UNIVERSITY OF APPLIED SCIENCES  
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User Documentation

Project: Fun Flip Game

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# Fun Flips – User Guide

# Welcome

*FunFlip* is a memory card-matching game designed for children aged 4–6. The game aims to support early learning by improving memory skills, enhancing vocabulary, and encouraging curiosity through fun, interactive play.

## 1.1 Purpose

This document provides installation instructions and a user guide for the *FunFlip Educational Game*, designed for children aged 4–6 to promote early learning through memory-based gameplay.

## 1.2 Scope

The documentation covers system requirements, installation steps, and guidance for using the app on Android and iOS devices.

|  |  |
| --- | --- |
| **Section** | **Purpose** |
| 1. Welcome | What the game is & who it is for |
| 2. Quick-Start | 3 steps to begin playing |
| 3. Screens & Buttons | What each screen does |
| 4. Playing a Level | How to flip, match, win |
| 5. Options & Sound | Mute / un-mute, language |
| 6. Safety & Privacy | No ads, no data collection |
| Appendix A | Supported devices & troubleshooting |

## 1.3 Features

* Colorful, child-friendly card designs
* Audio feedback for each card (e.g., animal sounds or naming fruits/vegetables)
* Three difficulty levels: Easy (3x4 grid), Medium (4x5 grid), Hard (5x6 grid)
* Positive reinforcement with happy sounds for correct matches
* Offline play — no internet required once installed

## 1.4 Educational Benefits

* Encourages memory development through repetition.
* Supports early vocabulary building with audio naming of images.
* Helps reinforce learning through playful engagement.

## 1.5 Tips for Parents & Teachers

* Sit with the child during play and encourage guessing.
* Praise the child for successful matches to build confidence.
* Limit play sessions to 10–15 minutes to maintain focus.

# 2. System Requirements and Installation

## 2.1 System Requirements

* **Platforms:** Android 8.0 or higher / iOS 12.0 or higher
* **Device type:** Smartphone or tablet
* **Storage:** Minimum 100 MB free space
* **Connectivity:** Internet required for initial download; offline play supported

## 2.2 Installation

* Download *FunFlip* from **Google Play Store** (Android) or **Apple App Store** (iOS).
* Follow the standard installation procedure for your device.
* After installation, tap the **FunFlip icon** to launch the game.

# 3. Getting Started: Instructions, Controls & Tips

## 3.1 Quick-Start (3 clicks to fun)

1. **Tap the Fun Flips icon** on your phone or tablet or Laptop
2. On the **Start Screen**, tap **Play Game**.
3. **Pick a category** and a **level** – the board appears.  
   Now flip cards and find all pairs!

*(A young child can reach the first level in under 5 seconds.)*

## 3.2 Game Controls

* **Tap a card** to flip it and reveal the image.
* **Match pairs** to earn positive feedback (sound).
* **Back button** to return to the previous menu.
* **Mute/unmute button** to toggle audio feedback.
* **Replay button** after level completion to restart the level.
* **Home Button** to return to the Start Screen

## 3.3 Screens & Buttons

|  |  |  |
| --- | --- | --- |
| **Screen** | **Main Buttons** | **What it does** |
| **Start Screen** | **Play Game** • Option • Quit | Enter or leave the game |
| **Category Select** | 3 pictures (Animals, Fruits, Veggies) • **Back** | Choose a learning theme |
| **Level Select** | Easy (3×4) • Medium (4×5) • Hard (5×6) • **Back** | Pick difficulty |
| **Game Board** | Card grid • Turn-counter • **Back** • 🔇/🔊 | Play the level |
| **Completion Screen** | Trophy • Moves • **Replay** • **Next** • **Menu** | Celebrate & select next step |

## 3.4 Playing a Level

1. **Tap** any face-down card → it flips and says the word / plays the sound.
2. Tap a **second card**.
   * **Match?** Both stay face-up.
   * **No match?** Cards flip back after a short pause.
3. Keep matching until **all pairs are found**.
4. A trophy, confetti and your score appear – tap **Replay** to try again or **Next** to advance.

### 3.4.1 Tips for grown-ups

* Encourage children to **say the word aloud** after each flip.
* Praise progress, not speed!

## 3.5 Options & Sound

* **Mute / Un-mute** the whole game with the 🔇/🔊 button
* Game runs **fully offline** – ideal for travel.
* No data is stored except local high scores; delete the app to remove all data.

# Safety & Privacy

* **No ads, no in-app purchases, no personal data collection.**
* Content is appropriate for early-learning curricula; images are friendly and non-violent.
* Tested on Android 11 tablets and iPad OS 17, screen size ≥ 7".

# Appendix A – Troubleshooting

|  |  |
| --- | --- |
| **Issue** | **Try this** |
| No sound | Check volume switch, ensure 🔊 not muted |
| Game feels slow | Close other apps; ensure battery > 15 % |
| Can’t exit level | Use the **Back** button; if stuck, close and reopen Fun Flips |
| Child selects Hard by accident | Tap **Back** twice to return to Category Select |

**Need help?**

Email **support@funflips-game.com** or visit **www.funflips-game.com/help**.

**Enjoy flipping, matching and learning!**