End user document – student.

* To use this app the student will need a mobile device with an internet connection and the game code which will be distributed by a member of the Exeter University Computer Science team.
* A student will be required to answer a question to do with a place on campus (e.g. what’s the tallest building on campus) and when a correct answer is given they will be shown a location on a map for that building. When they enter a radius around that location they will then be shown a different question
* Students will be put into groups which will hopefully encourage communication and socialization during freshers week and help to work as a team.
* The student will have access to many important bits of information for them to use at a later date, these include an FAQ, a contacts list and important locations