

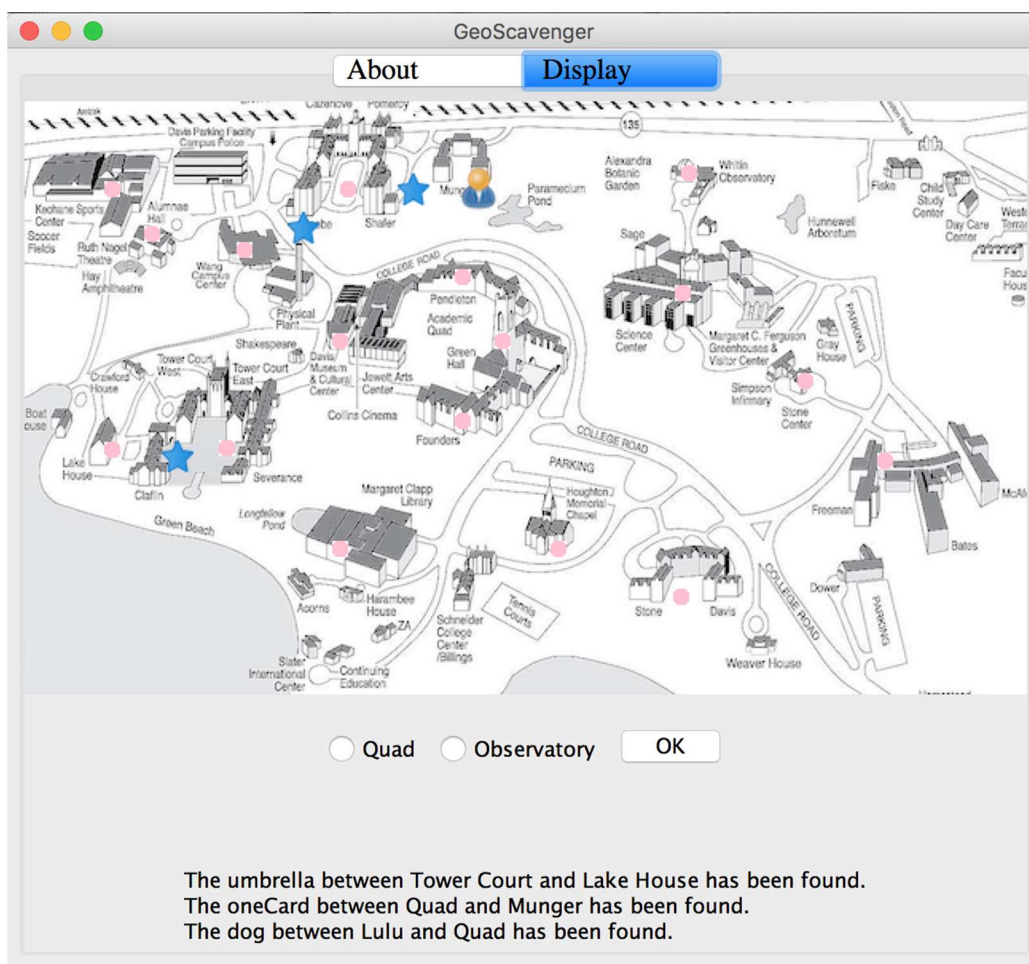
CS 230 FALL 2017

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GeoScavenger

User's Manual

This program simulates a geocaching experience in combination with a scavenger hunt, all taking place on the Wellesley College campus! While our original design will be for a desktop, we are hoping to extend this program to be used in an android application. The user's manual will chiefly discuss how a user can interact with the desktop version of our application.



The

first
tabbed
JPanel

(“About”) will feature an introduction to the program, explaining what the user should and can do. The instructions to the user will read as follows:

Welcome to our geocaching game!! The game is simple enough to play, here is what's going on:

*You are a student attending the prestigious Wellesley College, located in the hills of Wellesley, MA.

* You are a first year, and are slowly growing accustomed to college life. You have begun enjoying your classes, the dining hall food is decent enough, and you have made several new friends!

*Unfortunately, these same friends decided to play a prank on you and have decided to hide some of your personal belongings around campus.

*You have class in 1 hour, so try to find all your belongings as quickly as possible (try not to spend too much time wandering around campus).

* To begin the game, click onto the second tab that reads “Display”.

* In the “Display” tab, you will see your starting location on a map of WC. At the bottom of the screen you can pick your next location, then click ‘OK’ to play your turn.

*For each turn, you will need to select which location you would like to proceed to on the WC map.

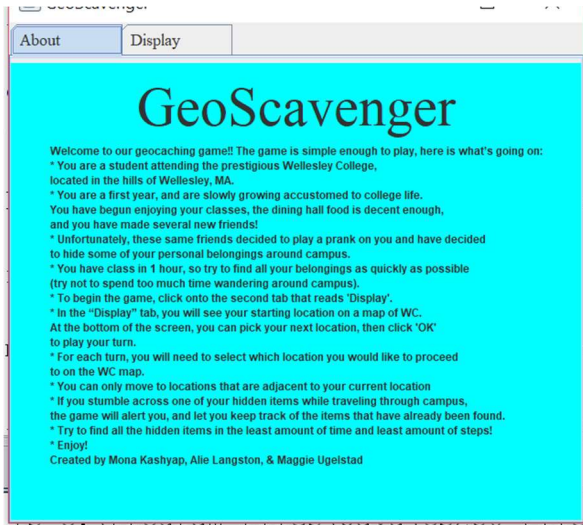
*You can only move to locations that are adjacent to your current location

*If you stumble across one of your hidden items while traveling through campus, the game will alert you, and let you keep track of the items that have already been found.

*Try to find all the hidden items in the least amount of time and least amount of steps!

*Enjoy!

Created by Mona Kashyap, Alie Langston, & Maggie Ugelstad



Intro panel with instructions for user

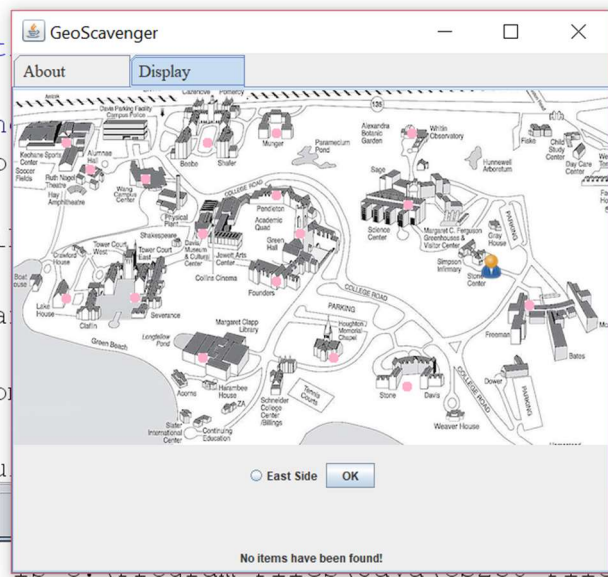
The second tabbed JPanel (“Display”) will hold three separate panels, one of which will be the map/game board. On this first panel, the user’s starting location will be displayed (chosen randomly by the game interface), as well as the positions assigned at building locations, all displayed on a map of the Wellesley College campus. The second panel in “Display” will contain buttons representing the next

possible locations that the user can move to, as well as an “OK” button that the user

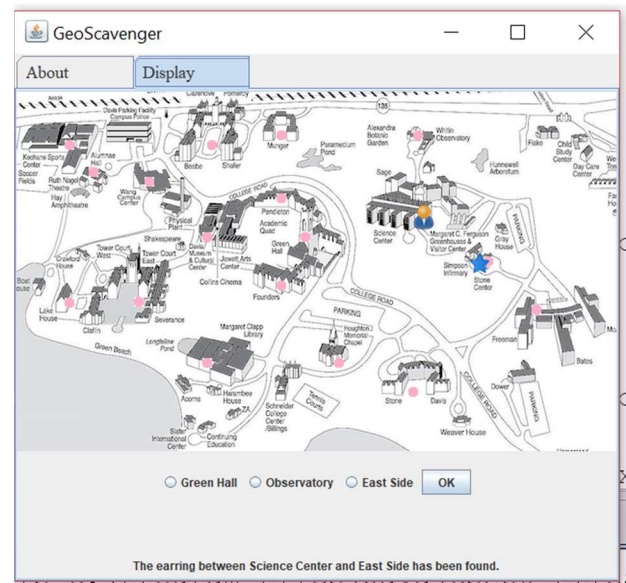
will click after selecting their next location. The third panel in “Display” will display text representing items that have been found by the user; the default text will be “No items have been found!”. Once the user has found items, this text will be updated to display an ordered list of the items as they are found. For example, this text might read as follows: “***The water bottle is between Alumnae and Lulu and it has been found*** “.

Once the user has clicked the “OK” button in the third panel of “Display” tab, then the entire “Display” panel should be updated. First, the map/game board will update the user’s location based on user input from their previous turn. For example, if the user selected Munger, then the user icon will be shifted to Munger in preparation for their next turn.

The map will also be updated to display any items that were found during the prior turn, displaying a blue star in those locations.



Starting game board, with user positioned at a random location on map of Wellesley College Campus



Gameboard after user has found an item

Next, the second panel in “Display” tab will be updated to give the user new choices for potential locations to travel to, by updating the text of the choice buttons.

Finally, the text in the third panel within the “Display” tab will be updated with any items that were found in the previous turn taken by the user.