



# *SPRINT – USER MANUAL*

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## Updates

<i>Sprint</i>	<i>Version</i>	<i>Date</i>	<i>Modification</i>	<i>Person in charge</i>	<i>Verified by</i>
1	1.0	2014-11-03	First version of the manual - corresponds to the working prototype of app 1	Viktor Stenström	Vendela Palmberg
2	1.1	2014-11-19	Second version of the manual - corresponding to the app after the second iteration.	David Hedin	Jakob Boman
3	1.2	2014-12-03	Third version of the manual corresponding to the final version 1.0 of the game with new game modes and a possibility to select categories to include	David Hedin	Jakob Boman



## Introduction

Sprint is a multiplayer quiz game that aim to provide a fun time for the entire family through a simple and intuitive interface. The quiz contains multiple-choice questions that each player will answer by passing the remote control around. The goal of the game is to get enough questions right to pass the finish line and win the sprint.

## System requirements

The application can be run on the Zenterio iOS as well as in a emulator created with the Löve engine.

## Using the application

### Navigate the start menu

#### Set-top-box

The start menu contains different settings and it can be navigated by using the arrow keys on the remote control. Simply point the indicator to the option you want to change and press the arrows to right or left to change the setting. To start the game, press the green button on the remote and a new game will start with the selected settings. To enter the category selection menu, highlight the option noted as “choose categories” in the menu and press ‘ok’, then mark the categories you want to include. To exit, press ‘exit’ on your remote control.



#### Löve engine

The start menu contains different settings and it can be navigated by using the arrow keys on your computers keyboard. Simply point the indicator to the option you want to change and press the arrows to right or left to change the setting. To start the game, press the ‘n’ button on your keyboard and a new game will start with the selected settings. To enter the category selection menu, highlight the option noted as “choose categories” in the menu and press ‘n’, then mark the categories you want to include. Exit the menu with the ‘e’ key on your keyboard.



## Playing the game

### Set-top-box

The game will present the players with a question that have four different alternatives represented with four colours: red, green, yellow and blue. An arrow in front of a player picture shows that it is that player's turn to answer the question. The player can answer a question by pressing the color of the selected answer, e.g. if a player wants to answer the question corresponding to the red alternative, he/she will press the red button on the remote. When a player have answered the question the indicator moves to the next player, highlighting its race track, implying that it is that player's turn to answer.

This pattern will continue until all players have answered. Once everyone have submitted their answers the game will show the correct answer and move every player that answered correctly one step forward. To get the next question, press the 'ok' button on the remote control.

The game will proceed in the same fashion until one or more players get enough points to cross the finish line on the right hand side of the screen. Once a player crosses the finish line, he/she have won the game and they will be declared the winner. The game has now ended. Another possible end is that the game runs out of questions before any player has crossed the finish line. The the player(s) with the most points will win.

### Löve engine

The game will present the players with a question that have four different alternatives represented with four colours: red, green, yellow and blue. A arrow in front of a player picture shows that it is that players turn to answer the question. The player can answer a question by pressing the key corresponding to the color of the selected answer. Red is 'r', green is 'g', yellow is 'y' and blue is 'b'. E.g. if a player wants to answer the question corresponding to the red alternative, he/she will press the 'r' button on the keyboard. When a player have answered the question the indicator moves to the next player, highlighting its race track, implying that it is that players turn to answer.

This pattern will continue until all players have answered. Once everyone have submitted their answers the game will show the correct answer and move every player that answered correctly one step forward. To get to the next question, press the 'n' button on the remote control.

The game will proceed in the same fashion until one or more players get enough points to cross the finish line on the right hand side of the screen. Once a player crosses the finish line, he/she have won the game and they will be declared the winner. The game has now ended. Another possible end is that the game runs out of questions before any player has crossed the finish line. The player(s) with the most points will win.

## Game modes

### Classic mode

This is the basic mode where no special things happen. The game is played straightforwardly with players answering questions and advance if they answer correctly.

### Expert mode

This is an extension of the classic mode. The game is played in the same way but if a player answers a question wrong, he/she loses a point and his/her avatar will be sent back one position. Therefore a game in this game mode might take a longer time than a game in classic mode. It sure adds some excitement to the game since the scores can change more rapidly.



### Go bananas! mode

This is an extension of the classic game mode. The game is played in the same way but on some places on each players race track there will be a banana peel lying. When a player is standing on a banana peel he/she will lose a point if answering wrong, sending his/her avatar back one position. For all other positions the game works just as in the classic mode.