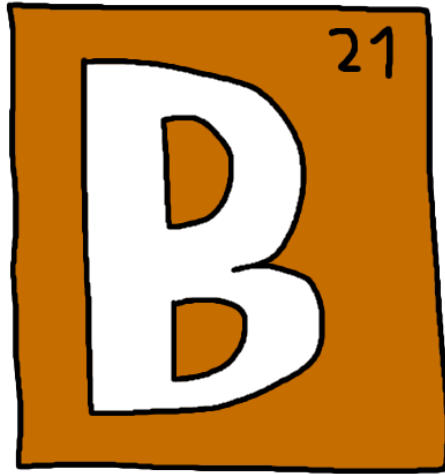


# **Boggle Game**



## **User Guide**

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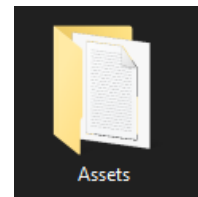
## Hey there!

Thanks for checking out Boggle Game. Despite it being called “Boggle Game”, there happens to be a lack of the actual Boggle. Hopefully you will still enjoy the software and the included features regardless.

## Before you do anything...

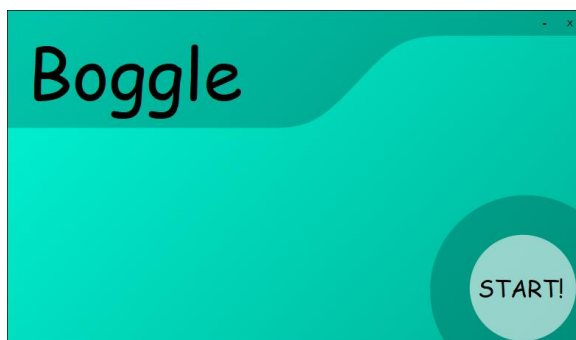
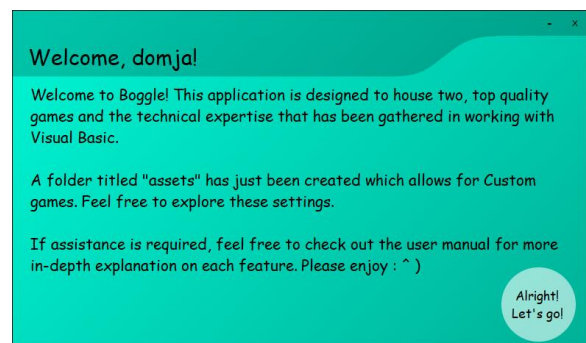
This program requires the **.NET 4.8 Framework** and a **Windows Operating System** to run. Ideally, you’d be running something newer than Windows XP, and already have the .NET Framework pre-installed. It is also recommended that your PC is not a literal potato. As long as it is able to open/close programs and play audio, you should be fine.

It is also suggested that you save Boggle Game into its own folder as it will create its own files and folders as needed. The first time you open the program, it will create a folder called `\Assets\` which will contain some useful files for custom games.



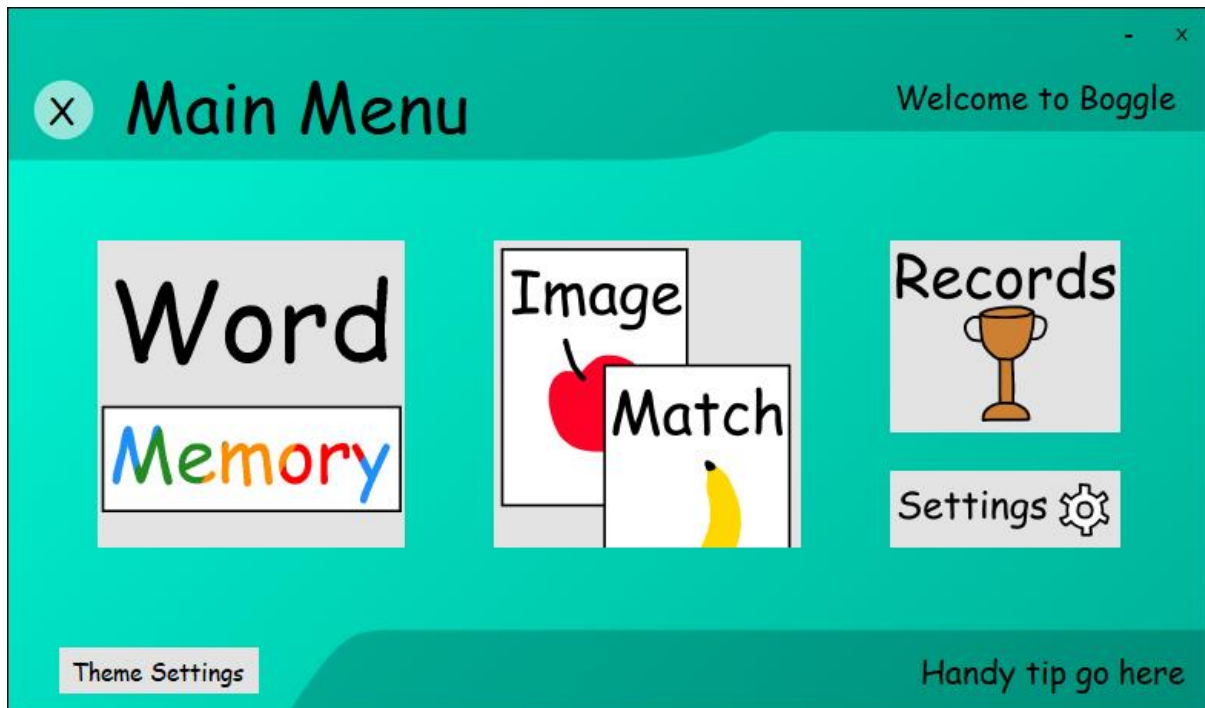
## Now we can get started!

When you first open the program, you will be greeted with the Welcome screen! A quick explanation about the program is shown with a suggestion to read the user guide for more information (which I hope you are doing right now).



Clicking on the “Let’s Go” button will send you to the Title Screen. This is where the program will open from now on. Past the Start button will be the Main Menu!

## Functions of the Main Menu



There are 6 buttons on the Main Menu. The two largest buttons are the two main games. Followed by your high scores (Records), Settings, the Theme Settings, and a quit (back) button! Hovering over each button reveals a quick explanation of each menu (or you can continue reading this guide instead).

If you need to restart the program, this can be done by holding down the Control Key (on your keyboard) and clicking the quit button on the Main Menu at the same time. This may be handy if you need to restart the program without having to open Boggle Game again.



The drag bar at the top can be used to drag the window around. The draggable area is indicated by the bar becoming a darker colour. Clicking and dragging works the same as any other program. There is also an option to minimise or close the program from any menu.

If you're in the middle of a game and accidentally minimise or close the program, the game will automatically pause itself until the message box is cleared or the 'Resume' button is clicked on.

## Whole bunch of Settings

Found in the Settings menu, here is what each option does:

**Skip Title Screen** - Skips the initial Title Screen when opening the program. It will open straight to the Main Menu instead.

**Show Card Deck** - Reveals the images that are used for Image Match. These will not affect the game apart from showing the images that are being used.

**Enable Debug Form** - Opens or closes another window which shows settings and variables that are updated in real time. ***Please note:*** Having the Debug Form open and attempting to play Word Memory game might cause the program to temporarily freeze.

**Mute Background Music** - Mutes the Background Music that is played. Will not affect Sound Effects.

**Mute Sound Effects** - Mutes the Sound Effects that are played throughout the program, such as button clicks and other audio. Will not affect Background Music or Message Boxes.

**Card Cover A/B/C** - The different colours for the cards in Image Match. This setting affects the colour on the back and front of the cards.

**Credits** - Opens the Credits menu, with sources to all of the sound files.

**Reset Settings** - Completely resets the settings AND your high scores.

**Custom Word List / Custom Image Deck** - These buttons bring up instructions on how to use the custom option for each game. For further information on how to set up custom games, please go to the respective game's section (Word Memory: Page 8), (Image Match: Page 10)

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## Styling it up!



Various themes can be selected to change the look of the program! There are three different options to choose from. Standard Green and Alternate Blue are part of the “Light Theme” while After Dark is part of the “Dark Theme”. By selecting the different options on this menu, it will show a preview of what the theme looks like.

Note that Theme Settings do not affect the cards in Image Match (although each Card Cover does correlate to each theme)

### Standard Green

Standard Green is the standard theme for the program. When you first open the software or reset the settings, green will be the primary colour. All of the backgrounds come with a pleasant gradient of green. Text is primarily black, with all of the buttons being light grey.

### Alternate Blue

Alternate Blue is the alternate light theme for the program. It can be selected from Theme Settings. Similarly to Green, all of the backgrounds come with a nice gradient of blue. Text is also primarily black with light grey buttons.

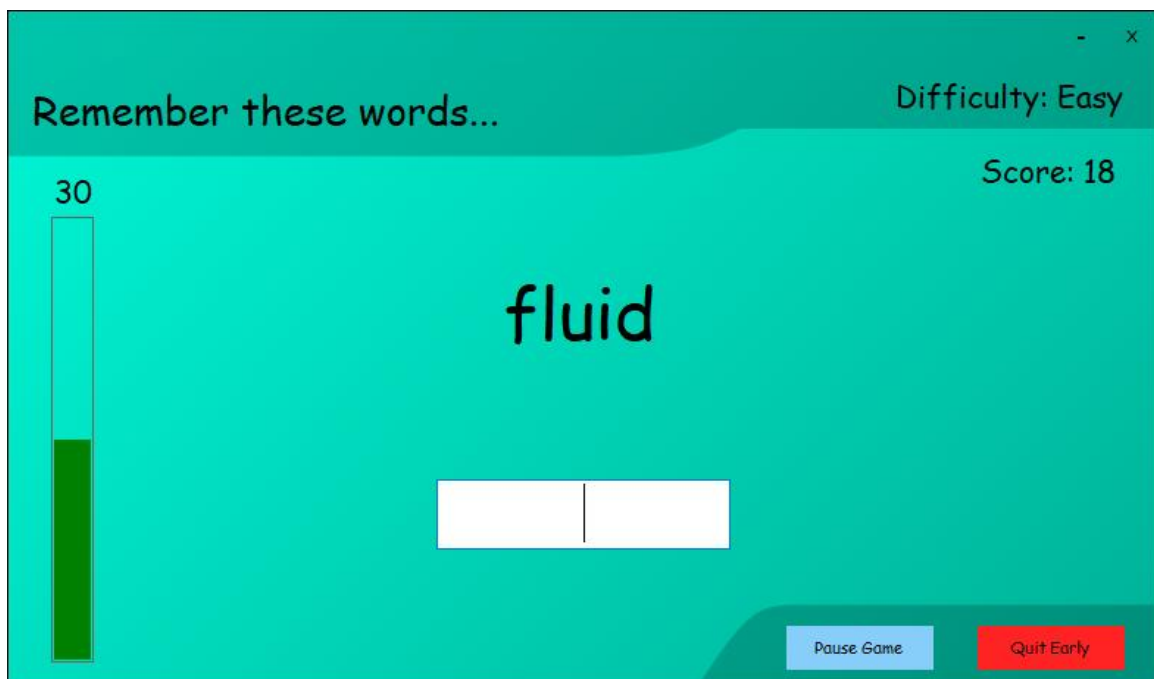
### After Dark

After Dark is the only option available for the “Dark Theme”. Just like the others, it can be selected from Theme Settings where its background has a soft gradient of black. Since the background is now darker, all of the text becomes white, and all of the buttons become a darker grey. Hopefully this is easier on the eyes for those late nights.

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## Word Memory

Test how well you can manage under the pressure while having to memorise different words at the same time! The aim in Word Memory is to memorise the word that appears on screen, but the twist is that you have to answer with a previous word that was shown! Depending on the difficulty, you may need to remember a few words at once! Try and enter as many words as possible within 60 seconds to get a top score!



Right in the center of the screen is the word that you're asked to remember, and below it is the text box where you enter your answer. Once you've typed in your answer, press Enter on your keyboard to move onto the next word.

To the left is a countdown bar which indicates how much time you have left. If you get a word right, it will turn green and you gain a point! If you get a word wrong, it will turn red and nothing else.

The difficulty that was chosen and your score can be found on the top right. On the bottom right, there are buttons to pause or quit the game.

Once you choose a difficulty, the game will display a number of words before the full countdown starts. This is to make sure that once you can begin answering, there will be words that you should have remembered. Normally, 5 seconds are given in between each word here.

## The Difficulties

For Easy, there will only be 1 word that you'll have to remember at a time. At the beginning of the game, only 1 word will appear before you can start answering. The expected answer will be behind by a word.

For Medium, there will be 2 words that you'll have to remember at a time. At the beginning of the game, 2 words will be displayed before you can start answering. The expected answer will be behind by 2 words.

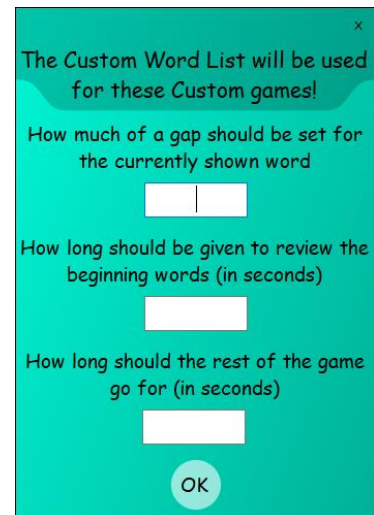
For Hard, there will be 3 words that you'll have to remember at a time. At the beginning of the game, 3 words will be displayed before you can start answering. The expected answer will be behind by 3 words.

## Custom Difficulty (And how to edit the Word List)

Custom Difficulty works a little differently. While the format is the same, you are able to select:

- How many words the expected answer is behind by (the word gap).
- How much time you get to memorise the beginning words.
- How much time you get for the rest of the game.

By default, the word gap depends on the difficulty (1, 2, or 3), the review time is 5 seconds, and the rest of the game plays for 60 seconds.

A screenshot of a settings menu titled "The Custom Word List will be used for these Custom games!". It contains three input fields with labels: "How much of a gap should be set for the currently shown word", "How long should be given to review the beginning words (in seconds)", and "How long should the rest of the game go for (in seconds)". Each field has a vertical line in the middle. At the bottom is an "OK" button.

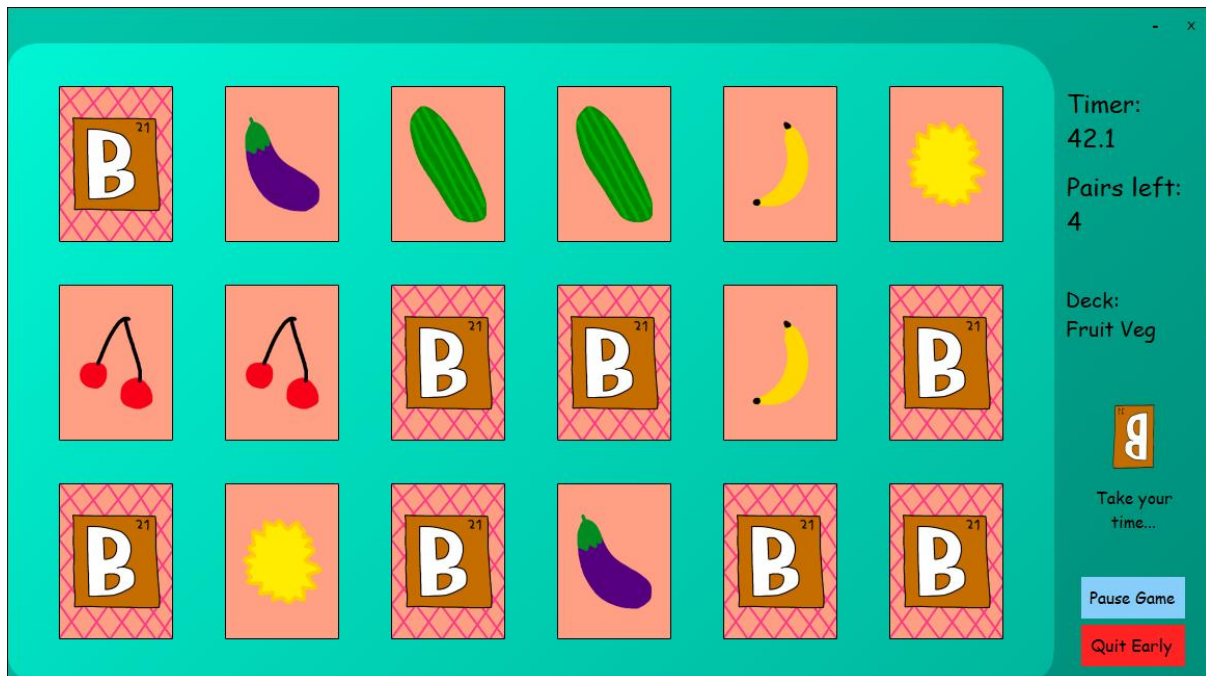
You are even able to use your own list of words! In the Settings, there will be a button called "How to use a Custom Word List". By clicking on it, there will be instructions on how to edit the Word List. While the program should open the text file automatically, you can also find it in the \Assets\ folder, called 'WordList.txt'. Feel free to add, delete, or completely replace the file! Just be sure to keep the same file name and have one word per line.

Once you have saved the file, click the OK button and it will update the custom word list! Everytime you want to update the word list (without restarting the program) please go through this menu.



## Image Match

Select two cards, and see if they match! The aim of Image Match is to try and match all 18 cards together as fast as possible. There are 3 different decks to choose from, as well as the Custom deck! The background colour for the cards are determined by the Card Cover option in Settings.



All of the cards have been spaced out equally so that they're right in your face! To the right are some information such as the time passed, how many pairs remain, the deck you are playing, and the pause/quit buttons.

If Show Card Deck is enabled in the settings, extra images will appear on the very left of the window. These show the images which are being used.

Once the game has started, click on two (different) cards and see if they match! If they do, the two cards will remain shown. If they don't, they'll hide again after a few seconds.

Once you have uncovered all the cards, the time it took to do so will be recorded if it's your best time! And if not, keep working at it! You'll beat that best time one day!

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## The Decks

There are 3 different decks which can be chosen from (as well as the Custom deck)! The three decks are:

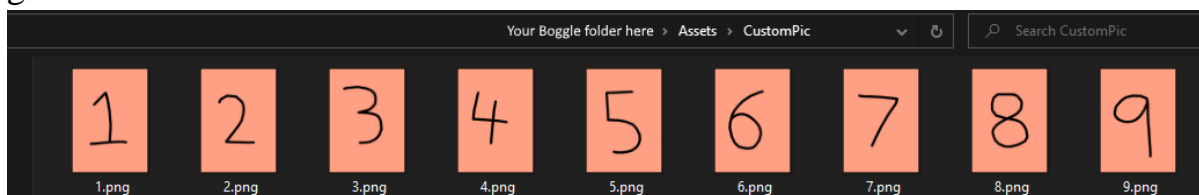
- Fruit and Veg
- Sports
- Clothing

## Custom Decks (And how to make them)

The Custom deck plays the exact same as all of the other decks! The only difference is that you're able to use your own images instead! While instructions exist on how to create a Custom deck in the Settings menu, you do not need to go into Settings to save the deck.

If you'd like to use the same templates that were used to create the default decks, they can be found in the `\Assets\CustomPic\` folder in the same location as your Boggle Game. Clicking on "How to use a Custom Image Deck" in Settings will also automatically open the folder.

For a Custom game to start, you will need 9 images named "1.png", "2.png", "3.png", "4.png", "5.png", "6.png", "7.png", "8.png" and "9.png". If these files are not found in the `\Assets\CustomPic\` folder, it will refuse to play a Custom game.



For the best quality, the images should be a minimum resolution of 110 x 150. And it is recommended that they have a resolution of 330 x 450.

Once you have all the files set up, feel free to jump straight into a Custom game at any time! Feel like changing the back of the cards too? You can also do that by adding a file called "cardback.png" in the `\Assets\CustomPic\` folder!

If you wish to remove any of the custom images/cardback, you can just drop them into a different folder, rename the files, or just delete them altogether.

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## Troubleshooting (Yay, fun stuff)

### There is an error with missing Framework/Dependencies

Make sure you have any of the .NET 4.8 Frameworks installed on your system. Any of them should be fine as they are all backwards compatible. If the error message mentions NAudio, some things may have broken very badly after compiling the program. Try re-opening the program and if the same error occurs again, please get in contact.

### I got an unhandled exception in the application

There *may* have been one or two bugs that slipped through the cracks. Select “Quit” and reopen the program again. If the same error occurs in the same way, maybe it’ll be best not to replicate that.

### I didn’t see the Welcome Screen even though it’s my first time

Someone else may have already opened the program before you. If this is the case (and you don’t mind resetting their high scores), feel free to use the ‘Reset Settings’ button in the Settings menu to completely reset the program.

### None of the music is playing

Firstly, make sure your computer or application isn’t muted in your system settings. Secondly, make sure you haven’t accidentally checked the mute boxes in the game’s Settings. If those don’t work, try to restart the program, the program settings, and your computer. And if all else fails, it could be that your system isn’t compatible with how the audio is played. In which case, not much can be done.

### The application temporarily freezes when playing Word Memory

Having the Debug Form open may cause the program to temporarily freeze. This is because the program is trying to add the list of random words to the Debug Form. To ensure this doesn’t happen, you can disable Debug Form in the Settings. By default, it should already be disabled.

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### I can't start any custom games

Check to make sure you have all the correct files in the correct folder.

For Word Memory, 'WordList.txt' must remain in the \Assets\ folder.

For Image Match, all of the images must be named from 1 to 9, use the .png filetype, and be in the \Assets\CustomPic\ folder. Save your image again with the proper filetype if it is incorrect.

### Words in the custom word list are appearing incorrectly

Make sure that you're only putting in one word per line. The program does not detect words separated by spaces or commas. You can see the auto-generated word list as an example. It could also be that the line-return used in the text file is not supported by the program. In which case, try using a different computer to create the word list.

### A new word list keeps appearing

Everytime the program opens, tries to access the word list, or tries to close the word list, it will perform a check to make sure the file still exists. If

'WordList.txt' is not found in the \Assets\ folder, it will create a new word list to use instead.

### I want to reset the custom word list

Delete the old list and it'll create a new one with the original list of words (also see "A new word list keeps appearing")

### The template files keep appearing even after I delete them

Similarly to the custom word list, the game will check if the template files exist in the \Assets\CustomPic\ folder. If they do not, they will be created. This check cannot be disabled, even though these files are not essential.

### I have some other issue not listed here

Try and restart the program, reset settings, restart your computer. Either it's an issue I forgot to put into this section, or a bug that has been missed. As long as it's not an unexpected exception, it's probably fine.

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