

LindoLudus: A Language Learning Game

User Manual



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Table of Contents

Group Members:	1
Table of contents	1
0. Overview	2
1. User Manual	2
1.1 Select Level to Play	2
1.2 Check Achievements	7

0. Overview

LingoLudus is a language learning application which aims to gamify the language learning experience by making use of computer assisted language learning (CALL). Computer assisted learning is any learning that is facilitated by a computer and that does not require direct interaction between the user and a human teacher to function. CALL provides the user with an interface (created by a knowledgeable teacher in the subject) that allows the user to follow a lesson or learn a subject of interest. Such materials may be structured or unstructured, but they normally embody two important features: interactive learning and individualized learning. When compared to other more traditional education methodologies, CALL has been reported to improve information retention and achievement scores, improve judgment skills, and minimize required teaching time.

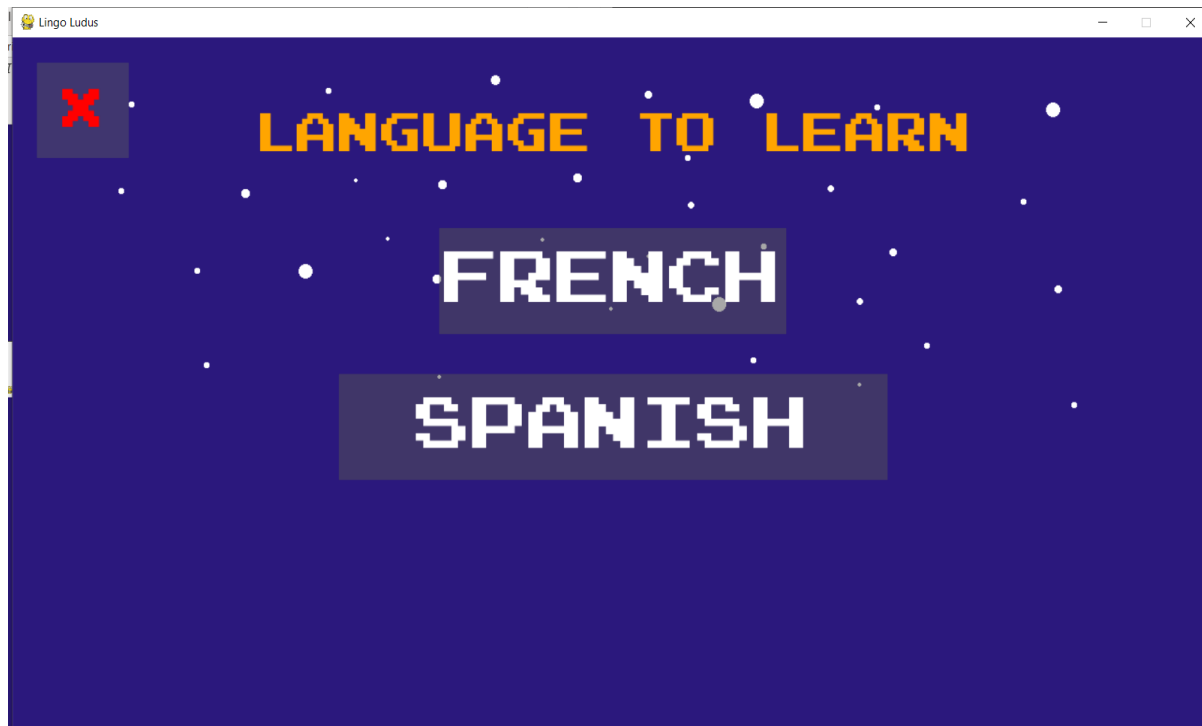
1. User Manual

1.1 Select Level to Play

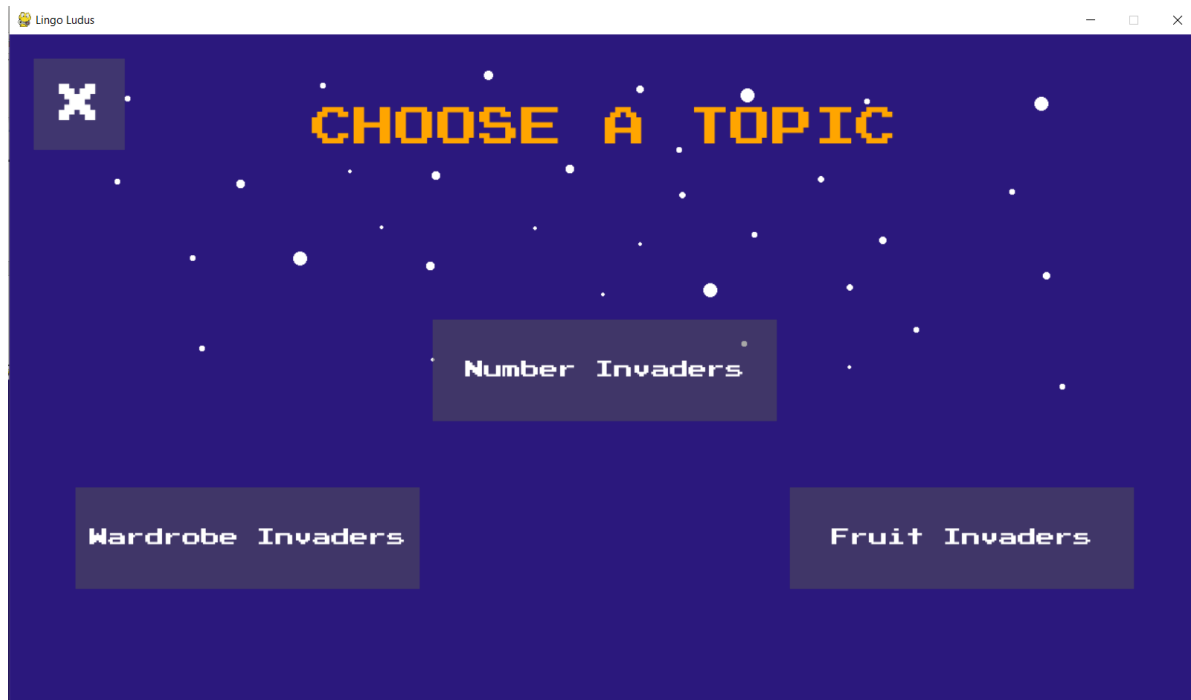
- Once you start the game you will be brought to the main menu page in which you should click the play button.



- After clicking the Play button, you will be asked to choose what language you would like to learn. You have the options to choose from either Spanish or French.



- Finally you will be asked what Topic you would like to learn. You have the option to choose between Wardrobe, numbers, and Fruit. Upon choosing one of these topics a version of the game will boot up based on your choice.

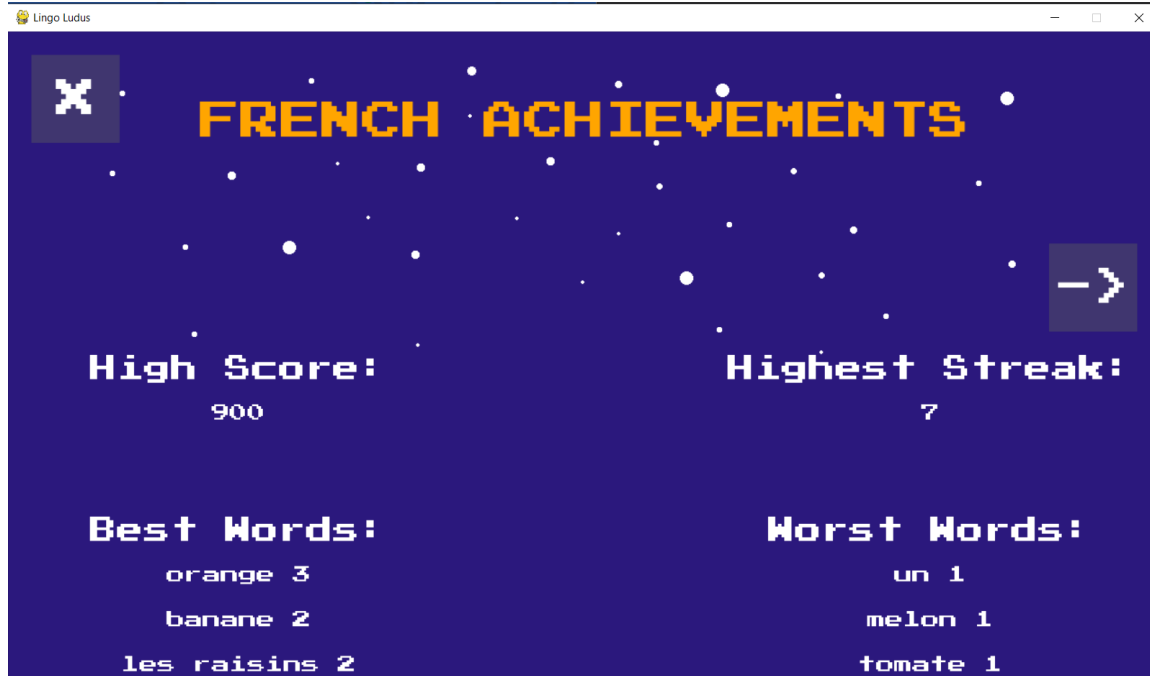


1.3 View Achievements

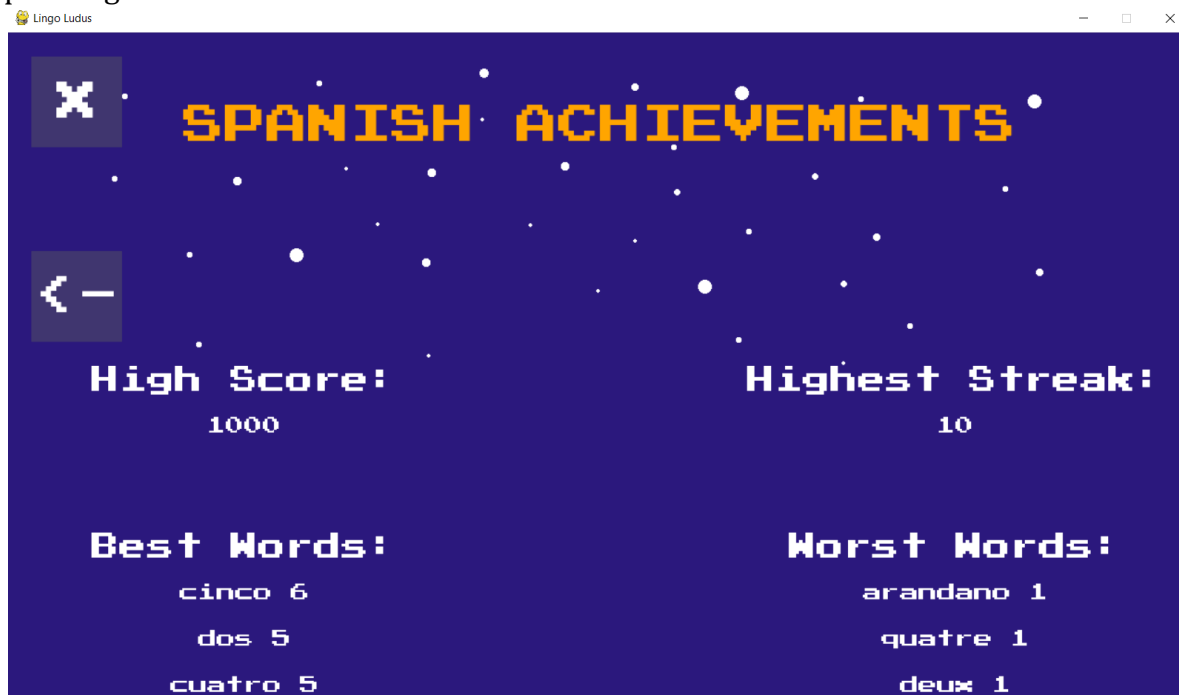
- Once you start the game you will be brought to the main menu page in which you should click the Achievements button. Note that at any time, you can return to the Main Menu to change the language that you would like to learn.



- In the French achievements screen you can view the achievements that you have accrued during the game with French vocab. You have the option to press the right arrow key to view the Spanish achievements screen.



In the Spanish achievements screen you can view the achievements that you have accrued during the game with Spanish vocab. You can go back to the French Achievements by pressing the left arrow button.



1.4 Quit Game

- Once you start the game you will be brought to the main menu page in which you should click the Achievements button. Note that at any time, you can return to the Main Menu to change the language that you would like to learn.



2. Game Instructions

2.1 Game Instructions

The aim of the game is to shoot the correct item that is displayed as a target below. The target will also be said out loud in the language that you are trying to learn.

If your player gets hit by any of the incoming targets or you shoot the wrong target you will lose health. This means you must be careful to dodge incoming targets and make sure not to shoot wildly.

Whenever you shoot the correct target, you will gain score and for every target you shoot correctly consecutively your streak will increase.

If the wrong target is shot when you have gained a streak, the streak will be reset to zero.

2.2 Player control

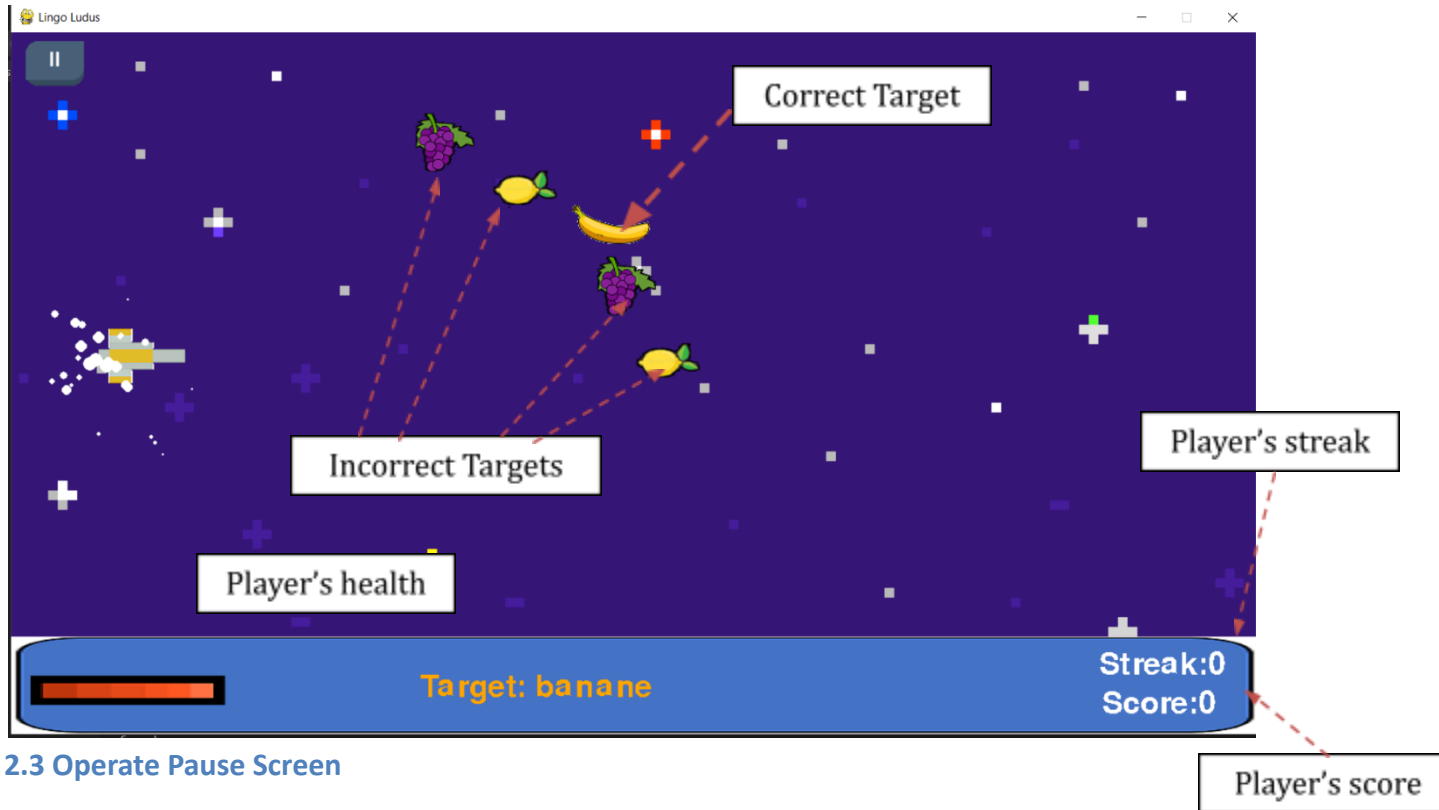
W_Key = Move Player Up

A_Key = Move Player Down

S_Key = Move Player Left

D_Key = Move Player Right

Space_Key = Shoot bullet



2.3 Operate Pause Screen

When the pause button is pressed the player has the option to press the resume button which will resume the game or press the Quit button which will return the player to the Game Selection Screen.

PAUSE MENU

RESUME

QUIT