Game User Manual

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THE NUST STRATEGIC GAME

1.2 After game folder has been downloaded. If the game folder is zipped, unzip the game. **DO NOT** attempt to rename any folder or file name. Once done unzipping the folder, go into the folder. There will be two contents inside, s file that says homepage and a folder that says game. Run the homepage file by either double clicking on it, or by opening s browser and dragging and dropping it onto a browser.

# Game Overview

2.1 The game was created for the sole purpose of conveying a comprehensive way to understanding the strategic narrative of the Namibia University of Science and Technology (NUST).

2.2 This game is a mix of mini games ranging from mini-board games, quiz game and many more to be implemented.

2.3 The target audience is primarily the students of NUST who are supposed to be a familiar with their institution’s strategic goals and ventures into the improvement of the educational service and quality.

2.4 The game navigation is as so:

1. The homepage has a navigation button labelled : play games
2. That afore mentioned button leads to 3 mini games on a page called select:
   1. Vision of NUST : a word game
   2. Mission of NUST: a quiz game
   3. Goals of NUST: a quiz game
   4. Homepage: navigation back

2.5 The games all have a very basic look and retro feel but it serves a speed feature to allow all of the games to load in the shortest amount of time.

# Gameplay and Mechanics

3.1

3.1.1 The games have a short life span, quick games that should not last for more than 5 minutes.

3.1.2 The puzzles have no specific structure besides that they are based off of generic puzzle and quiz games

3.1.3 The game objectives are to allow the students to get familiar with the NUST strategic mission, vision and goals

3.2

3.2.1 The actions used to play the game, are simple mouse interactions making the game play.

3.3 You have options in the form of multiple games to play,

3.4 The game will save your name after you complete a mini games

# Interface

4.1 The game has a very basic look with no complex controls and simple interface

4.2 Help will be in the next update

# Technical

5.1 Target hardware: any simple specifications of computer can access these games

5.2 Development engine: none as of now

5.3 Network requirements: The user needs way less than 500kb/s of internet bandwith, in addition to this, the game can be played offline as well.