



GAME MANUAL

Hello,

We are a group of professionals and students who develop games and applications in order to have fun, learn and improve as people.

In the case of this game / application “Chishiki Runner” we develop it with the passion of looking for new ways to learn and facilitate as much as possible the work of teachers and the study of students.

We thank you with all our heart for your interest in this product and we wish you the best results.



Play with your classmates and friends to see who learns first!

Use the game in the classroom to study and have fun with the contents of your subject!

The game chishiki runner is a simulation of a board game, in which players use dice to advance on the board, however, there are two ways to win ... A winner is the one who arrives first at the goal, who at the same time ends the game, and the other winner is ...

The specialty of this game is its use as an educational tool, so whenever the dice are rolled, a question will be asked to the player, if he succeeds he will advance, otherwise he will lose his turn.

The second winner is decided by whoever answers the most questions correctly.

This game is designed to be a learning tool, so the user must first fill out a questionnaire with questions and answers, which will appear during the game.

It was initially designed as a tool to review concepts with higher education students in a way that activates emotions and teamwork while learning. You can use this program to liven up your class.

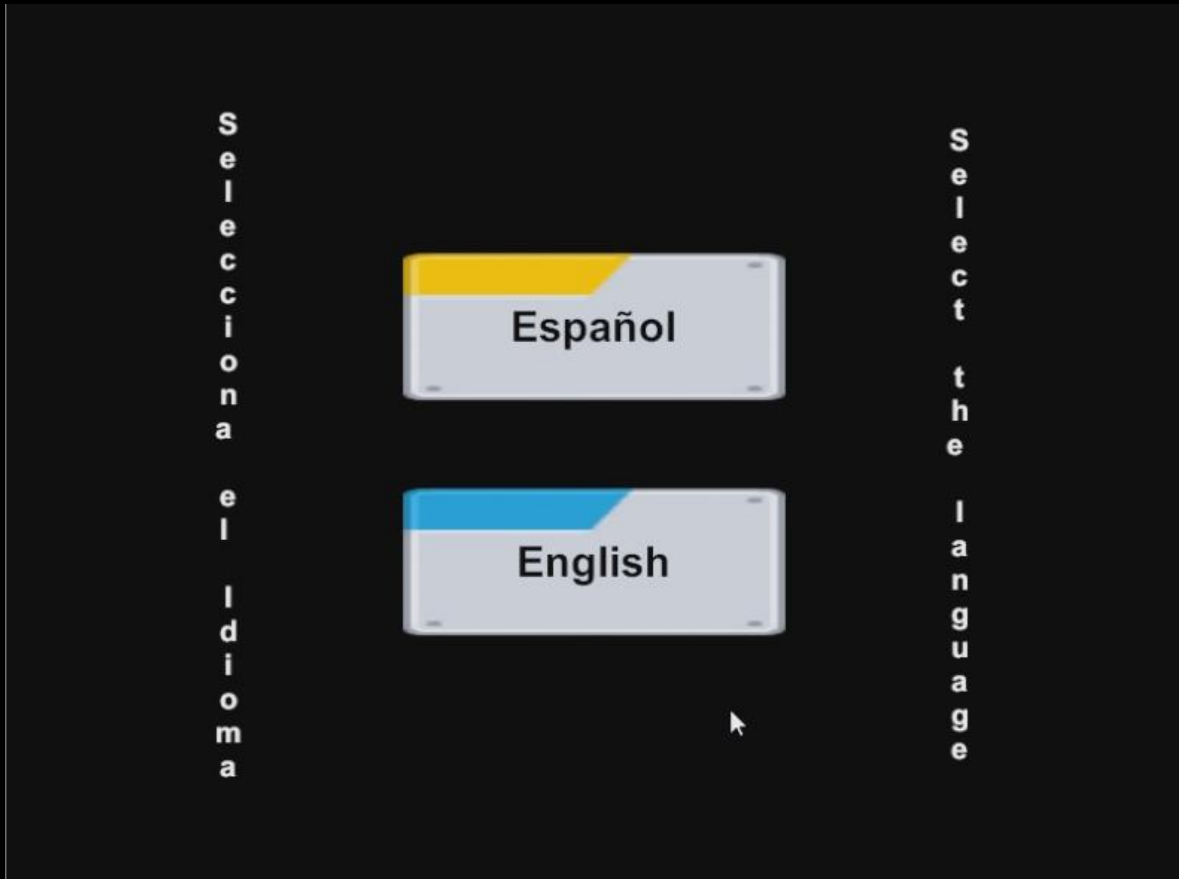
- As a student you can play or accompanied to review concepts of interest while you play.**
- As a teacher, use it in class to review concepts with your students, activate their emotions and work as a team while they learn.**
- Use Information Technologies in a different way**
- Up to 8 players, can be 8 individuals or up to 8 teams if you are in class**
- Record up to 5 different questionnaires for different classes or subjects.**
- Languages: English and Spanish**

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Language Selection

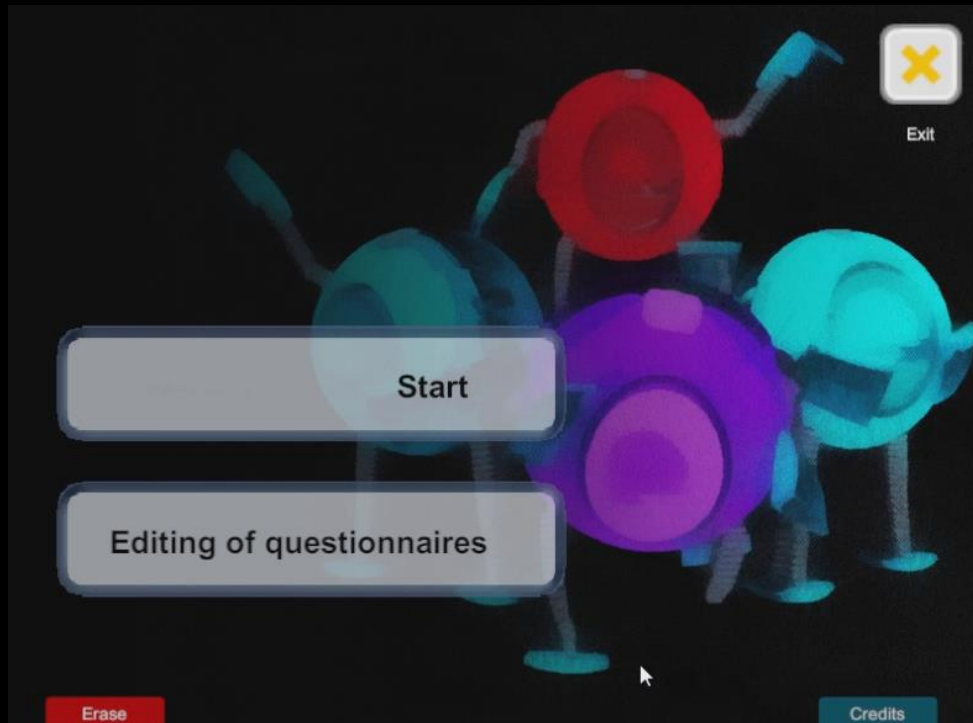
After viewing the screens of the companies involved in the game development, the following screen will appear:



In it select with a click, the language you will use in the game.

Selection Screen

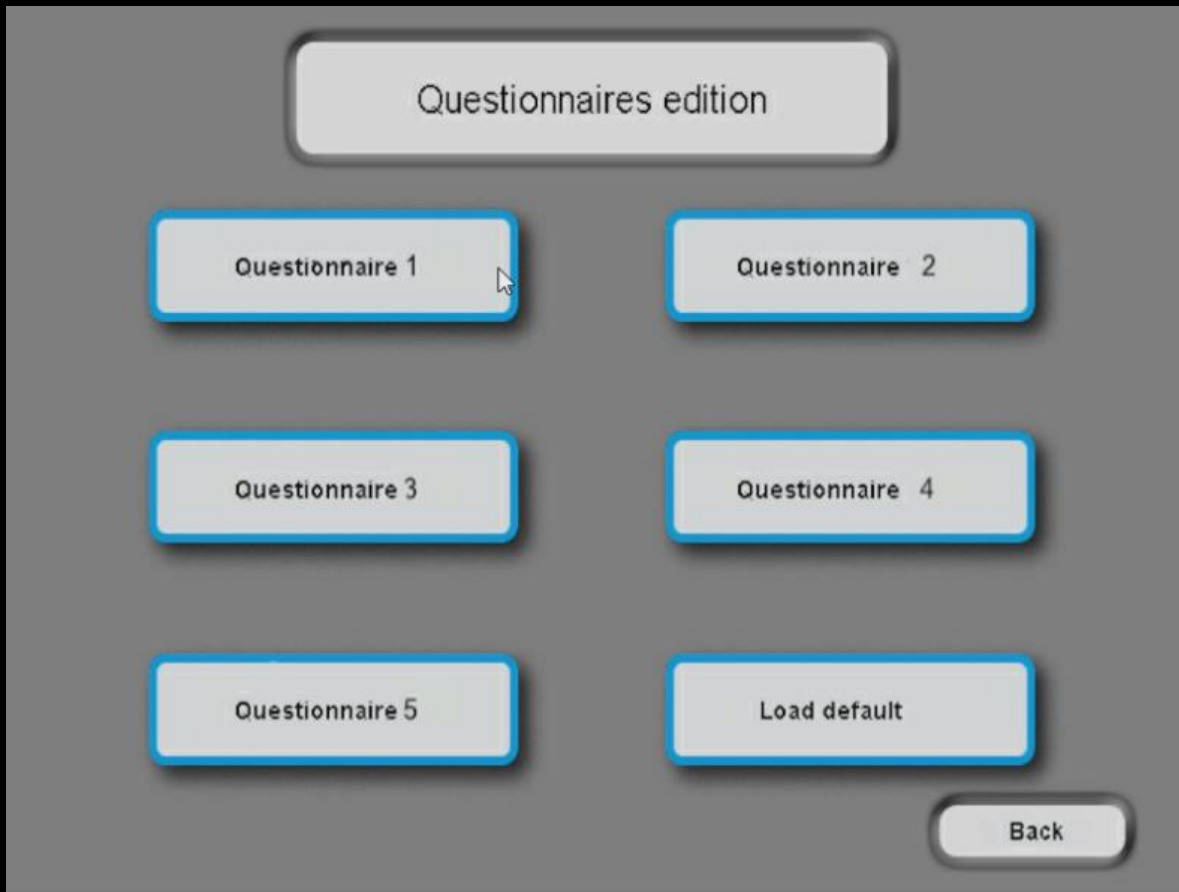
Once the title screen is passed, the main selection screen will appear, in it you can select different options:



1. By pressing the button that says "Exit" you will exit the game or close the game to return to your operating system.
2. By pressing the "Start" button you will begin the process to play the Chishiki Runner as a question and answer quiz game.
3. By clicking on the button "Editing of Questionnaires" you will go to a screen where you can create your own questionnaires to play and learn.
4. When you press the RED button that says "Erase" you will erase all the questionnaires that you have elaborated, be careful when doing it, because there will be no way to undo this change, and you will have to re-write your questionnaires. If you only want to delete a questionnaire to use a new one, instead of pressing this button, enter the questionnaire you do not want and change the questions.
5. By pressing the Credits button, you will see the people who worked on the development of this game.

Questionnaire Editing Screen

By clicking on the button "Editing of Questionnaires" you will go to this screen:



You have 5 spaces to create different questionnaires, that is, you can create a maximum of 5 questionnaires at a time, of course you can modify or delete them.

There is a peculiarity in the questionnaire number 5, you can usually create questionnaires with a minimum of 15 questions and a maximum of 25; however, in questionnaire 5, you can use up to 50 questions.

Writing a questionnaire

Once you have selected the questionnaire to edit, on the next screen you can write your questionnaire:

The screenshot shows a web interface for creating a questionnaire. At the top, it says "Create at least 15 items to be used in the game". There are two buttons at the top right: a red "Exit" button and a "Save Item" button. The main area contains a list of 7 questions, each with a number on the left, a text input for the question, a text input for the answer, and a "Save" button on the right. The questions are about the first seven presidents of the United States. At the bottom right, there is a green "Next" button.

Item Number	Question	Answer	Action
1	Which was the first president of America?	George Washington	Save
2	Which was the second president of America?	John Adams	Save
3	Which was the third president of America?	Thomas Jefferson	Save
4	Which was the fourth president of America?	James Madison	Save
5	Which was the fifth president of America?	James Monroe	Save
6	Which was the sixth president of America?	John Quincy Adams	Save
7	Which was the seventh president of America?	Andrew Jackson	Save

Next

1.- Write the question in the top part and below put your answer, you can write using the keyboard or you can use the Ctrl + v keys to paste the text that you copy from another place or application.

2.- Once the question and answer is written, press the button to the right that says "Save" this process you have to do it with each question / answer.

Also, before you have recorded 15 questions / answers you can see two more buttons, at the top a red button that says "Exit". When you press it you start the process to exit the questionnaire editor.

The other button that is at the bottom, which says "Next" will go to the next page to edit more questions and answers.

If you press the red "Exit" button before finishing the first 15 questions, the following screen will appear

The screenshot shows a game creation interface titled "Create at least 15 items to be used in the game". It features a list of 7 questions about US presidents, each with a "Write the question", "Write the answer", and "Save" button. A red "Exit" button is at the top right. A modal dialog box is centered on the screen with the text: "You have not finished the questionnaire, your items will not be saved. Exit anyway?". The dialog has two buttons: "Yes" (with a blue checkmark) and "No" (with a blue X). A "Next" button is visible at the bottom right of the interface.

Item Number	Question	Answer	Action
1	Which was the first president of America?	George Washington	Save
2	Which was the second president of America?	John Adams	Save
3	Which was the third president of America?	Thomas Jefferson	Save
4	Which was the fourth president of America?	James Madison	Save
5	Which was the fifth president of America?	James Monroe	Save
6	Which was the sixth president of America?	John Quincy Adams	Save
7	Which was the seventh president of America?	Andrew Jackson	Save

You are asked this question because when you leave your progress will not be recorded nor will you be able to use the questionnaire, since there is a minimum of 15 questions and you will not have finished the questionnaire, this process can only be done if you have the minimum number of questions.

When you recorded the first 15 questions, more buttons will appear:

Create at least 15 items to be used in the game

Exit **Save Item**

15	Which was the fifteenth president of America? James Buchanan	Write the question Write the answer	Save
16	Enter text... Enter text...	Write the question Write the answer	Save
17	Enter text... Enter text...	Write the question Write the answer	Save
18	Enter text... Enter text...	Write the question Write the answer	Save
19	Enter text... Enter text...	Write the question Write the answer	Save
20	Enter text... Enter text...	Write the question Write the answer	Save
21	Enter text... Enter text...	Write the question Write the answer	Save

Both buttons are very important, the button: "Finish" will give the signal to the computer that the questionnaire is ready to be used.

The "Send" button will allow you to use the questionnaire in the game.

It is extremely advisable that you press both buttons at the end of your questionnaire so you can use your creation in the game.

Once you have pressed both buttons and want to play with your new questionnaire, press the "Exit" button and you will be ready to play.

Selection of players

By pressing the "Start" button you will go to this screen:

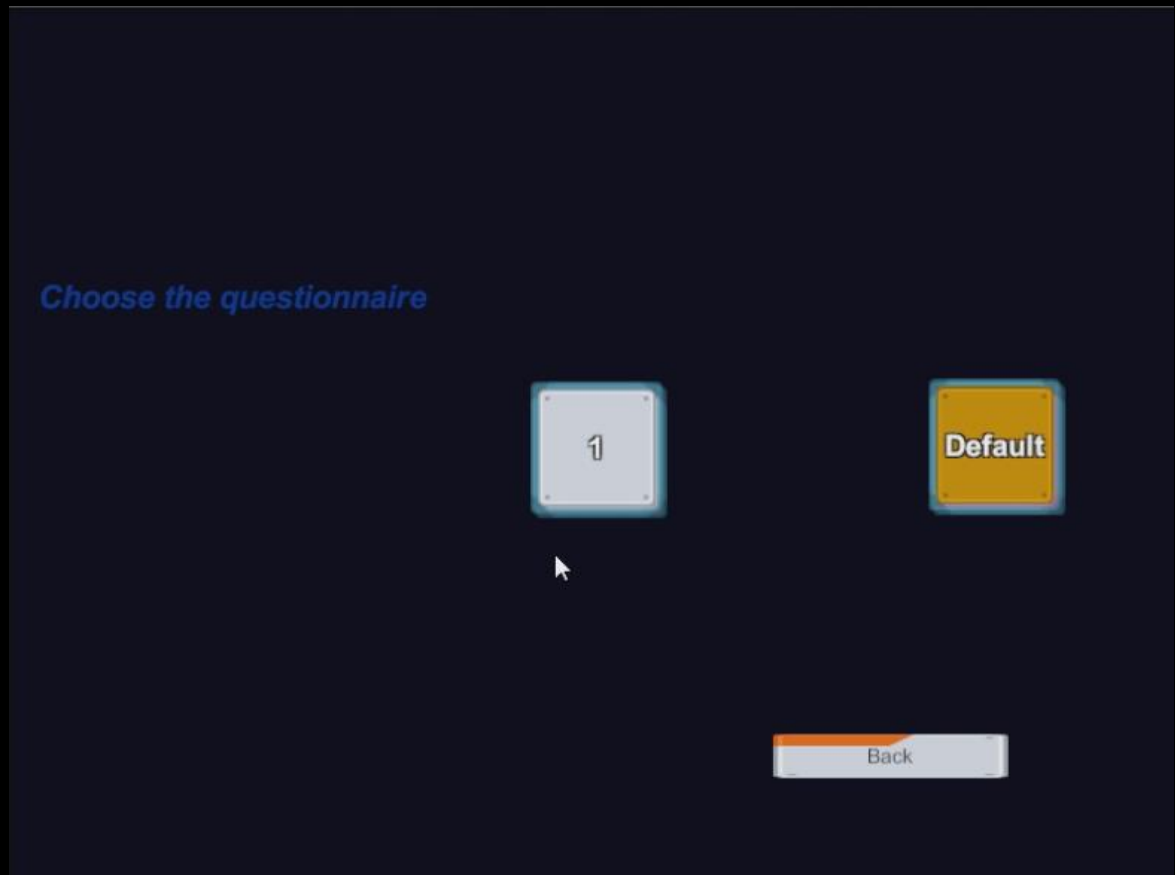


In it, select the number of players that will participate. If you are going to use the game in class with many participants, we have tested the game where teams of players are made and each team is represented by a robot in the game, this activity has had a positive impact on numerous groups.

By pressing the button with the number of players decided, you will go to the questionnaire selection screen.

Selection of questionnaire to play

When you decided the number of players you will select which questionnaire they will use to play:



In this screen you can see the Pre - determined questionnaire that is recorded in the software by default and a questionnaire prepared as an example, in this screen you can see up to six buttons, depending on the number of the questionnaire that you have recorded, 5 that you have elaborated plus one that It's recorded in the game.

After selecting the questionnaire, you will start the game.

Starting the game

When starting the game, the player or team number 1 will go to press the dice that will be rotating on the phrase that says "Press the dice!" When pressed, it will stop and give a random number between one and six, this number indicates the number of spaces the player will advance if he answers the question correctly.

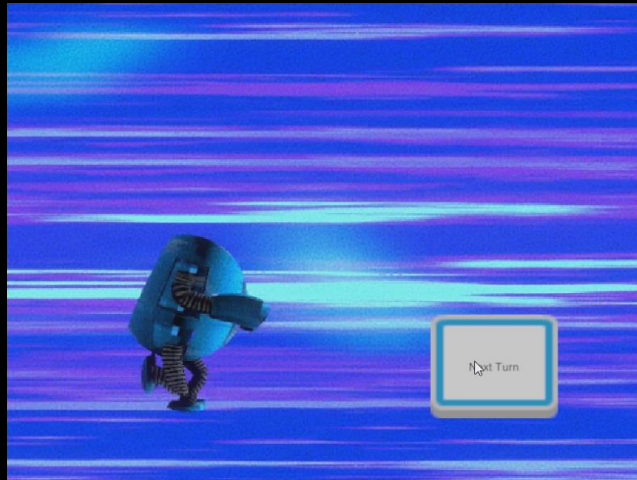


Pressing the dice you will see the number of spaces to advance if correctly answered, in this picture the player got a 6 on the die.



On the die on the right side of the screen we see a counter that runs from 20 to 0 seconds, because each player has 20 seconds to respond, in case of not responding at that time, it will be evaluated as an error and the player will not advance.

In the part on the left you can see the question to answer, while on the right side of the question you will see three response options, of which the player must choose the correct one, in order to move forward.

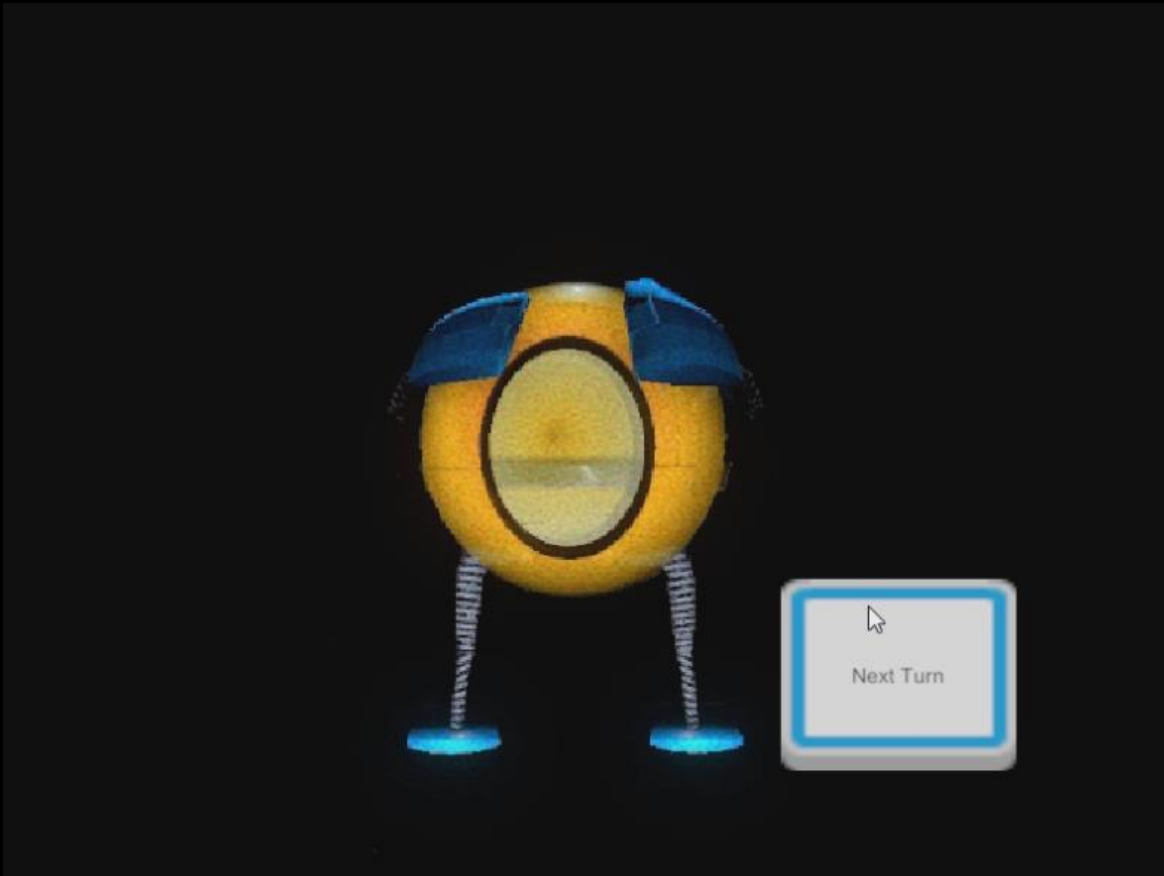


If the player responds correctly it will advance the spaces that marked the die.

On this screen you press the button that says "Next turn" to continue the player with the next number or turn.



In the bottom part of the screen you can see a map where it indicates the place where each player goes.



In case of not responding correctly or not responding within 20 seconds, an error animation will be output, indicating that no space will advance.

On this screen you press the button that says "Next turn" to continue the player with the next number or turn.

Once a player reaches the goal, the following screen will appear:



In it, the winning player or team, that is, the one who arrived first at the goal, will be seen celebrating.

On the right side of the screen, we will see the correct response number of each team or player, this is because the progress is random, and you can decide if an extra prize is given to the person or team who answered the most questions correctly.

Finally, in the upper part on the right you see a button that says "Exit", when you press it, you will return to the main screen of the game.

CREDITS / CRÉDITOS

Robots animation, 3d modelling, texture, rigging, design

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3d environment & animation

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Music

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<http://dig.ccmixer.org/files/Coruscate/39493>

Development, Programming, Design, UI

Miguel Ángel Muñoz López

Thanks for playing.

