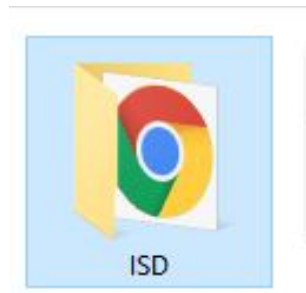


ISD - Instructional Systems Development


User's Manual

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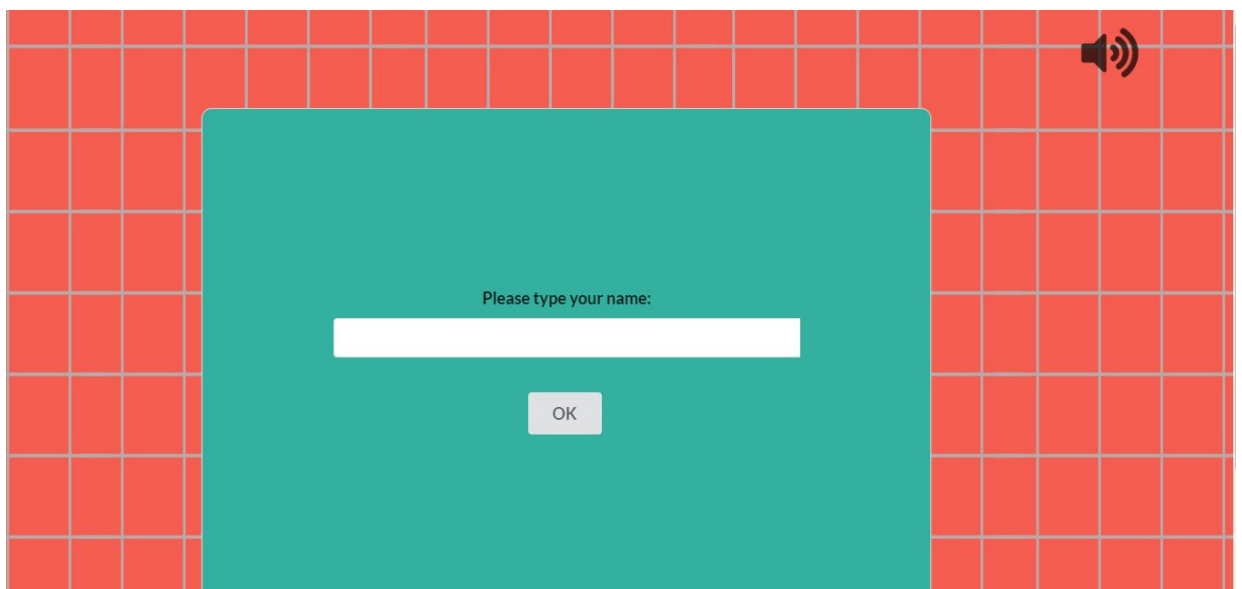
How to open?



1. Open the folder that contains the *index.html* after extracting.

Name	Date modified	Type	Size
app	10/03/2018 5:03 AM	File folder	
assets	10/03/2018 2:07 AM	File folder	
css	28/02/2018 3:39 PM	File folder	
js	01/03/2018 9:09 PM	File folder	
semantic	28/02/2018 4:58 PM	File folder	
 index.html	10/03/2018 8:07 AM	Chrome HTML Do...	103 KB

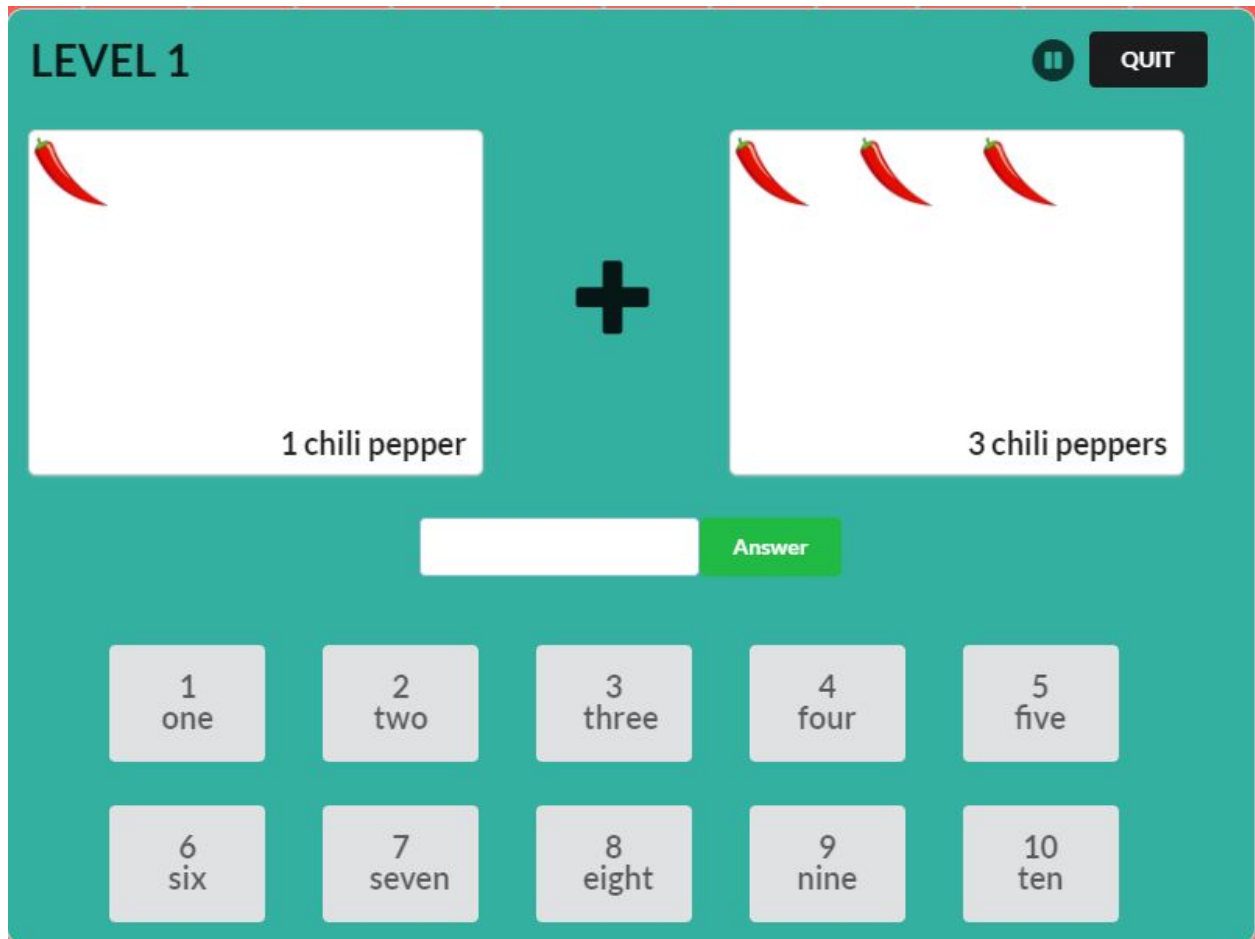
2. Double-click *index.html*. The application is best suited to both **Google Chrome** and **Mozilla Firefox** browsers.



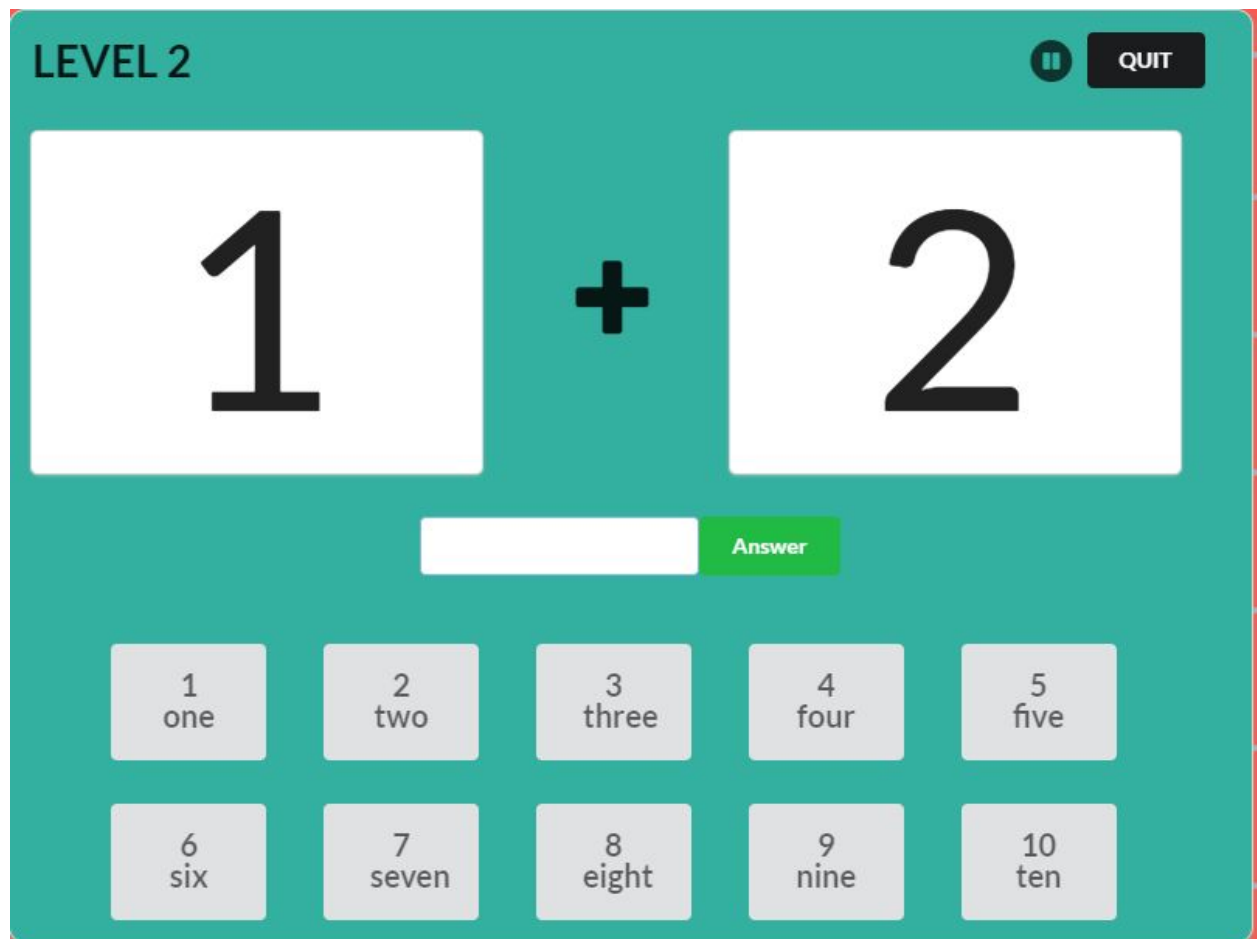
3. After opening, a new tab will appear containing the application. The application is ready if the sound is played. The name in the input field is **optional**.

Levels

- **What are the types of levels?**



Item with pictures or illustrations.



Item with only numbers and without illustrations.

There will be three types of levels:

1. Composed of pictures only on all the items
2. Composed of alternating pictures and numbers only
3. Composed of numbers only on all items

- **How will you answer?**

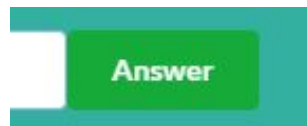


The selectors for the answer.

There are two ways to enter your answer: clicking the button with a number that corresponds to your answer or directly type your answer on the input box provided.



Once you have chosen an answer, just click the 'Answer' button to submit your answer.



- **When will you level up?**

After every submission of answer, there will be a notice if your answer is correct or wrong. To level up or to proceed to the next level, you must answer at least **three out of five** questions correctly.

- **How many levels are there?**

There will be 18 levels for the whole game. After finishing all the levels, records such as score, number of retries and time taken for each level will be shown.

Congratulations for finishing all the 18 levels!

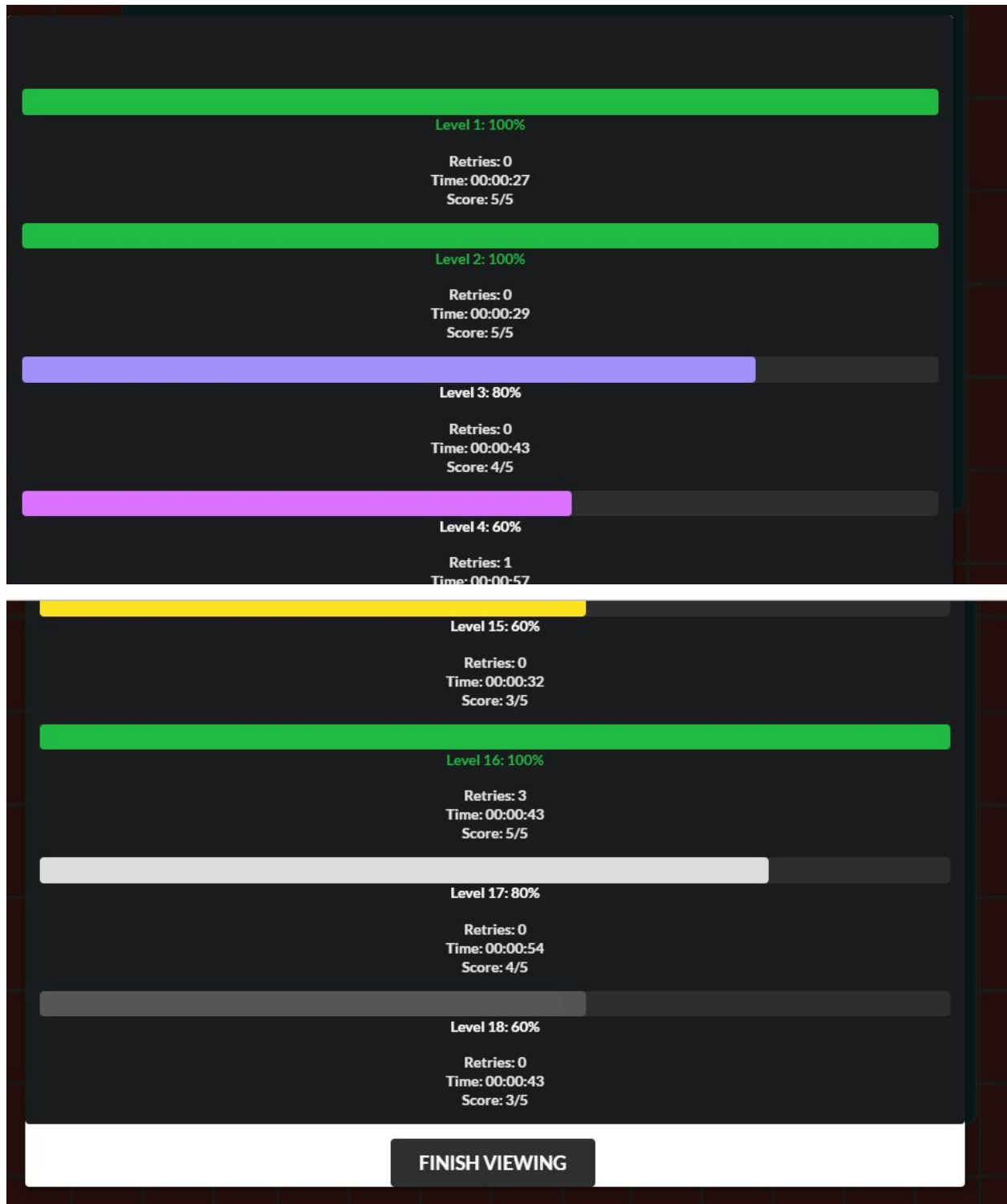
Great Effort!



Job well done!

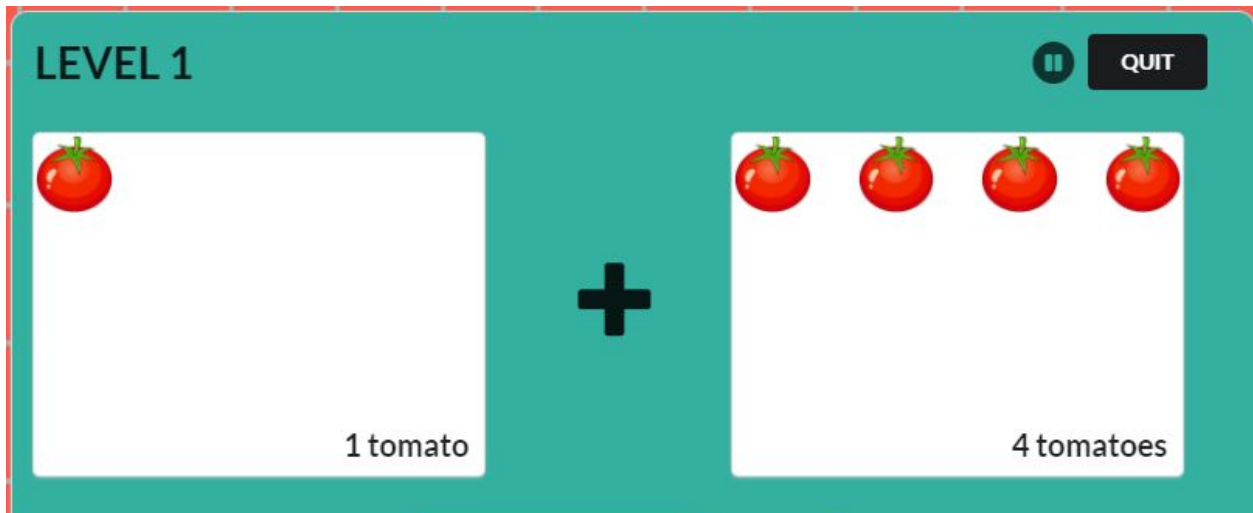
FINISH

If the FINISH button is to be clicked, the scores and other records will be shown.

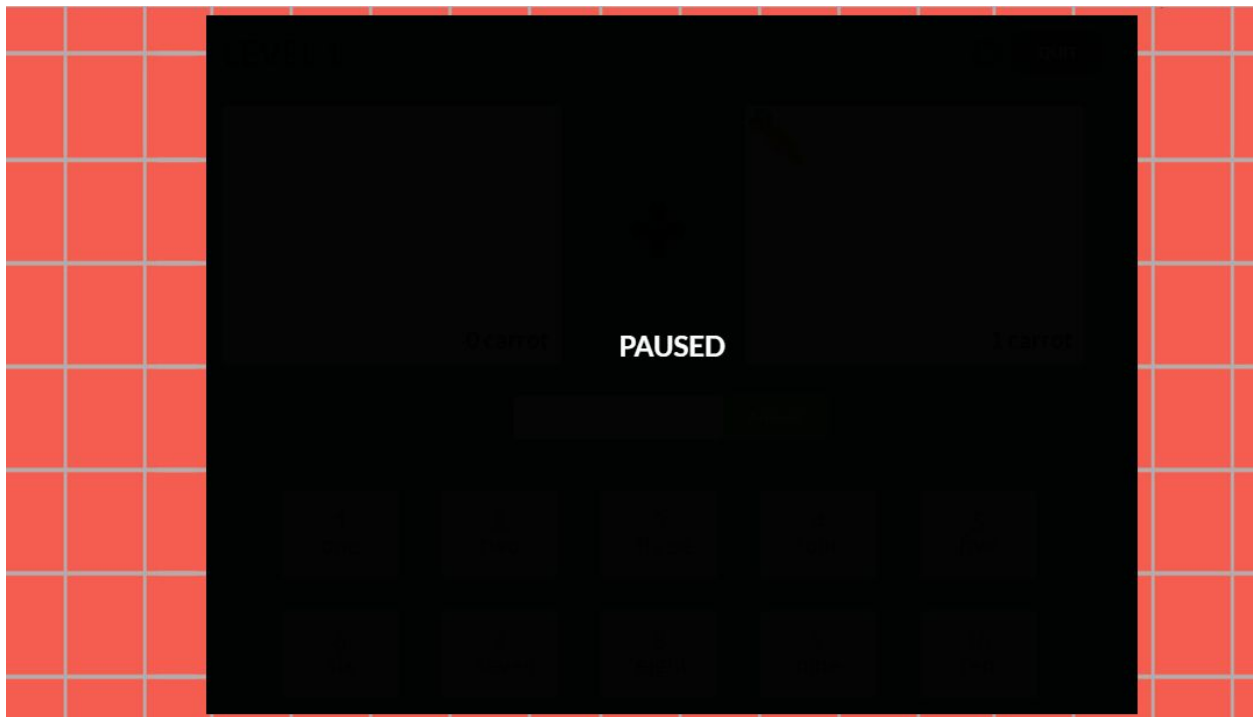


After clicking the “FINISH VIEWING”, the web app will be reloaded again and the student’s information will be wiped out.

Pause/ Play/ Quit



To pause the game, just click the pause button beside the quit button on the top right corner of the view. In pausing, the sound will also be paused as well as the time recorder.

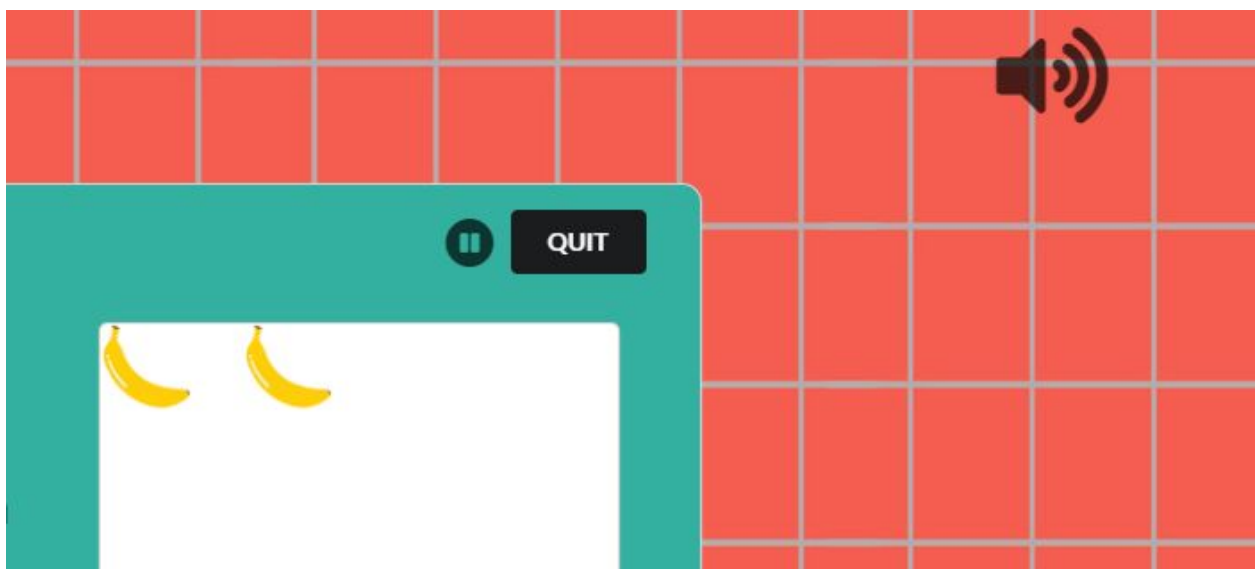


To play again, just click any area that blocked the game (color black). In playing again, the sound will be turned on if the sound outside the view is turned on. It will also resume the time recorder for the current level.



When a player decides **to quit** and not finish the game, he/she can just click the quit button. All of the player's information and the player's status in the game will be wiped.

Sounds



The sound will **initially** be *turned on*.



You can temporarily *turn off* the sound **throughout the game** by clicking the volume icon.

Troubleshooting

If the application does not start as it should:

- 1) the sound is not readily playing after opening
- 2) the sound icon is like this one:



Then, it is best to reload the whole web application by clicking reload button of the browser.



If it's still not starting as it should be, it is best to disconnect your personal computer to any internet connection. Restart again.

To avoid serious damage on the web application, please refrain from deleting any files inside the folder "ISD".

Please refrain from going to other tabs while playing the game for there is a high chance that the card will get stuck.

If the game will be left unfinished within 12 hours, the web application will be reloaded again.