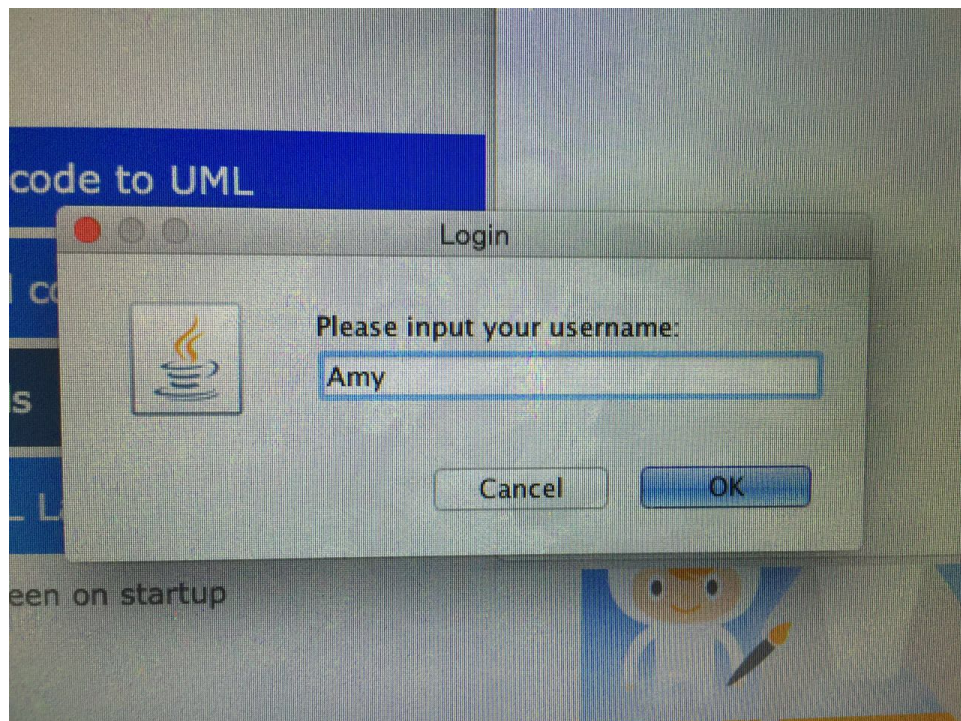

User Manual

Group 10

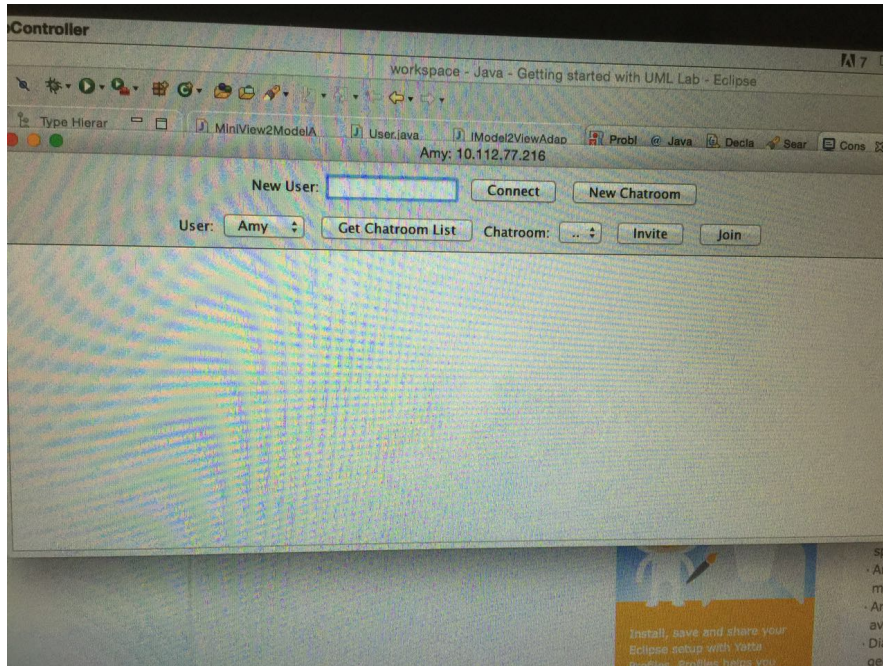
Hongyang Zhang(hz44) Ran Xu(rx4) - December 9, 2016

1. Start the program

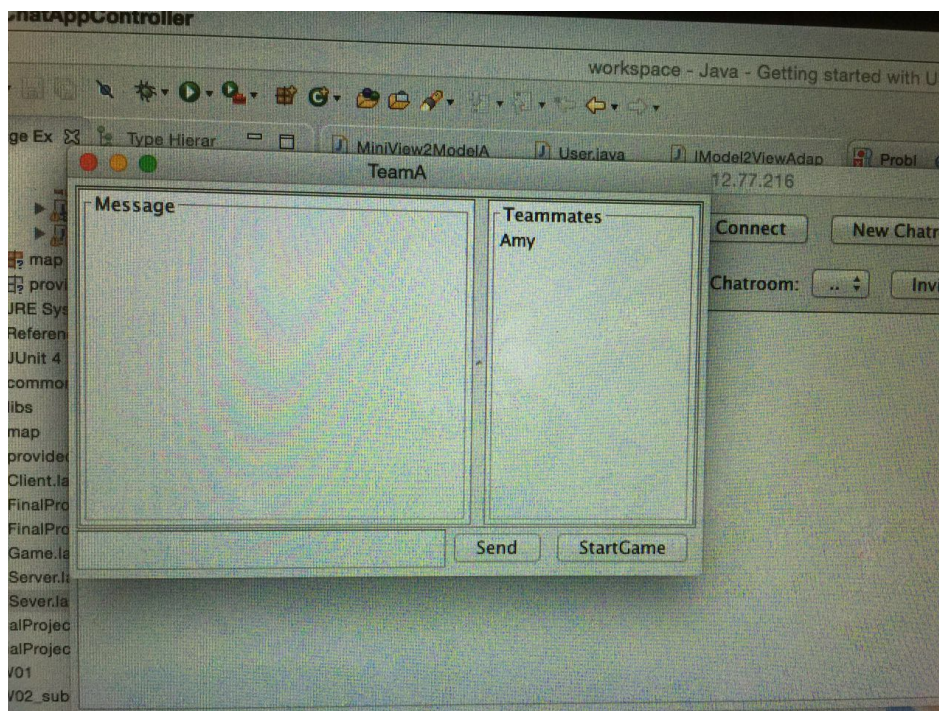
There is one program, you can regard it as a client as well as a game server. When launching the server, there will a dialog window for user to input their name.



When it starts, the interface would show like below. You can create new rooms. When connecting to other clients, the user name will display, click on the “get room list” button, it will show other users chatroom list, you can join their chatrooms. Also you can get your chatroom list and invite others.

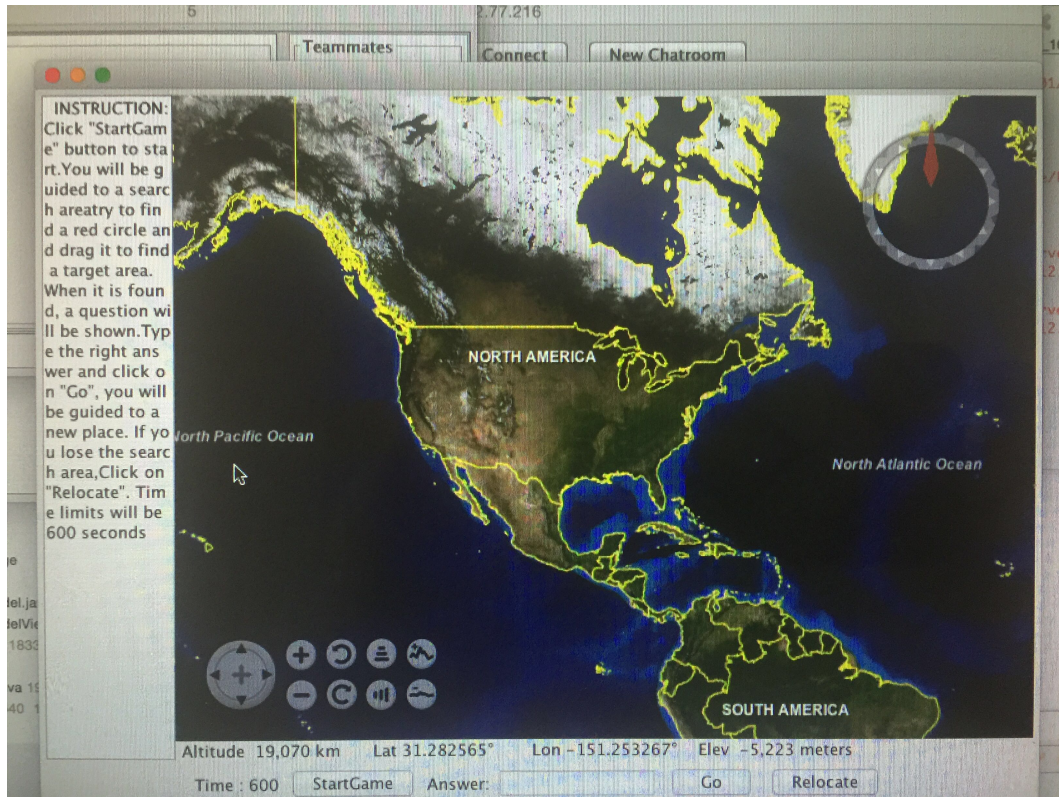


When you create a new chatroom, it will show as below. Teammates will be the team members. You can send text messages to communicate with each other. When you click on the StartGame button, you will send the game to users in this chatroom. They will play as a team.

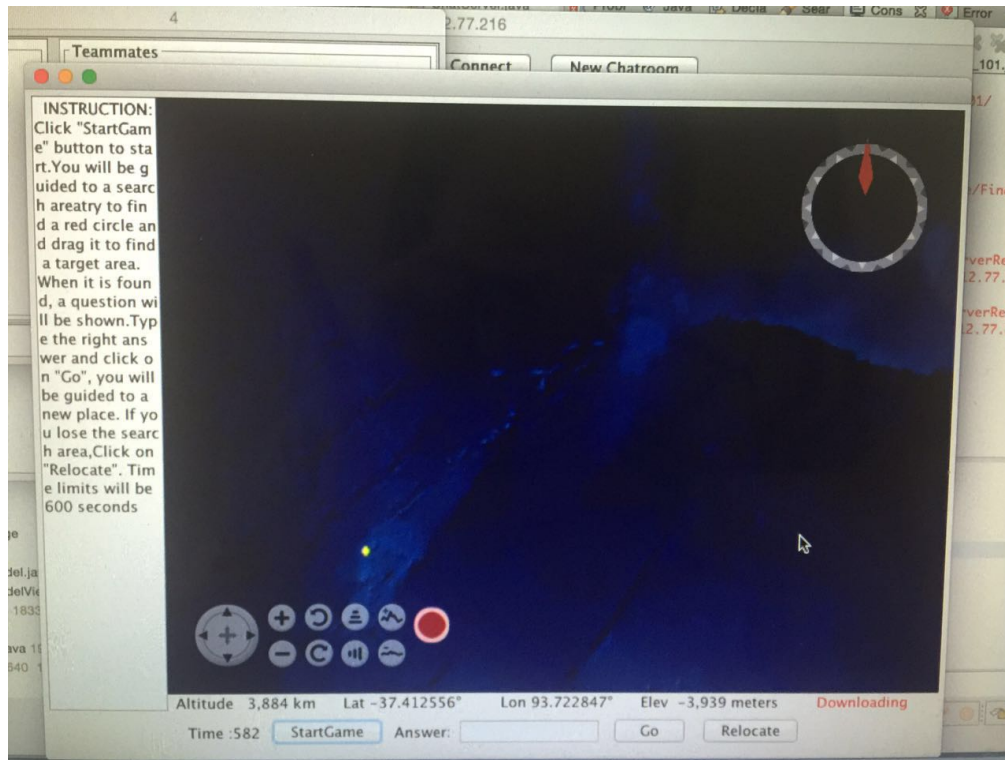


2. Game Start

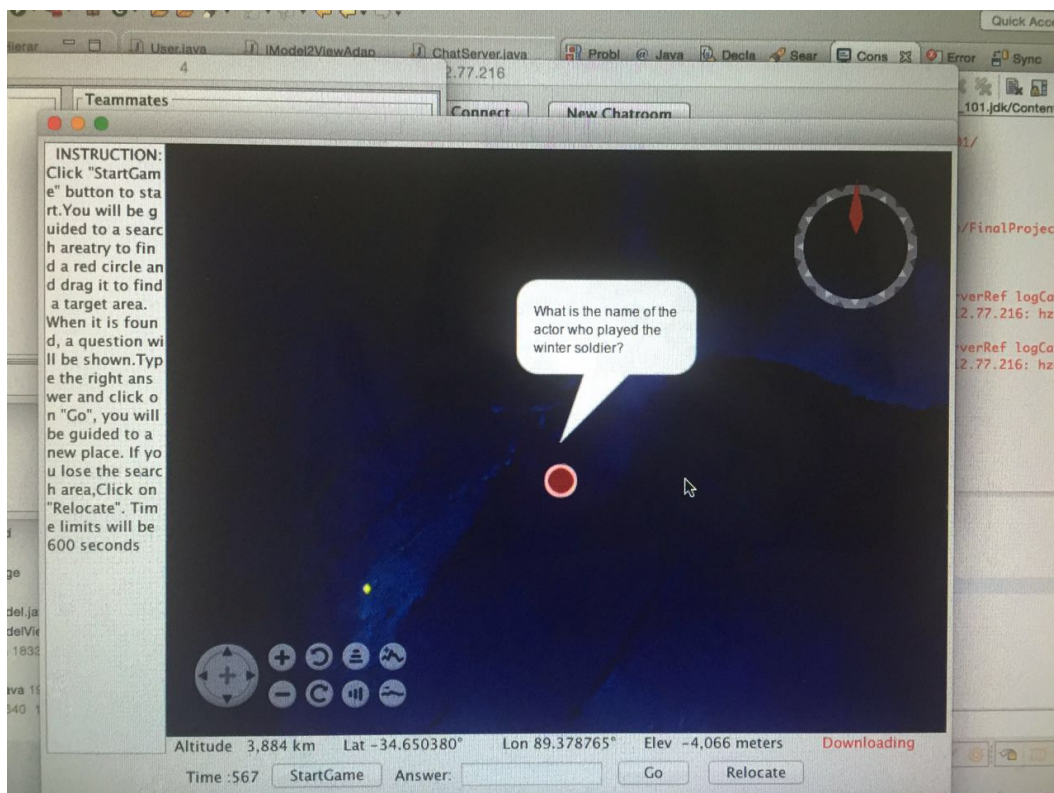
The game interface shows as below. On the left side of the window, users can read the instructions of the game. When you play the game, it will also show some information like how many minutes have you spent as well as your answer is wrong. On the right side of the window, there is a map for users to operate. At the bottom, there is a countdown which means users should finish the game in 600 seconds.



Clicking on the StartGame button, Users can see a red circle shape on the map which can be dragged to anyplace so as to find a target place. If you lose the search area, click on "Relocate button to go back".



When the target place is found, it will show a question, through inputting the right answer in the Answer field and click on "Go", you will be guided to a new place.



After six rounds, the game is end. But only all players in a team finish the game, the result will be calculated and display in the end. Remember : after 600 seconds, the game is end automatically.

