Kēmu Kupu: the quiz platform

User Manual

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Introduction

Kēmu Kupu: the quiz platform is a single player Māori words spelling game developed by a team of university students in New Zealand during 2021. This game is designed for an 8-12 year old user who is learning te reo Māori, who will be using the app to help practise their spelling skills. In this manual we will take you through the steps to run the game, how to navigate through the screens, plus introducing various features and more!



How to Start: Steps to Run the Game

Step 1: Requirements

Note that this app can only run under a UNIX-like environment. It also requires the *Festival Speech Synthesis System* to be installed. Check out http://festvox.org for more information. In addition, you'll need the Māori voice to be installed as well:



Step 2: Navigate to the Directory

Open a terminal. This could be Gnome, KDE or more, depending on what you use.





Then navigate to the directory where the folder assignment-3-and-project-team-01 is. To do so, type in "cd file-location". For example, my assignment-3-and-project-team-01 folder is located under Documents, so I typed in:

cd Documents/assignment-3-and-project-team-01/ then hit *Enter*.

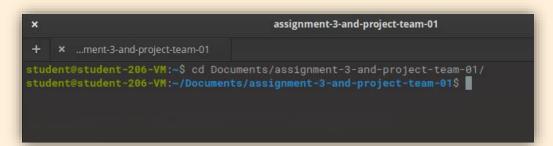


Figure 2: Navigate to the assignment-3-and-project-team-01 directory

Step 3: Add Execution Permission

Now that we are in the right directory, we have one more thing to do: add executable permission for the *run.sh* file. Simply type in *chmod* +x *run.sh* then hit *Enter* and we are ready.

Figure 3: Adding executable permission

Step 4: Run!

We are ready for the game! Execute the *run.sh* script by entering ./run.sh, then the program will start.

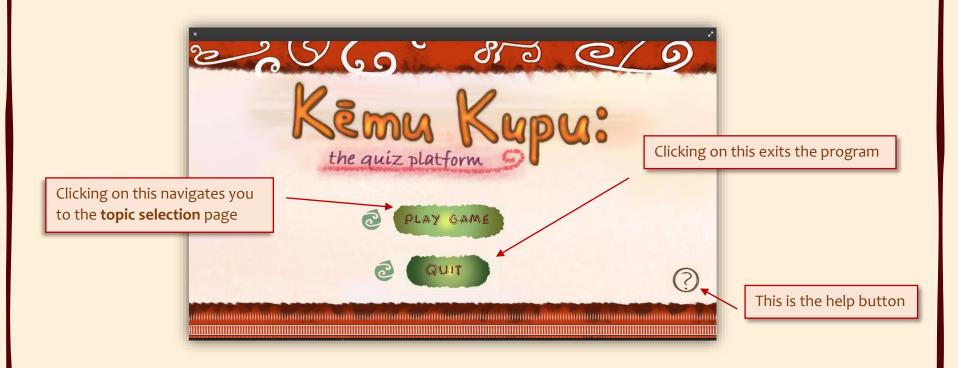
```
x assignment-3-and-project-team-01: chmod

+ x ...and-project-team-01: chmod
student@student-206-VM:~$ cd Documents/assignment-3-and-project-team-01/
student@student-206-VM:~/Documents/assignment-3-and-project-team-01$ chmod +x run.sh
student@student-206-VM:~/Documents/assignment-3-and-project-team-01$ ./run.sh
```



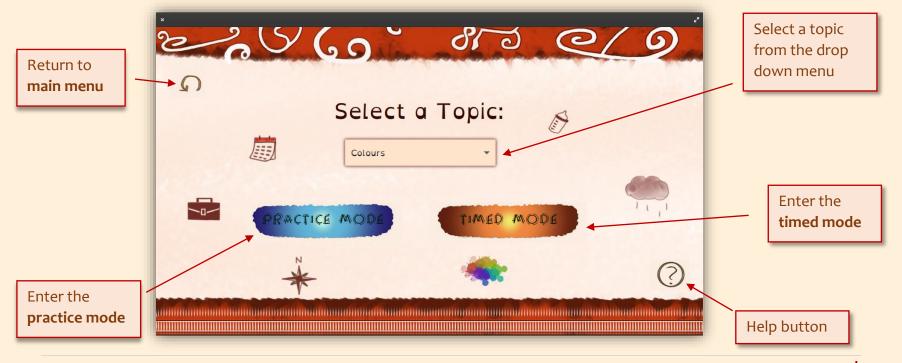
Main Menu

This is the starting screen. Click on *PLAY GAME* to go to the **topic selection** page, or click *QUIT* to exit the program. The *help* button navigates you to the **help page** which explains the function of this game.



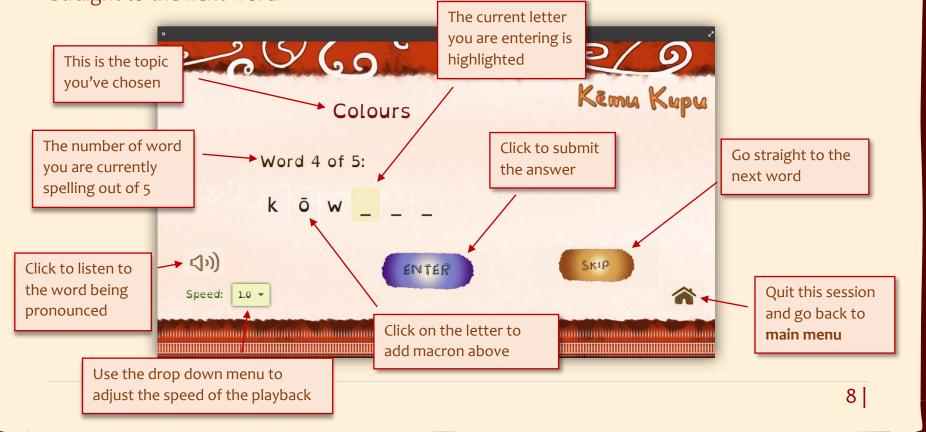
Topic Selection

Here you can select a topic from one of the choices in the drop down menu. The preset topic is *Colours*. Click *Practice mode* to have a go at spelling the words, or click *Timed mode* to accept the challenge!



Game Screen

After selecting the game mode, you will hear each of the randomly selected 5 Māori words from the topic you've chosen being pronounced. Type the correct spelling into the textbox, then hit *Enter* or click the *Enter* button to submit. Click the *Skip* button to go straight to the next word.



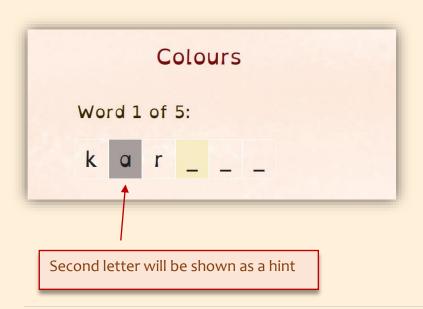
Click the *audio icon* as many times as you'd like to listen to the pronunciation being repeated, while having the small drop down menu for adjusting the speed of the playback.

The macron* of a letter is added by simply clicking on the letter.

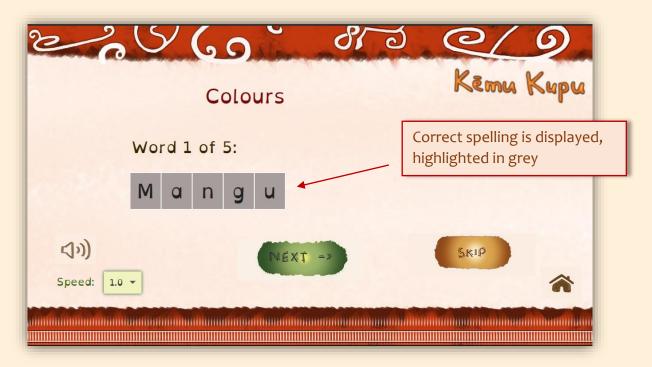
Click the home icon to quit the current session and go back to the main menu.

*macron: in the Māori language, long vowels are expressed as macrons (ā, ē, ī, ō, ū), for example the word Māori is pronounced as Maaori.

Practice Mode



If you spell the word right, you will hear correct and move on to the next word automatically. If you get the answer wrong, you will hear incorrect and the second letter will be shown and highlighted in grey as a hint.



You will then get a second chance to enter the word, and if you still get the spelling wrong, the correct answer will be displayed.

During this time, feel free to listen to the pronunciation a few more times to get yourself familiar with the word. Click the *Next* button when you are ready to continue. After answering all 5 questions, you will be directed back to the **main menu**.

Timed Mode

You will be timed in this mode and the score is calculated based on how long you spend on spelling each word. You will still get a second chance if you spell the word wrong the first time, though do keep in mind that no hint will be provided, and you will move on to the next word automatically if you get it wrong the second time. Move through the 5 questions as fast as you can, and after that you will be directed to the **reward screen**. Feel free to click the *Skip* button, though no score will be awarded for the word you skip.

Reward screen

Here you will be presented a reward screen showing your score. You can view your result which includes the correct spelling, correctness, time spent on spelling the word and the score you got for each word. Click on the *return icon* to go back to the **topic** selection screen, or the *home icon* to go back to the main menu.

Result	Time (s)	Score
Correct	4.34	15
Incorrect	7.15	0
Correct	6.79	13
Incorrect	4.35	0
Correct	5.80	14
	Correct Incorrect Correct Incorrect	Correct 4.34 Incorrect 7.15 Correct 6.79 Incorrect 4.35

Restart the game: go back to the **topic selection** screen



Go back to main menu

Help Page



Return to main menu

Welcome to Kemu Kupu! Here we will take you through the features of this game.

There are two types of gameplay; Practice and Scored.

Before each game, you will first be asked to choose a category of words; there are plenty to choose from so make sure to play a few rounds of the game on different categories!

During the scored game, you'll hear a word being said, if you didn't hear it feel free to click the "listen again" button as many times as you need.

Now it's time to give spelling the word a go! Type in your answer (If your

Use the scroll bar or your mouse/mousepad to view

Enjoy the game!