

**CS 2212a, Section001**  
**Group Project – User Manual**  
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**Group 4**

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# Table of Contents

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<b>Getting Started .....</b>	<b>3</b>
Adding your Children .....	3
Progressing through the Game .....	5
<b>The User Interface .....</b>	<b>7</b>
Drills .....	7
Level Game.....	8
Final Game .....	8
Stats & Scores .....	9
<b>Settings .....</b>	<b>9</b>
Child Settings.....	9
Game Settings .....	10
Security Settings.....	11

# Getting Started

## Adding your Children

You will be greeted with this screen:



Click Settings to get started. You will be prompted for a password:



Initially, the password is `cs2212`. You can change it by clicking Reset. This will prompt you to answer a few security questions for reference later. Once inputting the right password, you will be taken to the Child Settings screen:

Here, you can add your children. Under the “Add Child” subheading, input each of your children’s names and birthdays and click Add. If you wish to edit your child’s name or birthday, select the child you wish to modify, in the “Review and Modify Child” subheading dropdown menu and update his/her profile as you see fit. See the Settings section for a detailed list of the other settings tabs.

Once you have finished adding your children, click the “back” button in the top left corner to return to the Introduction screen. Notice now however, that there is an option to select one of your children:

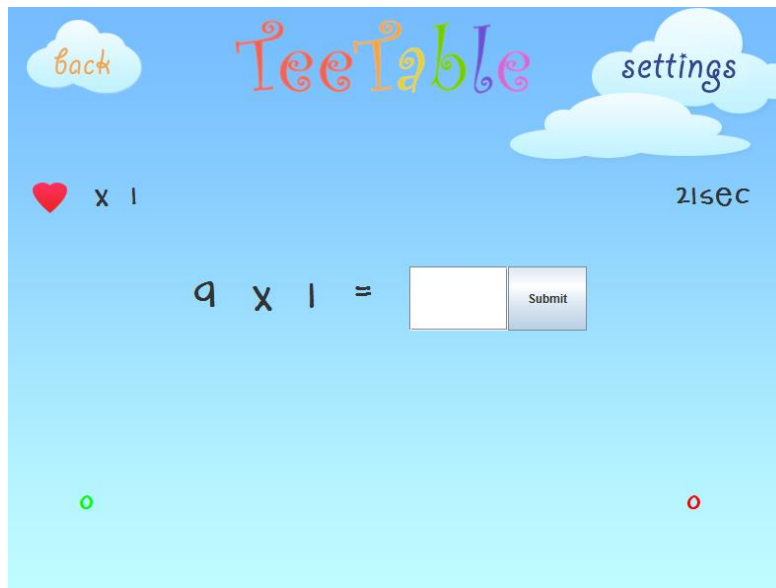
Select a child who will engage in TeeTable’s fun and educational game modes, and click “OK”. Your children are now ready to engage in multiplication tables that will test and improve their mathematical ability!

## Progressing Through the Game

Initially, your drills should only allow your child to practice his/her one's times tables.



While playing the drill mode, you are asked an array of questions based on the specific times table that is selected. Your child must type their answer into the textbox click “Submit”, or simply press the “Enter” key on the keyboard. Be wary of the time however, as your child must complete all the questions within the allotted time.



Completing the ones times tables will unlock the two's times tables. Completing that will unlock the three's times tables, and so on, until they finish the 12 times tables:



Once that is finished, the level game will be unlocked for your child to play.

# The User Interface



## Drills

A mode where a simple set of questions is displayed for your child to try and solve. They are categorized from 1 to 12, where your child has to answer the set of multiplication questions for their respective categories before the allotted time in order to complete the level. A random assortment is displayed, and the total number of right and wrong answers is recorded. If the child makes a mistake on a question, that question is displayed again later on in the drill, to reinforce your child's knowledge. The child is only allowed to make a certain number of mistakes, which can be set for each child in the Settings menu.

## Level Games



For every drill category, there is an appropriate level game for that multiplication category. After a drill for a set of multiplication tables is successfully completed, the child is given the option to play a mini game. The game is optional, and your child may either choose to play it or go onto the next set of drill questions. The game requires your child to answer questions in order to defuse a bomb before the timer expires and explodes. When a question is answered correctly, the bomb timer is stopped. Stringing together multiple correct answers further delays the bomb timer, and increases the multiplier, which speeds up bomb defusal.

## Final Game





The final game is initially locked for your child until he/she successfully completes all the multiplication tables in the drill mode. When the final game is unlocked, your child can engage in a game where they control a bird. A multiplication question, which ranges from everything practiced in the drill mode, is displayed. Your child is tasked with collecting the berry that displays the correct answer. Collect as many correctly answered berries before the allotted time to get a high score. These scores are recorded and can be viewed in the Stats and Scores panel in the Main Menu.

## Stats & Scores

In this panel, you can view the high scores that your children have recorded, as well as the children of your friends on Facebook. In the initial tab, your Facebook friends, who have played TeeTable are displayed, along with their children, their children's age, and the level they are on. In the high scores panel, all of your children and children of your Facebook friends are ranked in order of their fastest times completing the drill mode. The top three scores are displayed. They can be ranked based on the each set of multiplication tables, using the drop down menu to select the level which you want displayed.

# Settings

In the Settings panel, you can have portions of the drill mode altered to better suit your child's age group or learning curve, as well as a plethora of other interactive settings to help improve you and your child's experience!

## Child Settings

This panel allows you to view your children, edit their names and birthdays and view their progress.

## Game Settings

The screenshot shows the 'TeeTable' settings interface. At the top, there are 'back' and 'settings' links in clouds. The main title 'Settings' is centered. Below it, three tabs are visible: 'Child Settings', 'Game Settings' (which is selected), and 'Security Settings'. The 'Game Settings' panel contains two sections: 'Child Specific Drill Settings' and 'Level Specific Drill Settings'. The 'Child Specific Drill Settings' section has a dropdown for 'Select a child to set:', a dropdown for 'Select the time per level:' set to '5 sec', and an 'Update' button. The 'Level Specific Drill Settings' section has a dropdown for 'Select a level to set:' set to 'Level 1', a dropdown for 'Select number of errors allowed:' set to '0', and an 'Update' button. At the bottom, there is a 'Testing mode:' section with radio buttons for 'Off' (selected) and 'On', and a 'Select a Theme:' dropdown set to 'Default'.

In this panel, you can edit some of the settings for which your child plays the multiplication games. The time per level is the amount of time your child is given to answer all the questions in the drill mode. After selecting a time for the selected child, be sure to click “Update” to save the changes. You may also set the number of errors a child is allowed to make in a given level of Drill modes. Make sure you set this appropriately based on your child’s understanding of each of the levels, as well as their learning curve. Again, make sure you click “Update” to save changes. Furthermore, you may also select one of three themes for the drills. This changes the look and feel for the level, so selecting one your child likes may aid your child in solving their multiplication!

## Security Settings



The screenshot shows the 'TeeTable' logo at the top center, with 'back' and 'settings' links in clouds on either side. Below the logo is the 'Settings' title. A tabbed interface shows 'Child Settings', 'Game Settings', and 'Security Settings'. The 'Security Settings' tab is active, displaying a form with three password fields (Old password, New password, Retype password), a security question dropdown menu (currently showing 'What's your mother's maiden name?'), an answer input field, and an 'Update' button.

back TeeTable settings

### Settings

Child Settings Game Settings Security Settings

Old password:

New password:

Retype password:

Please choose a security question:

What's your mother's maiden name? ▼

— Answer —

Update

Here, you can change the password that you use to access the settings. You may also change the security question and answer. You will need to know your current password, for security purposes.