VOXSPELL 1.0 User Guide

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Quickstart

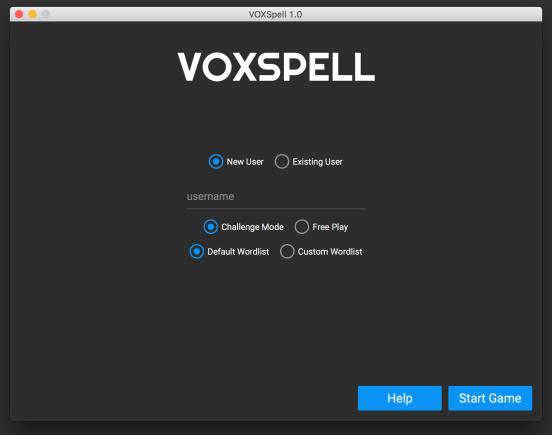
VOXSpell supports macOS and Linux computers.

On a computer running macOS, double click VOXSpell.jar to start VOXSpell.

On a computer running running Linux, open up terminal and type . / run.sh to start VOXSpell. You can close the terminal window afterwards.

If you get an error saying that you don't have permissions, type chmod a+x run.sh in the terminal, then type ./run.sh.

When VOXSpell starts up, you will be greeted with this screen:



Profile Selection

Since it's your first time, create a new User Profile by coming up with a username.

Next, press Start Game and you're ready to play!

The rest of this manual will introduce you to all of the features available in VOXSpell.

Profile Selection

The first screen you'll see upon starting VOXSpell is the Profile Selection screen.

If you're starting as a new user, make sure New User is selected. Next, give yourself a username (we recommend your first name, unless it has been taken already). Choose whether you want **Challenge** or **Free Play** mode (more on this in a later section), and whether you wish to use VOX-Spell's **Default Wordlist** or a **Custom Wordlist**.

If you already have a VOXSpell account, select **Existing User** and in the dropdown menu find your username.



VOXSPELL

New User © Existing User

Test.vxs

Add New User Screen

oad Existing User Screen

When you are satisfied with your profile selection, press **Start Game** or **Load User** to begin. Press **Help** to open the manual if you need help! However, this won't work on Linux.

Game Modes

VOXSpell comes with two game modes, **Challenge** and **Free Play**. The mode you choose is tied to your user profile.

Challenge

When you start a **Challenge** mode, no levels are unlocked, but you start off with 25 **VOXCoins** (β \$25). You can choose which level you want to unlock in the **VOXStore**. You earn **VOXCoins** as you get words correct. You can also unlock in-game soundtracks with **VOXCoins**.

Free Play

In **Free Play**, all the levels are unlocked at the start of the game, as well as all the Soundtracks. In this mode, the **VOXStore** is replaced with the **Level Editor**, a place where you can change the words that appear on each level, or even add/delete levels.

Wordlists

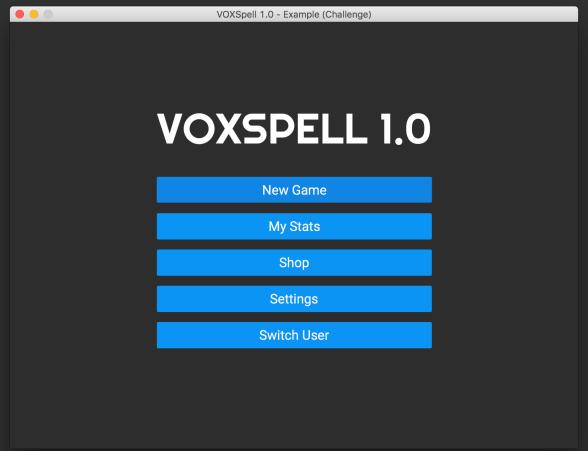
VOXSpell comes with a built-in wordlist targeted at second-language English learners of all levels. However, it comes with an ability for you to load your own wordlist into the game as well. When you load your own wordlist, make sure you follow the format.

- Make sure the wordlist is a text file (.txt format).
- Start all levels with a % followed by the level name.
- Each word should be on its own line.
- Don't have any empty lines in your wordlist.

Main Menu

%Practice List 1
spelling
vocabulary
grammar
%Practice List 2
second
language
learners

Wordlist Format Example



Main Menu Screen

The options available in the Main Menu depend on the game mode you're in:

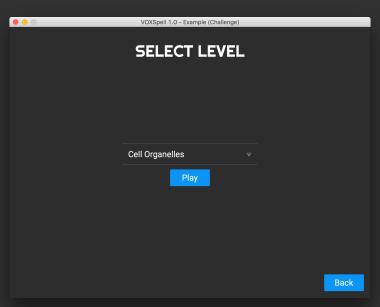
New Game - Start a new spelling quiz (disabled if no levels are available)
My Stats - View how well you have been doing in the game
VOXStore (Challenge) - Purchase levels or soundtracks for your game
Level Editor (Free Play) - Add or remove words and wordlists
Settings - Adjust the text-to-speech voice and change soundtracks
Switch User - Log out of your current user profile

Starting the Game

When you start a game, you can choose which level you want to play.

If you are in **Challenge Mode**, you will need to unlock levels in the **VOXStore** before you can access this mode.

Choose the level you want to play, and press **Play** to begin; the quiz will start instantly!



_evel Selection Screen

Playing the Game

A voice will announce the word you need to spell. Type the word you hear and press **Submit** or the **Enter/Return** key. The voice will let you know if you're right or wrong, and go on to the next one. Words are not case-sensitive.

If you did not hear the word correctly, you can press **Replay** and hear the word again. You can do this as much as you want with no impact on your game performance.

You can leave the quiz early with Leave Quiz. However, if you are in Challenge Mode and do so, you will not earn any VOXCoins for the quiz. Statistics however will be saved.

A level consists of at most 10 words, unless the level itself has fewer words. Each time you play the words will be randomly generated from all the words in the level. Priority will be given to words that you have gotten incorrect recently.

When you finish a quiz, you'll be given your score for the quiz as well as how much **VOXCoins** you earned (in Challenge). You can choose to go back to the **Main Menu**, **Replay** the level, or **Play** a new quiz.



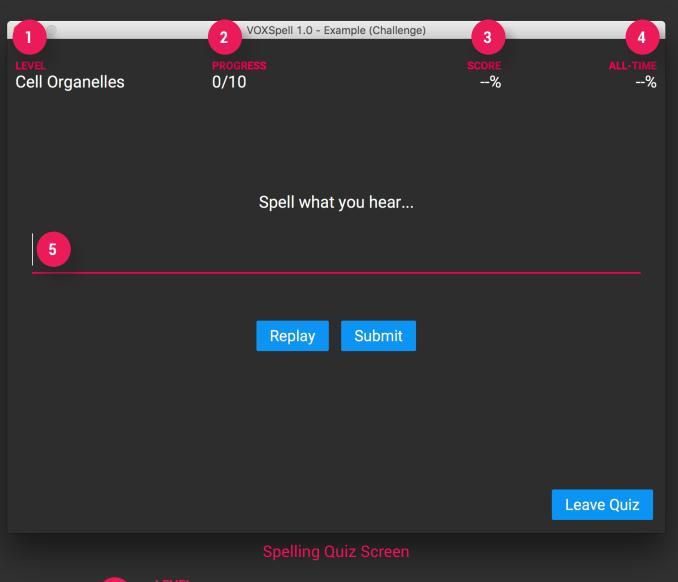
Great job!
You scored 80% or better.



You passed! You scored 60% or better.



Better luck next time. You scored under 60%.



- The name the level you're playing on.
- PROGRESS

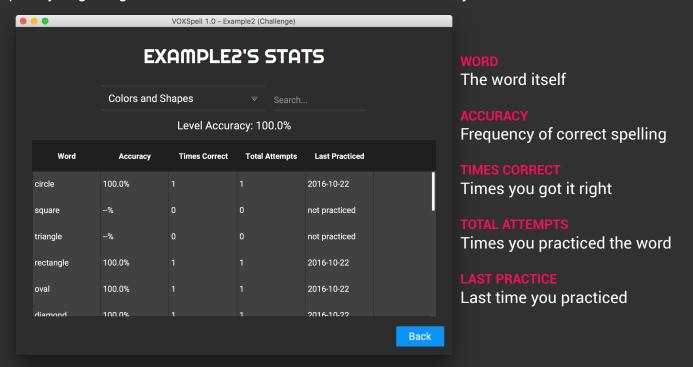
 How far into the quiz you are.
- 3 SCORE

 How well you have done in this quiz.
- 4 ALL-TIME

 How well you have done in this level across all attempts.
- 5 SPELL WHAT YOU HEAR...
 Field to enter your spelling attempt.

My Stats

You can see how you performed for each word. Use the dropdown menu to select the level you want to view stats for, and use the search box to find specific words. You can also see how the frequency of getting words of a level correct with the Level Accuracy feature.



My Stats Screer

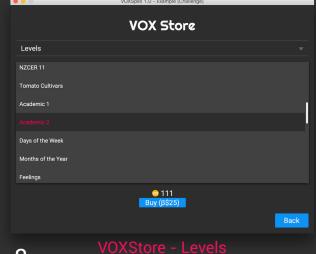
The VOXStore

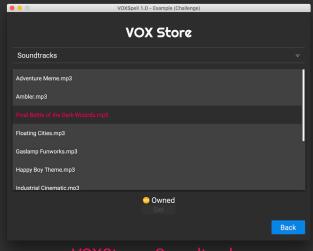
Available in CHALLENGE MODE

You can unlock more levels and soundtracks in VOXStore.

Each level costs 25 **VOXCoins**. Choose a level and press **Buy** to unlock the level. The level will be made available and will disappear from the **VOXStore** list.

Each soundtrack costs 100 VOXCoins. To unlock soundtracks, select Soundtracks from the drop-down. Unlike levels, the purchased soundtrack will not disappear. Instead, you can set the default soundtrack by pressing the **Set** button. (You can disable soundtracks from Settings)



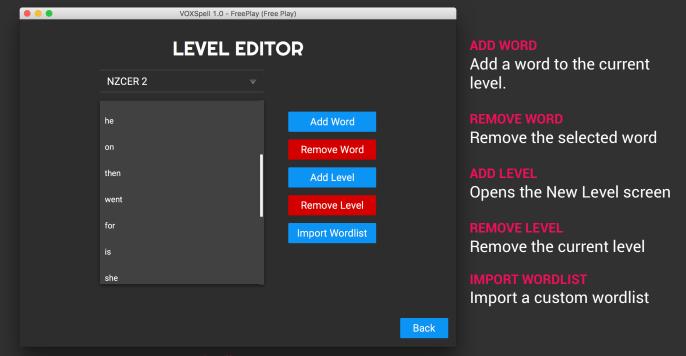


VOXStore - Soundtracks

Available in FREE PLAY MODE

Level Editor

Add and delete words and levels in the Level Editor.



Level Editor Screer

A level cannot contain the same word multiple times, so keep that in mind when adding new words. If you try to add a word that is already in the level, it won't be added.

A level also has to have at least one word, if you want to remove the last word from a level, consider removing the level instead.

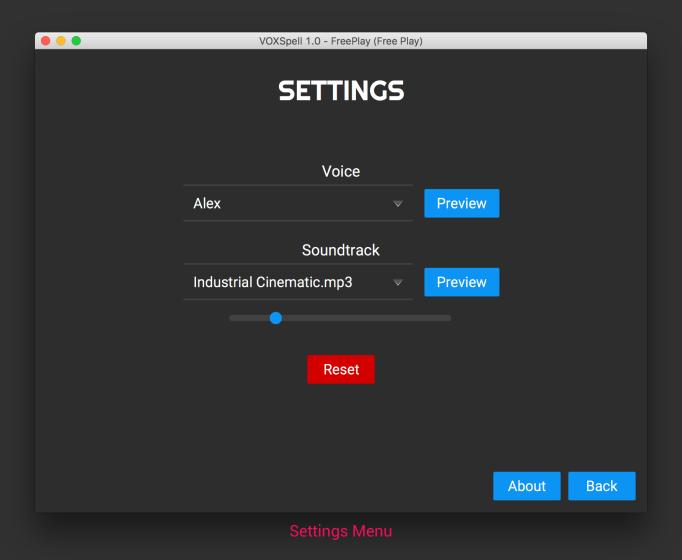
Importing a wordlist is just like selecting a Custom Wordlist.

In the New Level screen, make sure to set a name for the level and add at least a word to the level. Remember, just like custom wordlists, each word belongs on a new line.

• •	VOXSpell 1.0 - FreePl	ay (Free Play)		
Level Name				
Type your words here				
A level requires at least	one word Separate v	vorde by procei	na [ENTED]	
A level requires at least	one word. Separate v	volus by piessi	ilg [LINTER].	
			Cancel	Add Level
			Caricer	Add Level
	New Level			

Settings

Change the text-to-speech voice and your game soundtrack in the **Settings** menu.



VOICE

The text-to-speech synthesizer voice. As VOXSpell is compatible on both macOS and Linux devices, the voices you see here will differ. On a Mac, you can select between the built-in dictation voices. On a Linux computer, if you have the Festival speech synthesis system installed, it will show you the Festival voices you have installed. You can also preview the voice with the Preview button.

SOUNDTRACK

The soundtrack is the music that plays while you are in a spelling quiz. By default, no soundtrack is selected, but if you unlock any, you can change the soundtrack here (or in VOXStore). You can also preview the soundtrack with the Preview button, or change the volume using the slider.

RESET

The Reset button will delete the current user's profile. The Default Wordlist will not be deleted.

AROUT

View licensing credits and see who contributed to this project.

About VOXSpell

VOXSpell was designed by Terran Kroft (tkro003) for the SOFTENG 206 final project. The project originated from a shell script, and was further developed with Java to become what it is now. He would like to acknowledge Dr. Nasser Giacaman, Dr. Catherine Watson, Michael Kemp, Kevin MacLeod, and the anonymous peer evaluators for allowing VOXSpell to become what it is now. For more information, view the VOXSpell Design Report.