

RoboKeeper Manual

Installation:	2
Starting the application :	2
Gameplay:	3
Main Page :	3
Login Page :	5
Gameplay Page :	7
Score Page :	8
Troubleshooting:	9
1- Lost Connection to Server Page:	10
2- Lost Connection to Robot Page:	10
Adjustable Settings:	12

Installation:

Starting the application :

1- Open the folder and double click on "TheGame.exe" to start the main application, after it opens, it will open 2 more applications, "RoboKeeper.exe" and "GoalKeeper.exe".

2- Both the "RoboKeeper.exe" and "GoalKeeper.exe" will ask for input for the index number of the camera put 0 for the camera that was plugged in the PC first and 1 for the camera that was connected second.

P.S: if the first camera plugged in the PC is the one on the ball then RoboKeeper.exe should have index number 0 and if the second camera plugged in the PC is the one for the goalkeeper then goalKeeper.exe should have index number 1

```
GoalKeeper Connected To The Server!  
Message Send Succesfully!  
Enter The index No. of Camera:  
1
```

3- Wait for few mins till both the applications says that the camera has started (this will only happens the first time you will start the game)

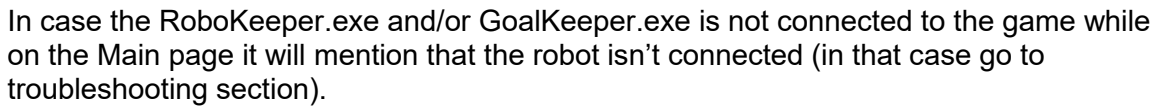
```
Camera Is Opening....\Wait....  
Camera Start
```

4- You can now start playing.

Gameplay:

Main Page :

When both the Robokeepe.exe and GoalKeeper.exe are connected to the application you can start the game and go to log in.



YAS ISLAND
FANZONE
FIFA WORLD CUP™
VIEWING EXPERIENCE

ROBO
KEEPER

Leaderboards

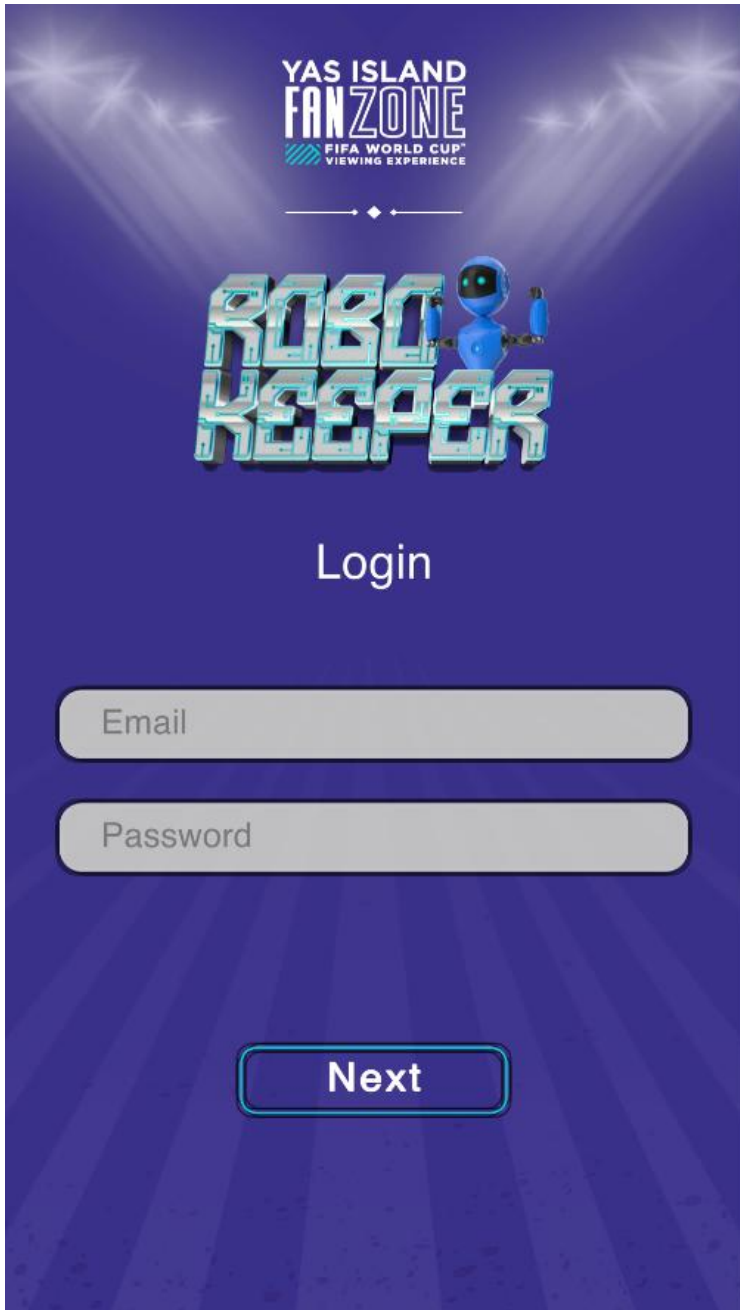
#	Name	Score
1	David Arnold	82
2	Hasan	65
3	Ilyas	30
4	Ilyas	14
5	test	11

The robot isn't connected to this machine

Login Page :

In this page the user will enter his email and password by using the virtual keyboard that will show on scene once he click on the fields, then once he hit Next button it will check if

the information provided was correct or not, if it was correct it will go to gameplay page.



The image shows a login screen for the 'YAS ISLAND FANZONE FIFA WORLD CUP VIEWING EXPERIENCE ROBO KEEPER'. The background is dark blue with a subtle pattern of soccer balls and radiating light beams. At the top, the 'YAS ISLAND FANZONE' logo is displayed in white, with 'FIFA WORLD CUP VIEWING EXPERIENCE' in smaller text below it. A small blue robot character is positioned to the right of the 'ROBO KEEPER' title, which is rendered in large, stylized, metallic letters. Below the title, the word 'Login' is centered in white. There are two input fields: 'Email' and 'Password', both with rounded rectangular borders. A 'Next' button with a blue border and white text is located at the bottom of the form.

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VIEWING EXPERIENCE

ROBO
KEEPER

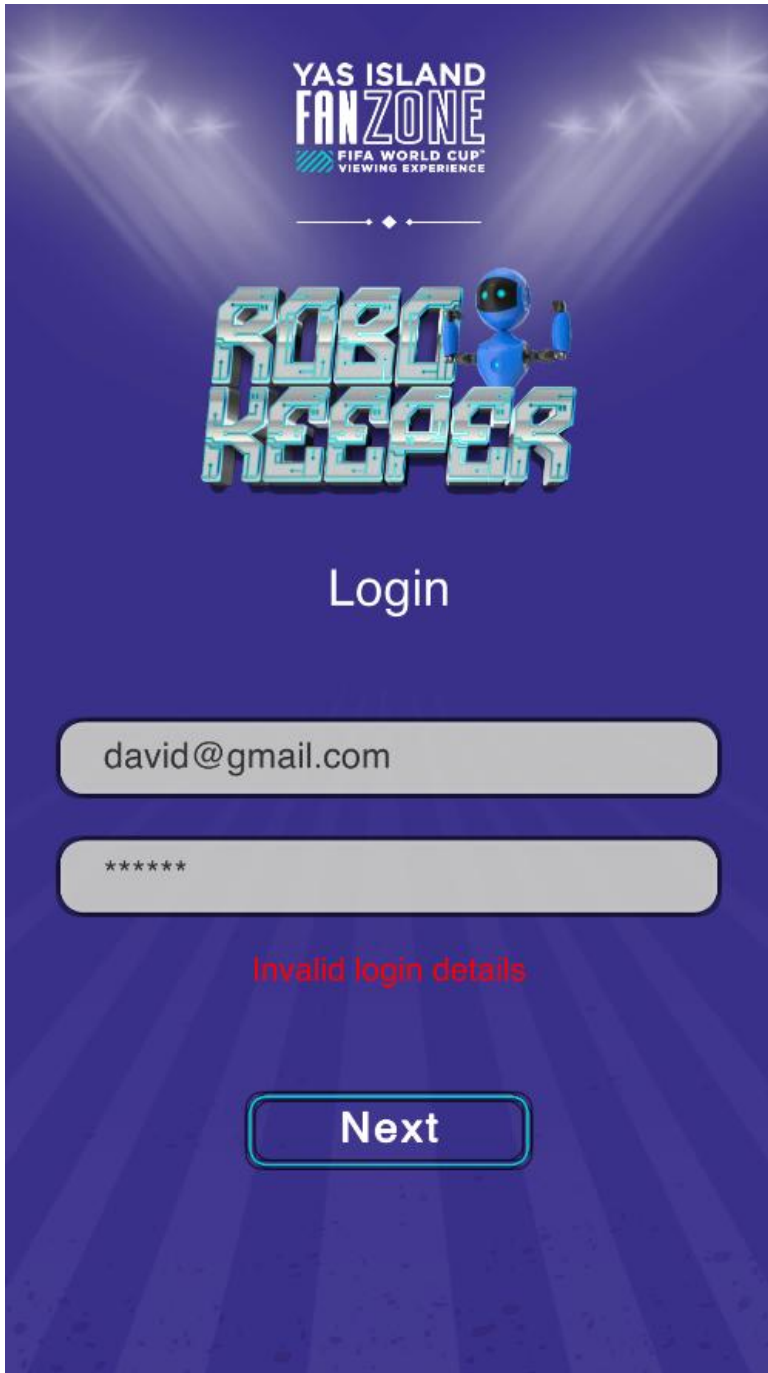
Login

Email

Password

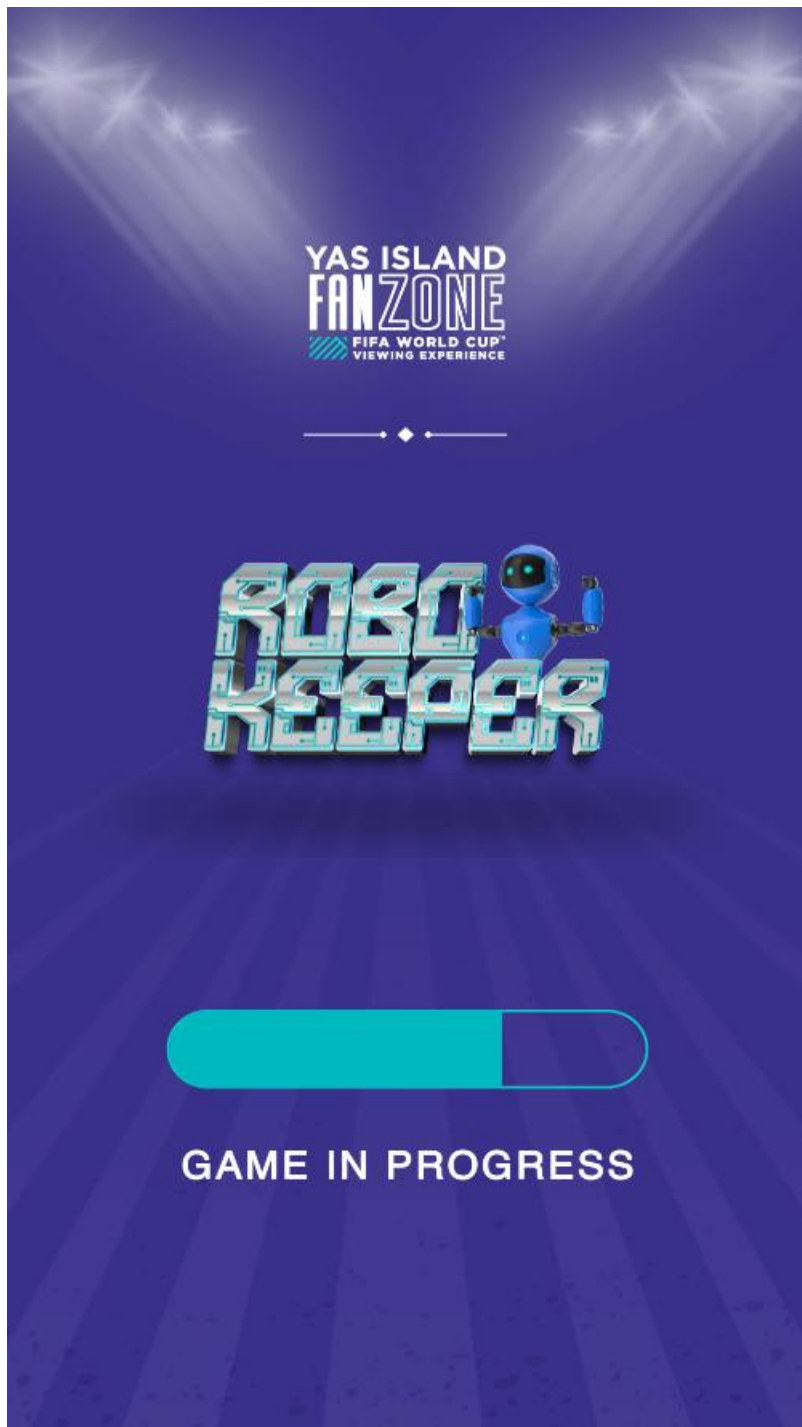
Next

In case the information provided was wrong, the game will show what is the error under the password text field.



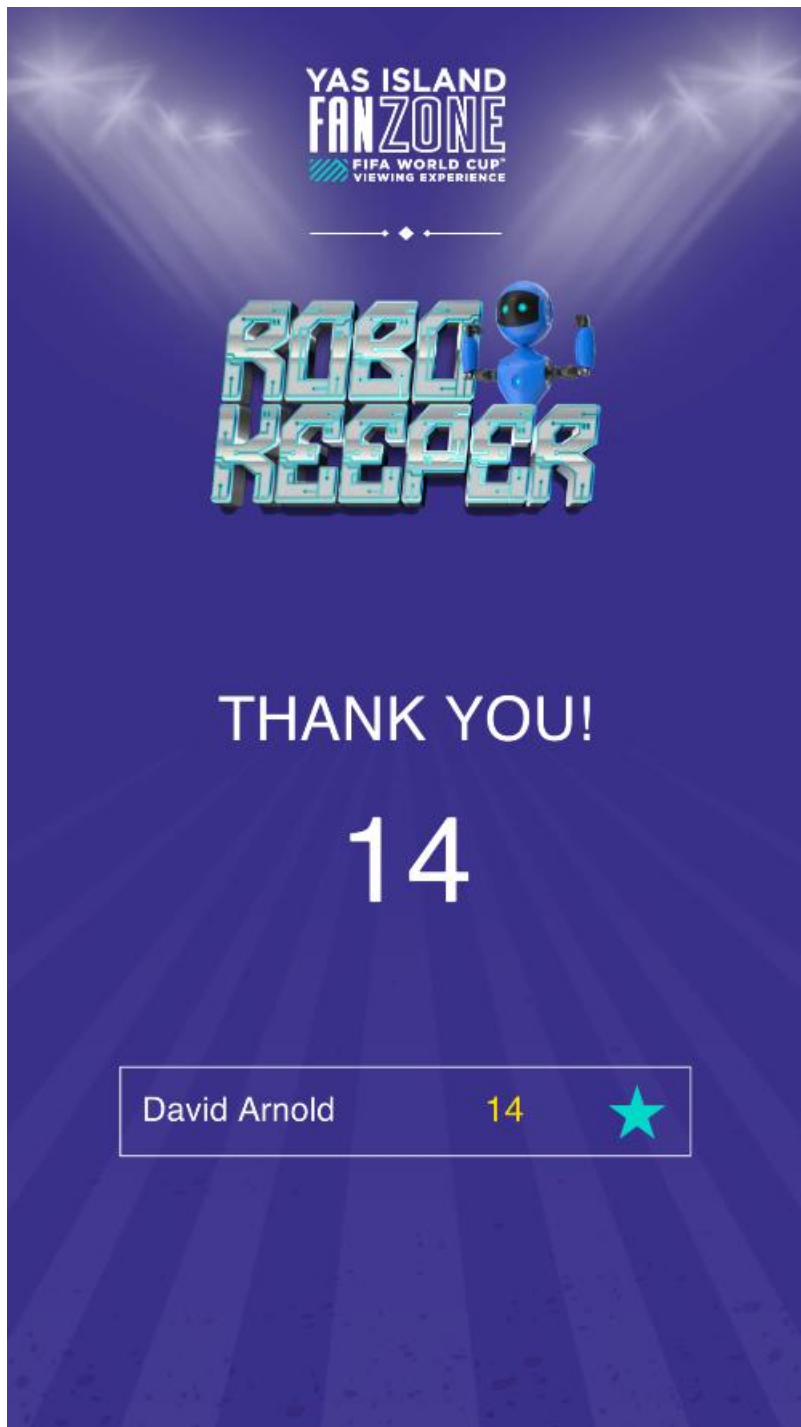
Gameplay Page :

This page will show progress bar for the timer, once it timer runs out it will go to score page.



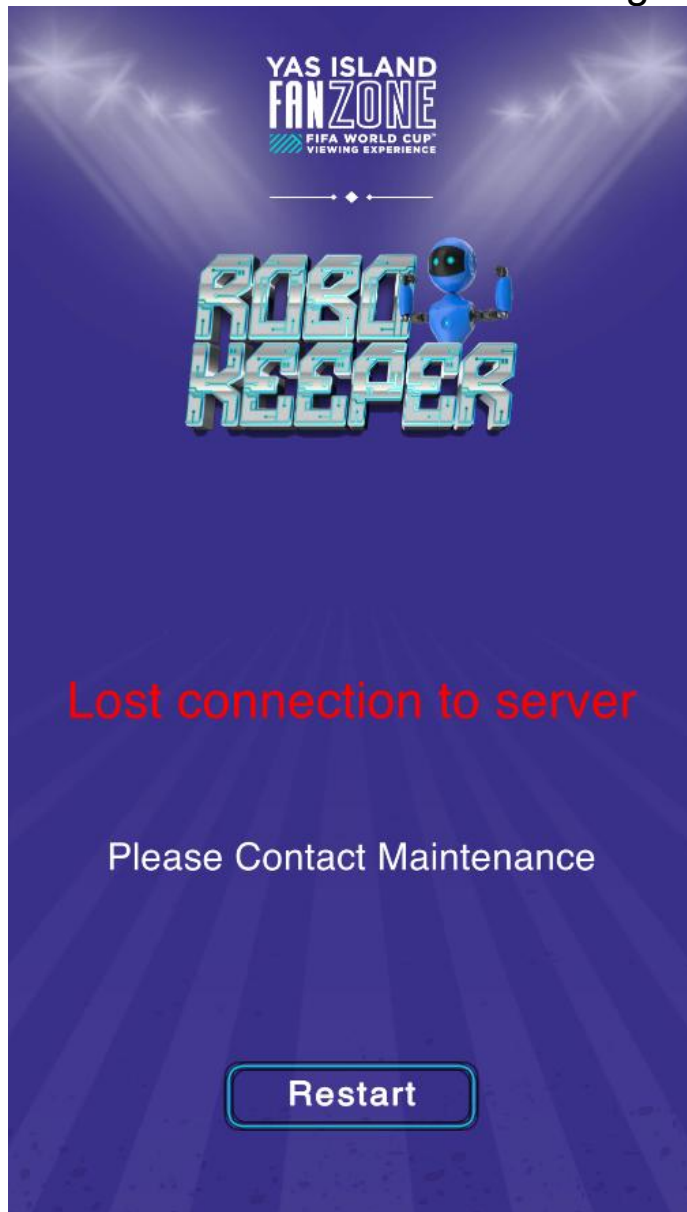
Score Page :

This page will show the score of the player and if he did get the highest score or not and after approximately 5 seconds it will go back to the main page



Troubleshooting:

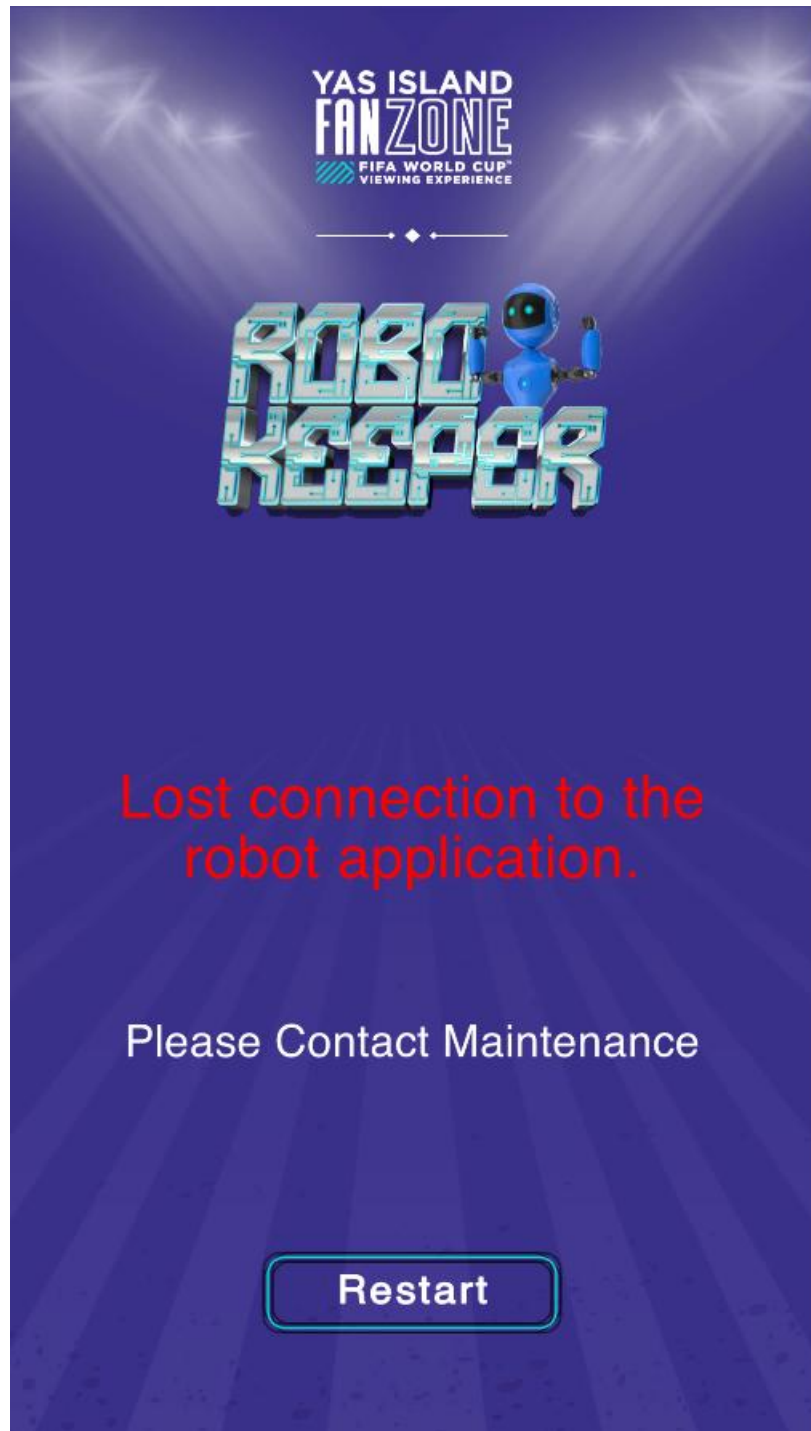
1- Lost Connection to Server Page:



Solution:

1. Check that the device is connected to the internet, if not, contact the people responsible for the internet connection and have them fix it.
2. Hit Restart and it should go back to main page.
3. Problem is still there, contact support.

2- Lost Connection to Robot Page:



That means that one or both of the applications (RoboKeeper.exe and GoalKeeper.exe) are not shutdown

Solution:

1. Check that the application "RoboKeeper.exe" or "GoalKeeper.exe" are running & not closed.
2. In case any of them is closed open the folder Documents/Github/RoboKeeperBuild and double click the application that was closed.
3. Hit Restart and it should go back to main page.
4. Problem is still there ,contact support

Adjustable Settings:

Few elements of the game can be adjusted through the settings.json file

1. Locate the project files, should be under Documents/Github/RoboKeeperBuild
2. Open settings.json file
3. Changing the "Host" value will change IP Address of the local server that will listen for the other applications (RoboKeeper.exe and GoalKeeper.exe) connect to.
4. Changing the "Port" value will change the port that the local server will listen at.
5. Changing the "Timer" value will change how long the user can play the game for
6. Save settings.json
7. Launch the game

