and in turn, the failure of the level.

Boris the Brocoli

Boris is another antagonist of the game, a vegetable with a main objective of reaching Steve the Strawberry before you can find him. Boris moves across the board diagonally by one tile with each question answered (similar to a Bishop in chess). Be careful – if Boris reaches Steve, then the game is over!



Winnie the Watermelon


Winnie the Watermelon is a friend of Steve's! As a fruit helper, Winnie's main objective is to aid the player. After the player has revealed four consecutively empty tiles, Winnie the Watermelon helps your quest to save Steve by removing a vegetable from the board – thanks, Winnie!

Barry the Banana

Barry the Banana also helps the player's quest to save Steve the Strawberry by pushing all vegetables backwards one tile. When landing on Barry, his ability will allow you more guesses and more time to find all of the vegetables and to finally save Steve!

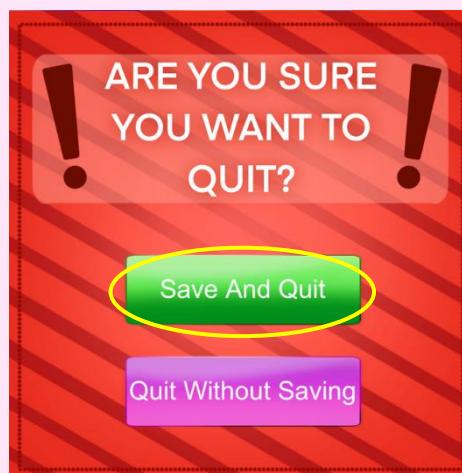


Saving Your Game Progress

To save your score progress during a game, click on the **red cross button**  in the top-left corner of the game screen to enter the **Mid-Level Menu**.



From the **Mid-Level Menu**, click on the **Return to Menu** button and the **warning message** will pop-up.



From the **warning message**, click on **Save And Quit** to save your score progress and return to the Main Menu.

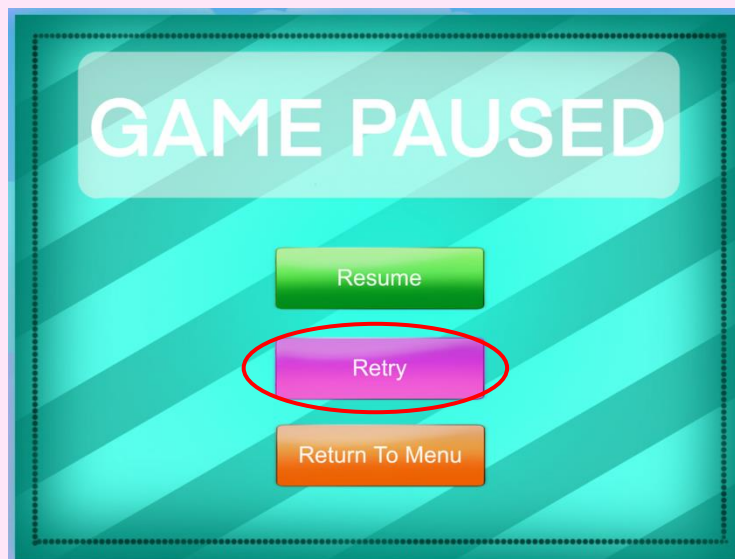
Loading a Saved Game

From the **Main Menu**, click on the **Load Game** button to restart your saved game.



Restarting a Level

To restart a game level, click on the **red cross button**  in the top-left corner of the game screen to enter the **Mid-Level Menu**.



From the **Mid-Level Menu**, click on the **Retry** button to restart the current game level.

Troubleshooting

If FruiTeaser does not run properly on your system, please refer to the following prompts:



Before starting the game, please check if your system meets the **minimum system requirements** highlighted in this User Manual. Outdated technology and/or outdated drivers can typically cause program error.



DirectX11 or OpenGL is required for the application to run. In the case of DirectX11, it can be downloaded from www.microsoft.com. Following the installation prompts found on Microsoft will install DirectX and should allow you to run FruiTeaser.

If problems with sound/graphics are encountered when playing the game, please ensure that the latest drivers have been installed locally to your machine. Check the hardware manufacturers' websites for your graphics and sound cards to ensure that the drivers installed are up to date.



Meet the FruiTeaser Team



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