

# User Guide to thatsYourStory.java

Game name: Adventures of Toby

## Introduction

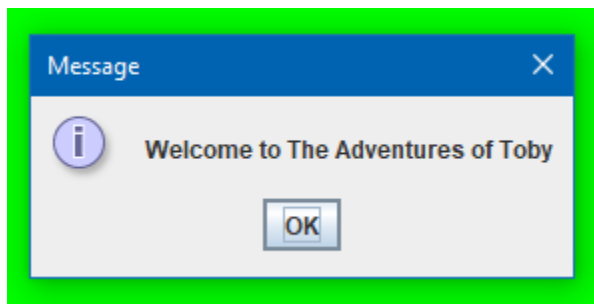
The Adventures of Toby is an interactive story designed for children that helps them build their critical thinking, mathematics, and general knowledge skills.

In this game the user helps a dog named Toby get past some barriers to reach Toby's friend Lisa. In each case the user has one chance at the game i.e. every wrong answer ends the game.

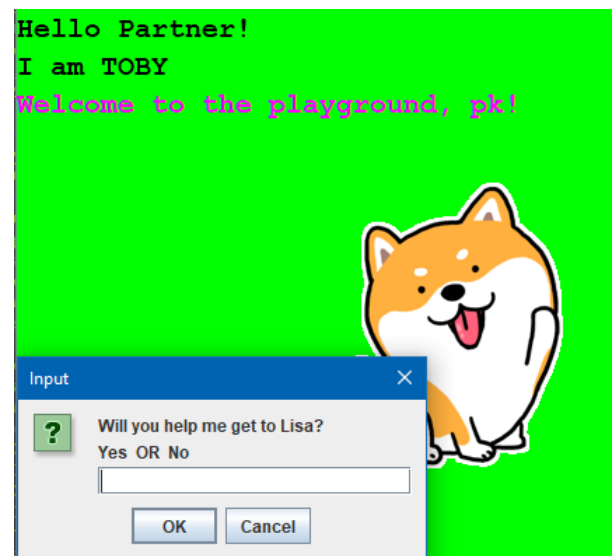
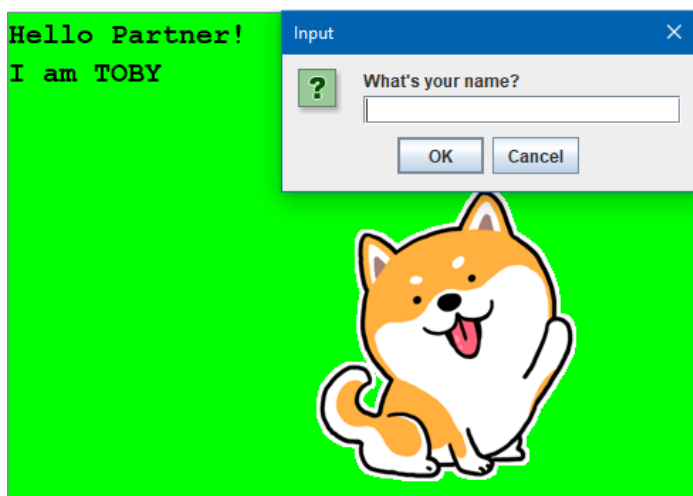
This game was written in java using GTerm.

## Starting the game

The game welcomes the User with a welcome note after starting the game.



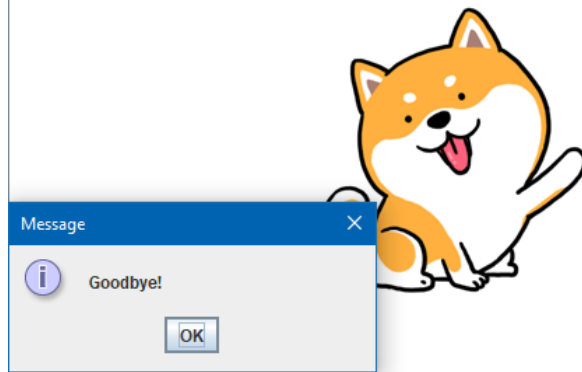
The user is then asked to enter their name and Toby greets them. In this case the user has been named "pk".



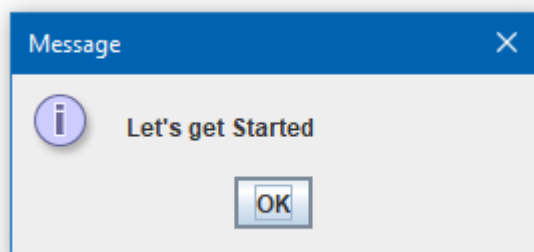
Now, the user also has the option to quit the game by typing No. If they type Yes the game continues.

Hello Partner!  
I am TOBY  
Welcome to the playground, pk!

In this case the user has typed no and on pressing OK the game closes.



If the user enters Yes a new dialog box asks them to get started.

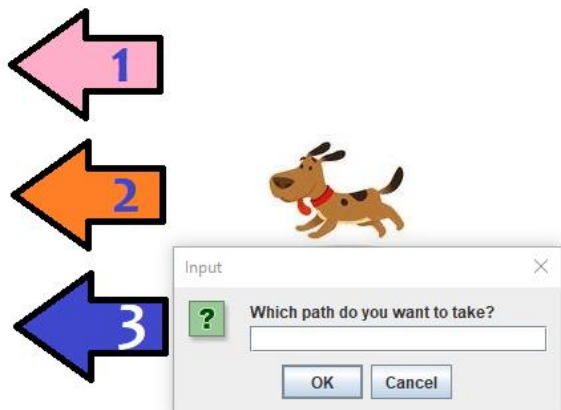


### First choice and Game category selection

In this part of the game the user is asked to select among 3 different paths.

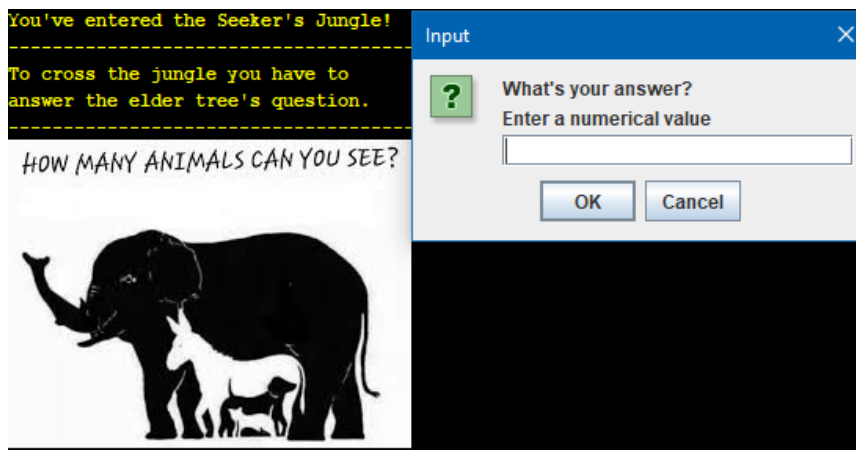
Each path leads them to a different category of the game.

The categories have been kept a surprise to allow users to explore these options by themselves.

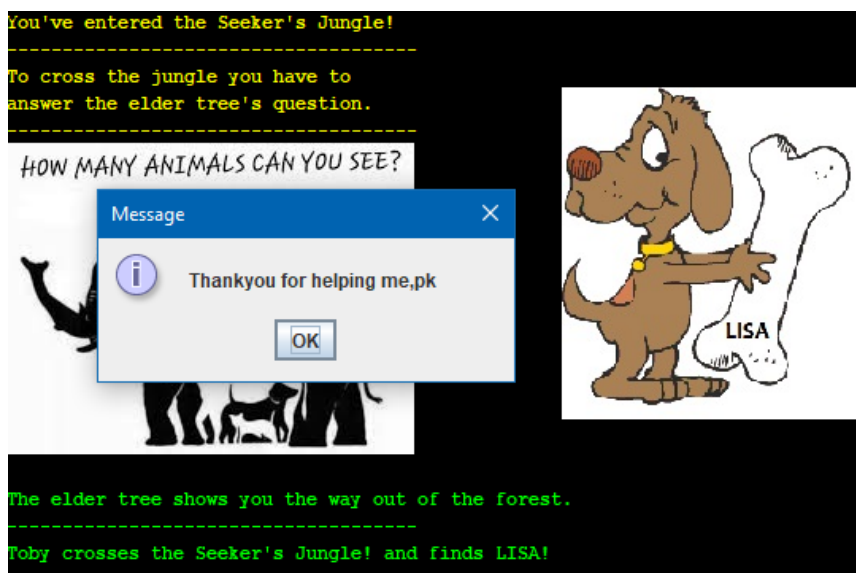


### Path 1: Critical Thinking

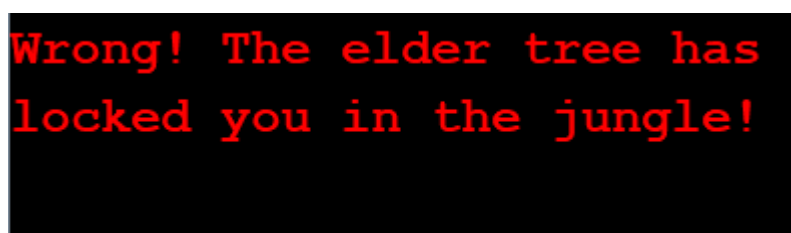
Here the user is asked to enter a numerical value according the question.



If a correct answer is given the following screen appears and the on pressing ok the game ends.



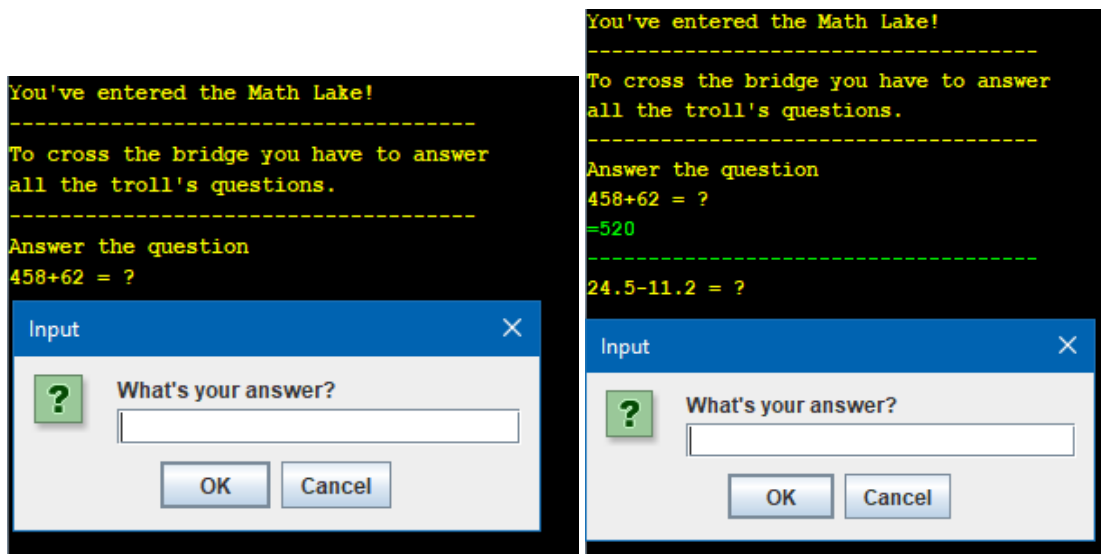
In case of a wrong answer the following answer is presented.



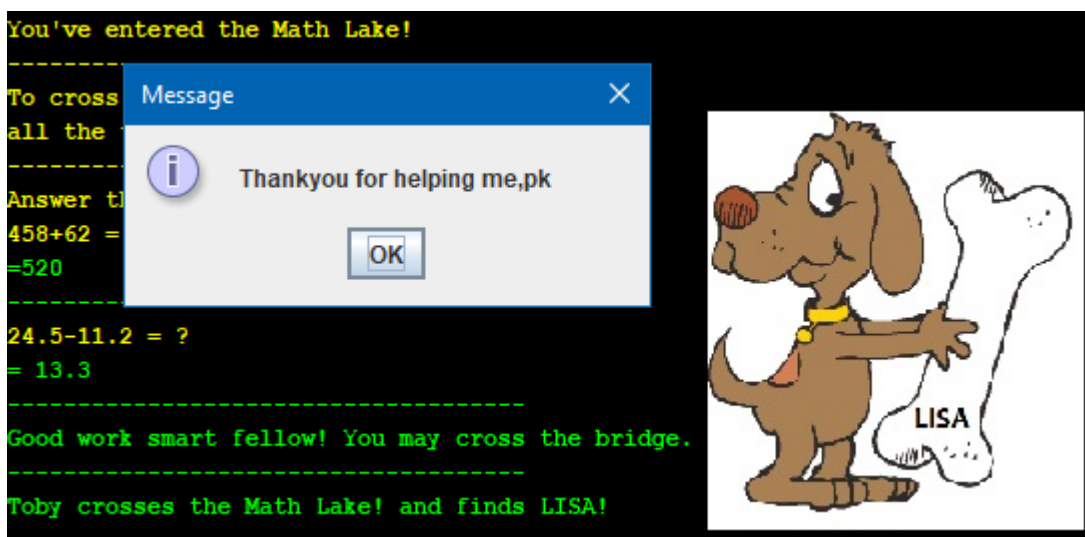
The game must be restarted after this.

## Path 2: Mathematics

Here the user is asked to do simple additions. There are 2 questions in total; one using integers and the other using decimals.



After answering both questions correctly the following screen appears.



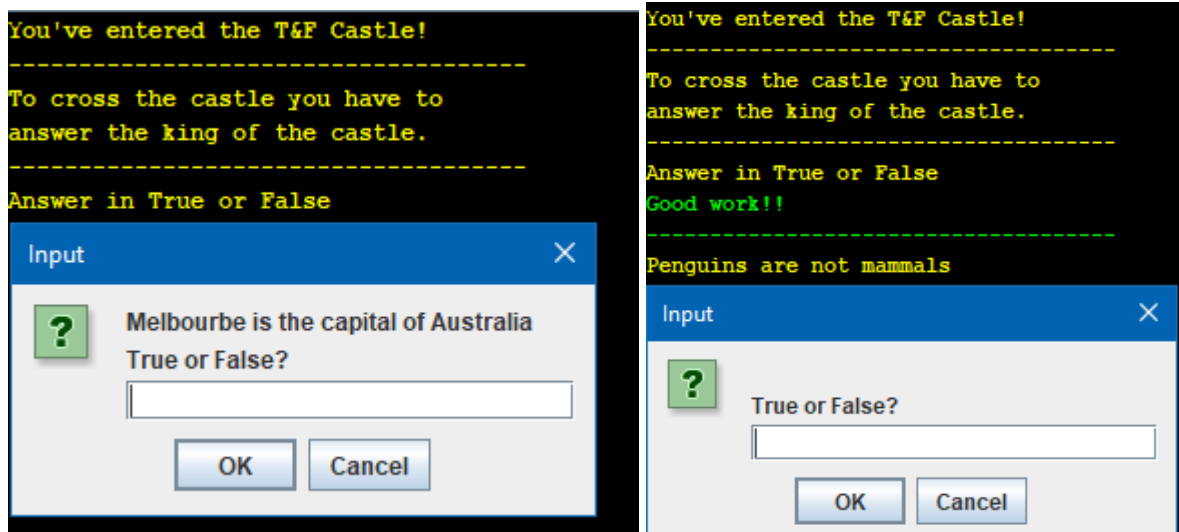
If the user gives a wrong answer, the following text appears.

**WRONG! The troll closes the bridge forever**

The game must be restarted after this.

### Path 3: General Knowledge

Here the user is asked to answer 2 questions by saying if the statement is True or False.



If both answers are given correctly the following screen appears.



In case of a wrong answer the following text appears.

**WRONG Answer! The king locks you in a prison.**

After this the game has to be restarted.