

# **Kemu Kupu**

## **User Manual**

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# Introduction

Welcome to Kemu Kupu! This is a spelling Game in which you must spell Maori words that you heard. You gain points for each word you get correct. The quicker you get the word correct, the more points you will obtain. Goodluck, and have fun!

## Quick Start

1. Press on Games Module to compete with your friends, or practise a word list!

### Game Module

- a. Type all words that you hear as fast as possible! The quicker the word is spelt correctly, the more points you will get.
- b. This game mode has 5 words, and you can replay the words as many times as you like. You have 2 chances at getting a word correct. If the first attempt is wrong, you will get the second letter revealed as a hint.
- c. Press the “Replay Word” button to hear the word again. Also note that the amount of letters in the word is given along the bottom.
- d. Once the game finishes, you can compare your score with other players on the leaderboard. You can also start a new game or go back to the main menu.

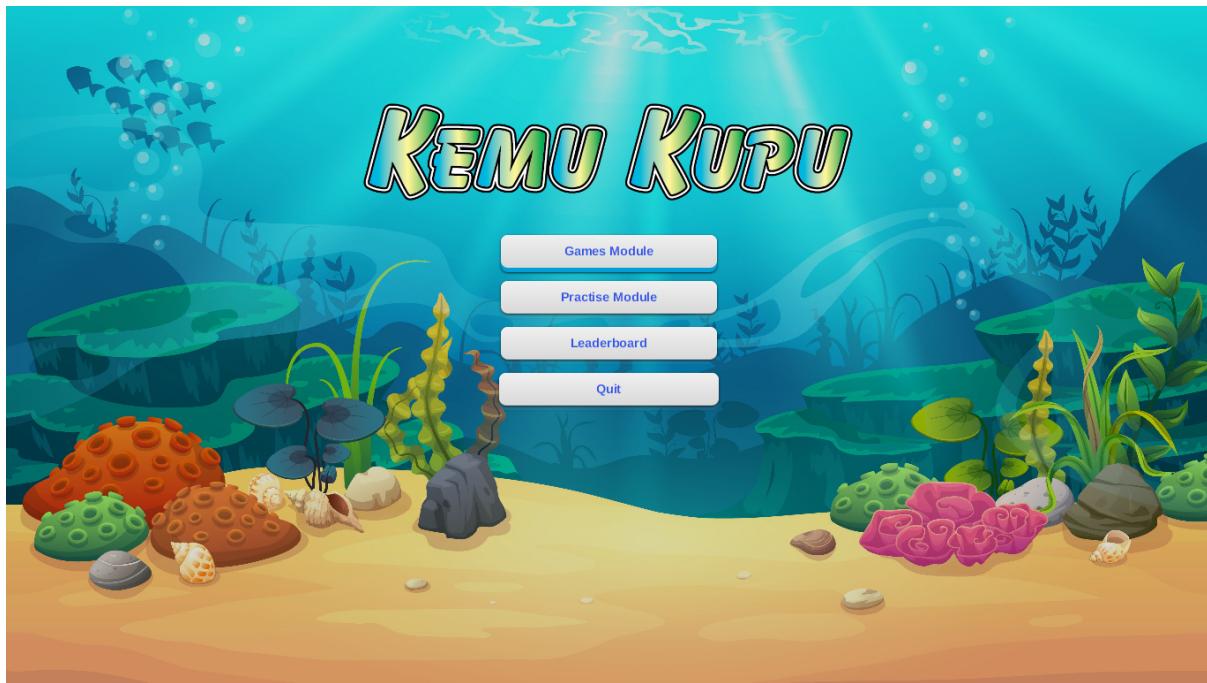
### Practice Module

- a. This mode is not scored. Take your time and get as many words correct as possible.
- b. This game mode has 5 words, and you can replay the words as many times as you like. You have 2 chances at getting a word correct. If the first attempt is wrong, you will get a generous amount of letters revealed as a hint.
- c. Just like in the games mode, there is a replay word button, as well as the number of letters indicated in underscores.
- d. Once the game finishes, you can start a game or go back to the home screen.

### Leaderboard

- a. To see how you rank against your peers, open up the leaderboard. A word correct is worth 100 points, and the quicker you get the word correct in each round, the more points you will gain.

## 1. Launching the game:



*Figure 1.1 Game Menu page*

Please note that Kemu Kupu will only run on a Linux/unix based operating system. To get the game to run, in terminal type the command: `bash startGame.sh` which will take you to a Main Menu scene, as shown above in figure 1.1. From the Main Menu, there is an option to start a Game Module(Section 2), a Practice Module (Section 5), to view the leaderboard (Section 4), or to quit.

## 2. Games Module

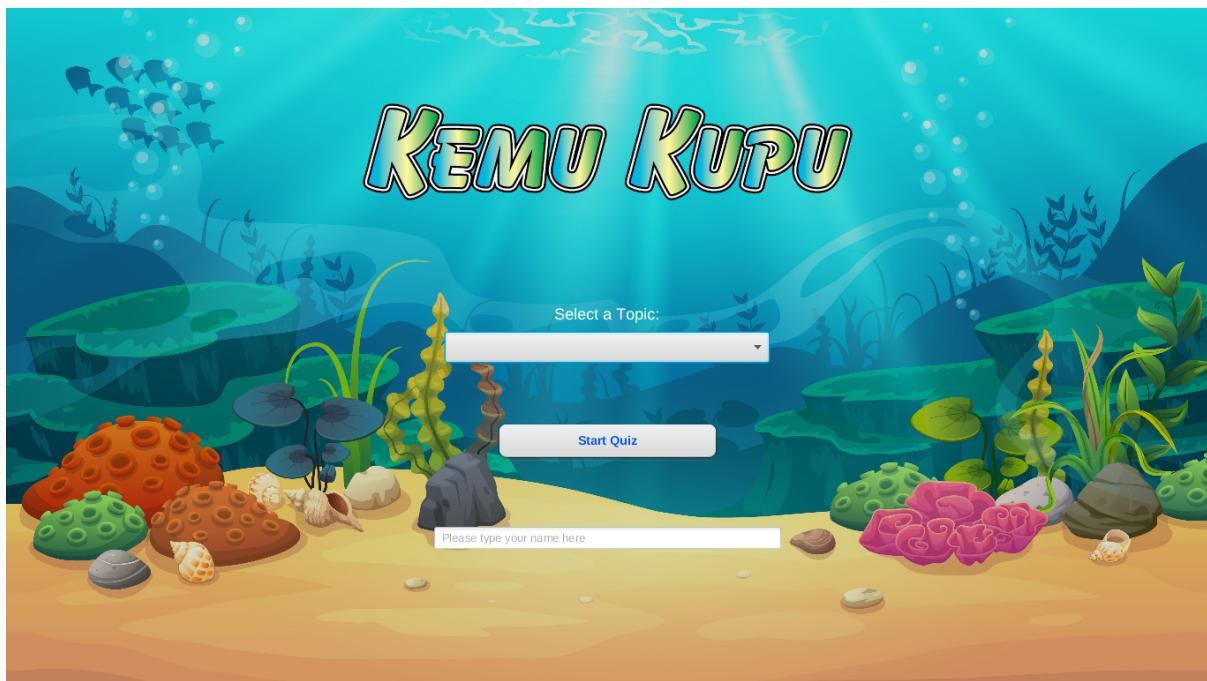
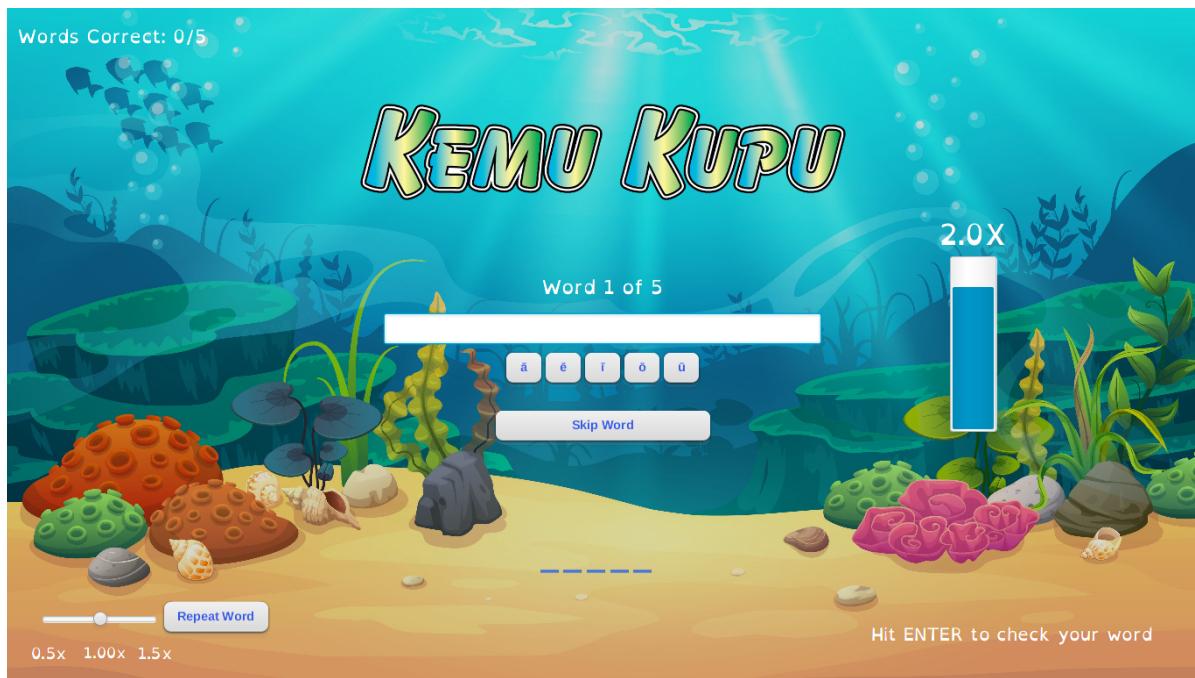


Figure 2.1. Game Module first page

To start a new game that is scored, select “Games Module”. The next screen will be a topic selection scene, as well as a chance for the user to enter their name for the leaderboard. Note that if no name is entered, a default name of “anonymous” will be recorded. The game will not start if the user has not selected a topic. To select a topic, simply press the drop down bar, which will give the user a range of topics to choose from as shown in 2.2.



Figure 2.2



*Figure 2.3*

Once the user is in game mode, the game will automatically start. In each game there are 5 words/rounds per game. Hit the enter key to mark a word. Every word correct is worth 100 points. For each word, the user has 2 attempts to get it right before the game marks it as wrong and continues to the next round. After finishing the game, you will be presented with a summary scene.

## Game Features

### Score Multiplier

For each question there will be a timed multiplier. If the user inputs the correct answer in a short amount of time, they will receive 2x the amount points the word is worth. If the user is too slow to answer, the multiplier drops to 1.5x and then to no multiplier (1x). Refer to Figure 2.4 for the timer bar and it's multiplier values.

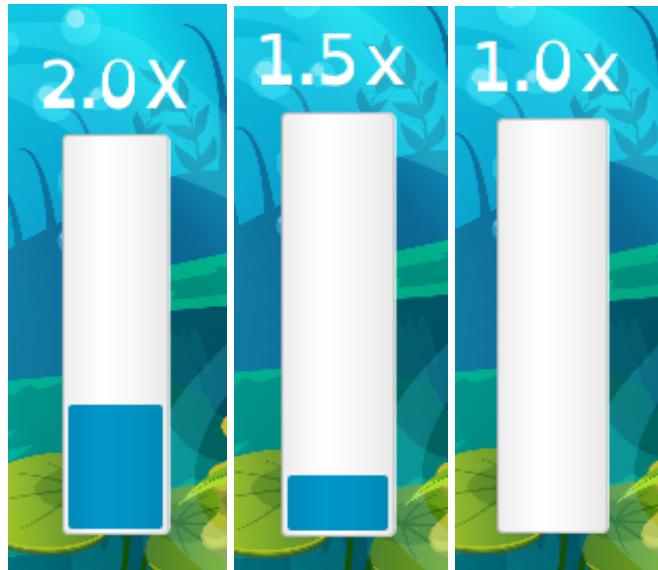


Figure 2.4. The multiplier at 2.0x, 1.5x and 1.0x rates.

### Macron Input

For keyboards without Macro input, there are buttons, see figure 2.5, for the user to choose a macron to append to the end of a word. Note that this will always append to the end of the line, regardless of the position of the text pointer.



Figure 2.5. Buttons can be pressed to append the chosen letter to the users text

### Repeating Words

If a word was missed, the user has a chance to press “repeat word” to hear it again. This button can be pressed an unlimited amount of times. The user also has the ability to play the word again anywhere from 0.67x speed to 2.0x speed by using the slider.

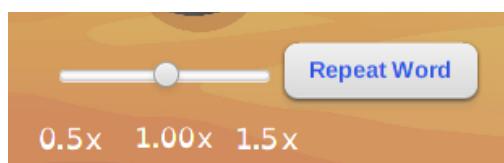
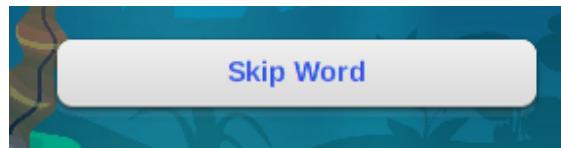


Figure 2.6. With a default rate of 1.0x, the user can alter the playback speed.

### Skip Word

If the user does not wish to spell the word, pressing skip word will award 0 points to the user and move onto the next word.



*Figure 2.7. Skip Word button located under text input.*

### Amount of letters

Below the input box, there are underscores, see figure 2.8, to indicate the amount of letters in the word. If the word was incorrect the first time, the second letter of the word reveals itself as a hint in game mode.



*Figure 2.8. Underscores indicate the amount of letters that the word has.*

### 3. Game Summary

#### Game Over

When finishing the game, you will be led to this end of game page. There is a summary of words gotten correct, incorrect, as well as the total points accumulated and the total time taken to complete the game. The user has the option to play again in another games module, to show the leaderboard (see part 4), or return to the main menu to select another option, as shown by figure 3.1.

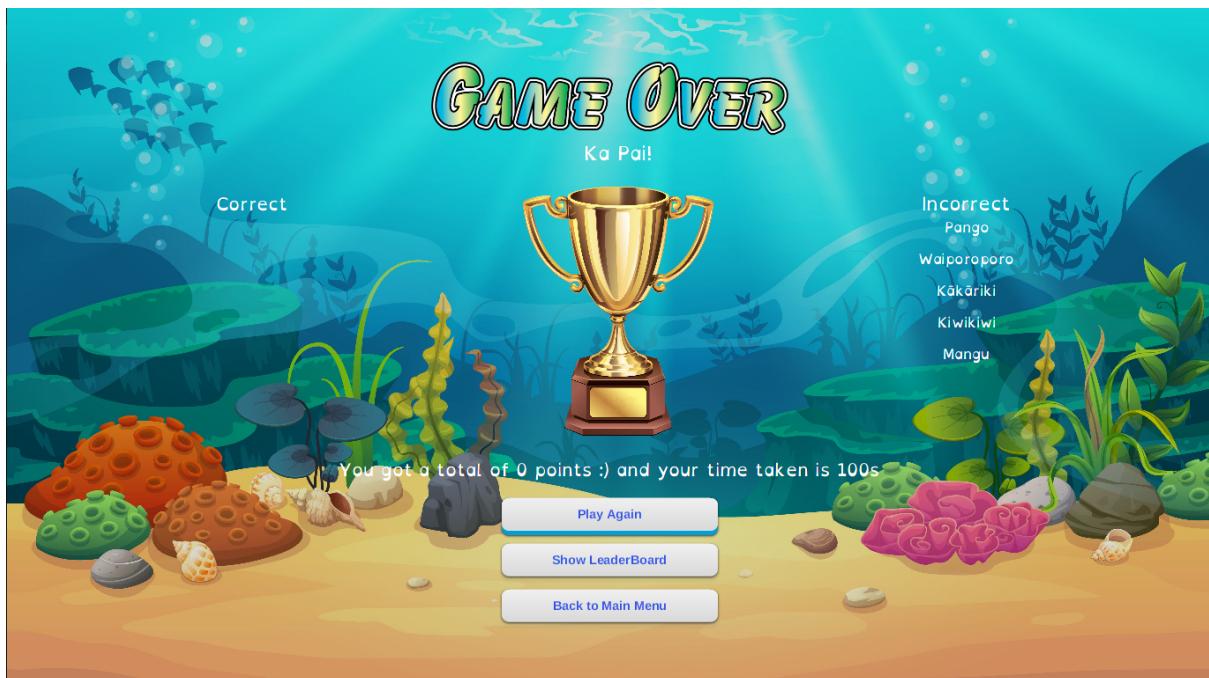


Figure 3.1

## 4. Leaderboard

To access the leaderboard, select Show Leaderboard in the Game Over Scene in the Main Menu. To clear the leaderboard statistics, this can only be done when selecting leaderboard from the main menu by the press of a button.

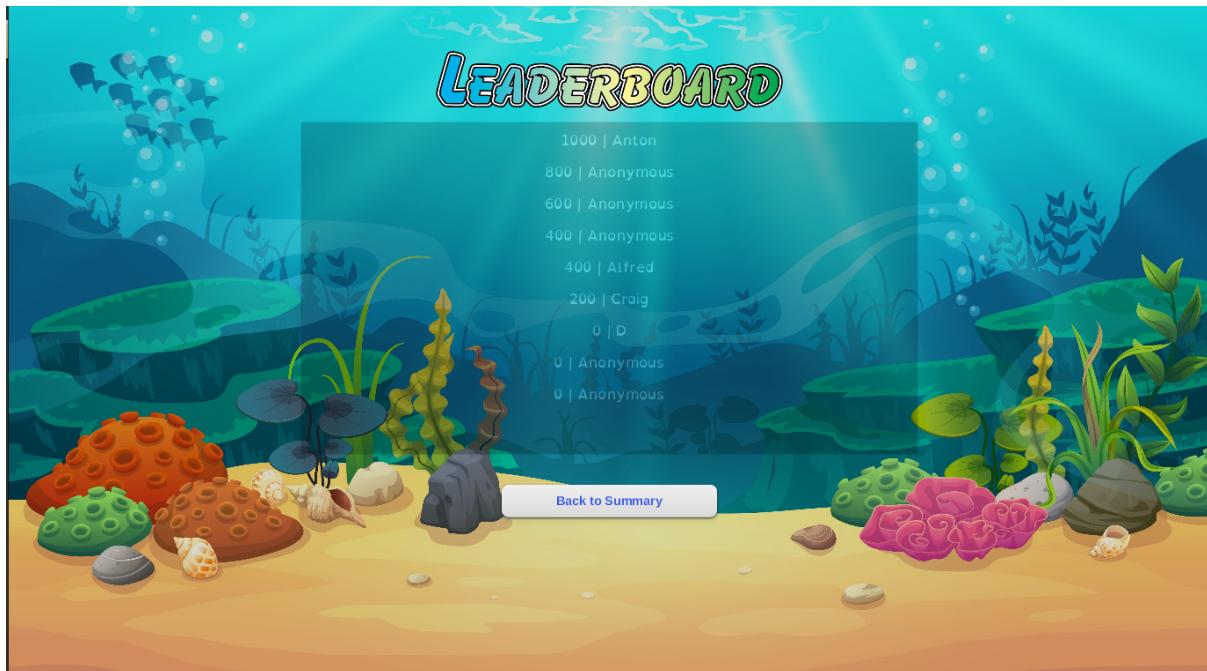


Figure 4.1. Leaderboard presented after a game has been played.

## 5. Practice Module

To enter the practice module, the user will have to select the option from the main menu. The practise module is similar to the games module, but without the point scoring system. This means that there is no score multiplier or points being recorded. To start the game, the user will need to select a topic to get started.

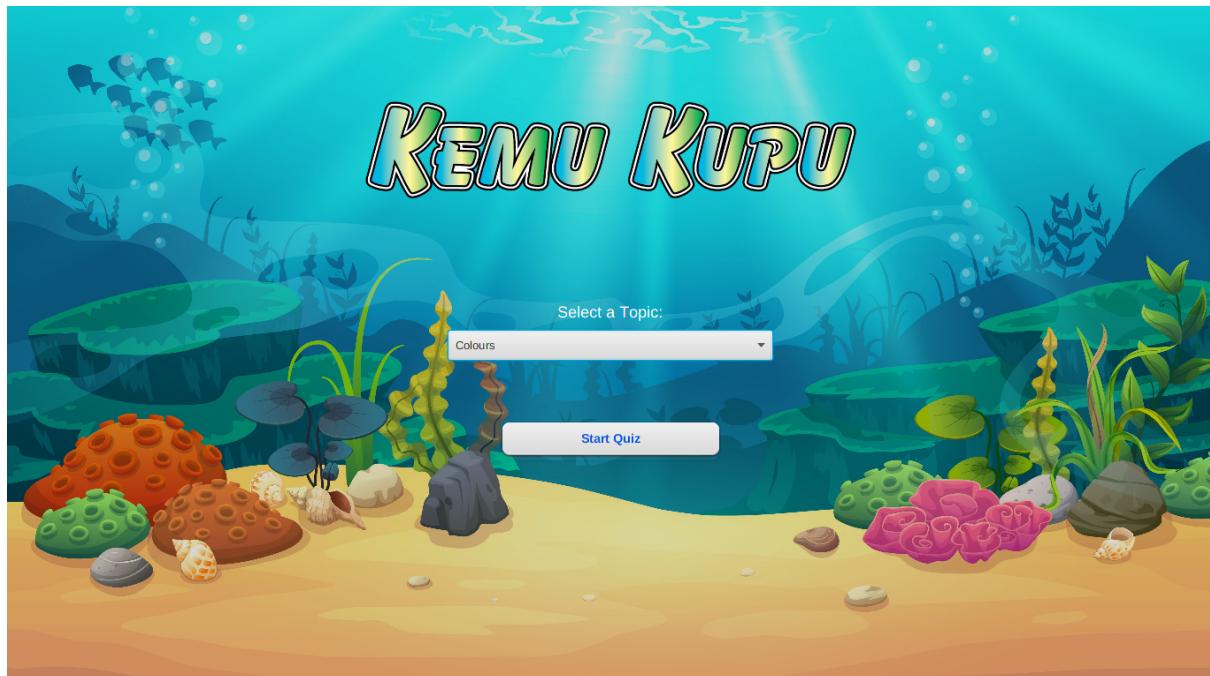


Figure 5.1 Topic selection for the practice module

In comparison to the games module, the same button options are there, such as Macro input (see figure 2.5), repeating the word (figure 2.6), skip word (Figure 2.7), and the amount of letters (Figure 2.8). For each round the user has 2 chances to get this word correct. If the first attempt is wrong, as a hint the game will reveal multiple letters from random positions.



Figure 5.2. Comparison between a practice module(left) and a Games Module (right)

Finishing all 5 rounds of the game Will take you to the Practise game summary. Here, it will indicate which words were spelt correctly, which words were spelt incorrectly as well as the option to play a games module. Note that unlike the games module, that because it was a practise module your performance will not be uploaded to the leaderboard.



Figure 5.2. Comparison of Practise game summary, and Games Module summary.

## **6. Development**

This game was developed by Anton Lui, Alfred Pama, and Craig Lim. The game was developed on eclipse with JavaFX, CSS, Bash, and Java. The use of custom Maori dictation in festival was used for the pronunciation of the word.

We thoroughly hope that you enjoy our game. Thanks for playing!