

ICT SBA 2013-2014

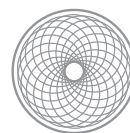
Maths Hunter

User Manual

A educational Role Playing Game for ICT SBA 2013-2014

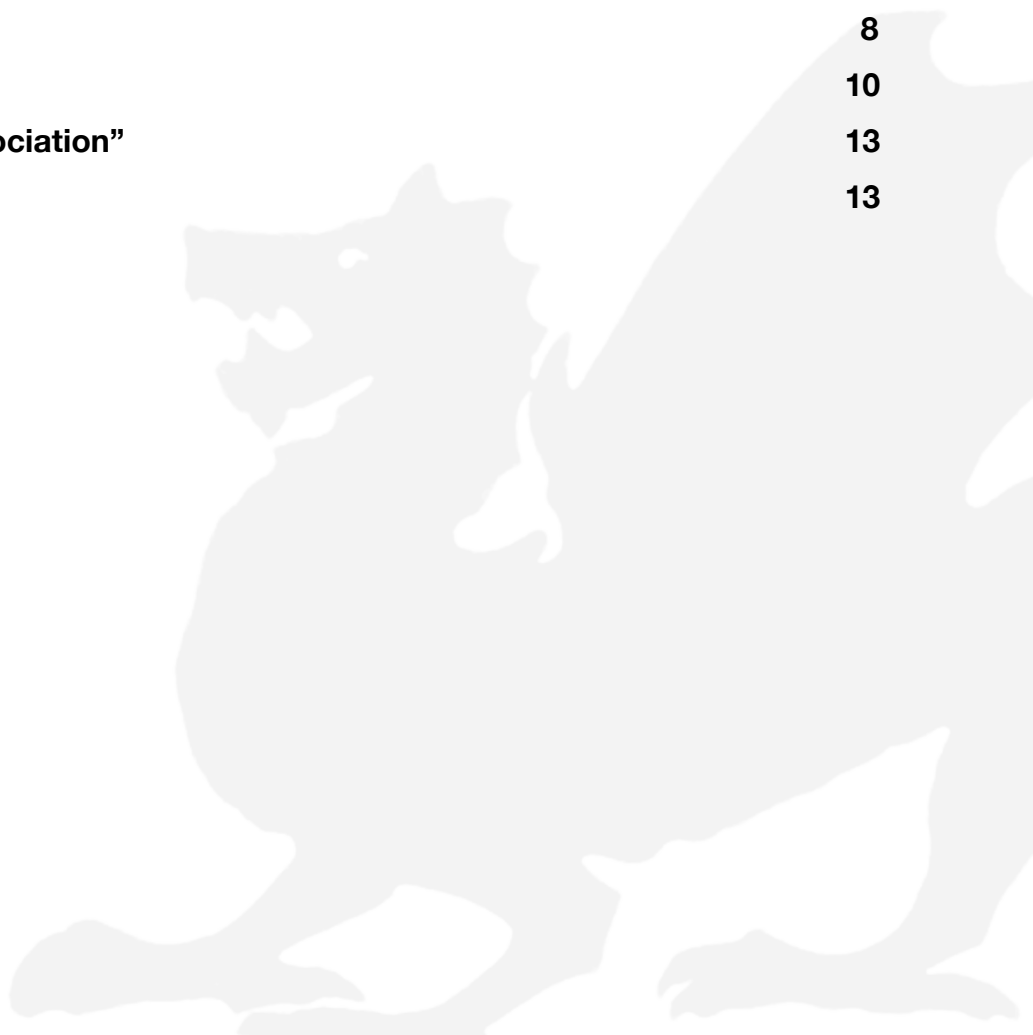
By Chu Ching Tin Einstein 5D (11)

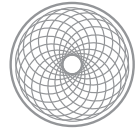
28 June, 2014



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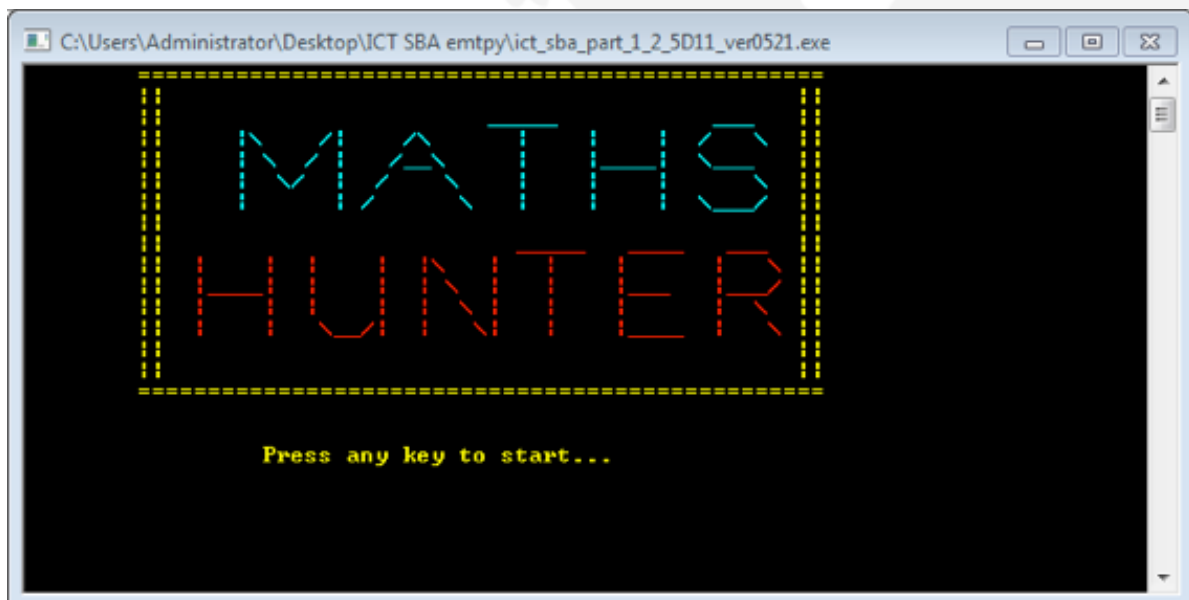
1. First Use of the program

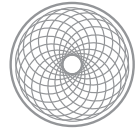
1.1 Before use

The program will automatically create a folder at C:\GameData and save game data text files into that folder. Please make sure C:\ is usable and give the permission to the program to create a folder there before use. If the C:\GameData directory is already exist, please delete it before first using this game.

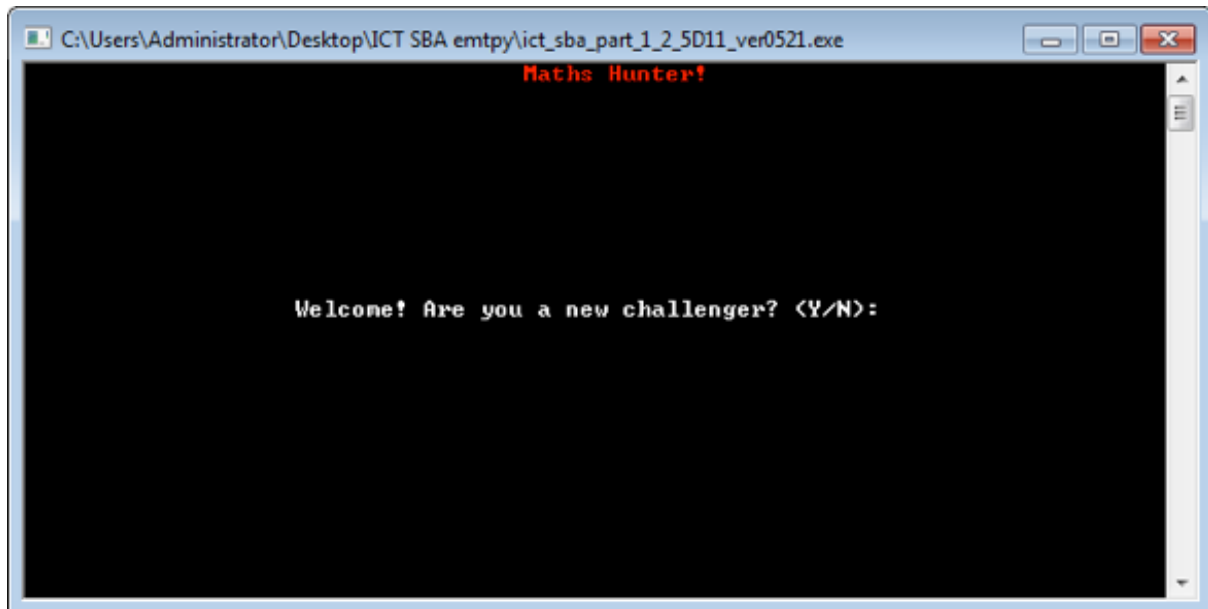
1.2 Creating an account

1. Open the program, a title page would appear, Press any key to start.

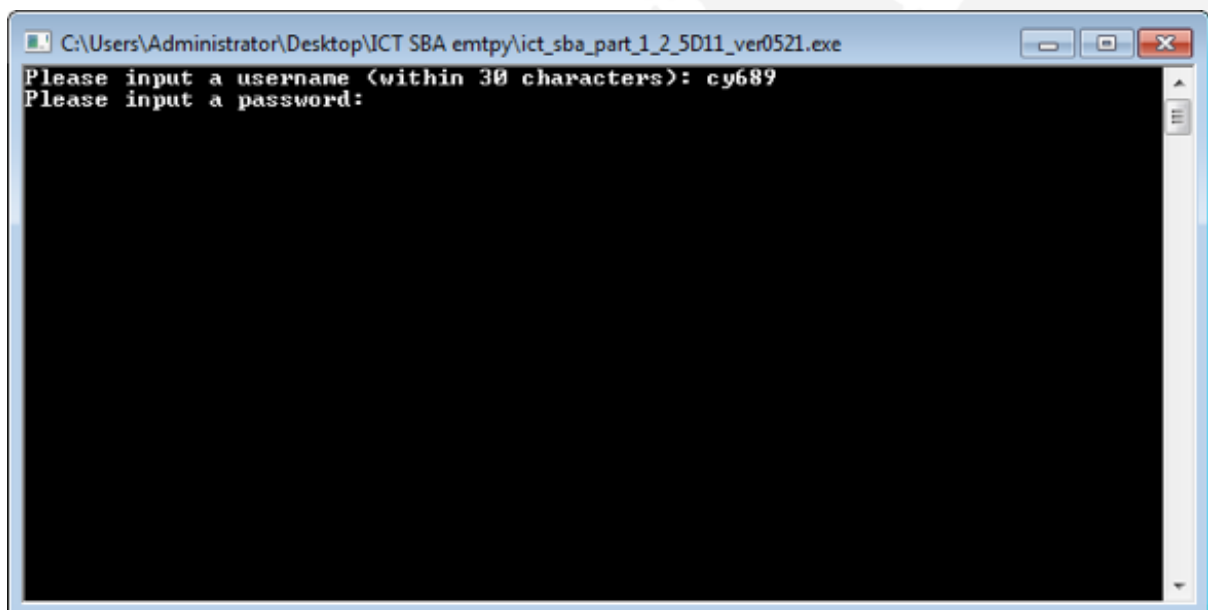




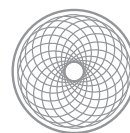
2. Type in Y and press enter to create a new account.



3. Input a username you want and press enter. If your inputted username is unique, the program will continue and ask you for setting up your password. Input your password and press enter.

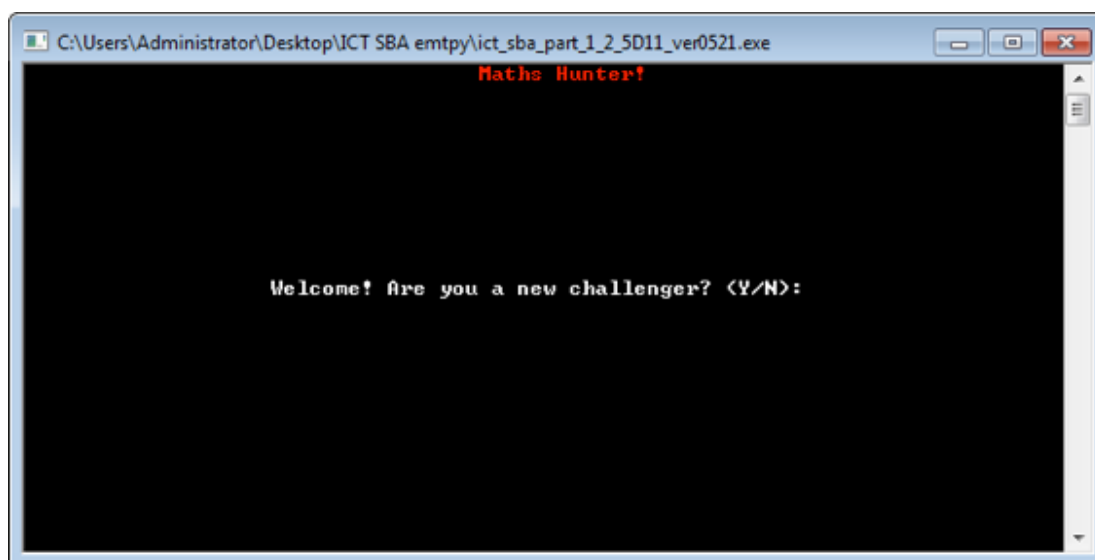


If your inputted username is already used, the program will ask you to re-enter a new one.

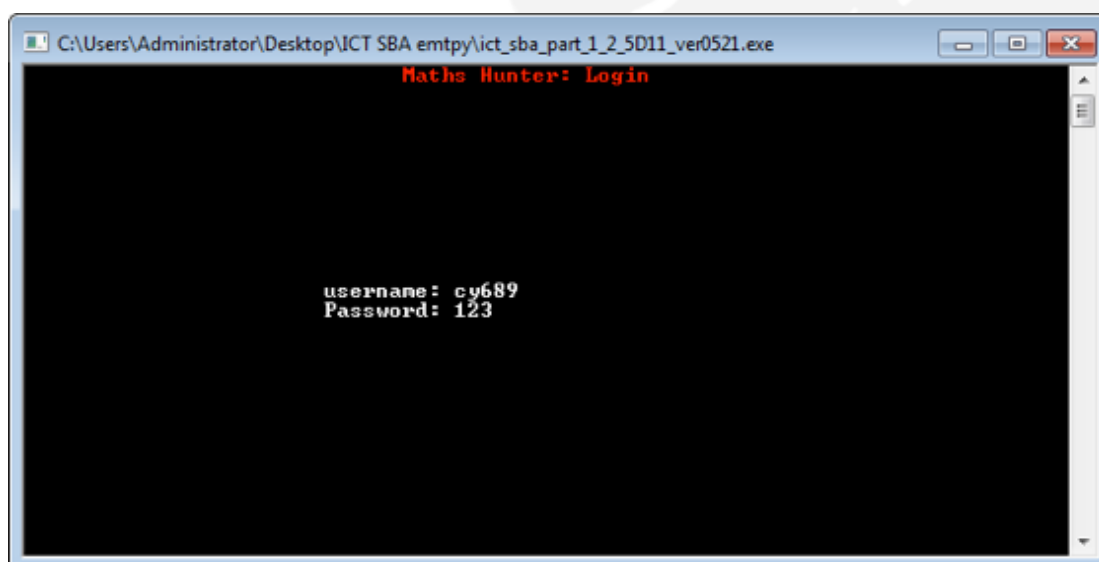


1.3 Login

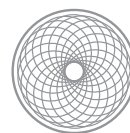
1. After creating a new account, you can login and start your game. Type N in this screen and press enter to confirm.



2. Type in your username and password.

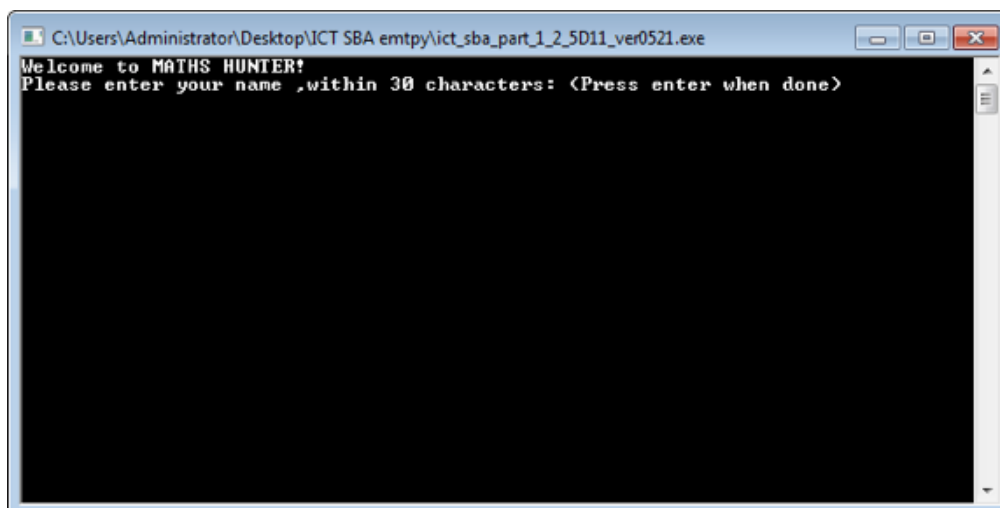


If you input a non-existing username or incorrect password, the program will ask you to re-input. You have 4 chances. The program will close itself after 4 invalid attempts.

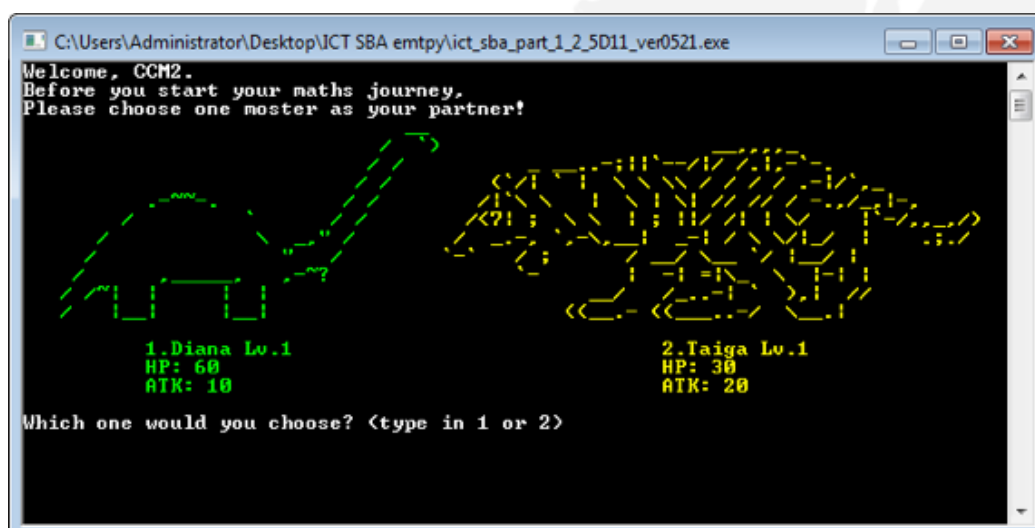


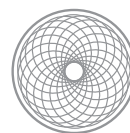
1.4 Completing user settings

1. Enter your name and press enter.

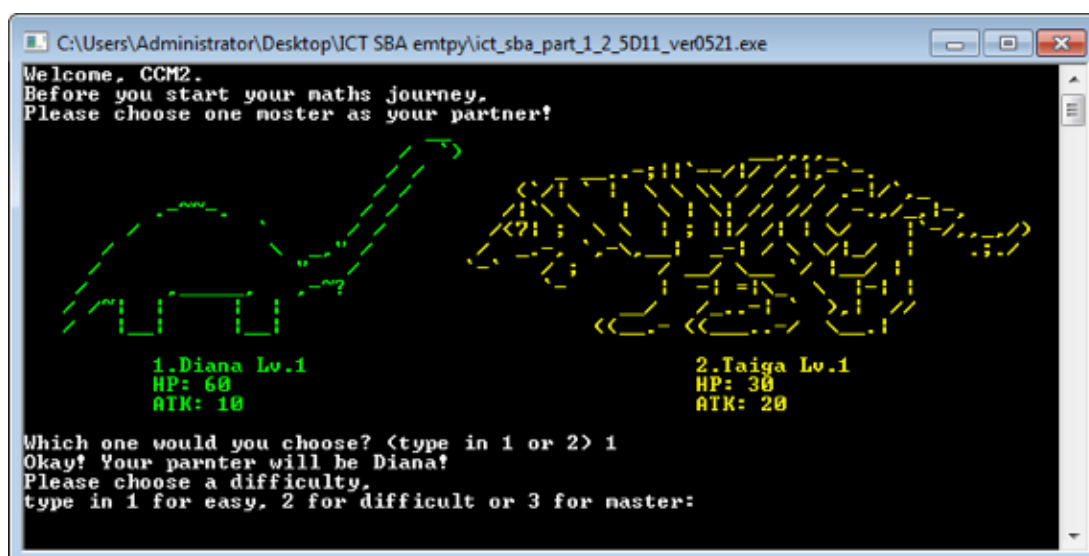


2. In this Educational Role Playing Game, you will have adventure with a monster. You can choose between Diana and Taiga as your partner. Type in 1 or 2 and press Enter to confirm.

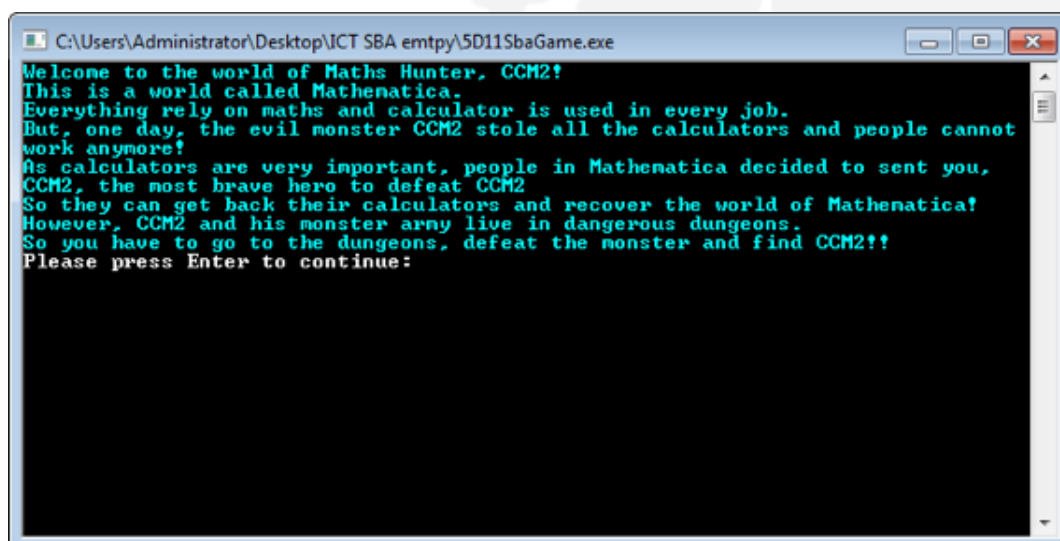




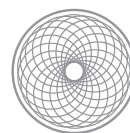
3. After that, choose a difficulty for the game. Type in 1, 2 or 3 for easy, difficult or master. Press Enter to confirm.



4. Then the program will slowly show you the background of the story in this RPG. Wait until all lines appear and press Enter to go to next page.



5. The settings and information for first play are all finished.



2. Daily Use

2.1 “My Room”

After pressing any key in the title page, you’ll enter “My room”.

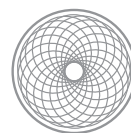
This is a place where you can see your status, past results, items in hand and recover HP.

```
C:\Users\Administrator\Desktop\ICT SBA empty\ict_sba_part_1_2_5D11_ver0521.exe
CCM2's Room                      Difficulty: Easy
=====
Current Status
Your Monster is Diana Lv 1.
      HP:  60          ATK:  10
=====
My backpacks (Items you currently have):
      Calculus Textbook:  0      Trigonometry Textbook:  0
=====
Your Records
      Battles:    0      Total answered:    0      Clear Dungeon 1: No
      Right Answers: 0      Wrong Answers:    0      Clear Dungeon 2: No
=====
Where would you like to go?
0. Exit Game.                      8. Change Difficulties
1. Dungeon of Additions and Subtractions
9. Online Maths Hunter Ranking
Input which dungeon (a number) you want to go and press enter:
```

2.1.1 The green part shows your status. Including which monster is your partner, its level, its HP and its ATK.

HP is your partner’s live points. If it became 0 in battles, your monster would be unable to fight anymore and you will be send back to “My Room”. HP will become full every time you came back to “My Room”.

ATK is your partner’s attack points, when your monster attacks, the damage to enemy’s HP is equal to ATK.



HP and ATK will increase when you level up. And the only way to level up is to have more battles and get more EXP (Experience points).

2.1.2 The red part shows the items you currently have in your backpack.

Calculus Textbooks can recover 30% of your HP during battles.

Trigonometry Textbooks can recover 10% of your HP during battles.

2.1.3 The cyan part shows your record in this game.

“Battles” is the total time of battles you have in this game.

“Total answered” is the number of calculations you have in the game.

“Right Answers” is the number of calculations you have done correctly in the game.

“Wrong Answers” is the number of calculations you have done incorrectly in the game.

“Clear Dungeon 1” shows whether you have finish boss battle in dungeon 1 or not.

“Clear Dungeon 2” shows whether you have finish boss battle in dungeon 2 or not.

2.1.4 The white part allows you to choose where to go.

Type in **0** to leave the game.

Type in **1** to go to Dungeon 1.

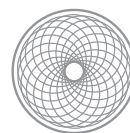
Type in **2** to go to Dungeon 2. *

Type in **8** to change your difficulty level.

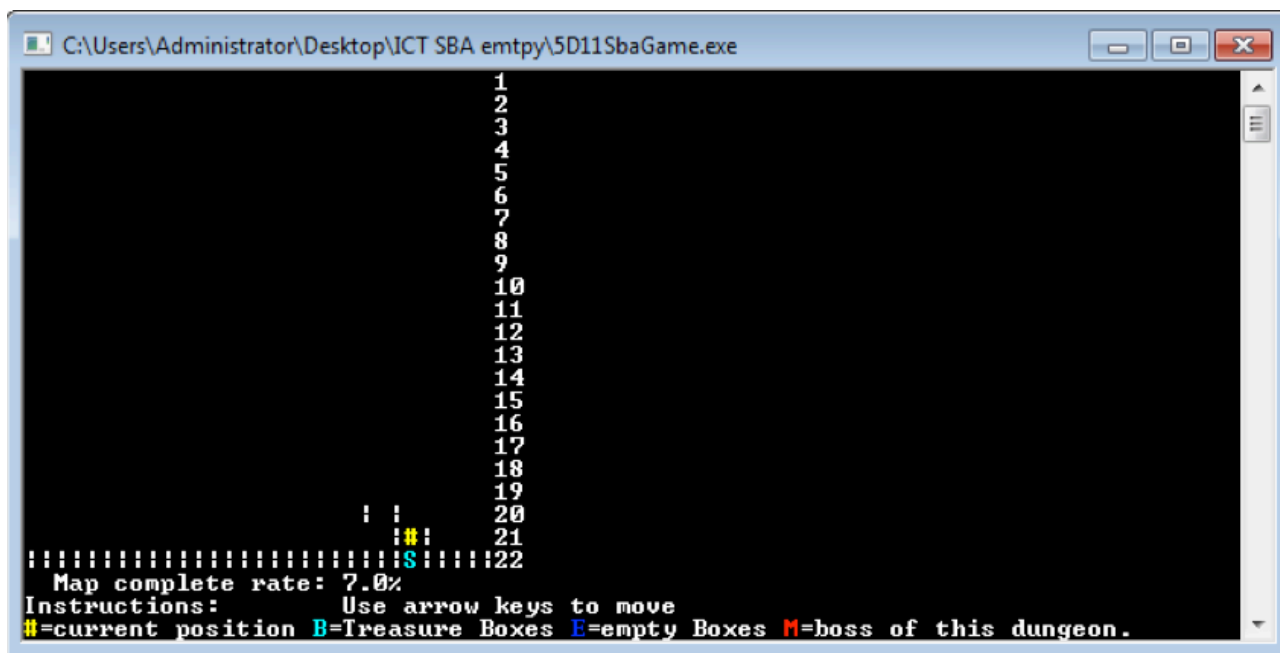
Type in **9** to visit the online score ranking (prototype only).

After that press Enter to confirm.

* Dungeon 2 only appears after you have cleared dungeon 1.



2.2 Dungeons



Dungeons are place for you to have adventures.

At first, the dungeon map is nearly empty. Maps will be shown once you have walked passed them.

2.2.1 You position

When you first enter a dungeon, you will immediately notice a yellow '#' sign. This represents your current position in the dungeon. You can use arrow keys to move your position. But dungeon walls (| and = in white) cannot be walked across. If you attempt to do that, a warning will be displayed and your position won't be moved.

2.2.2 Back to "My Room"

If you wish to go back to "My Room" when you are in dungeons. The only way is to go to the 'S' sign. This will send you back to "My Room".



In the following figures, we can see that after we move our position, the map near the route we have walked across appears. (Red line represent the route)

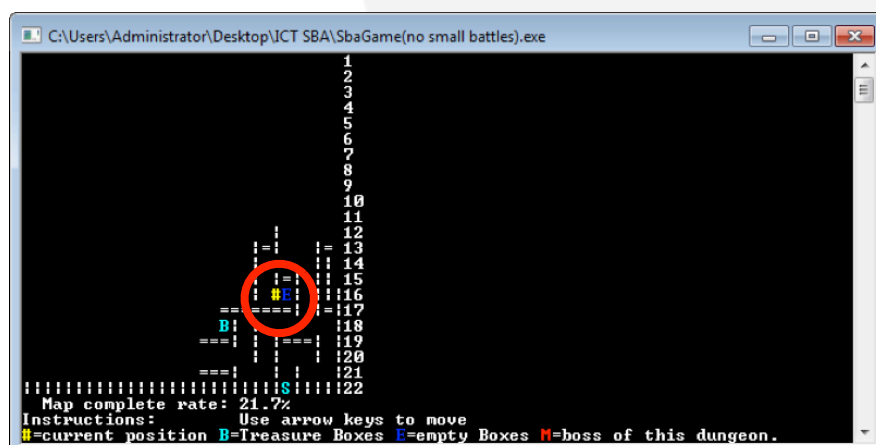
C:\Users\Administrator\Desktop\ICT SBA\SbaGame(no small battles).exe

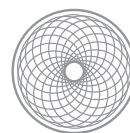
```

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
   | B |
==|====|
B! |    |
-|#|    |
  |    |
  |    |
!!!!!!!!!!!!!!$!!!!!!
Map complete rate: 15.2%
Instructions:      Use arrow keys to move
# =current position B=treasure Boxes E=empty Boxes M=boss of this dungeon.
```

The Cyan **B** signs represent unopened treasure boxes. You can open them and get some useful items.

Treasure Boxes refills every time you go back to “My Room”.





2.2.5 The Boss of the dungeon

You may find a red "M" mark in a dungeon. This is where you can find the boss of the dungeon. When you are ready to challenge them, you can go there.

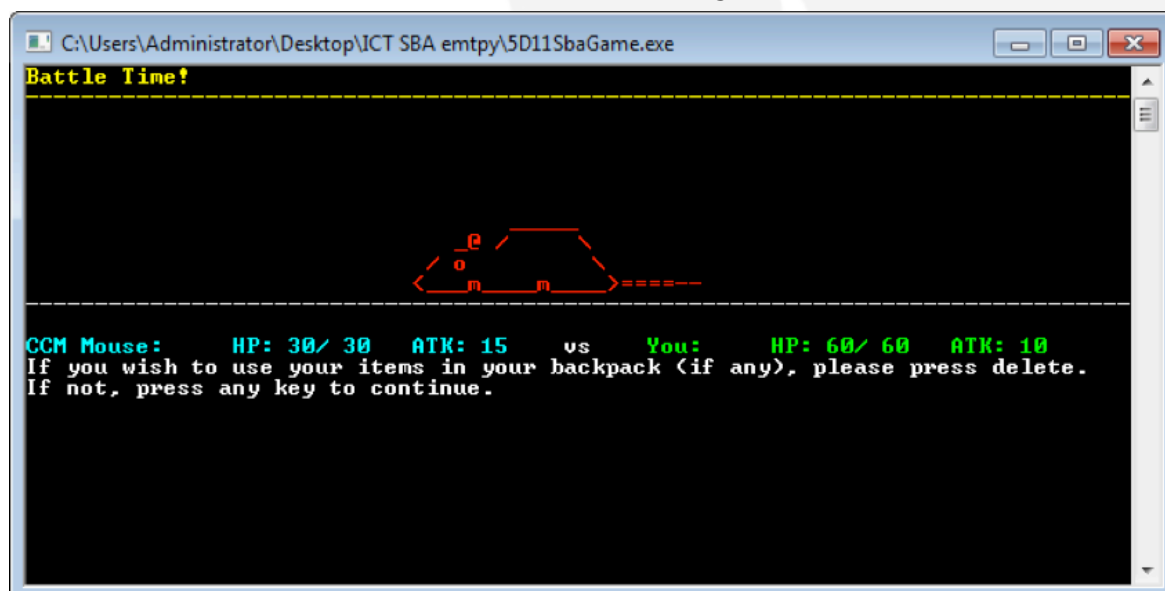


2.2.6 Meeting enemies

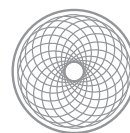
When you are walking around in the dungeon, you meet some monster from the enemy. Then you need to have battle with them.

2.3 Battles

In this game, a complete story was designed for it. Users can enjoy playing as a hero in the world of "Mathematica". They could choose a monster as their partner on the adventure too. These feature added a lot more of fun to the education game.

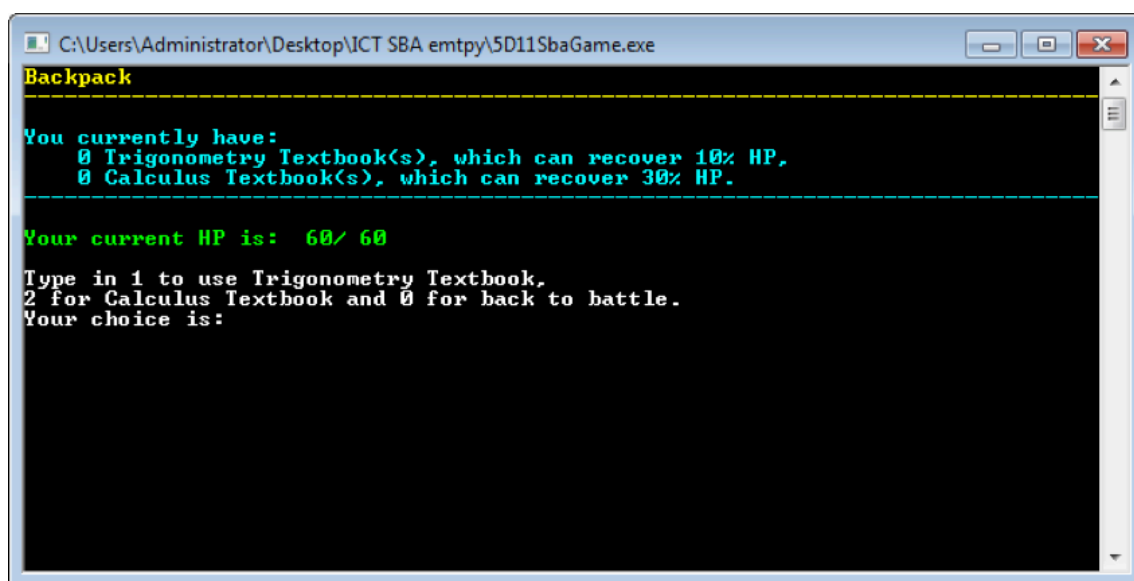


In a battle, the red part is the appearance of the enemy. Under that, we can see its Name, HP and ATK in cyan colour. We can also find our HP and ATK in green colour.



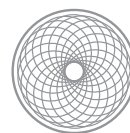
2.3.1 Using items in battles

Before you start attacking, you can choose to use items first. If you wish to use your items, you can press Delete button to use your items in backpack.



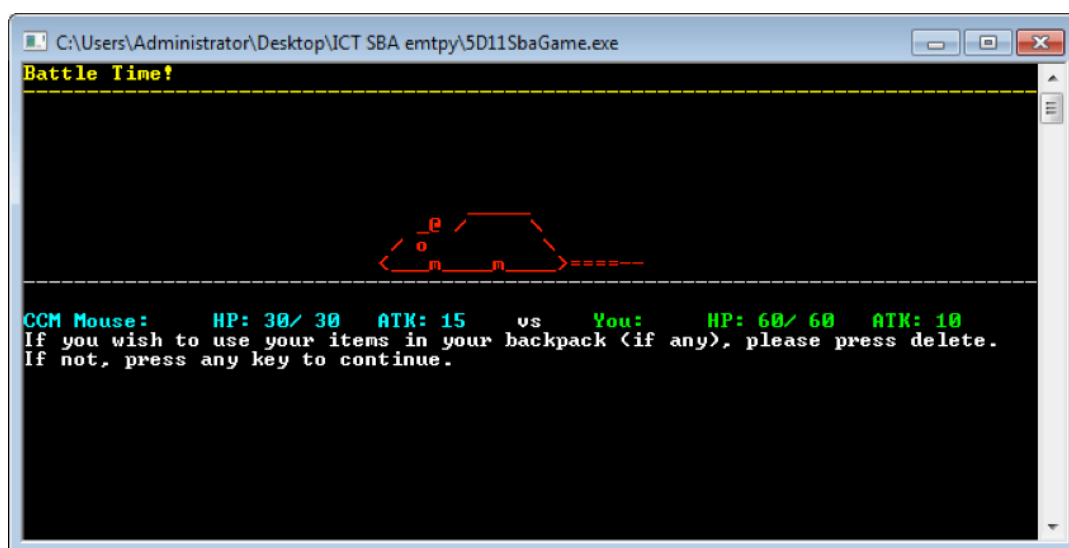
After pressing Delete, you will enter this window. You can press 1 for using Trigonometry Textbook and press 2 for Calculus Textbook, then press Enter to confirm. You would not be able to use items when your HP is full or you have no items.

After you have finished your wants, you can press 0 to leave and press Enter to confirm.

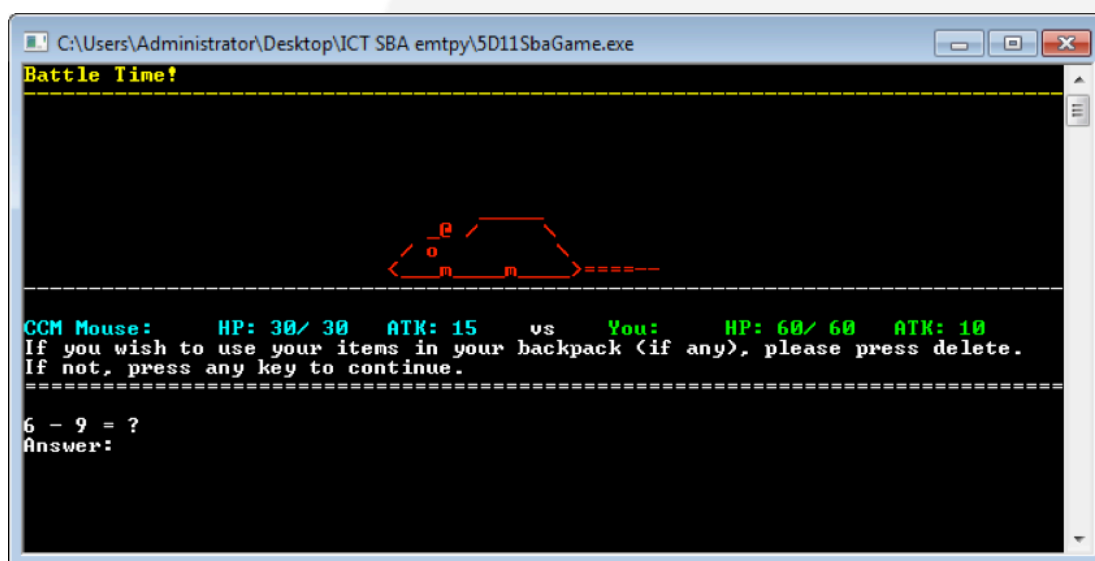


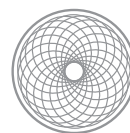
2.3.2 Attacking Enemies

In this window, you can press any key except Delete if you want to attack but not using items.



After that, a calculation will appear. Type in your answer and press Enter. If you answer correctly, you can give your enemy an attack. If you type in a wrong answer, you will be attacked.





2.3.3 Boss Battles

Boss Battles are similar to random battles in dungeons, but they are stronger than normal monster! Be well prepared before you challenge them!

2.4 “Maths Hunters’ Association”

Maths Hunters’ Association is where you can look up your ranking among other Maths Hunter players in the whole world. You can type 9 in “My Room” and press enter to go to Maths Hunters’ Association.

2.4.1 Ranking Page

After you have logged-in to the server, the program will display the rankings of other players and you in the page. The rankings are automatically updated according to players’ correct answer rate in their battles.

As same as the login part, this page is for demonstration only. It is not connected to any online server so the ranking and correct answer rate on this page is not real and updated.

```
C:\Users\Administrator\Desktop\ICT SBA empty\ict_sba_part_1_2_5D11_ver0521.exe
Top Maths Hunters' ranking:
-----
1.          You ..... correct answer rate: 99%
2.      LALALA ..... correct answer rate: 0%
3.      CCM20 ..... correct answer rate: 0%
4.          ga ..... correct answer rate: 0%
5.      689 ..... correct answer rate: 0%
6.      hateIES ..... correct answer rate: 0%
-----
Your current position: 1

This page is for displaying the effect of the online ranking system only.
information shown is not accurate and not updated.
Press Enter key to leave:
```

2.5 Easter Egg

A special function is hidden in this game. Try to use “ccm2lsHandsome” as login username!