

# User Manual

## 1. Document Description

The user manual provides a comprehensive guide for playing the Text-Based Role Playing Adventure game. This document aims to ensure users, both novice and experienced, can enjoy a seamless and engaging gaming experience.

## 2. Project Team

### Project lead of students

Gössl, Marcel, if23b093@technikum-wien.at

### Project members (Students)

Wirth, Sebastian, if23b296@technikum-wien.at

Schrenk, Dominik, if23b026@technikum-wien.at

Salem, Karim, if22b240@technikum-wien.at

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### 3. System Requirements

To ensure the best experience, please make sure your system meets the following requirements:

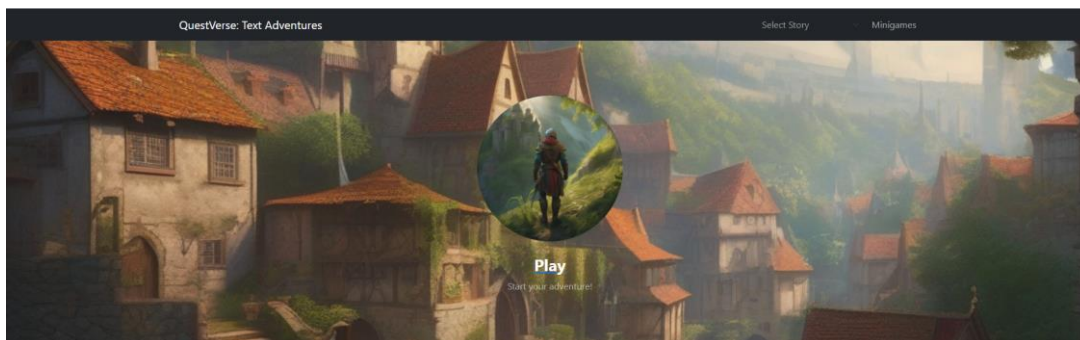
- Operating System: Windows 7/8/10, macOS 10.12+, Linux
- Browser: Latest version of Google Chrome, Firefox, or Safari
- Software: Visual Studio Code

### 4. Installation

For detailed instructions on how to set up the game environment, refer to the Deployment Manual.

### 5. Navigating

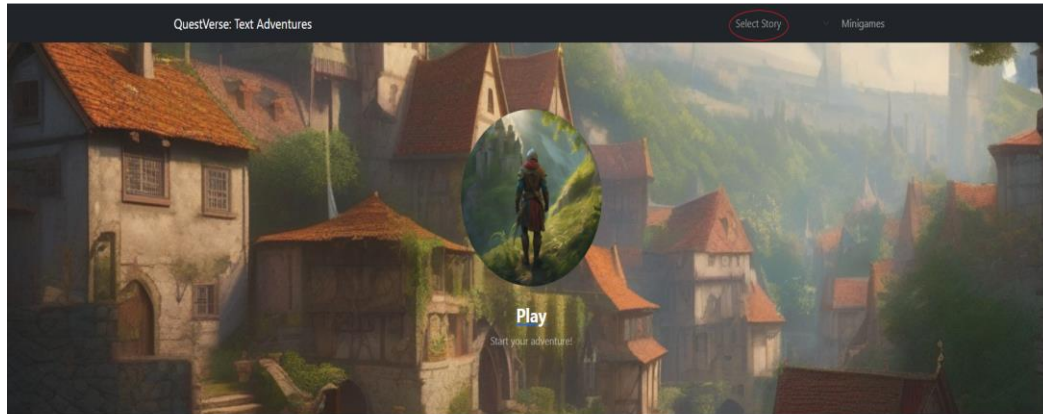
If you see the following homepage, you had success with the installation!



#### Ein einzigartiges Abenteuer

Tauche ein in eine Welt voller Geheimnisse und Herausforderungen, in der deine Entscheidungen den Verlauf der Geschichte beeinflussen. Erlebe die Faszination des Abenteuers und entdecke, was deine Fantasie zu bieten hat - alles mit nur einem Klick!

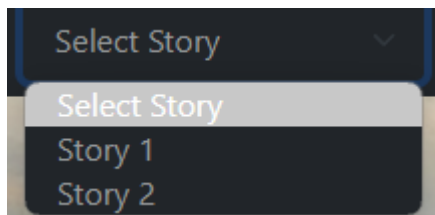
## 1. Select Story:



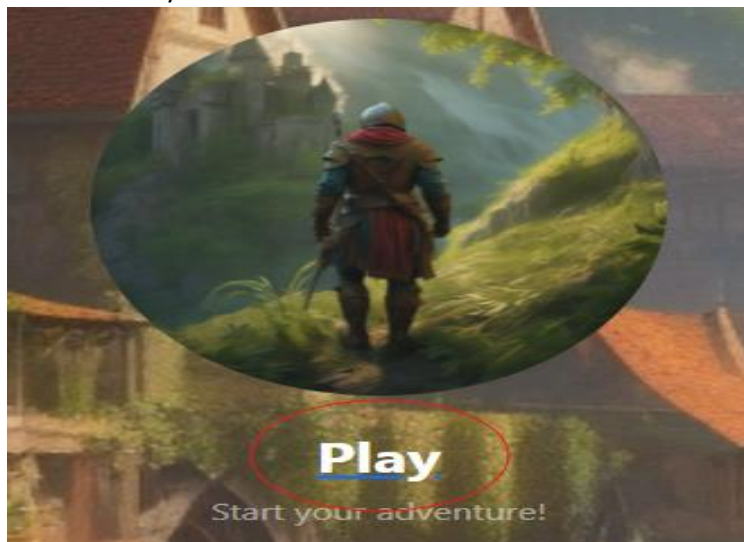
### Ein einzigartiges Abenteuer

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You can choose between two main stories:



## 2. Start the story:



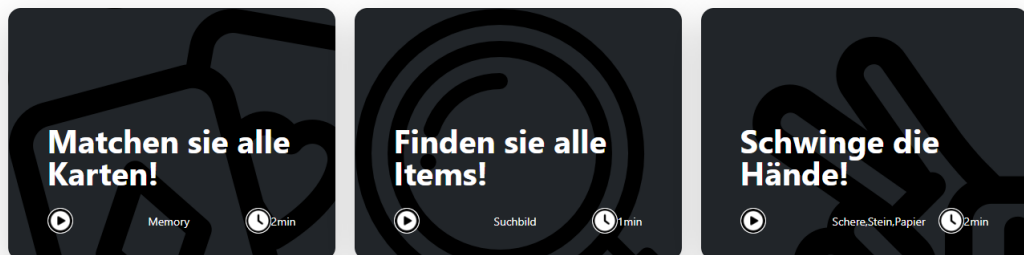
After selecting the Story you can start the story by clicking the play button.

### 3. Minigames outside of the Story mode

You can scroll down and play the minigames without the story mode.

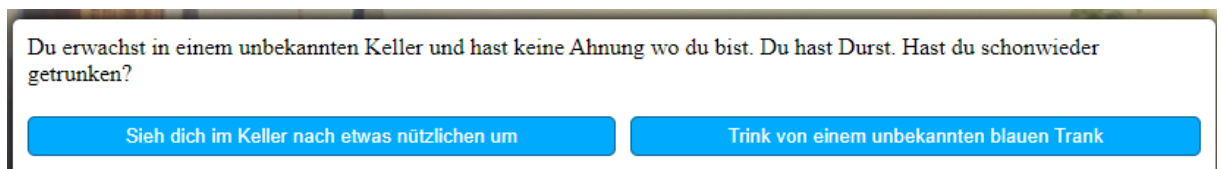
#### Minigames auch ohne Story?

Hier können sie ihre Lieblings QuestVerse Minigames so oft wiederholen wie sie wollen. Alte Erlebnisse erneut erleben oder Highscores knacken.



## 6. The Game

### 1. How to play in Story mode



You always get a text and some options. Choose wisely and click on the option you want to lock in.

### 2. Player stats:

**Gold: 0 | Gesundheit: 100 | Stärke: 10**  
**Waffe: - | Schild: -**

The actual player stats throughout the game. The stats can change, it depends on which options you are clicking.

### 3. Minigames

There are some minigames in the game. You will figure out how to play them. Example:



## 7. Tips and Tricks

**HINT:** Don't rush through the game. Take your time and think about the right option or you can die. (you don't want to start all over again)

**HINT:** Try to remember what you choose. It will be important later in the game. Maybe even take notes.

**HINT:** READ CAREFULLY.

## 8. Troubleshooting

1. Game won't start:
  - Ensure you have followed all setup instructions in the Deployment Manual
  - Check that your browser is up to date.
2. Bugs or glitches:
  - Report any bugs or glitches to our support team with a detailed description.

## 9. Support

If you need further assistance, feel free to reach out to our support team:

Gössl Marcel: [if23b093@technikum-wien.at](mailto:if23b093@technikum-wien.at) (Project Lead & Minigame Engineer)

Salem Karim: [if22b240@technikum-wien.at](mailto:if22b240@technikum-wien.at) (Senior Backend Engineer & Software Design)

Schrenk: Dominik, [if23b026@technikum-wien.at](mailto:if23b026@technikum-wien.at) (Senior Backend Engineer & Creative Thinking)

Wirth Sebastian: [if23b296@technikum-wien.at](mailto:if23b296@technikum-wien.at) (Senior Full stack Engineer & Frontend Design)