

# Quinzical

## User's Manual

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# Table of Contents

Introduction.....	3
Main Menu.....	3
Practice Module.....	3
Entering the Practice Module.....	4
Practice Module Menu.....	4
Answering Questions.....	5
Leader Board.....	7
Rewards Shop.....	8
Games Module.....	9
Play Game.....	9
View Winnings.....	13
Reset Game.....	13
Speech Speed.....	14

## Introduction

Quinzical is a multimedia tool that is dedicated to helping young adults (18-25 years old) to improve their general knowledge about New Zealand. The users learn about the country by answering the provided questions in the application. Users may practice in the Practice Module before having honest attempts in the Games Module. Every question is read out to the user. Each user upon using the application, 5000 free points are given to purchase one of our 4 New Zealand themed backgrounds.

Continue reading to explore more functionalities of the Quinzical app.

## Main Menu

The Main Menu consists of the “Games Module”, “Practice Module”, “LeaderBoard” and “Rewards Shop”. Selecting any of these buttons will take you to the corresponding section. To exit out of the app, either press the “Exit” button or the red cross at the top right of the window (*Figure MM.1*).



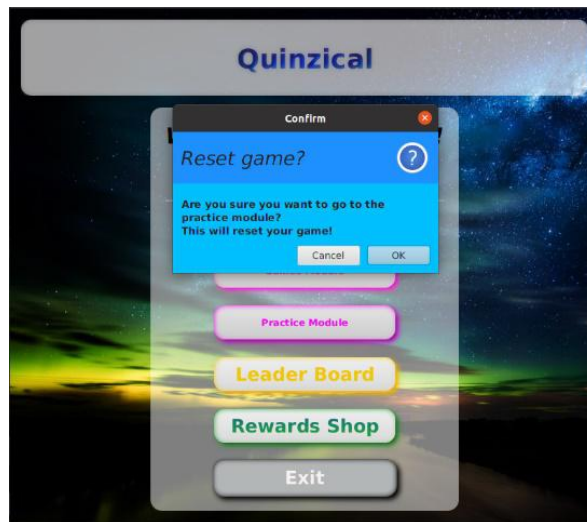
*Figure MM.1*

## Practice Module

The Practice Module consists of the New Zealand general knowledge categories in which you can attempt a random question from each category a total of 3 times in order to prepare you for the Games Module.

## Entering the Practice Module

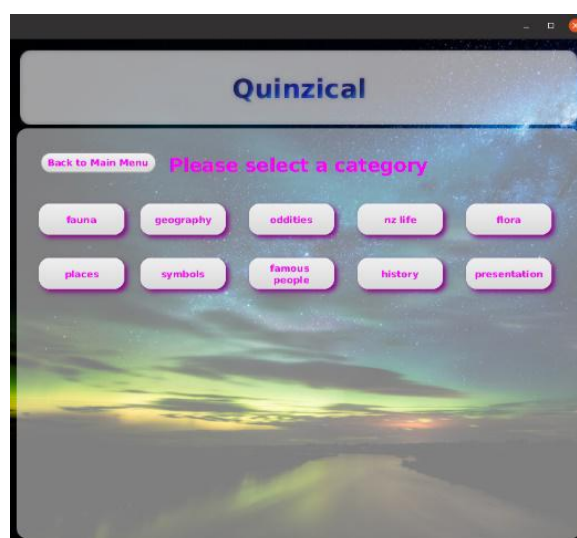
Initially, when the “Practice Module” button is selected, an alert will arise (*Figure PM.1*). The alert asks to confirm entering the Practice Module as all the current game progress within the Games Module will be reset. Due to the targeted audience being between 18-25, we are conscious about the mindset to gain the best results possible and that may lead to unfair scores in the Games Module by switching in and out of the Modules to find the answer. Hence, the reset in Games Module.



*Figure PM.1*

## Practice Module Menu

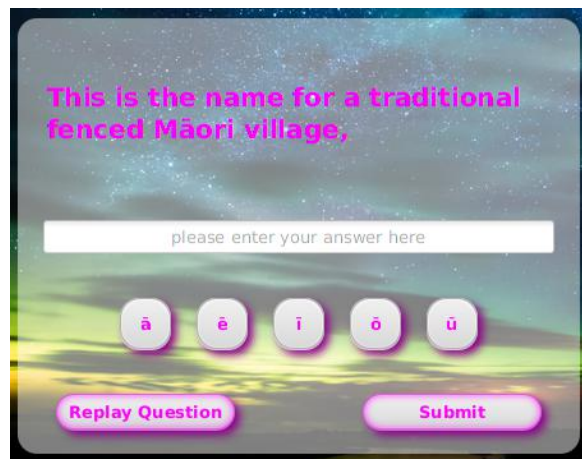
Upon entering the Practice Module, you will be welcomed by a grid of New Zealand categories (*Figure PM.2*). Clicking any of these buttons will take you to a random question from that category, allowing you to practice them.



*Figure PM.2*

## Answering Questions

After selecting a category, a screen will pop up with a random question from that category (*Figure PM.3*). The in-app voice should also speak out the question audibly. If you did not hear the question properly, you can press the “Replay Question” button to repeat it. There are 5 additional buttons that allow you to input Māori macrons as some of the answers require these letters. After you have input your answer in the text box, press “Submit”, and a results screen will appear.



*Figure PM.3*

When answering questions with multiple valid answers, inputting any of the answers will be sufficiently correct and will take you to the Correct screen (*Figure PM.6 & Figure PM.7*). When answering questions with multiple answers within the question, your answers can be separated by either commas or whitespaces with your answer in any order (*Figure PM.4 & Figure PM.5*).

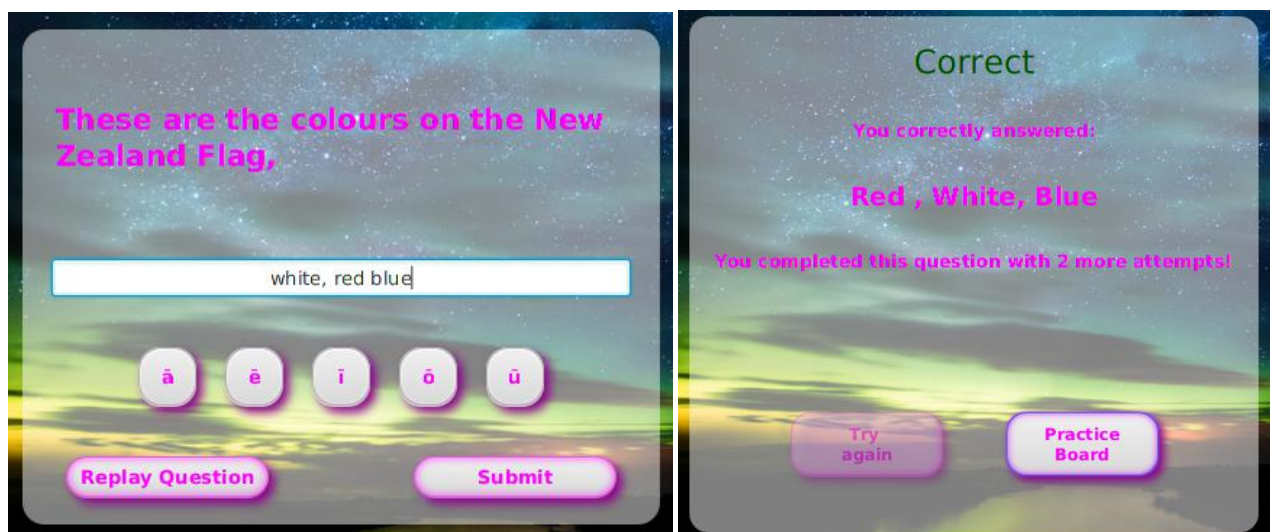


Figure PM.4



Figure PM.5

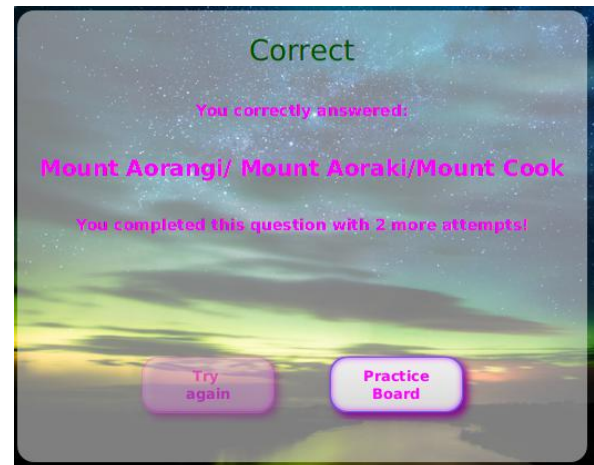


Figure PM.6

Figure PM.7

If you answer the question correctly, a screen will appear allowing you to return to the Practice Module Board with the “Try again” button disabled (*Figure PM.8*). If you answer incorrectly, instead another screen appears showing your remaining attempts to the question and allows you to attempt the question again by pressing “Try again” (*Figure PM.9*).



Figure PM.8



Figure PM.9

When one more attempt remains, you will be given a hint to the first letter of the answer. This can be used in your last chance to attempt the question (*Figure PM.10*). However, if you decide to quit the current question without using up all your attempts, an alert will pop up to confirm this (*Figure PM.11*).



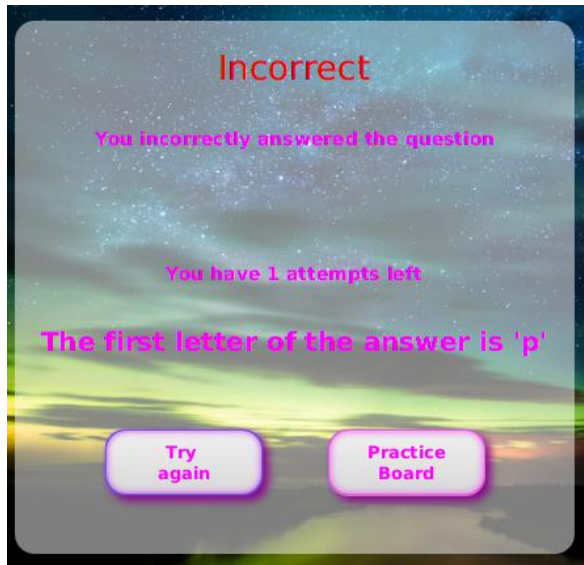


Figure PM.10

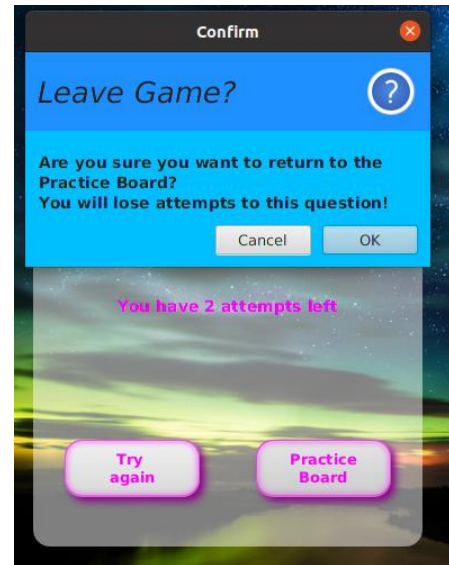


Figure PM.11

## Leader Board

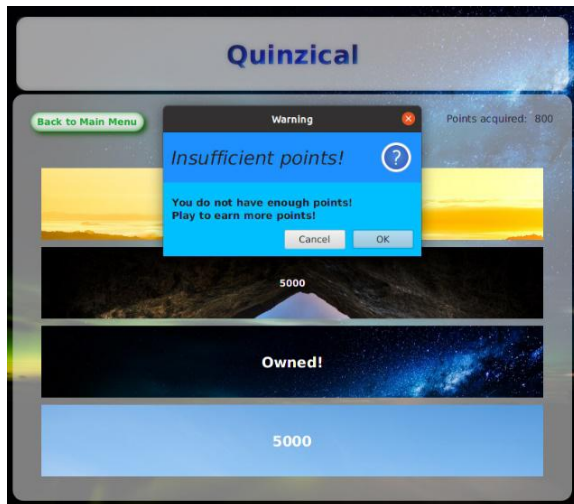
When the “Leader Board” button is selected, a screen with all the scores of all users who have decided to enter their scores after finishing the Games Module will be ranked in descending order from the highest to the lowest score (*Figure LB.1*). This allows users to compare scores and try to make it to the top of the table.

Leader Board	
Rankings	
Name	Score
Chad	600
Nasser	100
dd	0

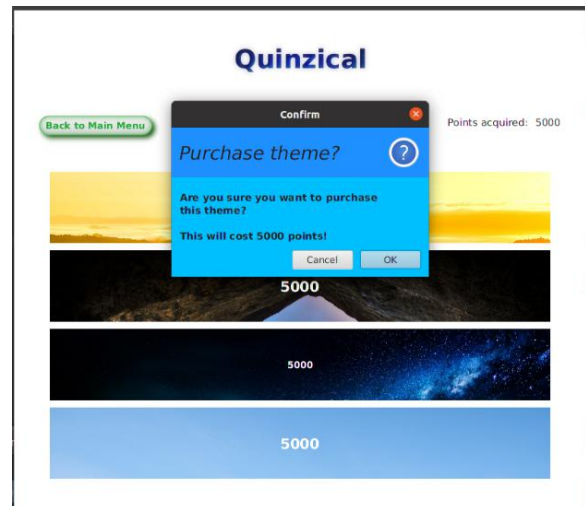
Figure LB.1

## Rewards Shop

When the “Rewards Shop” button is selected, 4 themes which can be purchased to change the background of the app is shown. Each theme costs 5000 points and can be earned through playing the Games Module. If insufficient points are owned, an alert will warn the user to earn more (*Figure RS.1*). If you select a theme to purchase with 5000 points in your current winnings, an alert to confirm your purchase appears (*Figure RS.2*). To switch between purchased themes, click on each “Owned” theme and the background will change correspondingly.



*Figure RS.1*



*Figure RS*

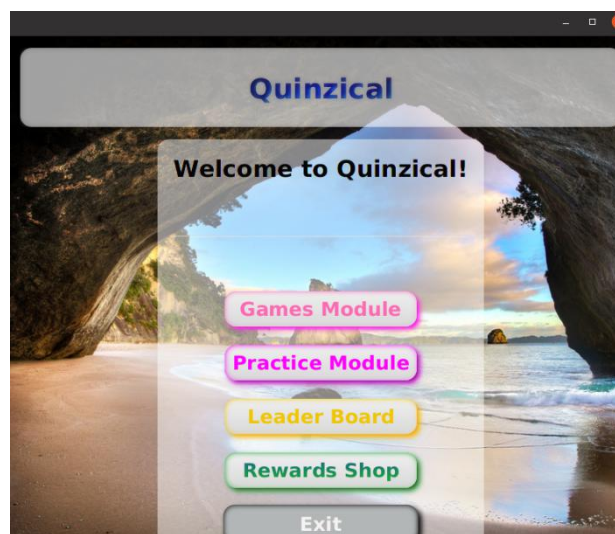


## Games Module

The Games Module allows you to have the opportunity to have an honest attempt at the clues that relate to New Zealand. After completing two categories, an international category unlocks, whose questions are not in the Practice Module as it is a bonus category. After you complete 5 categories which include the international category, you will be displayed with all the points you have earned throughout the game. These points can be used in the Rewards Shop to buy backgrounds so the more you play and the more you get correct, the closer you'll be to earning these rewards!

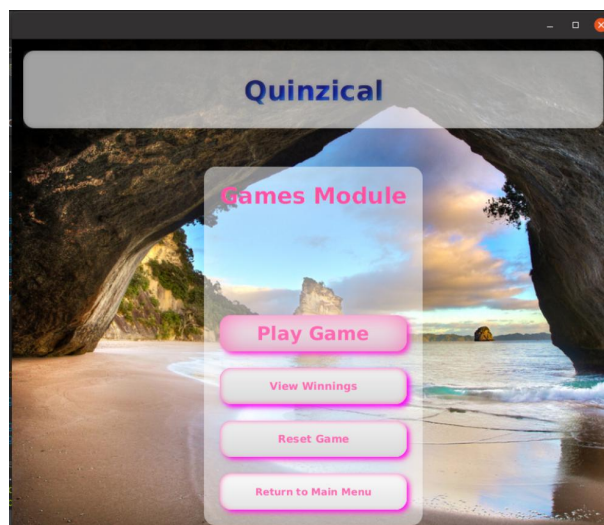
## Play Game

**Step 1:** Click “Games Module” button (*Figure GM.1*).



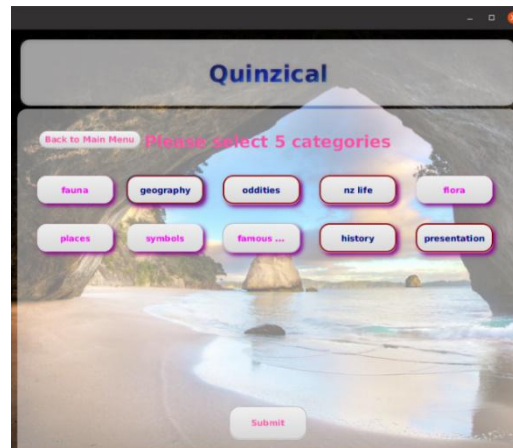
*Figure GM1.*

**Step 2:** Click “Play Game” button (*Figure GM.2*).



*Figure GM.2*

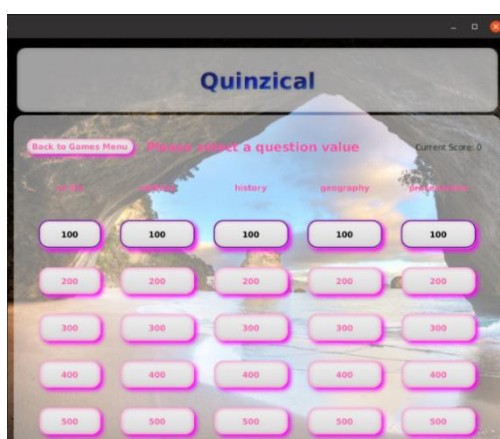
**Step 3:** Choose five categories by click on the category buttons. The selected buttons have a dark red colour outline with the text colour changing to dark blue (*Figure GM.3*). You can unselect a category by clicking it again. After selecting five categories, click "Submit". This will take you to a grid of 25 clues. The "Submit" button will be disabled when less than five categories are selected.



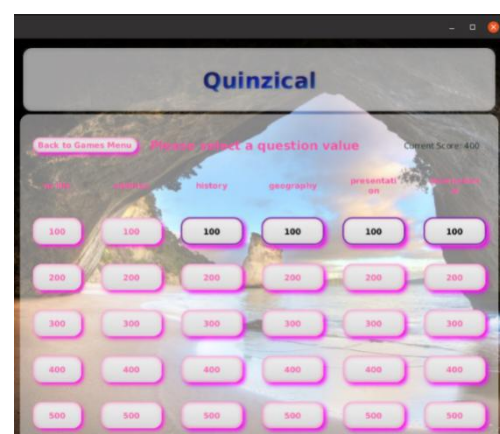
*Figure GM.3*

**Step 4:** Under each chosen category, five clues with values ranging from 100 to 500 are available. Only the lowest value unanswered questions will be available to answer for each of these categories. They are empathized by a purple colour outline (*Figure GM.4*). Clicking these buttons will redirect you to the answering question page. Pay attention to the clue that is read out after you are in the next phase.

The buttons for clues with a value higher than the lowest unanswered questions are disabled. Hovering over them will show the message "not available." After you answer all 5 questions in any two categories a sixth category named international becomes available (*Figure GM.5*).



*Figure GM.4*

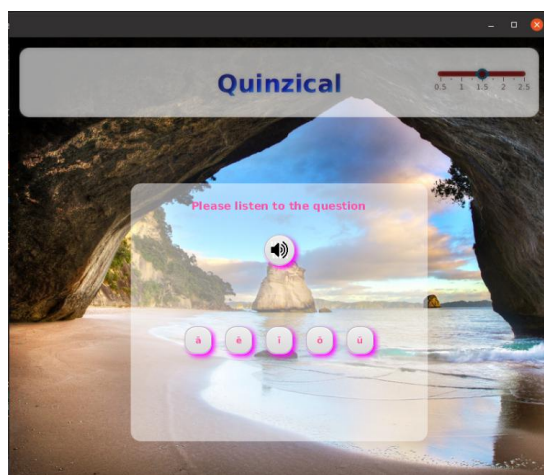


*Figure GM.5*

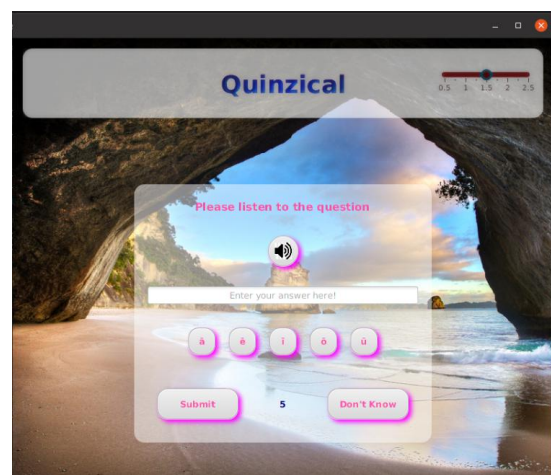
**Step 5:** After you are redirected to the answering page, you will be presented with a speaker button and 5 Māori macron buttons (*Figure GM.6*). As this page is initialised, a random question will be read out by the in-app voice. When the question is fully read out, an answer text field, a 30 timer and two buttons "Submit" and "Don't Know" appear (*Figure GM.7*).

The "Submit" button enters the current answer input into the textfield and will only work if the text field has an input. The "Don't Know" button treats the submission as if it was a blank answer. Between these 2 buttons, a 30 seconds timer starts as soon as the question has been fully read out. If you do not press either "Submit" or "Don't Know" before the time is up, the answer in the text field is automatically submitted. After the answer is submitted, you will be redirected to the result page. If you did not hear the question stated properly, you may replay it by clicking on the speaker icon.

The reasoning for no question text is due to the brief stating to not include it. As the target user audience are people in between the ages of 18-25 in most cases, they will not have aural impedences hence, this implementation.

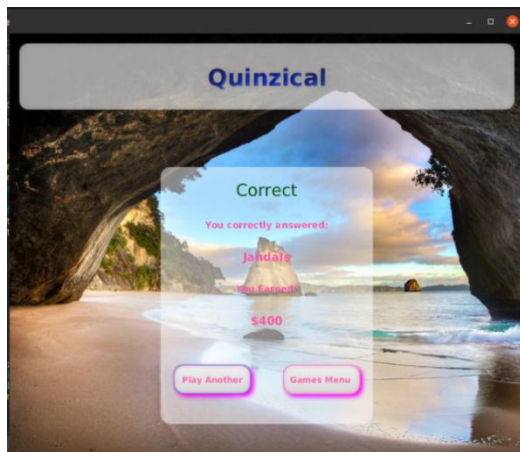


*Figure GM.6*

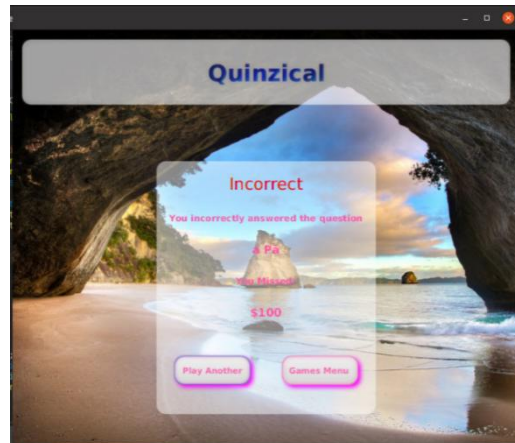


*Figure GM.7*

**Step 6:** After submitting your answer, a correct or incorrect results page appears (*Figure GM.8 & Figure GM.9*). Both scenes print out the answer and either shows how many points you have earned if you got it correct, or how many you have missed if you got it incorrect. Following the messages, clicking the "Play Another" button will redirect you to the Games Module Board in Step 4, and clicking the "Games Menu" button will redirect you to the Games Module Menu in Step 1 (*Figure GM.4 & Figure GM.1*).

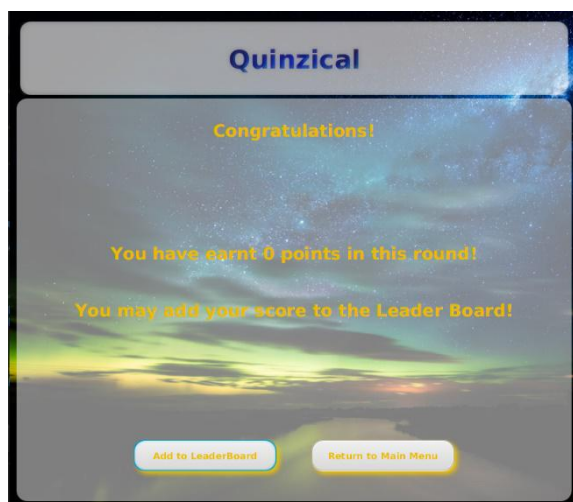


*Figure GM.8*

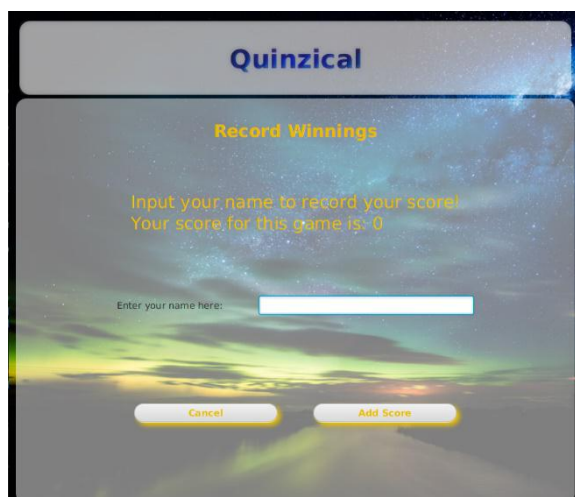


*Figure GM.9*

After 5 categories are completed, a Rewards Screen will appear summarising your game (*Figure GM.10*). In this scene, you can add your score to the leader board to compare your score with other users by clicking on the "Add to Leader Board" button. It redirects you to the Record Winnings Screen in which you can enter your name (*Figure GM.11*). Alternatively, you can go straight back to the Main Menu without recording your score.



*Figure GM.10*

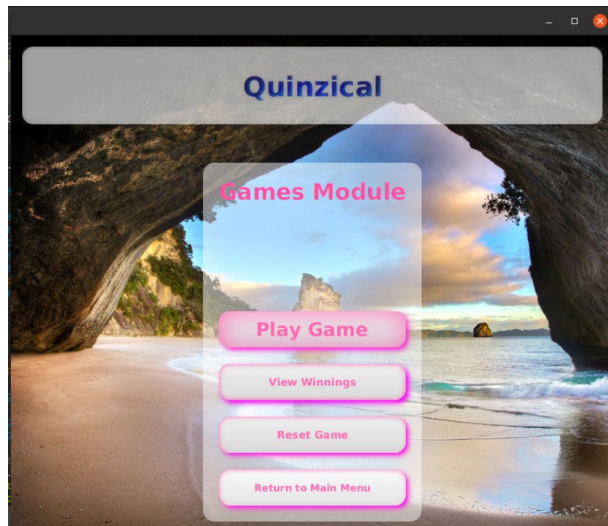


*Figure GM.11*

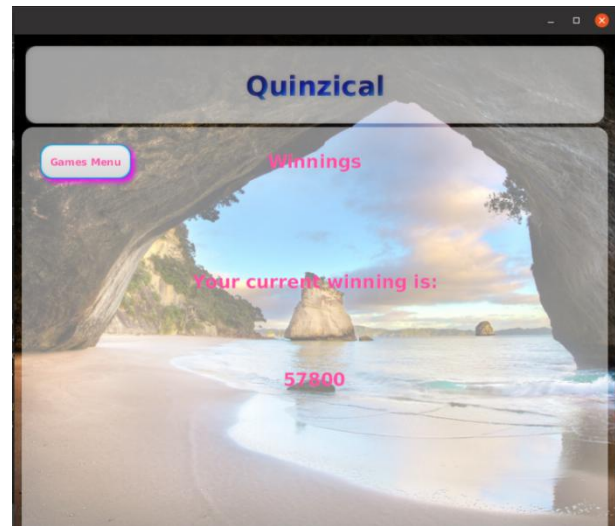


## View Winnings

You can view how many points you currently have by click on the “View Winnings” button in the Games Module Menu (*Figure VW.1*). It will redirect you the winnings page, where your current winnings are displayed (*Figure VW.2*). Winnings are accumulated by all users throughout the game and can be spent in the “Rewards Shop” to purchase backgrounds.



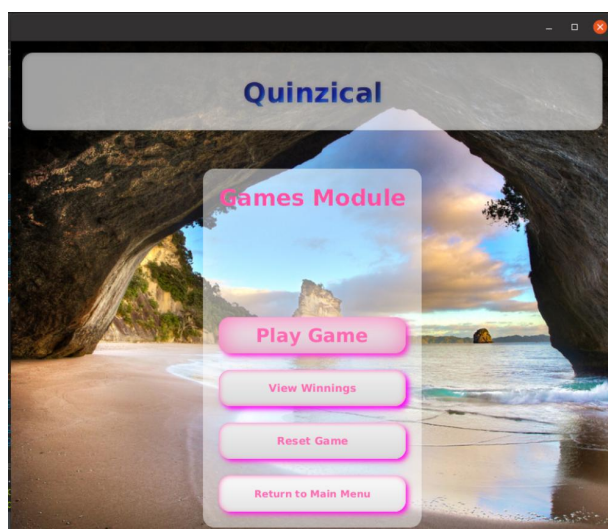
*Figure VW.1*



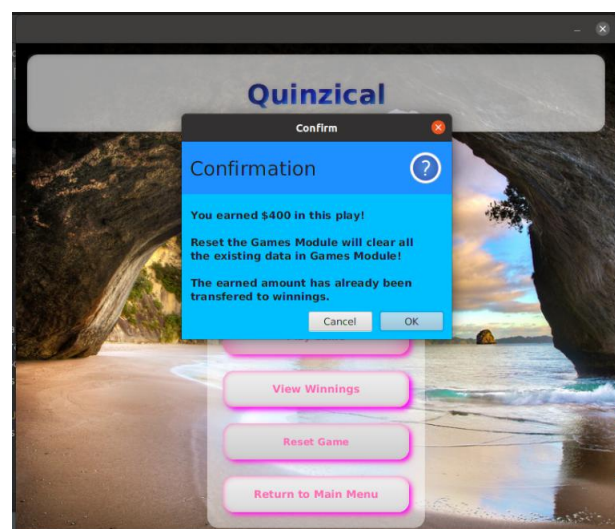
*Figure VW.2*

## Reset Game

If you want to have a fresh new game and can't wait for the game to be automatically reset after you complete all the 25 clues, go to Games Module Menu and click on the "Reset Game" button (*Figure RG.1*). After you click on it, a confirmation dialogue will appear on your screen. Click "Cancel" if you accidentally clicked the reset button or click "OK" to confirm the action (*Figure RG.2*).



*Figure RG.1*



*Figure RG.2*

## Speech Speed

In case you want to change the speed of the in-app voice, at the upper-right corner of the answer page for both the Games Module and Practice Module, there is a voice speed slider. (Figure SS.1 & Figure SS.2) By default, the speed is set to 1. You can slide the indicator to the left to reduce the speed and slide it to the right to increase the speed.

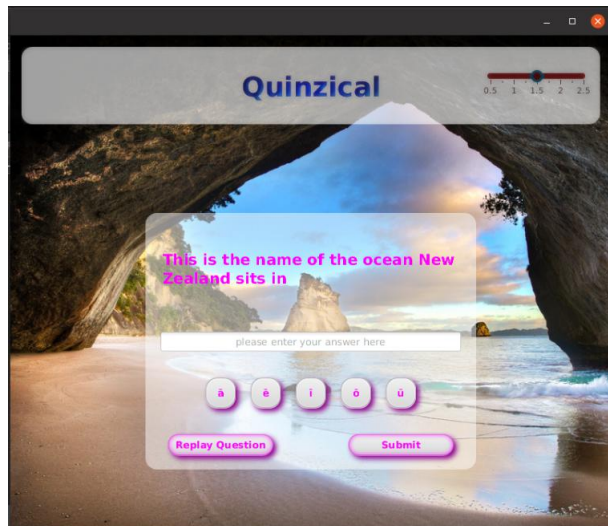


Figure SS.1

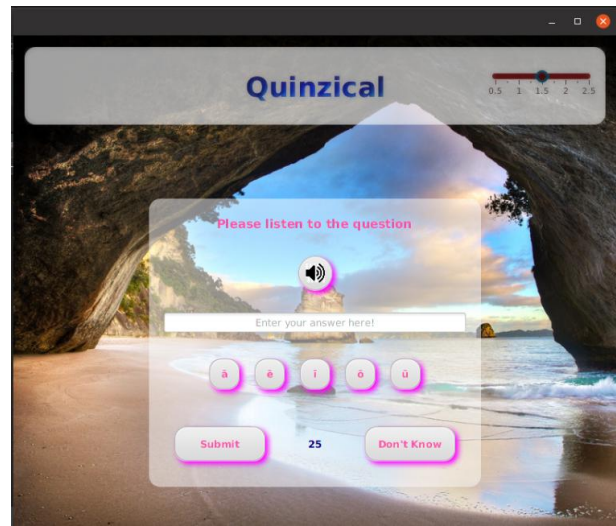


Figure SS.2