

Father Michael McGivney  
Catholic Academy  
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Computer Science (ICS4U1)

Final Project:  
FMM Escape  
(User Manual)

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## **1. What you need...**

1. a computer or laptop
2. keyboard and mouse
3. speaker (not necessary)
4. Ready to Program Java IDE (so you can run the program)
5. Java (lowest version: 1.4.1)

## **2. How to run the game...**

1. Make sure you have all the file for swing version or Console C version.
2. Using Ready to Program Java IDE to open MainClass.java for swing version or Main.java for Console C version.
3. Press the “Run” button  on left-top or press <F1> on the keyboard.
4. Congratulations! You can start playing the game now.

### **3. Story Background...**

You are the student from Father Michael McGivney Catholic Academy (“FMM”).

Today is exam day! NO WAY!!!

You will be tested on each of the 6 basic courses in the order of Math, English, Science, Business, Physical Education, and Art.

You will not be able to skip any course, and must pass the first course to allow access to the next course.

In each round, you will be required to answer 6 trivia questions and if you get at least 4 out of them right, you pass that course.

Each time you pass a course, you will obtain an “item”, which is a hint for the final riddle or simply a motivation quote.

Once you fail any course it is game over.

You can restart but it will start from the first class (Math) again, and the years you take to graduate will increment by 1.

Be careful, once you press the "give up" button you will become a permanent student!

The “escape” button brings you to the riddle page, where you will get an unlimited number of tries to input the answer.

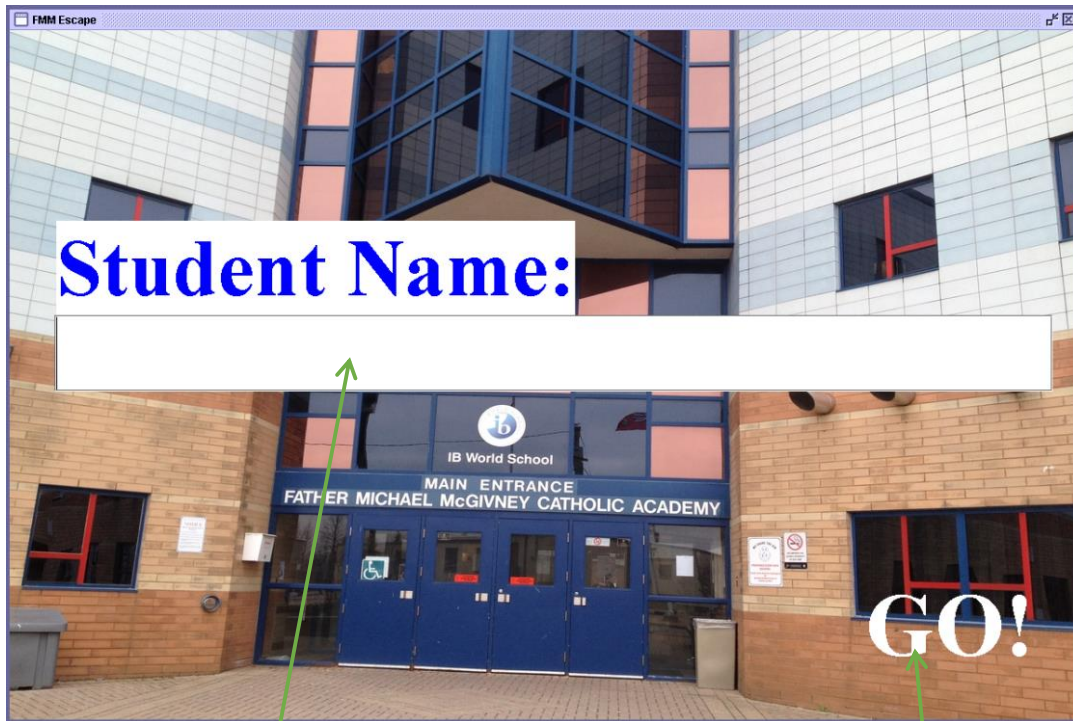
After you pass all courses and answer the final riddle, you will finally be able to escape from FMM!

## **4. Basic Operation**

Swing Version		
Keyboard	Enter the student's name	
Mouse	Left Click	Choose and Confirm

Console C Version (only using keyboard)	
<a> Key	General: Move the green box to left. Question: The answer choice a.
<d> Key	General: Move the green box to right. Question: The answer choice d. Student History: Clear all the record.
<w> Key	General: Move the green box to up.
<s> Key	General: Move the green box to down. Student History: Search record.
<x> Key	Student History: Leave the page or stop searching record. Item: Leave the page.
<Enter> key	General: Confirm the choice or continue the game.

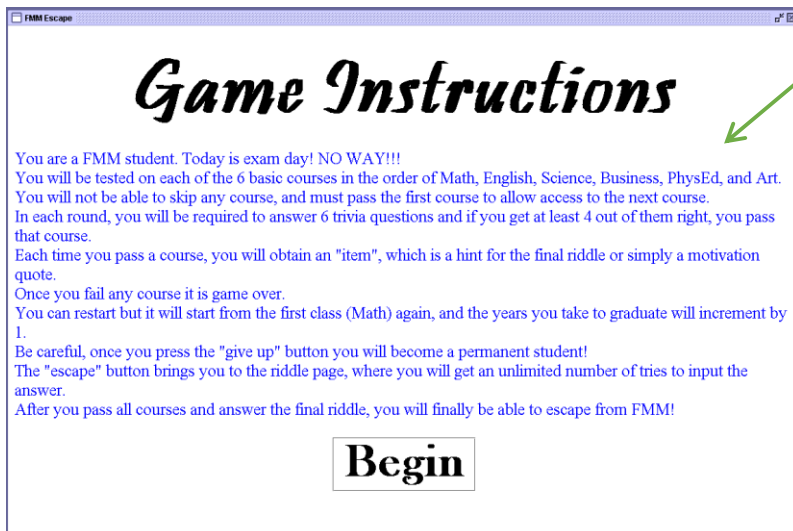
## 5. Interface Explanation (Swing Version)



Enter the user's name here in the text field. If name is invalid (i.e. if it is already taken by past users), a message will be displayed here.

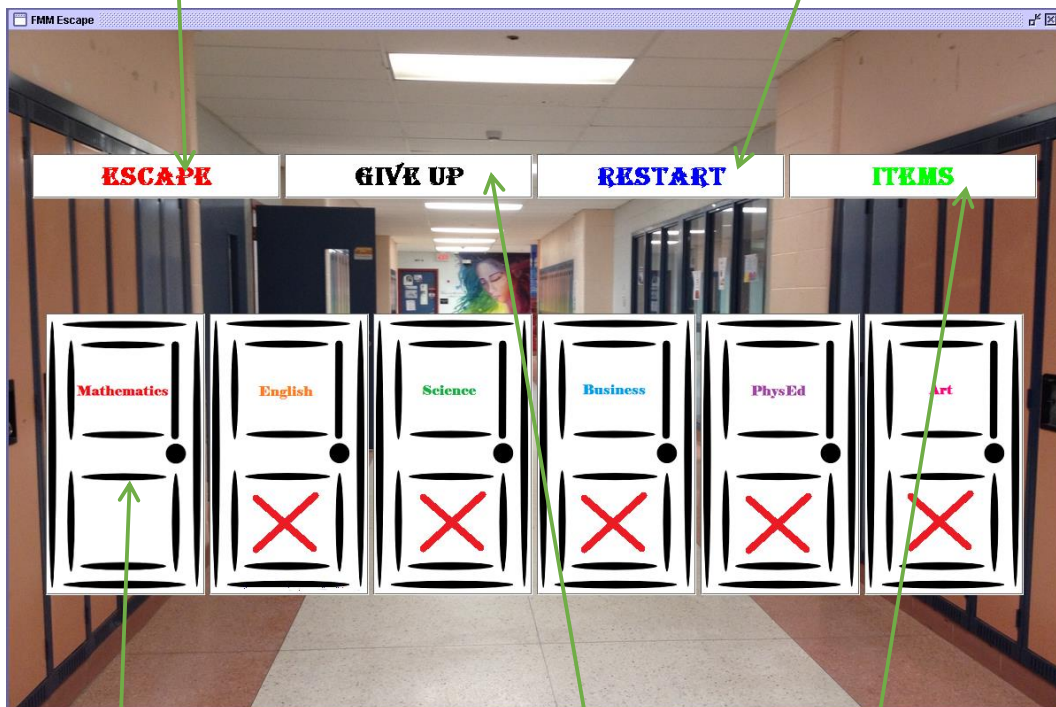
Click "GO!" to continue on to instructions page.

This page shows all the instructions for the game: about how to get an item, how to pass a course, the functions of different buttons, etc.



Press "Escape" to have a change to answer the final riddle question. Principal message will be displayed if not all courses are passed yet.

Press "Restart" to start again from nothing, but with the same student name and one more year is added to the student object.



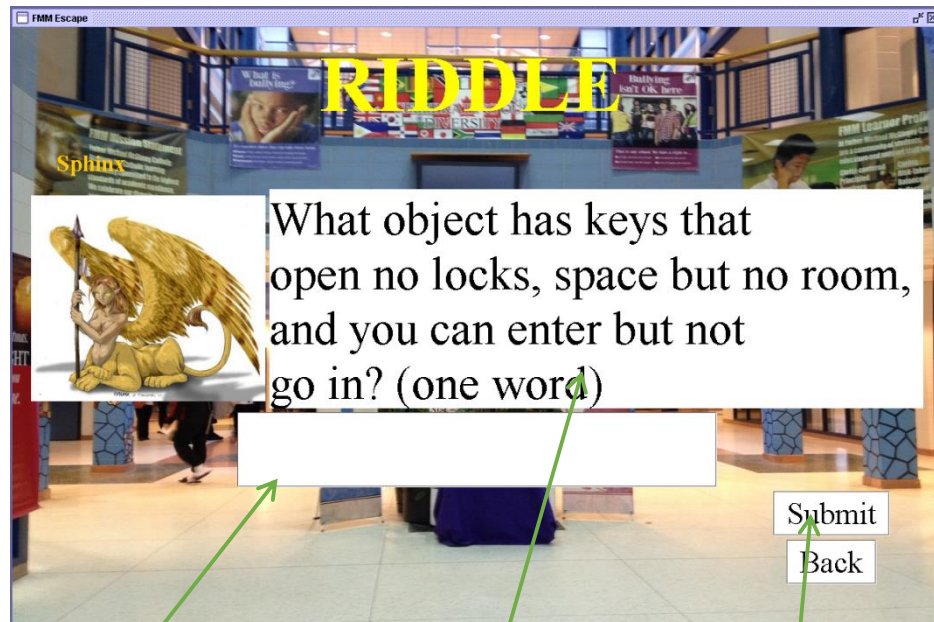
Press the door in the order from left to right to enter the classroom for a chance to answer questions. "O" means passed, "X" means locked, and nothing means open.

Pressed "Items" to display items obtained by player and their descriptions.

Press "Give Up" to end the game and record the student player as a permanent student on the text file.



6 questions are displayed one at a time and the 4 choices are shown in radio buttons. Select one of the buttons and press “Submit” to check answer and advance.

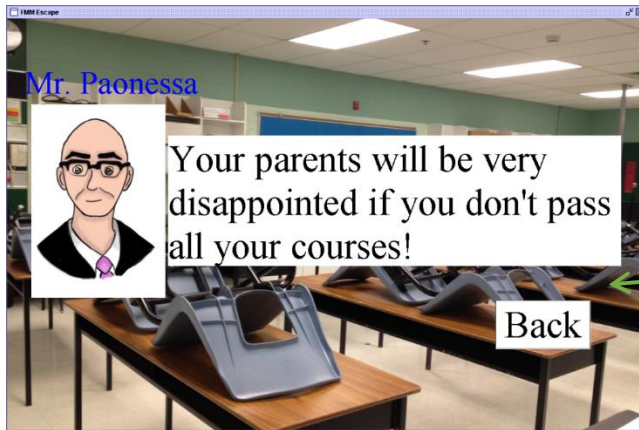


Text field for placing the answer of the riddle question above.

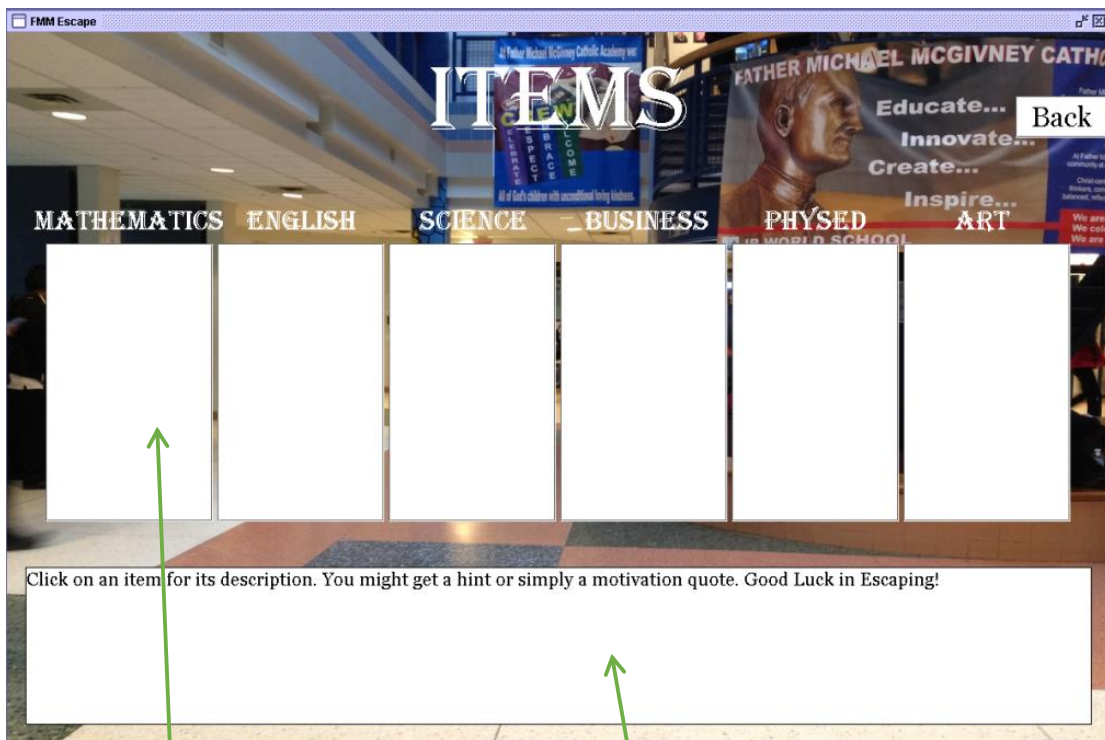
Click “Submit” to check if the answer in the text field matches the correct answer. It is not case sensitive.

The FINAL riddle question that needs to be answered after all 6 classes are passed.





This page that shows the principal's message is displayed when the "Escape" button is pressed but not all courses are passed yet, player should go back to the Hallway to finish all classes and click "Escape" again later.



Only one item can be obtained from each class after passing each course. Once the item is received, the white space will turn into the picture of the item.

This box is used to display the description of an item. When the image of the item is clicked, its description is shown here. It can be a hint to the final riddle or simply a motivation quote.

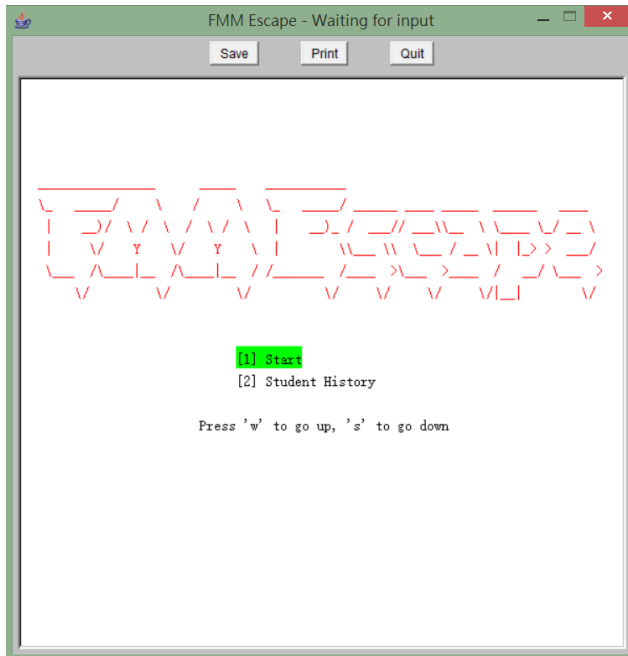


This page is displayed once the student player gives up and its information is recorded on the text file as a permanent student.



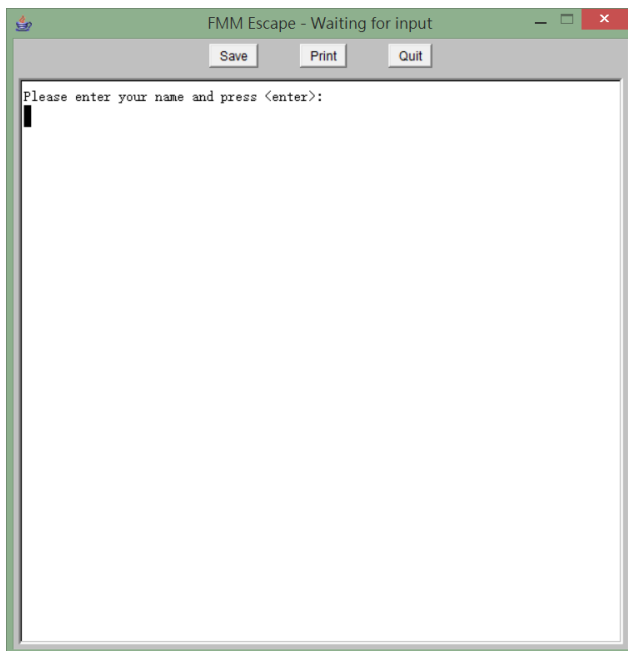
This certificate is displayed once the student player passes all 6 courses and answers the final riddle correctly. The player information is recorded on the text file as a graduate.

## 6. Interface Explanation (Console C Version)



This is the main menu page.  
Please use <w> key or <s> key to move the green box and press <enter> key to confirm the choice.

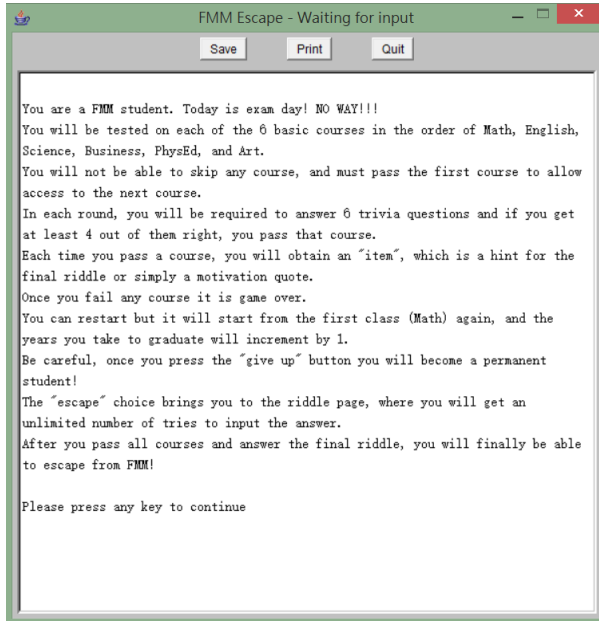
Choice "[1] Start" will start the game; choice "[2] Student History" will go to the student history page.



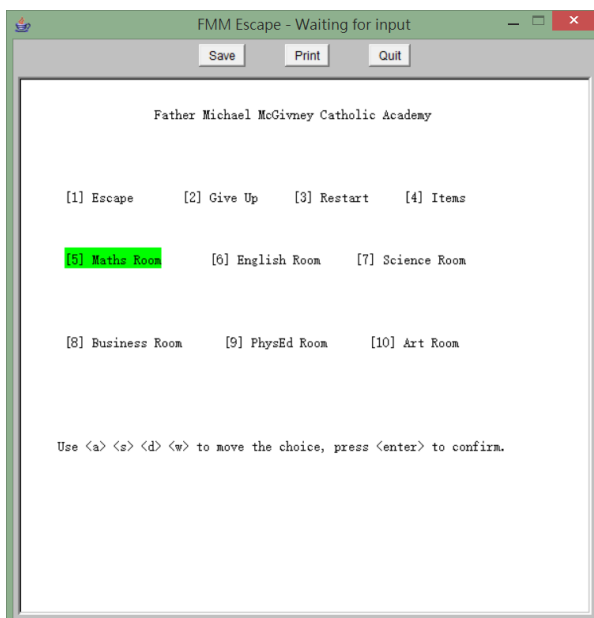
The page is asking you to enter your name and press <enter> key.

You will come to this page when you choose "[1] Start" in the main menu page.

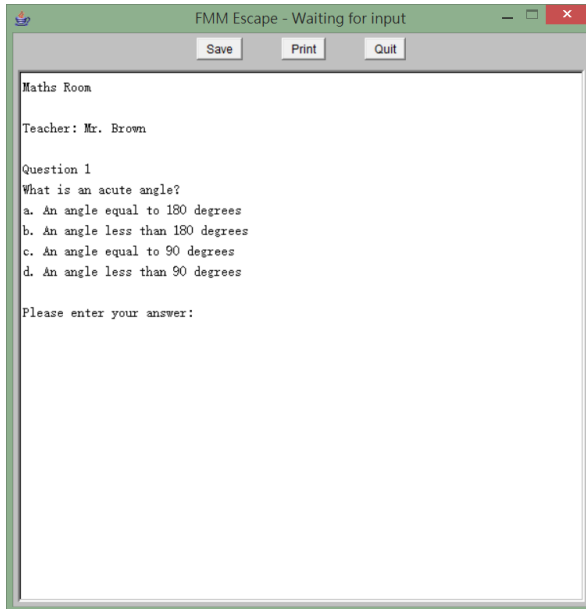
After input your name and press <enter> key, you will go to the instruction page.



This is the instruction page.  
 You will know the background story and how to play the game in this page.  
 After finish reading this page, press any key to go to the game menu page.



This is the game menu page.  
 Please use <a> key, <d> key, <w> key or <s> key to move the green box and press <enter> key to confirm the choice.  
 Choice [1] will bring you to the riddle page unless you do not finish all the subject's exams.  
 Choice [2] will bring you to the game over page.  
 Choice [3] will start again the game from nothing, but with the same student name and one more year is added to the student object.  
 Choice [4] will bring you to the items page.  
 Choice [5] to [10] will bring you to each of the subject classroom.  
 Message "The door is locked!" will show when you cannot go into the room.



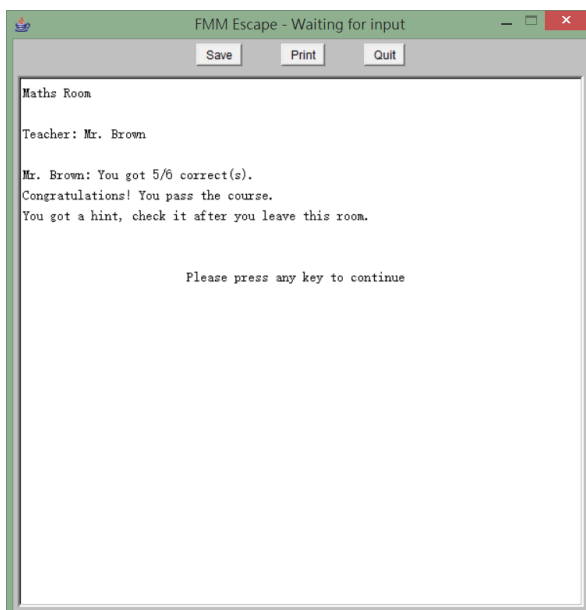
This is the classroom page.

It will display the subject's name, the teacher's name and question.

You need to input 'a', 'b', 'c' or 'd' for answer the answer and press <enter> key.

If your input is invalid, the program will ask you input again.

It will tell you the answer is correct or wrong after you answer the question.

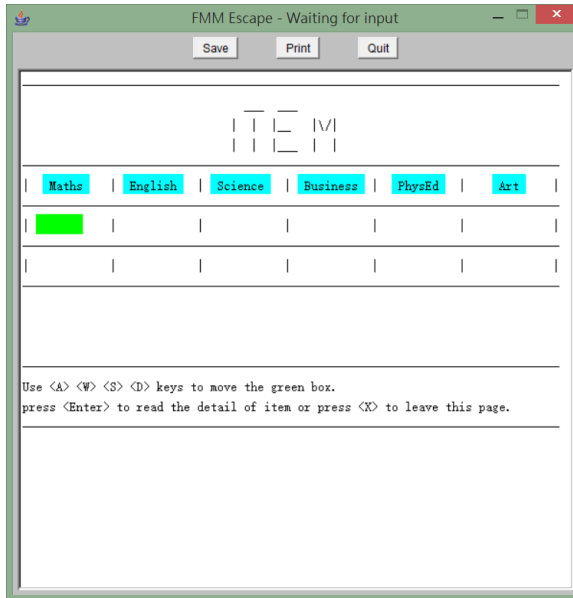


After you answer 6 questions in the classroom, you will come to this page.

This page will tell you how many questions you get correct.

If the correct number is 0 to 3, you fail the course and need to restart the game.

If the correct number is 4 to 6, you pass the course and you will get item(s).

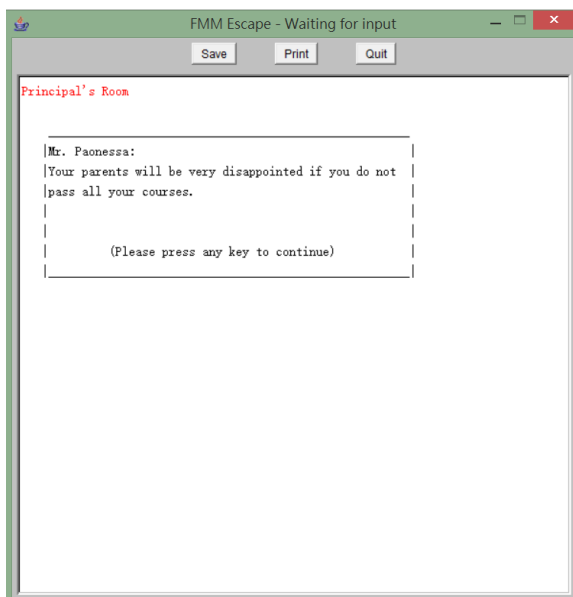


This is the items page.

This page will display all the items you get in the game.

Please use <a> key, <d> key, <w> key or <s> key to move the green box and press <enter> key to read the item detail.

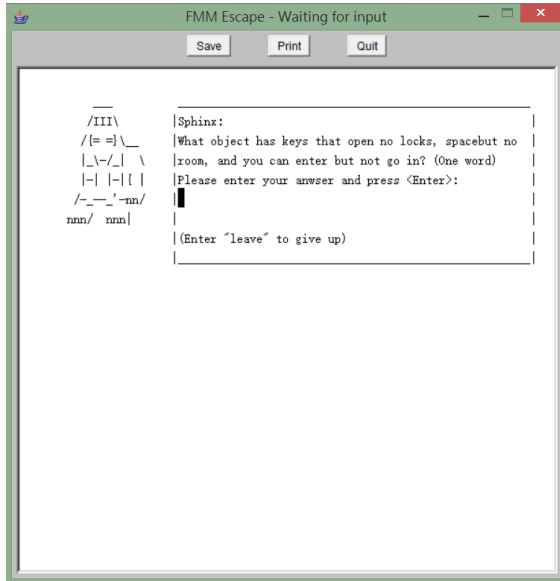
If you will to leave this page, press <x> key and you will go back to the game menu page.



This is the principal's room page.

When you choose [1] in the game menu page but you do not finish all the classroom's exam, you will come to this page.

Press any key to go back to game menu page.



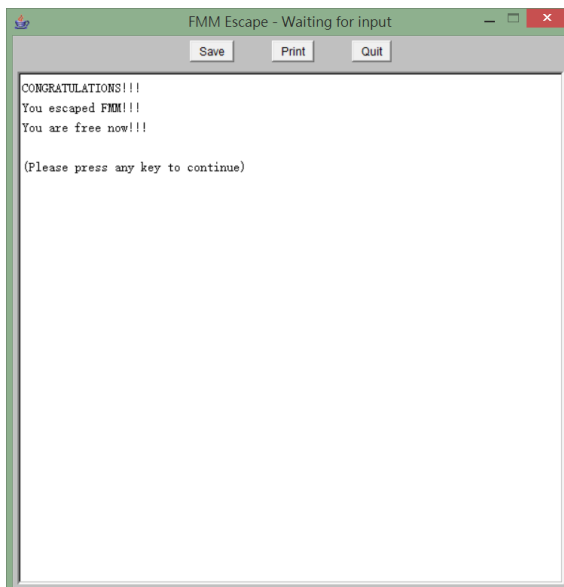
This is the riddle page.

This page will display the riddle and you need to guess what it is.

It will display “Wrong!” will your guess is not correct, and you need to guess again.

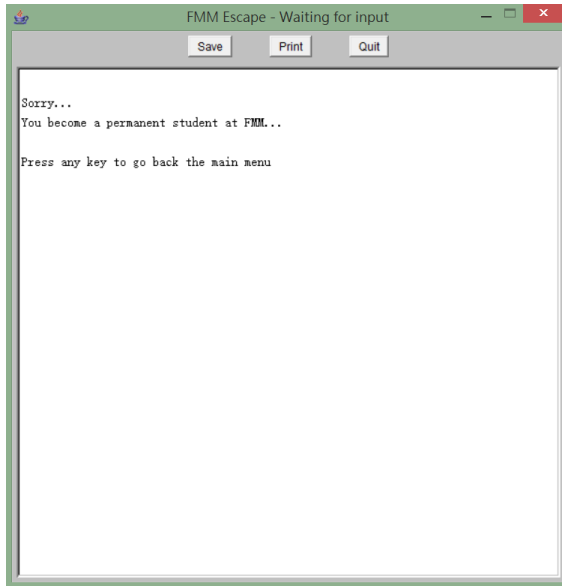
If you type “leave”, you will go back to the game menu page.

If your guess is correct, you will go to the game end page.

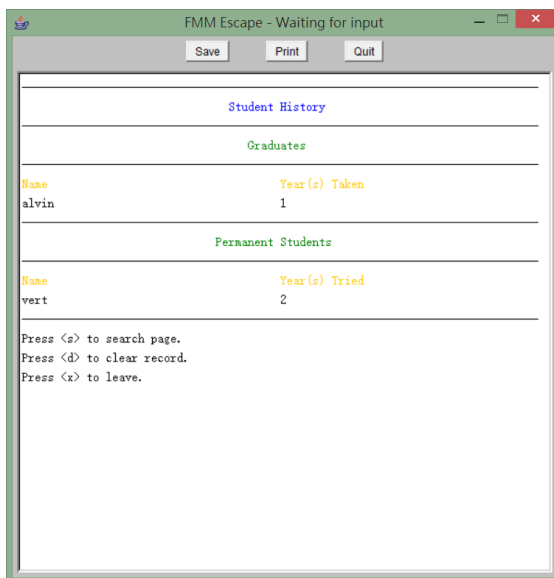


This is the game end page when you pass the game.

Press any key to go back to the main menu page.

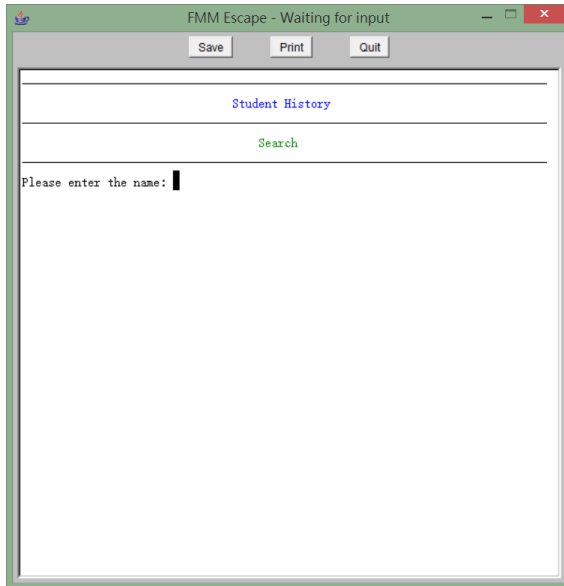


This is the game over page when you choose choice [2] to give up.  
Press any key to go back to the main menu page.



This is the student history page when you choose choice [2] in the main menu page.  
It will display all the records.  
Press <d> key to clear the records.  
Press <s> key to go to the search page.  
Press <x> to go back to the main menu page.





This is the search page for student history page.

You need to enter a name and press <enter>.

After you press <enter>, it will display the student's information if the program can find the record; it will display "Sorry... Name Not Found..." if the program cannot find the record.

After then, you can press <s> key to re-search again, or press <x> to go back to student history page.