

**AdventureLearn Game Application**

**Demo Scripts**

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# 1. AdventurnLearn (Student) Demo

## Login

My name is Benedict and I am from SSP5 Nanyang guys and I will be walking through the AdventureLearn student app.  
The game is developed using Godot engine and developed for the Android platform.  
In the login page, the student will be able to choose between using Google or Facebook to login.  
In this walkthrough I will just go with google.  
  
(Click Google)

## MainMenu

After logging in, there will be a welcome toast message on the bottom.  
In main menu, there are several options such as Campaign, CustomLevel , Assignments, Leaderboard and UserProfile.  
Lets look at UserProfile first.  
  
(Click UserProfile)

## UserProfile

In UserProfile, the student’s UserProfile will be displayed such as their name, stats such as average score and campaign rank and their current selected Character.   
Furthermore, the student can also change their Character.

## CharSelect

So, the student will choose a Character and each Character has their own unique skill.  
For example, Athena has the Shield skill where she is able to block damage taken for 1 wrong question answered.  
  
(Click ATHENA)

## World

After selecting campaign mode, the user will be required to select a World.  
In this case, World 2 and World 3 is locked because we have not cleared World 1  
Adventurelearn is scaled progressively, this means that the user will be required to clear the first World before proceeding to the next World and the difficulty of the questions scales according as well.  
Lets select World 1.  
  
(Click World 1)

## LevelSelection

Each World has a number of sections and the student will choose a section first and then a level.  
At the top of the screen is the section name.  
In this case, as u can see I have cleared the first four levels in the first section.  
And if I were to go to the next section, all the levels in this section will be locked as I have not cleared the previous section  
Similarly to Worlds, the sections and levels will be locked until the previous part has been cleared successfully.  
Lets play the first level  
  
(Click First Level)

## Gameplay

For the gameplay part, the student will answer a number of questions and if the student is able to answer all the questions correctly before the time limit, the level will be cleared while if the time limit reaches 0, it will be considered as a level fail.

If the student has successfully answered the question, there will be a tick shown and he will be able to proceed to the next question  
But if the student answers the question incorrectly, there will be a cross shown and the time limit will be deducted.   
Lets try out the skill, like I explained earlier, Athena’s skill is to block the damage of a wrong answer and get a wrong answer.  
 So lets test it out, as u can see there is no deduction on the time limit despite answering the question incorrectly.  
Furthermore, the skill is only usable once per level hence after using it once the skill icon will be disabled.  
After clearing the level, the student’s score will be displayed in terms of star.  
We can see that I got 1 star as I cleared the level too slowly.   
There will be a win popup and the student is able to replay the level, advance to the next level or go back to level selection.  
Lets go back to the level selection, as u can see because we just cleared the first level, the next section and level will be unlocked.  
Lets go back to the main menu to explore the other functions.  
  
(Click MainMenu)

## CustomLevel

Next, we will select CustomLevel, in CustomLevels we will be able to see the levels that other students has created and we can also create our own CustomLevel  
If we click on the next button, we will be able to see the previous CustomLevels that we have cleared.  
Lets create a level.  
In create level, we can customize our level name, monster, time limit and the questions so lets type the level name.  
The student will be required to fill up all the question and answer.  
To speed up the demo, we have included a auto generate field for the necessary input but this button will not be in the final release of the actual game.  
After clicking create, there will be a notification below stating the creation success.  
Lets go play the CustomLevel that was just created.

## Assignments

For assignments, the teacher will assign the assignments to the relevant classes and the student must complete them before the due date.  
If the due date has been reached, the play button will be not be shown and the student will not be able to access the assignment.  
Lets try out the assignment.

## Leaderboard

For the Leaderboard, we will be able to view the ranking and scores of all the students.  
We can also filter the Leaderboard according to the Worlds.

# 2. AdventureLearn (Teacher)

Login  
My name is Kim Hwee and I will be doing the demo for AdventureLearn Teacher app. The game is developed using Godot engine and for Android devices.  
Similar to the Student app, the Teacher will be able to choose between using Google or Facebook to login.

(Click Google login)

## Main Menu

After logging in successfully, the Teacher will be redirected to the Main Menu page where the main functionalities for Teachers can be accessed.  
  
(Click “Assignments” button)

## Assignments

After clicking the “Assignments” button, the Teacher’s Assignments page is displayed. This page displays a list of Assignments created by the Teacher himself/herself.   
  
To Create an Assignment, click on the “Create Assignment” button, and the Assignment Creation template will be displayed.  
The Teacher will have to set a desired Assignment Name, select a desired Monster and TimeLimit for the Assignment in the Gameplay.  
  
Upon clicking the “Next” button, the Assignment Name will be checked to ensure that there are no Assignments with the same name for the same Teacher.   
If there is, as shown in this case, the Teacher will have to input a different Assignment Name.  
If the Teacher still wish to make changes to the Assignment Name, Monster, and TimeLimit ,t he Back button can be pressed.

Next, the Teacher will have to set all the 5 Questions and their corresponding Options. The radio boxes indicate which Option is the Correct one.   
To speed up the process of Creating an Assignment, I will be doing an AutoGenerate. This AutoGenerate function is purely for Demo purposes only.  
  
(Change Option1 and Option2 to same answer and delete Option3. Then go to Question2,3,4,5)  
Upon clicking the “Create” button, an EmptyFieldCheck and DuplicateOptionsCheck will be conducted. If there exists such an error, the Teacher will be redirected to it.  
  
Once the checks pass, the Assignment will be created successfully, and the Teacher will be redirected to the Assignments page.  
  
Beside creating Assignments, Teachers can also Edit or Delete Assignments.  
To edit an Assignment, the Teacher can click on the “Edit” button beside the Assignment he/she wants to edit, and the Teacher will be redirected to the EditLevel page.

Similar to creating an Assignment, the Teacher can make the changes he/she wants to the Assignment Parameters, Questions, and Options.

(Make changes to LevelName, monster, and timelimit)  
To undo all the changes made here, the undo button can be pressed.  
(Press undo button)  
  
(Empty Question1 and make 1 duplicate option) (Press Update button)  
Similar checks will be conducted as shown.  
(Make everything correct and click Update button)  
  
To Delete an Assignment, click on the Delete button beside the Assignment to delete and a delete confirmation prompt will popout. No changes will be made is ‘no’ is selected, otherwise, the Assignment is deleted.  
  
To Publish an Assignment, click on the “Publish Assignment” button on the Teacher’s Assignment page.  
The Teacher will have to select an Assignment to Publish and set the Due Date.  
The “Assigned Class Id” column indicates that the selected Assignment has already been published to the Classes listed under this column, while the “Not Assigned Class Id” column indicates otherwise.

After selecting the Class or Classes that the Teacher wish to publish the selected Assignment to, click on the “Publish” button, and the ClassList will be updated accordingly. After which the Teacher can continue to publish other Assignments or return to the MainMenu via the Back button.

## Performance Report

Moving on to Performance Report, the Teacher can view each individual Student’s records in the Campaign and Assignment.

(Select a Student in the dropdownlist)  
  
Besides this, the Teacher can also generate a LineGraph to help him/her better visualize the Student’s performance.   
  
(Press the Right arrow button)  
  
For Campaign, the Teacher can view an individual Student’s performance in a World and Section by selecting the student, World, and Section in their corresponding dropdown lists and click on the “Display Student” button.

To view the Average World Score for each World by clicking on the “Avg World Score” button, and all the Average Score for each World is displayed.  
  
To view the Average Section Score of the a Section in a World, select a World and Section and click on the “Avg Section Score” button.  
  
(Press the Right arrow button)  
  
Similarly for Assignments, the Teacher can also view an individual Student’s performance for all Assignments by selecting the student and clicking on the “View Student Assignment” button.  
  
To view the Average Assignment Score for each Assignment, click on the “View Avg” button, and the line graph representing the data will be shown.

## Settings, Credits, Logout

Similar to the Student’s app, the Teacher can also view Credits, adjust the volume of the background music via the Settings, and lastly logout.

## Conclusion

This concludes the demo for Teacher’s app. Thank you.