

## 1. Human Benchmark Menu

### USER GUIDE:

- Choose the game you want to play by inputting the game number
- After choosing the game choose if you want to see the scoreboard of the game or play the game
- If you selected the "scoreboard" option, the scoreboard and the histogram will show up.
- If you selected the "play" option, the game you chose will start. Instructions for each game are included below.
- After seeing the scoreboard or playing the game you can decide if you want to go back to the menu or end the program.

### What does the program do:

- Program asks user what game he wants to play
- After choosing the game, program asks user if he wants to see the scoreboard of the game, or play the game.
  - If the user will choose the "scoreboard" option, the scoreboard of the game will appear.
  - If the user will choose the "play" option, the game he chose will start. After seeing the scoreboard user can click enter to decide if he wants to go back to the menu or not.
    - If the user will click "yes" the user will be redirected to the game selection menu.
    - If the user will click "no" the program will end.

## 2. Reaction time

### USER GUIDE:

- Decide if you want to see the scoreboard or play the game
- Enter your name
- Input the number of attempts you want to have
- Press enter to start
- Wait for a "Click" command
- Click enter when the program will show you the command
- After the test program will show you your average from all the tries
- Decide if you want to save your score or not
- After that you need to click enter to continue and decide if you want to go back to the menu or end the program

### What does the program do:

- Program asks user If he wants to play the game or see the scoreboard
- Program asks user to input his name
- Program asks user to input how many attempts he wants to have
- Program asks user to press enter to start
- Program prints "Wait for a green!"
- Program waits random time
- Program prints "Click"
  - If user clicked too early program says "Too early!"
  - If user clicked in right time program prints user reaction time
- After the test program shows user average time
- Program asks user if he wants to save his score or not
- Program asks user to press enter and decide if the user wants to go back to the menu or end the program

## 3. Verbal memory

### USER GUIDE:

- Decide if you want to see the scoreboard or play the game
- Enter your name
- Program will show user the random verb
- Decide if the verb you see is new or it was already seen
- If your answer will be correct the program will say "Correct!" and it will show you the number of your points. After that, the program will show you another verb.

- If your answer will be wrong the program will say "Wrong!" and it will decrease your number of lives by 1 and it will show you how many lives you have. After that, program will also show you another verb
- If you will run out of lives the program will say "You lose!" and it will show you how many points you had
- After the game decide if you want to save your score or not
- After that you need to click enter to continue and decide if you want to go back to the menu or end the program

#### **What does the program do:**

- Program asks user If he wants to play the game or see the scoreboard
- Program asks user to input his name
- Program shows user the random verb
- Program asks user if the word is new or it was already seen
  - The word is new
    - If the user is correct program says "Correct!" and it shows user number of his points
    - If the user is wrong program says "Wrong" and it reduces the number of user lives by 1. Then the program shows user how many lives he has
  - The word was already shown
    - If the user is correct program also says "Correct" and it shows user number of his points
    - If the user is wrong program also says "Wrong" and it reduces the number of user lives by 1. Then it also shows user how many lives he has
- If the user has no lives left the program says "You Lose!" and it shows how many points user had.
- Program asks user if he wants to save his score or not
- Program asks user to press enter and decide if the user wants to go back to the menu or end the program

#### **4. Number memory**

##### **USER GUIDE:**

- Decide if you want to see the scoreboard or play the game
- Enter your name
- Press enter to start
- Remember the number
- When time is up input the number you've remembered
- If your answer will be correct you can go to next level by clicking enter
- If your answer will be wrong the program will show you the number of points you had.
- After that decide if you want to save your score or not
- After that you need to click enter to continue and decide if you want to go back to the menu or end the program

---

#### **What the program must do:**

- Program asks user If he wants to play the game or see the scoreboard
- Program asks user to input his name
- Program asks user to press enter to start
- Program shows user a random number
- Program waits 5 seconds before hiding the number
- Program hides the number and lets user input the number
- If the answer is correct program says "Correct!" and shows user how many points he has. Program in the background increments by 1 zero the number that forms a range for the random number. After that user can go to next level by clicking enter.
- If the number is wrong program says "Incorrect!" and it shows what the number was.
- Program asks user if he wants to save his score or not
- Program asks user to press enter and decide if the user wants to go back to the menu or end the program

**"Panowie, to nam dodaje..." ~ Maciej Sęk**

