



USER'S GUIDE

Digital Competences and Intercultural Values in e-Learning Environments (e-Civeles) project



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Short description of the Game

It is a serious educational game to help people while traveling or exploring and to know a place virtually. There are 4 cities/levels in the game to explore; namely, 1) Evora (Portugal); 2) Antequera (Spain); 3) Udine (Italy); and 4) Velenje (Slovenia). You can choose the city to be explored by the main menu (Figure 1)

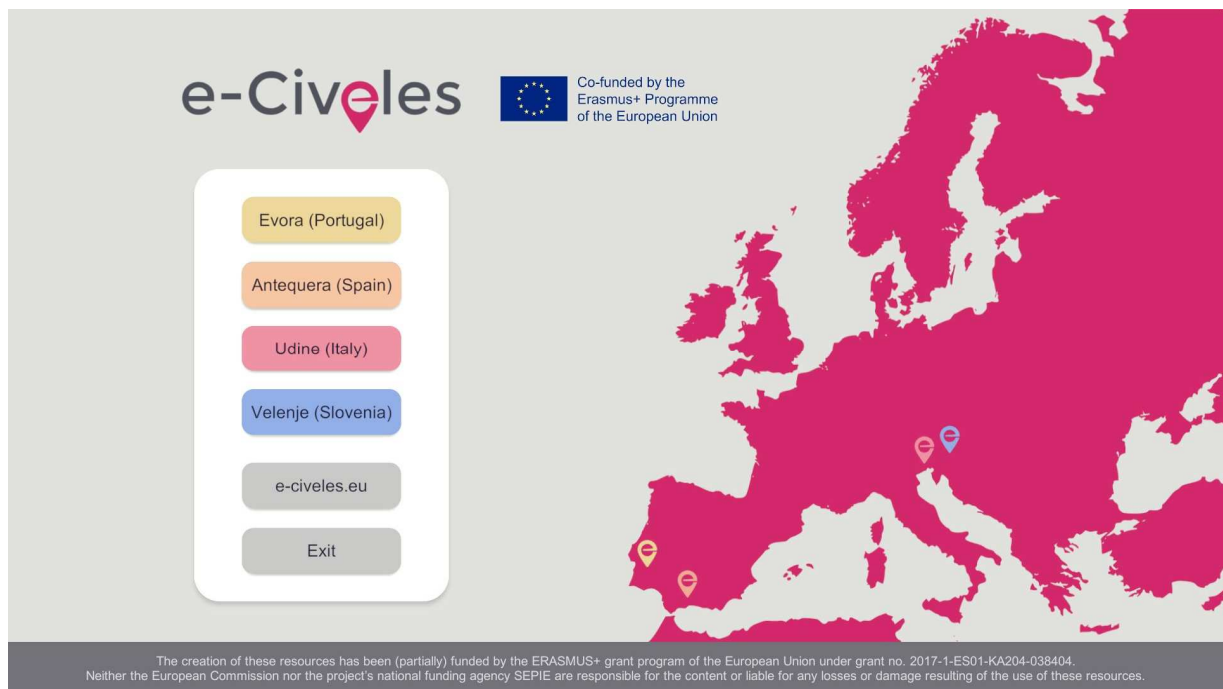


Figure 1. Main menu of the game

On the starting point, user can see some jump pads in pink color and buildings in grey and other color depending on the city (e. g. light brown in Antequera). The point of interests (historic sites) to find in a city are the ones in that special color: yellow in Evora, light brown in Antequera, red in Udine and blue in Velenje. The pink jump pads are there to teleport to another part of the city to find new points of interest.

Each city has 10 monuments or significant places to explore. To open up the Exit door for the next city, players will have to collect at least five monument images of the current city to go to the next one. Near every monument, there are jump pads for quick transportation from one place to another that are far away from each other.

You need also use a virtual tablet, by clicking on the right button in the mouse. By using this tablet you can:

- See the images to be collected around the points of interest (there are 3 different photos around each monument) (pink camera mode)
- See the area where you are with a bird's eye view (pink location point mode)



Figure 2: virtual tablet in camera mode looking at the point of interest Antequera Castle. Jumping pads and the exit door in the middle.

The light brown building on the right in figure 2 is one point of interest; the pink silhouettes over a circle indicate jump pads and the door (closed at the start of the game) is the exit of the city to the next one. This door will be opened once the player finds and collects at least 5 photos around the points of interest (historic buildings).

In figure 3 you can find a view of the scenario with bird's eye view.



Figure 3: virtual tablet in location point mode where the player (in the middle) is close to the point of interest Antequera Castle. Jumping pads are pink dots and the exit door is a blue dot

You can see the city from the top while using the jump pads to other places in the city (Figure 4), where the grey buildings are the basic ones in the city and the buildings in a different color and built with a little more detailed are the points of interest.

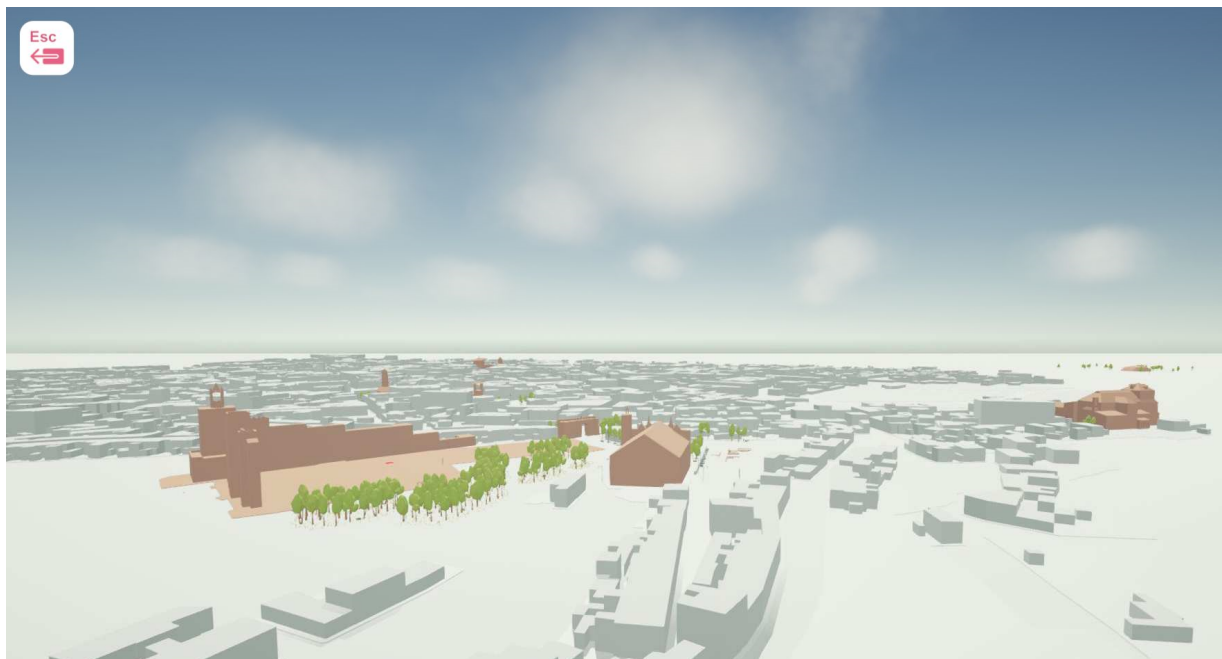


Figure 4: View of Antequera from the top while jumping to another place in the cit

The Starting point of the Game

In the starting point of a city, player will see a closed door, which can be opened after collecting 5 images of that city (Figure 2). Near the door, you can find Jump pads for quick transportation to other areas in the city where new points of interest are located. One can also use jump pads to come back from those sites to the former ones.

Movement

Just like any first-person game, the movements are similar here. The directions keys work as a movement to the right, left, forward and backward. Mouse is to change the camera direction and look (Figure 5). You can also use the arrow keys if desired.

Movement

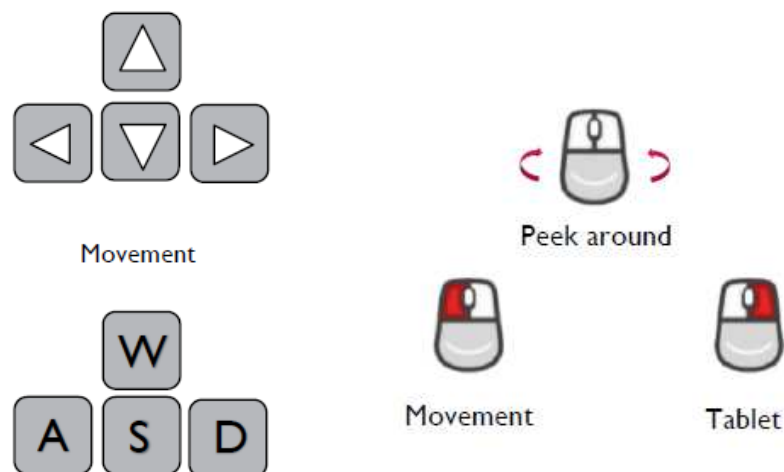


Figure 5: Main movement keys

Now you can move in the city and explore it. In every city, there are 10 monuments. Around each monument, there are 3 photos located. Players need to open up their virtual tablet in mode camera to see and collect them one by one.

To take/collect the photo

When the player opens the virtual tablet in camera mode, the collectable images is revealed through it. The image is highlighted for easy identification while the player is provided with audiovisual feedback on the collectable image. Once the image is collected, it disappears.



Explore the city



An effect appears nearby a photo and you can open your camera for revealing and collecting the photo



When dissapeared. it is collected

Figure 6. Collecting a photo

Explore the city

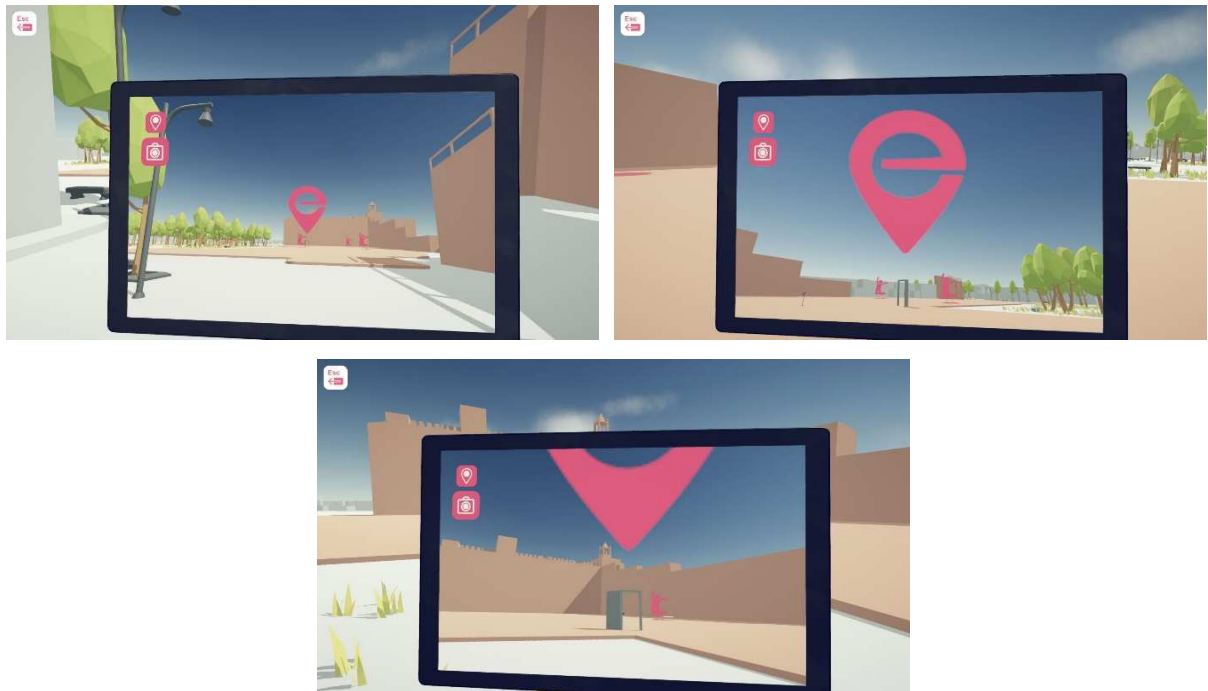
An effect appears nearby a photo (floating cameras) and you can open your virtual tablet in camera mode for revealing and collecting the photo. When disappeared, the photo has been collected.

Right Click on mouse to open the virtual tablet

The most important and necessary tool for playing the game is the virtual tablet option. Right click on the mouse will open this tool. It will enable the player to access the maps, to see hidden objects like photos and find easier the jump pads by icons, which are not available in the normal view. While using the camera, players can scroll up and switch to bird's eye view (Top View) of the map to locate the monuments and jump pads from that perspective (see figure 3). It comes handy for the player when they cannot find the points of interest or jump pads.

How to find the Exit door, in Camera/Tab:

The e-Civeles icon helps to open the door to the next level after collecting the minimum amount of pictures/images in a city (that are 5).



Use the camera to see the big e-Civeles sign for finding the exit door

Figure 7. Finding the exit door when at least 5 photos have been collected

Use the camera to see the big e-Civeles sign for finding the exit door (only appears if the minimum amount of revealed photos are reached)

The whole Flow chart of the Game

Game Loop

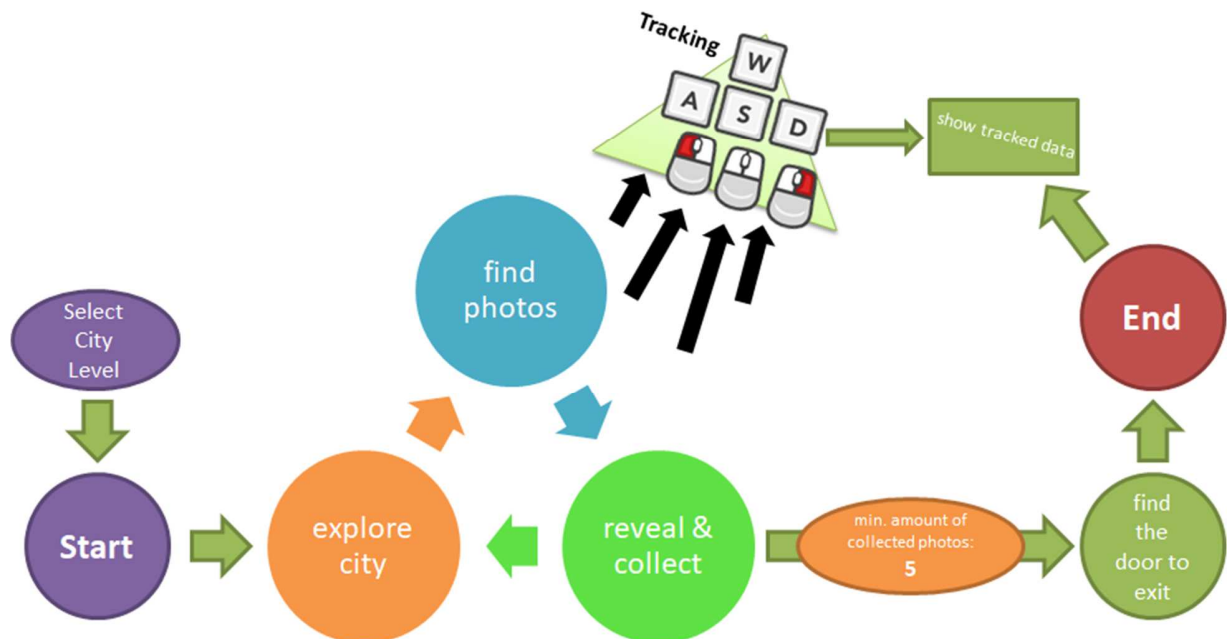


Figure 8. Game loop

Select city level

Start

Explore city

Find photos

Reveal & collect

Minimum amount of collected photos: 5

Find the door to exit

End

Show tracked data

Anyway, although door is opened by collecting at least 5 photos, you can go on collecting more photos (there are 30 different photos in each city) before going to the door and exit.

Jump pads

Jump Pads are a mean of quick transportation in the gameplay. There are several jump pads near the door or staring position to take the player to a distant point of interest. Beside every

monument, there are three jump pads. Blue jump pads take the player to a far place and the Green ones take the player back to the initial door.



Jump pads get you to far places



Camera reveals them also as AR icons

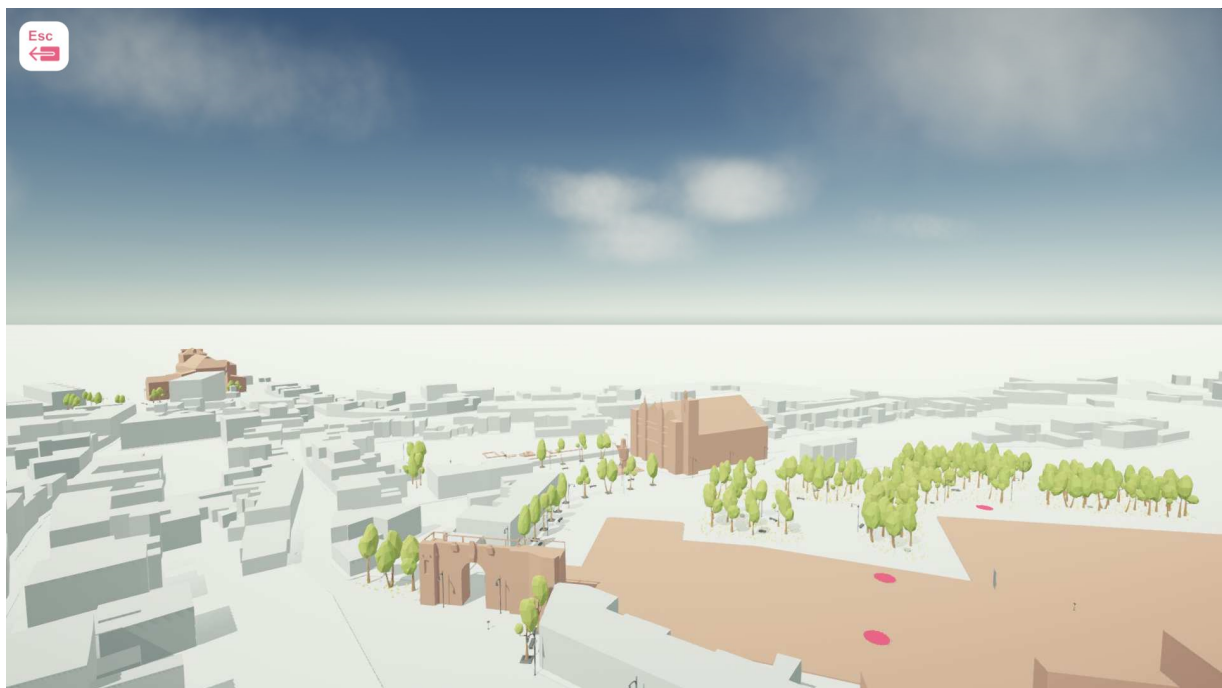


Figure 9. Jump pads

Pink jump pads get you to far places. Camera mode in the virtual tablet reveals them also by icons.

QR Code near POI

Every point of interest has a separate QR code. The player can see it by opening the camera mode in the virtual tablet when they are close to it. Players can use their smartphone or real digital tablets to scan the QR code. That will directly take them to specific websites where all the detailed information about that specific POI is stored.

Sometimes you have to turn your mobile device 90 degrees (in case your device cannot display the linked page in a readable way).



To get more information about a point of interest use the camera reveals QR-Codes



Figure 10. Scanning a QR Code from a point of interest by your mobile device

Tracked Data

Upon completion of each level, a screen will pop up with the statistical data of the keyboard and mouse inputs they have used to complete that level. A screenshot of the page is as follows in figure 11.

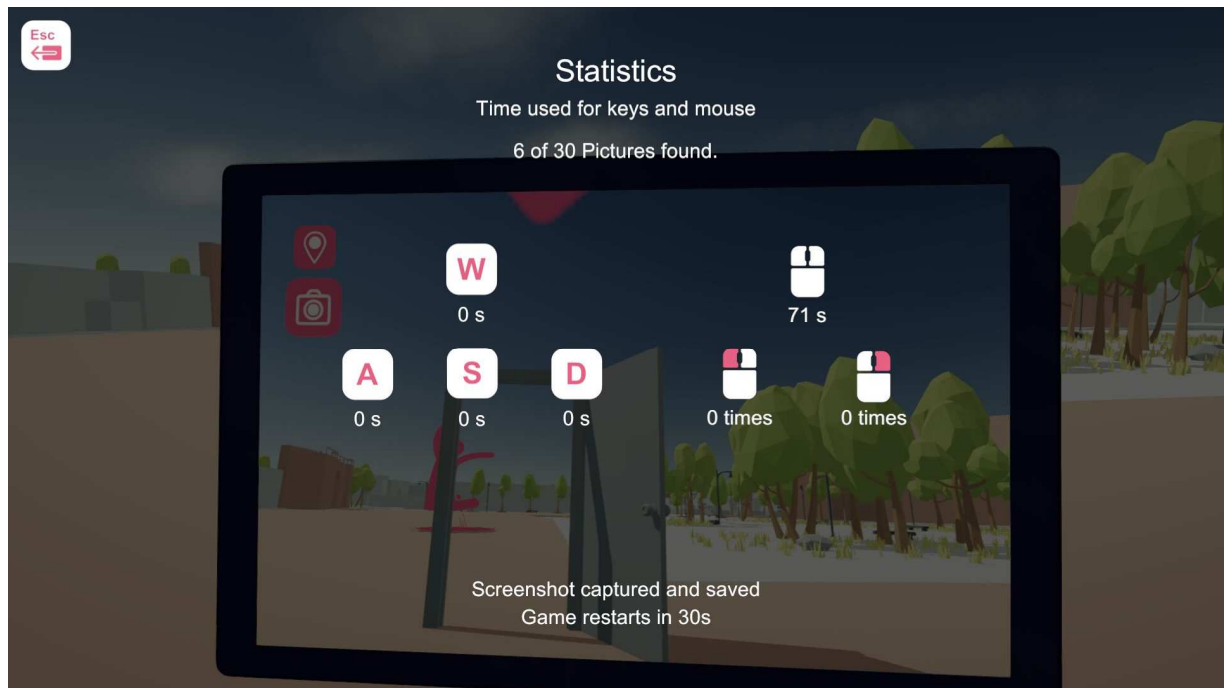


Figure 11. Screenshot of the statistical data of the keyboard and mouse inputs

The above screenshot is in the data folder of the game as well. This information could be used by teachers for analysing the improvement of their students if desired.

PANIC-I-AM-LOST-Button:

To reset the whole game from the starting position if a player is lost there is Panic button. "J".



Player will reset to his Start-Position without losing his progress. Only admin/teacher should know about it.