Strategic Plan User Manual

Contents

[**Objective** 3](#_Toc63548161)

[**Required Material** 3](#_Toc63548162)

[**Gam Preparation** 3](#_Toc63548163)

[**Winning Conditions** 3](#_Toc63548164)

# **Objective**

The aim of the game is to make readers more engaged in reading and also understand the NUST strategic plan for 2021, with its key objectives and goals.

# **Required Material**

The materials needed for this game include basic software like java installed on the computer with the Neatbeans IDE environment for accessible gameplay.

# **Gam Preparation**

Game preparation for this game includes having Neatbeans open to be able to properly run execute the game program on your machine.

# **Winning Conditions**

In order to win at the game, the current player should be able to complete all the levels provided by the actual game process.

There are not many ground rules to the specific game, as the player can skip in-between level to finish the game at their own pace. Inside the actual game players can engage with the strategic plan, by playing through the levels, and test their knowledge of understanding through memory game testing