Help Documentation

Prologue:

1. The aim of the game is to earn as much currency possible.
2. One game consists of 45 rounds, starting from round 1.
3. The game automatically ends and redirects to the scoreboard after a delay of 3 seconds when 45 rounds is over / timer expired / if the user clicks the finish button.

A screenshot of a video game

Description automatically generated with medium confidence

1. A message will pop up on the screen when the user commences an illogical instruction.

Example:

A picture containing text, curtain

Description automatically generatedA picture containing text, indoor, curtain

Description automatically generated

1. The game starts once the user clicks the OK button after reading the context.

Graphical user interface, text, application, email

Description automatically generatedA picture containing chat or text message

Description automatically generated

1. There will be 3 different items displayed in the box towards the left side of the screen, each with images, item name and their corresponding price.

Examples: All items that could appear (3 of the following items will be displayed)

A picture containing accessory

Description automatically generatedA picture containing dishware, porcelain, ceramic ware

Description automatically generatedA picture containing accessory

Description automatically generatedA picture containing sweet, square, building material

Description automatically generated

1. In the second box, the top box towards the right of the first box. There will be information on the amount of stock available for purchase and the amount the user owned.

Text, whiteboard

Description automatically generated

1. The last box down the bottom showcases the storage of the user. To purchase or sell an item, the user should input a value smaller than the amount of stock available in their corresponding textbox. Please press enter using the button provided or the enter key on the laptop. And click on the image of the item to be purchased/sold then click the purchase button or sell button.
2. To proceed on the next round, click the next button to display new items with new prices.

User Guide: (General Steps)

The following steps is just a general guidance of how the game functions. Doesn’t mean it is the only way!

1. Please enter your name to read the background information of the game

Graphical user interface, text, application, email

Description automatically generatedGraphical user interface, text, application, chat or text message

Description automatically generatedGraphical user interface, application

Description automatically generated

1. The game starts!

Text

Description automatically generatedText

Description automatically generated with medium confidenceA picture containing text

Description automatically generated

1. Select the item you want to purchase and enter a valid purchase amount of that item in the textbox below.

Text, icon, whiteboard

Description automatically generated



1. Make sure to press the enter button or the enter key!

A picture containing text, monitor, picture frame

Description automatically generated

1. Click purchase and the information is now updated!

Text

Description automatically generated

Before:

Text

Description automatically generated with medium confidenceText, whiteboard

Description automatically generated

After:

Text

Description automatically generated

A picture containing text

Description automatically generatedText, whiteboard

Description automatically generated

1. Enter the sell amount textbox and press the enter button and then the sell button if you want to change the amount owned.



A picture containing text, monitor, picture frame

Description automatically generatedText, letter, whiteboard

Description automatically generated

After:

Text

Description automatically generated

A picture containing text

Description automatically generatedText, whiteboard

Description automatically generated

1. You can also click on another item image and change the purchase amount to purchase too! Same with selling too!

First: Click another image

A picture containing text, paper clip, mirror

Description automatically generated

Second: Change the amount

Before:

Graphical user interface, text, application, chat or text message

Description automatically generated

After:

Graphical user interface, application

Description automatically generated with medium confidence

Third: Press enter button or key ‘enter’ to update the new values

A picture containing text, monitor, picture frame

Description automatically generated

1. Proceed onto the next round once you are satisfied with your storage (information) and currency by clicking the next button.

If satisfied with:

Text

Description automatically generated with low confidence

Text, application

Description automatically generated

Click the next button

A picture containing text, monitor, picture frame

Description automatically generated

1. The items and their price displayed are now shuffled!

A picture containing shape

Description automatically generated

A picture containing text, indoor

Description automatically generated

1. Repeat the above steps until the game ends! Enjoy!

Game ends when: (either one)

A picture containing text

Description automatically generatedA screenshot of a video game

Description automatically generated with medium confidence

Text, whiteboard

Description automatically generated

And redirects to the scoreboard

Text, whiteboard

Description automatically generated

Epilogue: To create a game that reflects history with an aim (currency) so that we can relieve boredom