Manual

Maths Game

A cognition prototype

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The System

The system runs on **Windows only** and it's offline.

About Questions

Questions are loaded through the button: 'Upload' next to the 'Upload Questions' line. A question has one title a correct answer and three wrong answers. The uploaded file **must be a CSV** and follow the structure below:

Dificulty		Sum	Answer	Wrong Answer 1	Wrong Answer 2	Wrong Answer 3
	1	1 + 1 =	2	5	3	4
	2	2 + 1 =	3	2	4	6
	3	3 + 1 =	4	8	9	4
	4	4 + 1 =	5	8	11	11
	5	5 + 1 =	6	10	14	14
	6	6 + 1 =	7	11	17	17
	7	7 + 1 =	8	13	20	20
	8	8 + 1 =	9	14	23	23
	9	9 + 1 =	10	16	26	14
	10	10 + 1 =	11	17	29	29
	11	11 + 1 =	12	19	32	32
	12	12 + 1 =	13	20	20	35
	13	13 + 1 =	14	22	21	38
	14	14 + 1 =	15	23	22	8
	15	15 + 1 =	16	25	23	9
	16	16 + 1 =	17	26	24	10
	17	17 + 1 =	18	28	50	11
	18	18 + 1 =	19	29	53	12

The next topic explains how to use Excel to edit a CSV file.

Editing the CSV file with Excel

You can open the CSV file with a text editor like Sublime or Notepad++, however you might want to edit it using Excel. In order to do so there are a few things that you must pay attention on the import.

The CSV file encoding is UTF-8 and it uses the ',' to separate columns and 'newlines' to separate rows.

In order to import to Excel:

1. Open a blank spreadsheet
2. Go to the 'Data' tab and select 'from text'
3. Select the CSV file.
4. A window will pop up. On file origin change from Windows(ANSI) to Unicode(UTF-8). You will notice that it will correct any wrong character displayed on the sample at the bottom of the window. Click Next.
5. On the next window select comma at the delimiter. You will notice that the table below should be organized correctly.
6. Press finish on the next screen.

The data should've been imported correctly and is ready to be used.

Customizing Settings

It is also possible to customize and balance some of the game settings. In order to do so upload a CSV with the following structure:

Starting Dificulty	OST Margin	Difficulty Change 1	Difficulty Change 2	Difficulty Change 3	Difficulty Change 4	Difficulty Change 5	Difficulty Change 6	Difficulty Change 7	Difficulty Change 8
1	0.5	97	-32	13	-41	-3	-62	-25	-67

The order is as follows:

1. Starting Difficulty
2. OST Margin
3. Difficulty change 1
4. Difficulty change 2
5. Difficulty change 3
6. Difficulty change 4
7. Difficulty change 5
8. Difficulty change 6
9. Difficulty change 7
10. Difficulty change 8

The item **'Starting Difficulty'** sets at which point in the question list the player will start. It defaults to 1 if no CSV Settings is submitted. The **'OST Margin'** default value is 0.5 and its related to the following equation:

	Super quick	Quick	Slow	Really Slow
Answer	< OST - 0.5 sec	(OST - 0.5 sec) to OST	OST to (OST + 0.5 sec)	> OST + 0.5 sec
Correct	+97	+13	-3	-25
Wrong	-32	-41	-62	-67

The 'Difficulty change' from 1 to 8 are the values represented on the table above. Where they default based on the table below.

Label	Default To
Difficulty change 1 (Super Quick / Correct)	97
Difficulty change 2 (Super Quick / Wrong)	-32
Difficulty change 3 (Quick / Correct)	+13
Difficulty change 4 (Quick / Wrong)	-41
Difficulty change 5 (Slow/ Correct)	-3
Difficulty change 6 (Slow/ Wrong)	-62
Difficulty change 7 (Really Slow/ Correct)	-25
Difficulty change 8 (Really Slow/ Wrong)	-67