



Kēmu Kupu

SOFTENG206 | Team 27

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User Manual

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Quickstart Guide

When the game is booted up, you will be greeted to the “Main Menu Screen” (shown in figure 1 below). To start a new game/practice game, click the ‘New Game’ or ‘Practice Mode’ button.

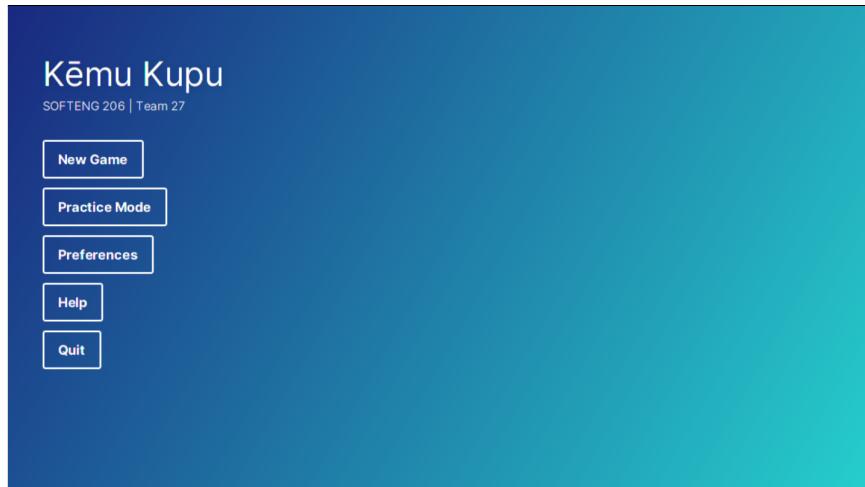


Figure 1: Main Menu

You will be directed to a scrollable list of topics to play. Once decided, click on your chosen topic then click ‘Continue’.

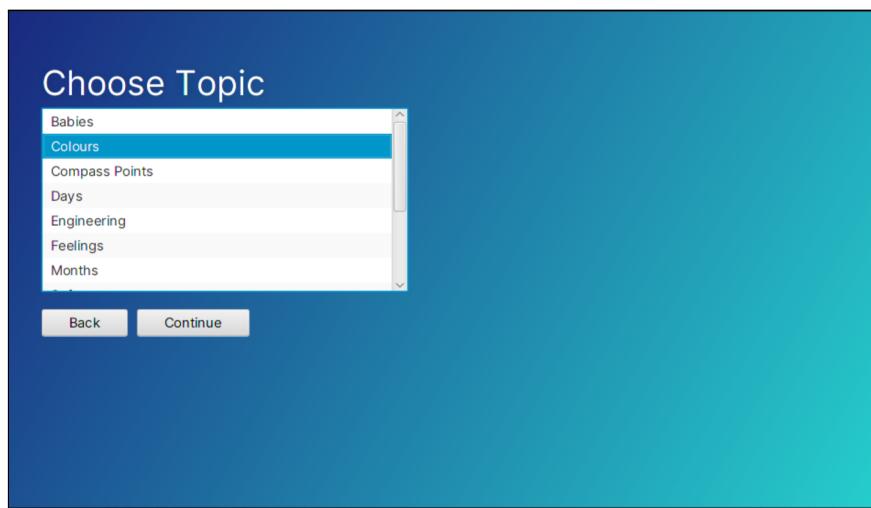


Figure 2: Topic Screen

Once selected, a relevant image to the topic will appear as well as a brief description of it. When ready to play/practice click the ‘Play’ or ‘Start Practice’ button.

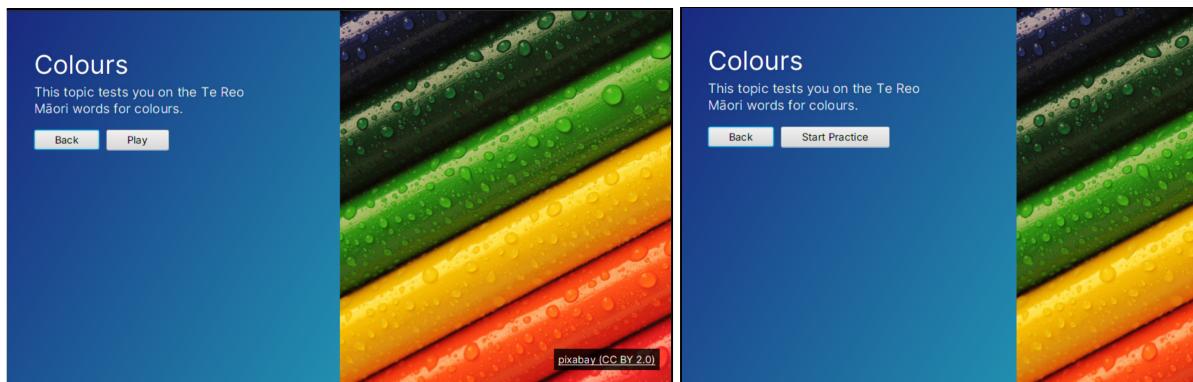


Figure 3: Selected topic for New Game/Practice Mode

You will now be at the Game Screen where it looks like this (see figure 4 below):

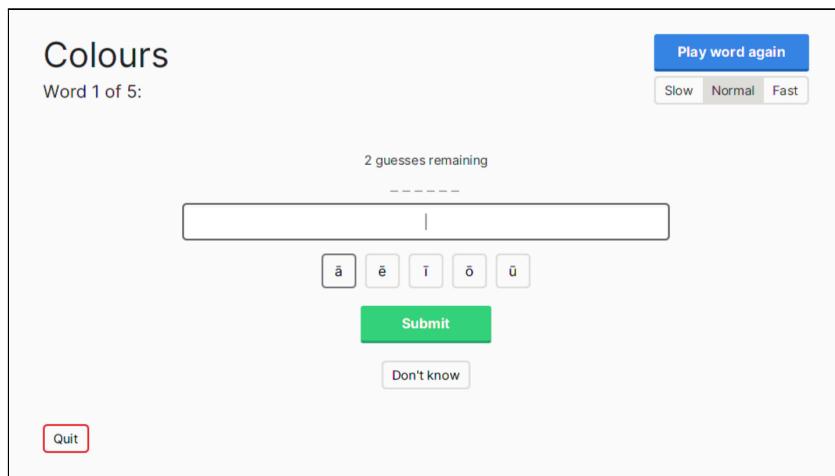


Figure 4: Game Screen

Once loaded, a word will be spoken. This will be the word you have to attempt to spell. If you missed it the first time, you can click ‘Play word again’ to hear it again. This can be done unlimited times in a game/practice and can be spoken back at any one of three speeds.

You can type your guess in the textbox in the middle of the screen. The letters of your typed word will fill in the spaces provided above it.

The screenshot shows a game interface titled "Colours" with the subtitle "Word 1 of 5:". At the top right are buttons for "Play word again", "Slow", "Normal", and "Fast". Below this, a message says "2 guesses remaining" above the word "kōwha" with a blank input field. A row of vowel buttons follows: ā, ē, ī, ō, ū. A green "Submit" button is centered below the input field. To its right is a "Don't know" button, and at the bottom left is a "Quit" button.

Figure 5: Entering a guess

Once ready to check your answer, click the 'Submit' button.

If completely unsure, click the 'Don't know' button.

If you want to leave the game/practice at any time, click the 'Quit' button in the bottom left corner of the screen.

We hope you enjoy playing Kēmu Kupu.

Feature Reference

Main Menu

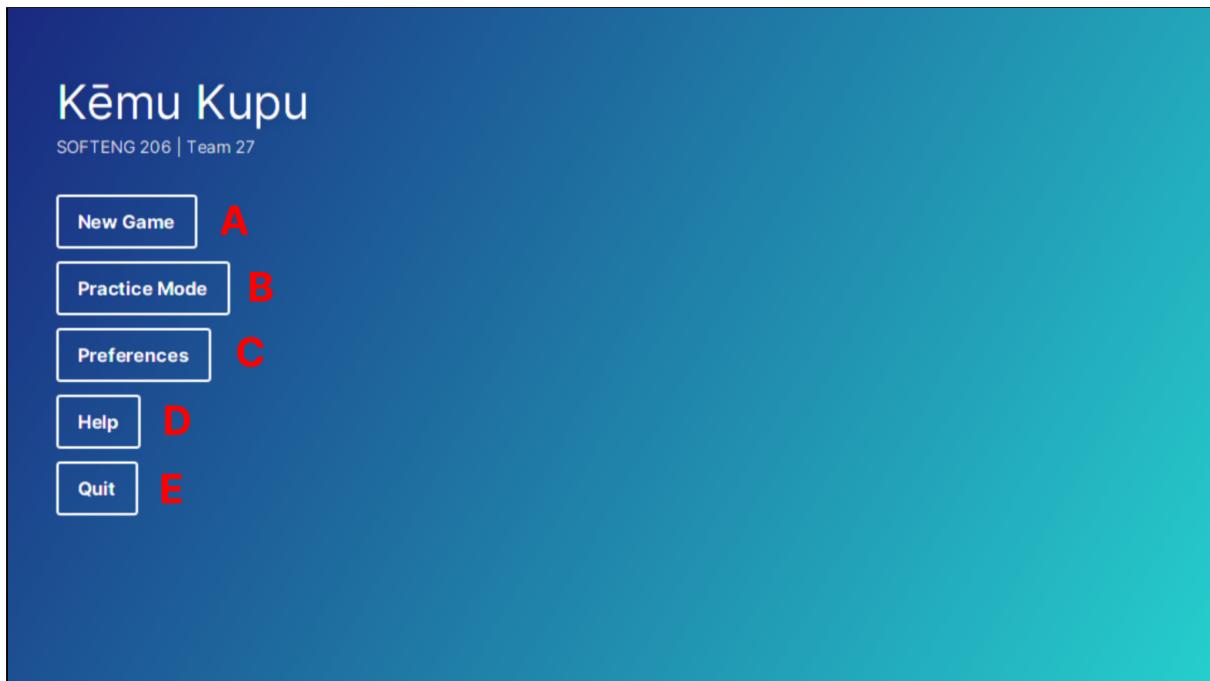


Figure 6: Kēmu Kupu Main Menu

Upon starting up Kēmu Kupu, the Main Menu screen will be displayed (see figure 6). As labelled above, the user may select one of the five buttons to:

- A. Begin a New Game.
- B. Enter Practice Mode where the user may play with time and scoring turned off.
- C. Change various Preferences including audio playback speed and other accessibility options.
- D. Access this Help manual.
- E. Quit the game.

Topic Selection

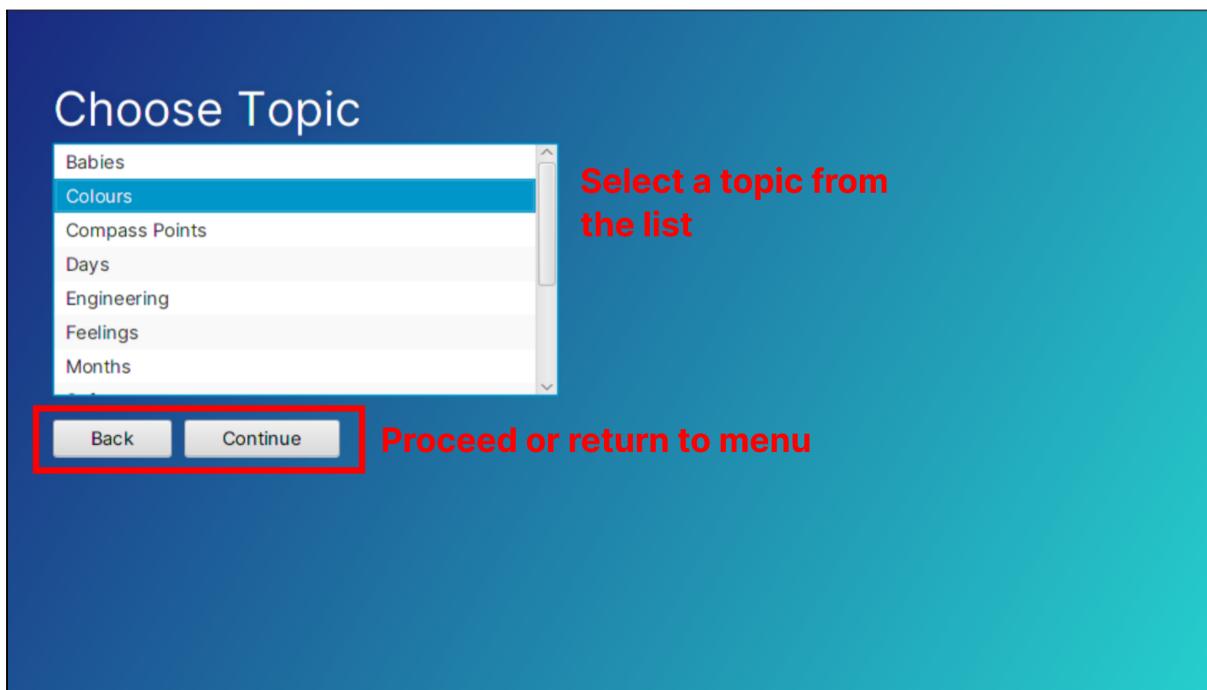


Figure 7: Topic Selection Screen

The Topic Selection screen contains a list of themed Word Lists that can be spelt (see figure 7).

- Select the topic that should be played and click 'Continue'.
- Scrolling up and down reveals more topics.
- Pressing 'Back' returns the user to the Main Menu.

Select a Random Topic

A *Random Topic* may be chosen by selecting the aforementioned option. This may be found at the bottom of the topic list.

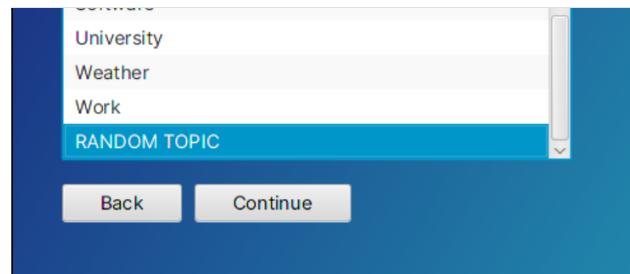


Figure 8: Random Topic

Topic Preview

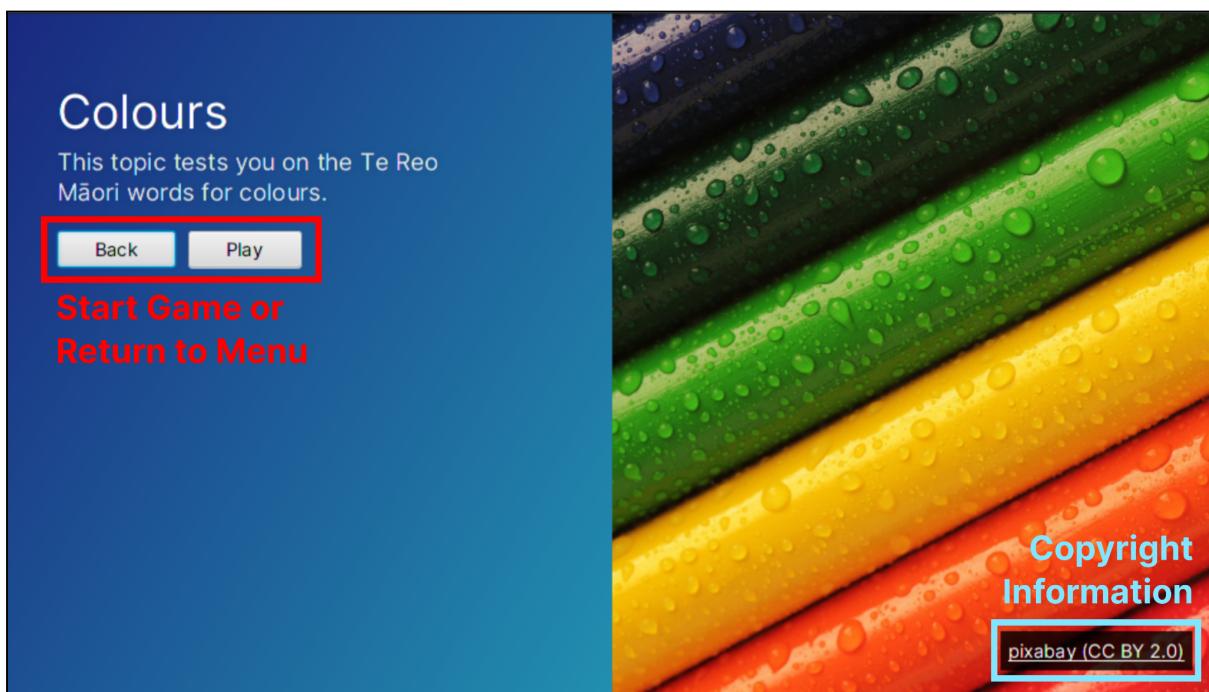


Figure 9: Topic Preview Screen

The Topic Preview screen provides a short description of the chosen topic, as well as an accompanying preview image (see figure 9).

- Click 'Play' or 'Start Practice' to begin the new game.
- Pressing 'Back' will allow the user to select a different topic

Copyright Information relating to the preview image may be seen on the *Copyright Tag* in the bottom-right corner.

- Clicking this tag will redirect the user to the website of the licence holder.

Guess Screen

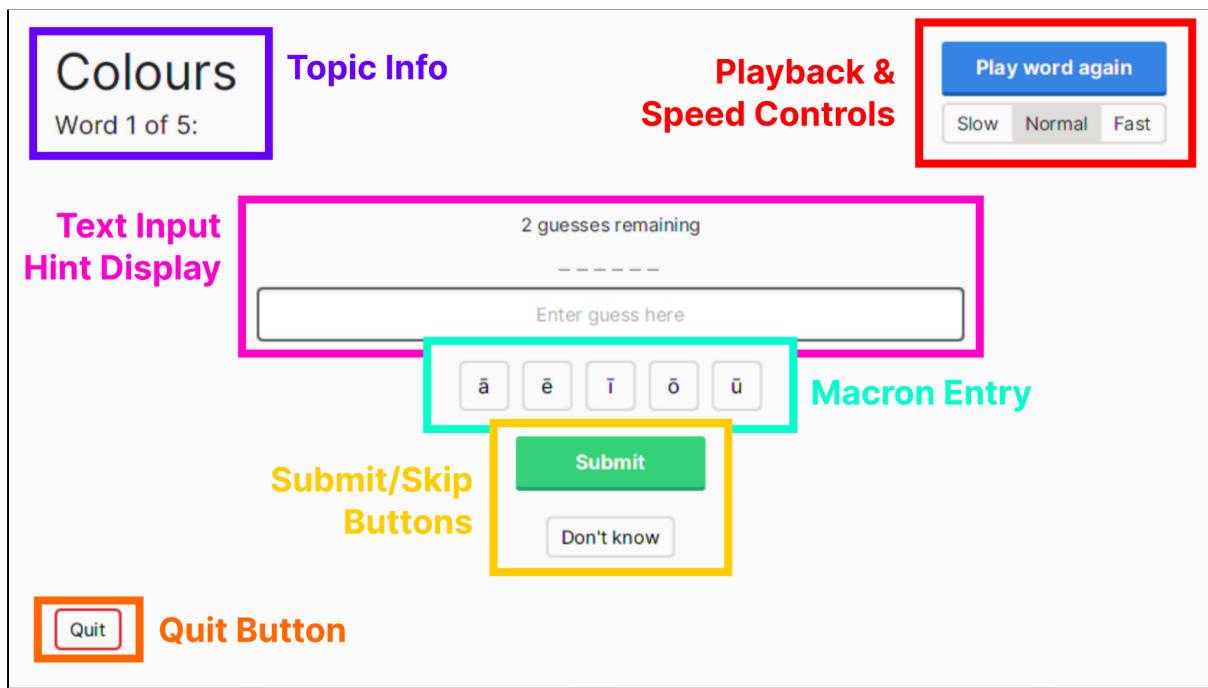


Figure 10: Guess Screen

The Guess screen is the main way the user will interact with the game. There are six key elements on this screen (see figure 10).

1. Topic and Round Information
2. Playback/Speed Controls
3. Text Input and Hint Display
4. Macron Entry
5. Submit/Skip Buttons
6. Quit Button

Topic and Round Information

The current Round Number and Topic are displayed in the top-right corner of the screen.



Figure 11: Game Information

Playback/Speed Controls

The speed at which words are spoken to the user may be adjusted on the fly. Three speed options are provided, with the shaded option being selected.

Pressing '*Play word again*' will replay the word using the chosen speed.

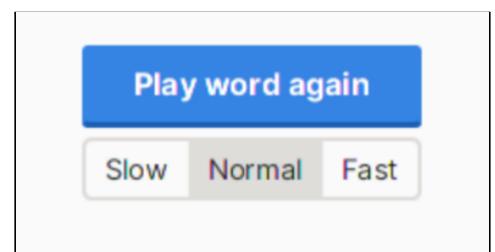


Figure 12: Playback/Speed Controls

Text Entry and Hint Display

After the word has been spoken aloud, the user will enter their guessed spelling into the text field. The number of guesses remaining is clearly indicated above the hint display.

Note that the guess-checking system is:

- Macron Sensitive: Failing to enter a macron in the correct position, or vice-versa, will be treated as an error.
- Case Insensitive: Upper and lower cases may be mixed.

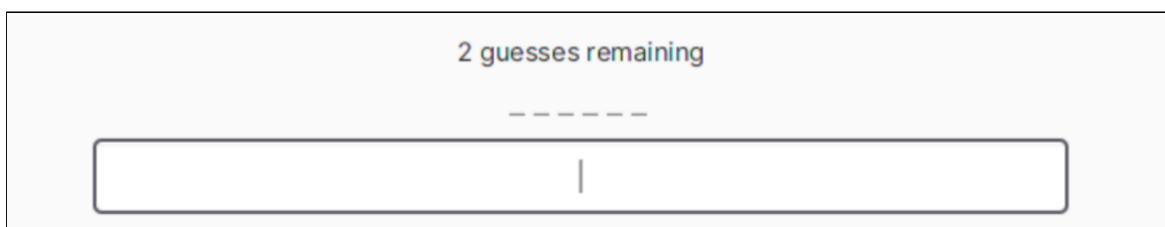


Figure 13: Text Entry

Hint Display

The Hint Display provides an indication of how many letters are in the target word. As the user enters in letters, the hint display updates to reflect this.

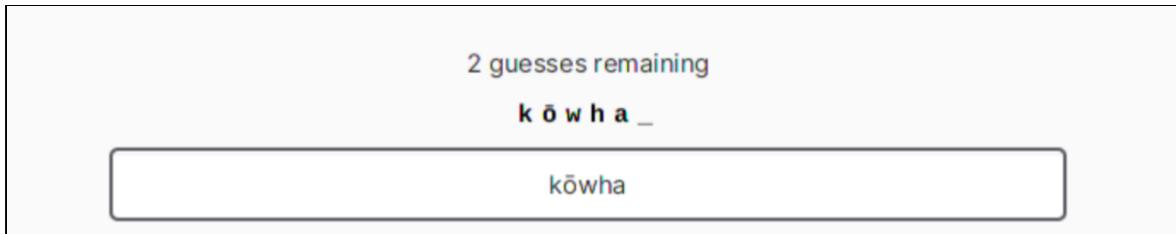


Figure 14: Hint Display

Incorrect Attempt

If the user submits a word incorrectly, the text field will turn red and shake briefly. The number of guesses remaining will decrease, and this will be indicated on-screen.

In normal play, the second letter of the word is revealed as a hint.



Figure 15: Incorrect Attempt (Game Mode)

In Practice Mode, in addition to the second letter, every subsequent fourth letter is also revealed.

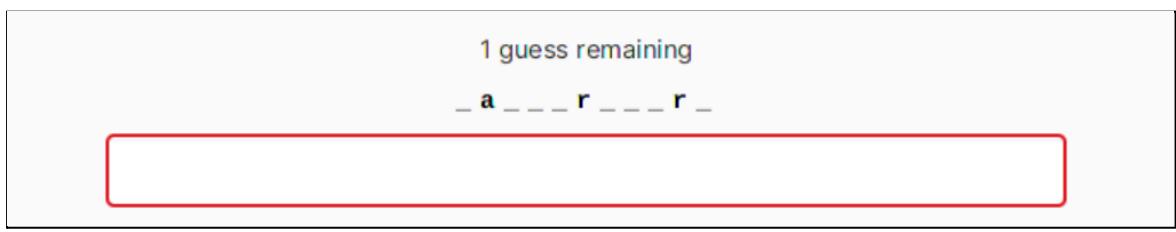


Figure 16: Incorrect Attempt (Practice Mode)

Should the user mistype or enter the wrong letter in place of the hint, the letter will turn red indicating an issue.



Figure 17: Overwritten Hint

Macron Entry

The user may insert a “macronised vowel” into the text field at the text cursor position by selecting one of the appropriate five buttons.

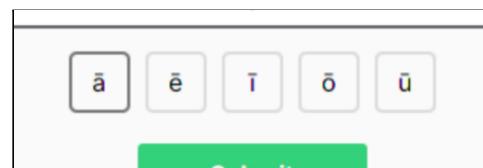


Figure 18: Macro Entry

Submit/Skip Buttons

To submit the guess entered into the text field, press the ‘Submit’ button.

Alternatively, the ‘Enter’ key may be pressed on the keyboard.

The current word can be skipped by pressing the ‘Don’t know’ button, which will mark the word as *Skipped* and return a score of zero.

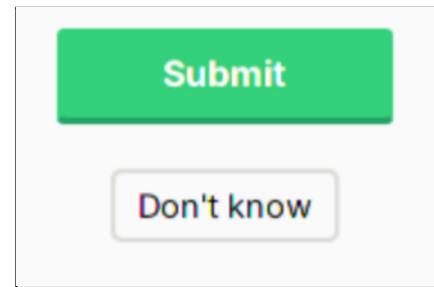


Figure 19: Submit/Skip Buttons

Quit Button

Pressing the ‘Quit’ button will return to the Main Menu.

Note: This will disregard all progress in the current game.



Figure 20: Quit Button

Scoring System

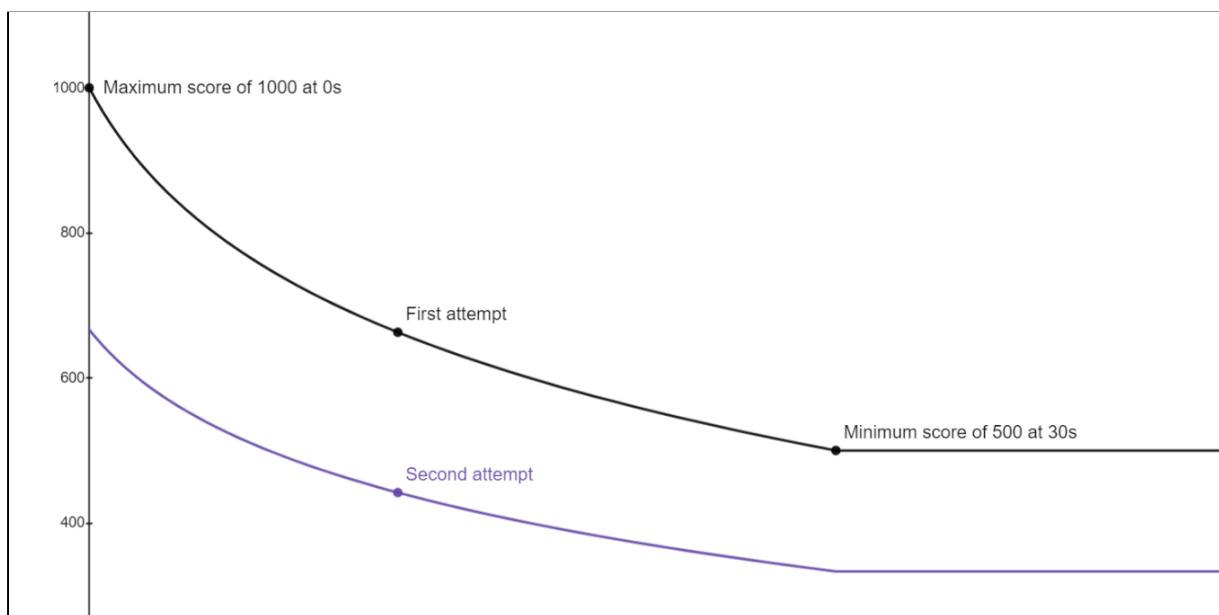


Figure 21: Scoring Algorithm

There is a sophisticated scoring system in Kēmu Kupu. Users are rewarded firstly for accuracy, and secondly for speed.

- If the user spells the word correctly on the first attempt, they can earn anywhere between 500 and 1000 points.
- If the user spells the word correctly on the second attempt, they can earn anywhere between 333 and 667 points.

The score the user earns is dependent on the time taken to spell the word. This will result in a higher score awarded for that word.

For both of these scenarios, the user has 30 seconds to spell the word, after which the baseline score will be awarded (500 for the first attempt and 333 for the second attempt).

If the user spells the word incorrectly on both attempts or skips the word, no points will be awarded.

The scores from the 5 words will then be added together to give the user a total score.

Scoring does not occur in the Practice Mode.

Result Screen

Once a word is attempted/skipped, the user will be directed to the Result screen. Depending on the result, one of these screens will appear (seen in figure 22 below).

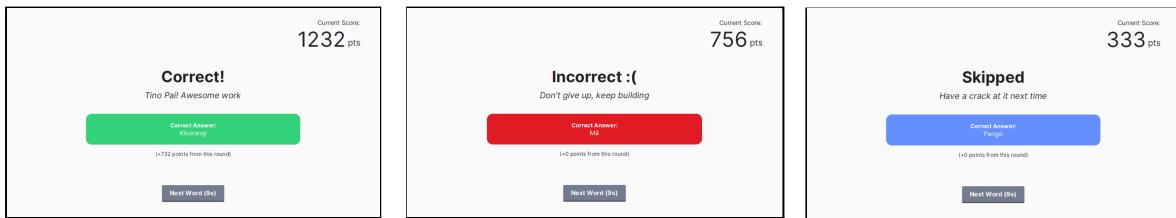


Figure 22: Results screen

An appropriate sound effect will play according to the result of the word.

An encouragement message will also appear below the word result. This will change depending on the result of the spelling.

The user can move onto the next word (or reward screen if all five words have been quizzes) by clicking the 'Next word' (or 'Results') button (as seen in figure 23).



Figure 23: Results screen buttons

The countdown timer on the buttons indicates how long the user has before transitioning to the appropriate following screen. This countdown will last 10 seconds. The following screens after transition are:

- Game screen if more words need to be attempted
- Reward screen if all words have been attempted

Reward Screen



Figure 24: Score with confetti

Once the game has finished, the user's score will be displayed in the middle of the screen along with an explosion of confetti (see figure 24).

Following shortly after, a game summary table will appear showing users their performance from that round (seen in figure 25 below). The user can click anywhere on the screen for more confetti.

The table is titled "Game-Summary" and has a subtitle "Colours". It contains data for five rounds. The rows are color-coded based on the result: green for Passed, orange for Failed, blue for Skipped, and red for Faulted. The columns represent Round, Word, Result, Your Guess(es), Time Taken, and Score.

Round	Word	Result	Your Guess(es)	Time Taken	Score
1	Waiporoporo	Passed	waiporoporo	6	756
2	Kikorangi	Skipped		3	0
3	Mā	Failed	aa aa	11	0
4	Karaka	Passed	karaka	46	500
5	Mangu	Faulted	mang mangu	6	515

Total Score: 1771 pts

[Back to home](#) [Play again](#)

Figure 25: Summary table

Each word row is coloured according to the result of the spelling (green for passed, orange for faulted, red for failed and blue for skipped). It will display the round number, word, result, the user's attempt(s), time taken in seconds and score awarded for that word.

Once ready to move on, the user can choose to:

- Click 'Play again' to play another round of the game with the same topic
- Click 'Back to home' to go back to the Main Menu

Preferences

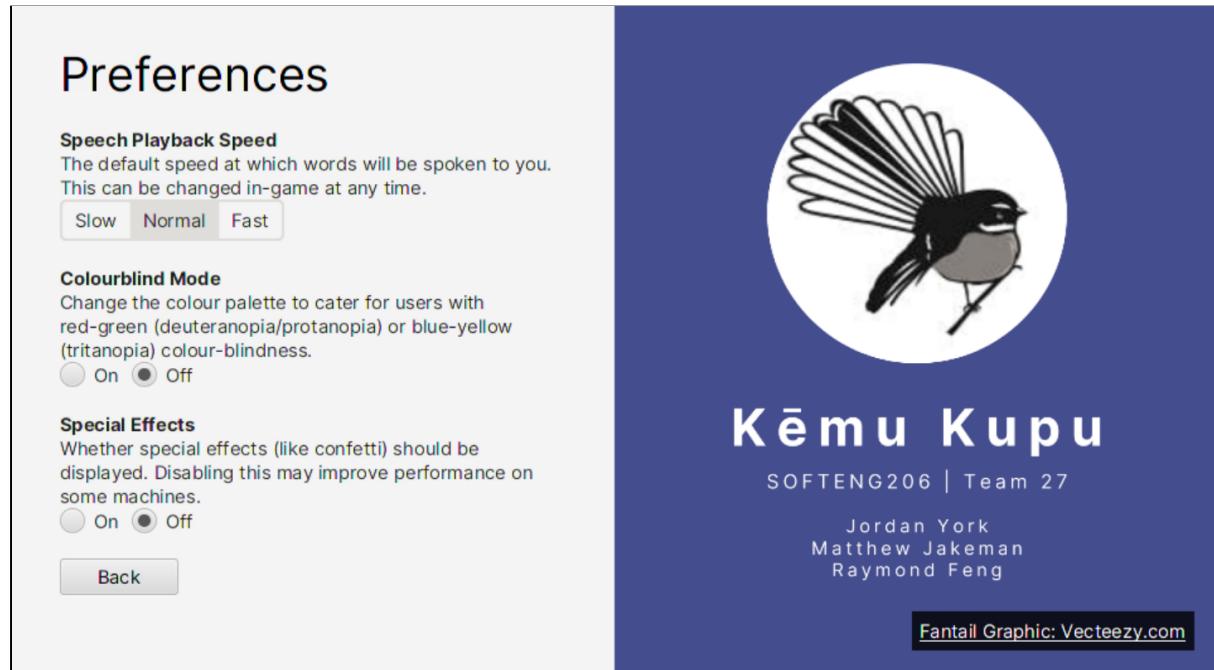


Figure 26: Preferences Screen

The Preferences screen provides toggleable settings.

- Speech Playback Speed
- Colourblind Mode
- Use Special Effects

Speech Playback Speed

Default: Normal

This will be the starting speed of any new game, but can also be changed during gameplay. The same three speech playback speeds of 0.5x (slow), 1x (normal) and 2x (fast) are available.

Colourblind Mode

Default: Off

Toggling this to on will set all colours within the app to a colourblind friendly option. This toggle will apply for both Guess and Result screens, as well as the Game Summary table (see figure 27).

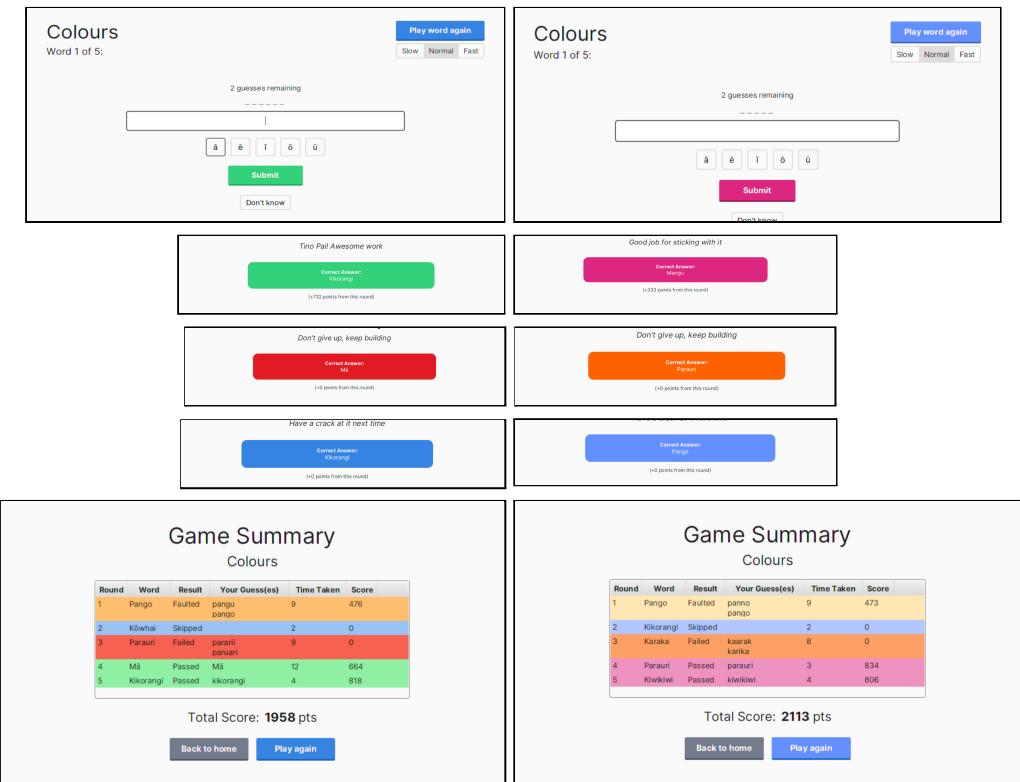


Figure 27: Colourblind mode disabled (left), colourblind mode enabled (right)

Use Special Effects

Default: On

Toggling this off will disable the confetti effects in the summary view, which may improve performance on less powerful machines.



Figure 28: Reward screen with and without special effects (confetti)