

USER MANUAL

Macera Tüneli
Educational Storytelling Game

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Table of Contents

- 1. Introduction..... 2
 - 1.1. Description 2
 - 1.2. Scope 2
 - 1.3. Prerequisites..... 2
- 2. Usage & Feature Overview..... 3
 - 2.1. Entrance Screen..... 4
 - 2.1.1. Server Screen 6
 - 2.1.2. Setting Screen 6
 - 2.1.3. Scenarios Screen..... 5
 - 2.1.3.1 Theater Screen 6
 - 2.1.3.2 Garden Screen 8
 - 2.1.3.3 Making Shapes 9
 - 2.1.3.4 Painting Drawings..... 9
 - 2.1.3.5 Drawing Screen 10
 - 2.1.3.6 Matching Colors..... 11
- 3. Troubleshooting 11

1. Introduction

1.1. Description

Macera Tüneli is a storytelling application . It was developed for android tablets for pre-school children and children with mental disabilities. You can create own unique shows with animation and audio in real time via simply pick out their actors and backdrops, drag them on to the stage, and tap record. Your movements and audio will be recorded in real time for playback later.

1.2. Scope

This document aims to teach the usage instructions of the software Macera Tüneli to general user. All features of the final version of the product are included in this document. Document is divided into 3 sections: Introduction, Usage & Feature Overview and Troubleshooting. The main features are described in the 3rd chapter in details. Last chapter indicates what should be done if any errors/bugs showed up.

1.3. Prerequisites

Macera Tüneli is very suitable android application. It can run on any android tablet which has android 3.0 platform or later.

2. Usage & Feature Overview

2.1. Entrance Screen

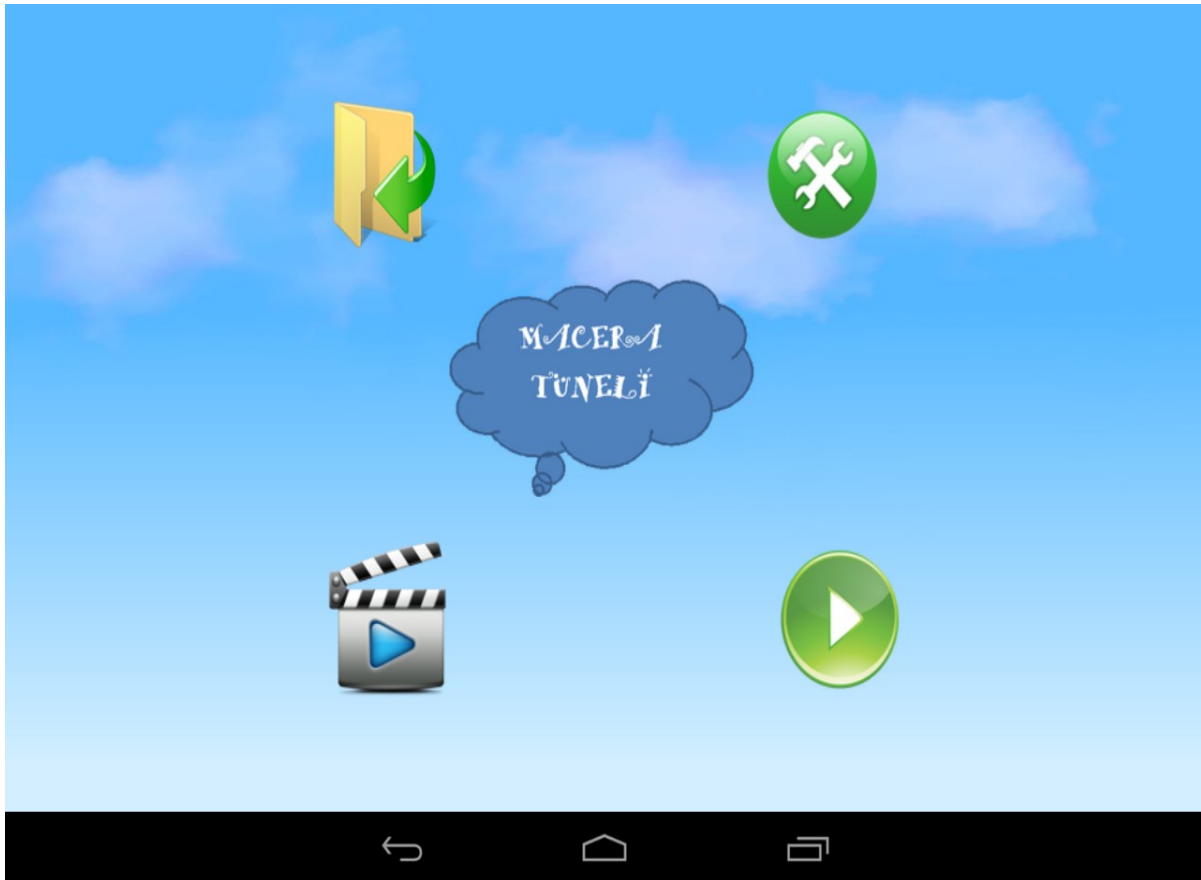


Figure 2.1 Entrance screen of Macera Tüneli.

The first screen of the Macera Tüneli. 4 main options are reachable. The first one is the left above icon is to save and to sent the saved game to the server. The second one is right above icon general settings about the game. The third one is left below icon which is for watching the saved game and records. The last one is below right to play the game. After touching play button user goes to scenarios screen .

2.1.1 Server Screen

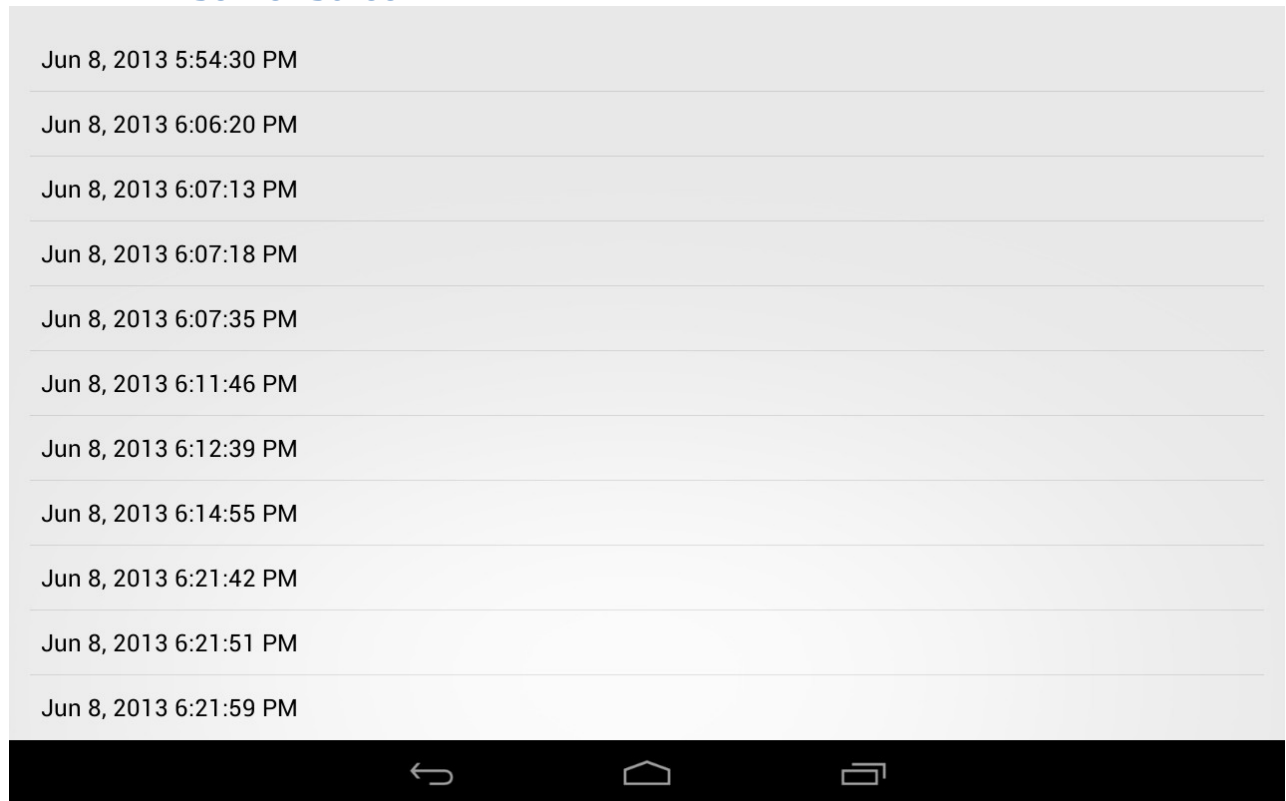


Figure 2.1.1 Server screen

In the server screen, user can see the information about the saved and sent games to the server. The date of the saved games and time are present in the list.

2.1.2 Settings Screen

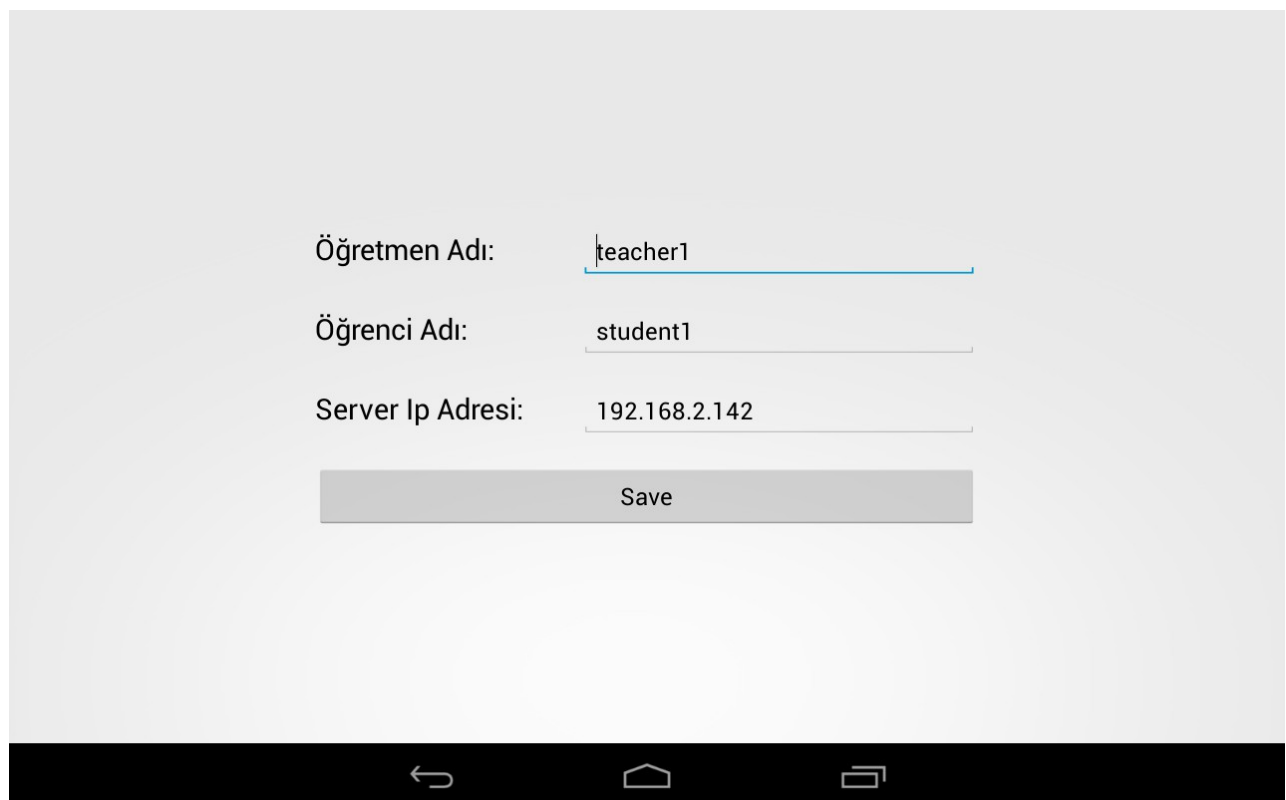


Figure 2.1.2 Setting screen

In the Settings screen there are three parts. First one is to determine the directory which is in the server side. User types the directory name or creates directory by just typing on Öğretmen Adı blank. The second part is Öğrenci Adı blank. User saves the game for own folder by just typing on second blank. The third part is Server Ip Adresi gives the information of the ip of the server.

For instance, in the figure the game will be saved to the .teacher1/student1 folder when user press the save button.

2.1.3 Scenarios Screen

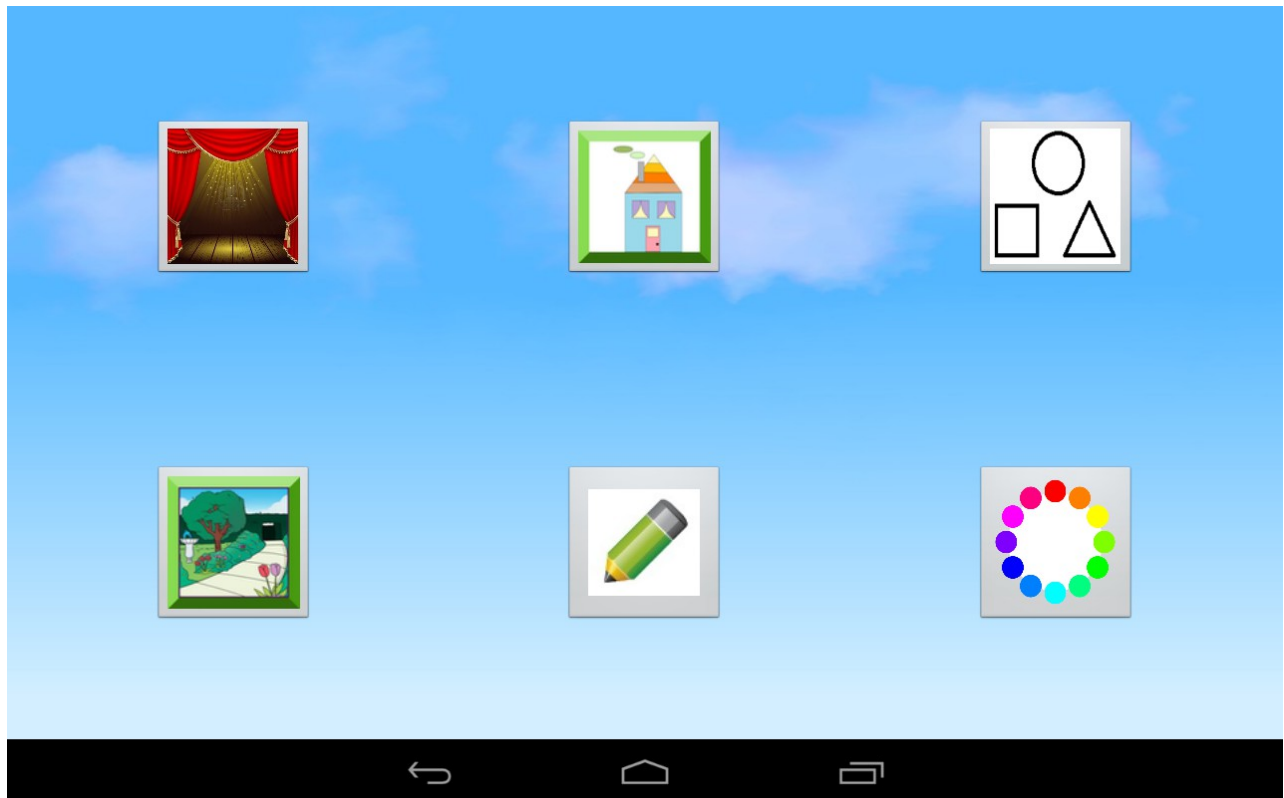


Figure 2.1.3 Scenarios screen

This screen has 6 main parts for user. The first and second one which is left above and middle above are storytelling parts. And the others are for improving learning skills. Above right one is matching geometric shapes with the appropriate ones. Below right is for matching the colors for appropriate fruits and vegetables. Below middle one is to drawing part. User can draw whatever s/he wants only by touching to the screen. Below right is painting part. User can paint drawings with any color.

2.1.3.1 Theater Screen



Figure 2.1.3.1 Theater screen

In the theater screen user can create own scenarios and animations in the theater stage. This screen has 6 main features to ease the creation of the scenarios and one trash box for deleting characters. User can delete the characters just dragging and dropping to the trash box. The first two one is for adding characters .

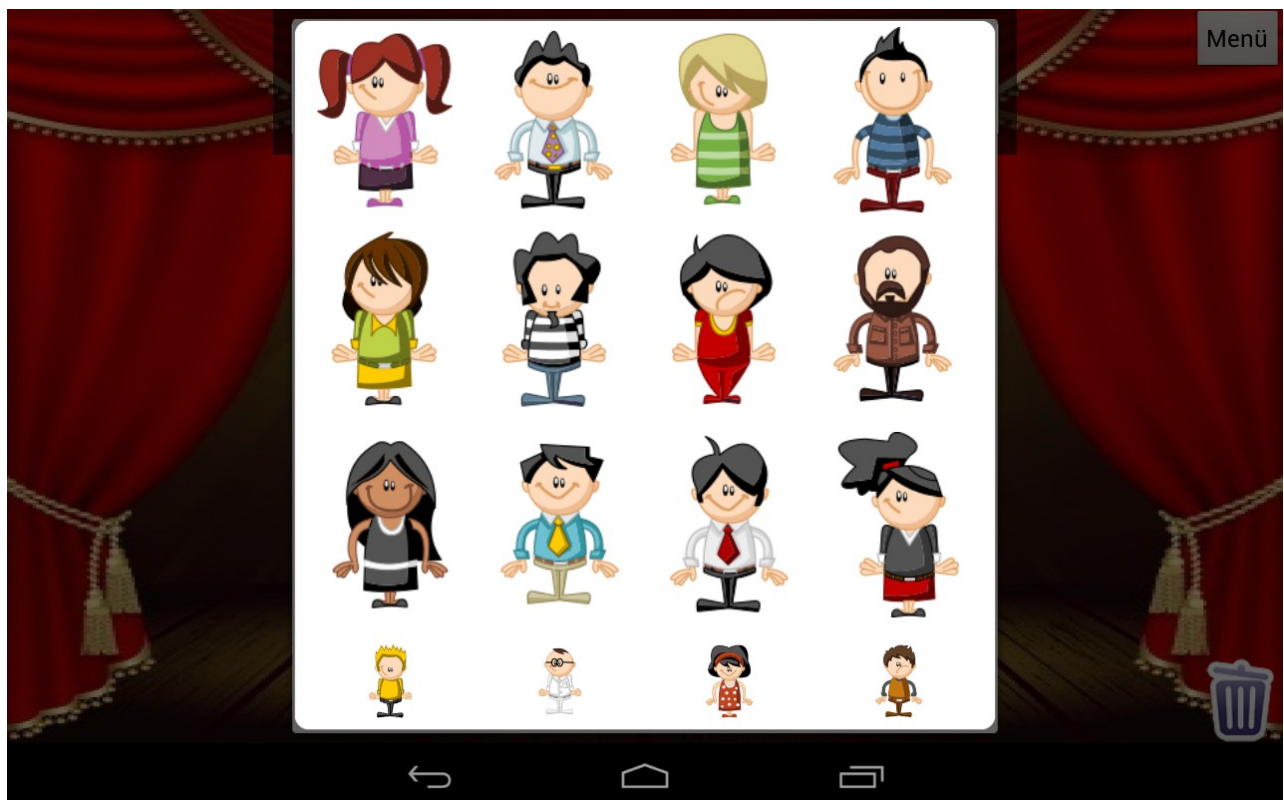


Figure 2.1.3.1 Human Characters

The first one is to add human characters to the stage. User can add sixteen human characters to the stage by touching characters.



Figure 2.1.3.1 Animal Characters

The second one is to add animal characters. User can add sixteen animal characters to the stage by touching characters.



Figure 2.1.3.1 Objects

Third one is to add objects which are house , sun , cloud , tree , car , aircraft , and ship. The fourth one is like adding characters. But, user can create own characters by taking photos. The fifth one is for saving the game. User can save the total game and watch it later. The last one

is for recording voice and the movements of the user. After pressing this button, the video record would start and record sound and movements at the same time. User can stop recording by pressing the same button.

2.1.3.2 Garden Screen

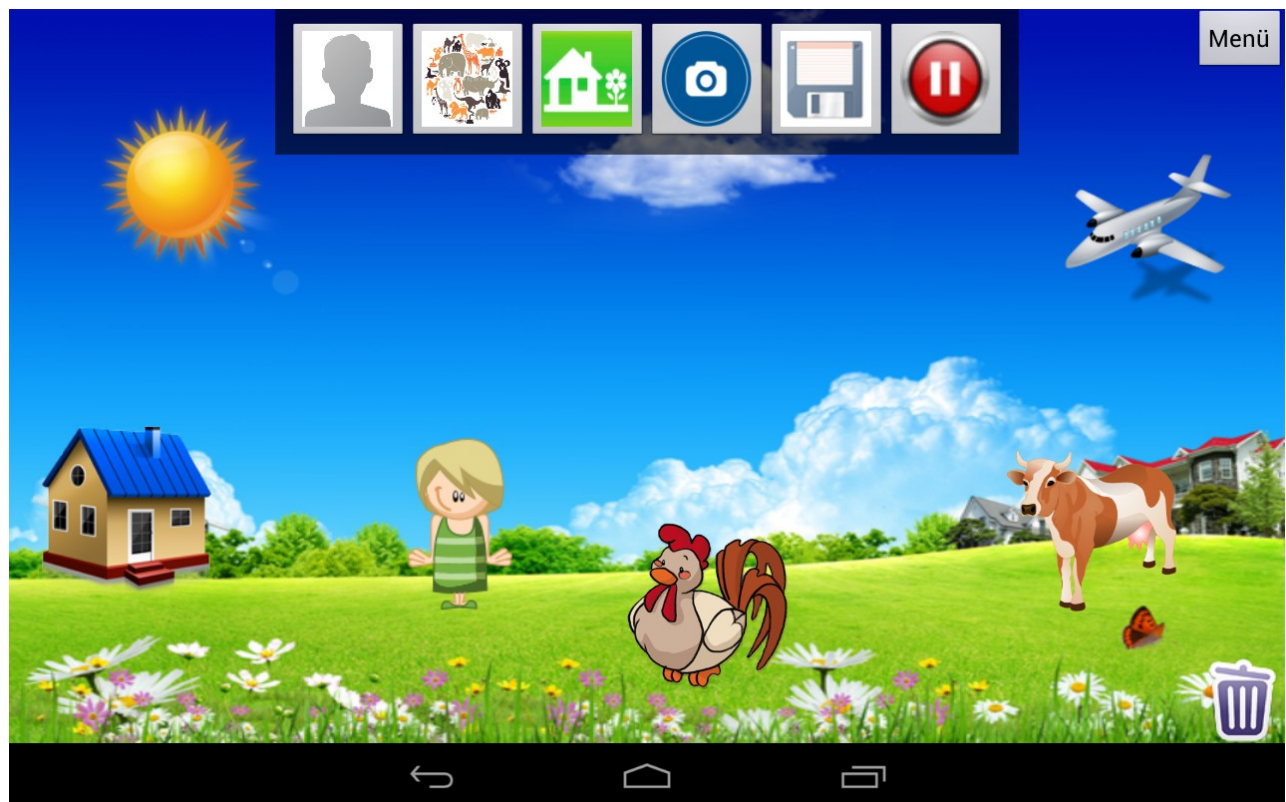


Figure 2.1.3.2 Garden screen

The Garden Screen is storytelling part. User can create own scenarios like in the Theater Screen. All the features which are adding characters, adding objects, creating own characters, saving the game and recording video, are the same. Only environment is garden.

2.1.3.3 Matching Shapes

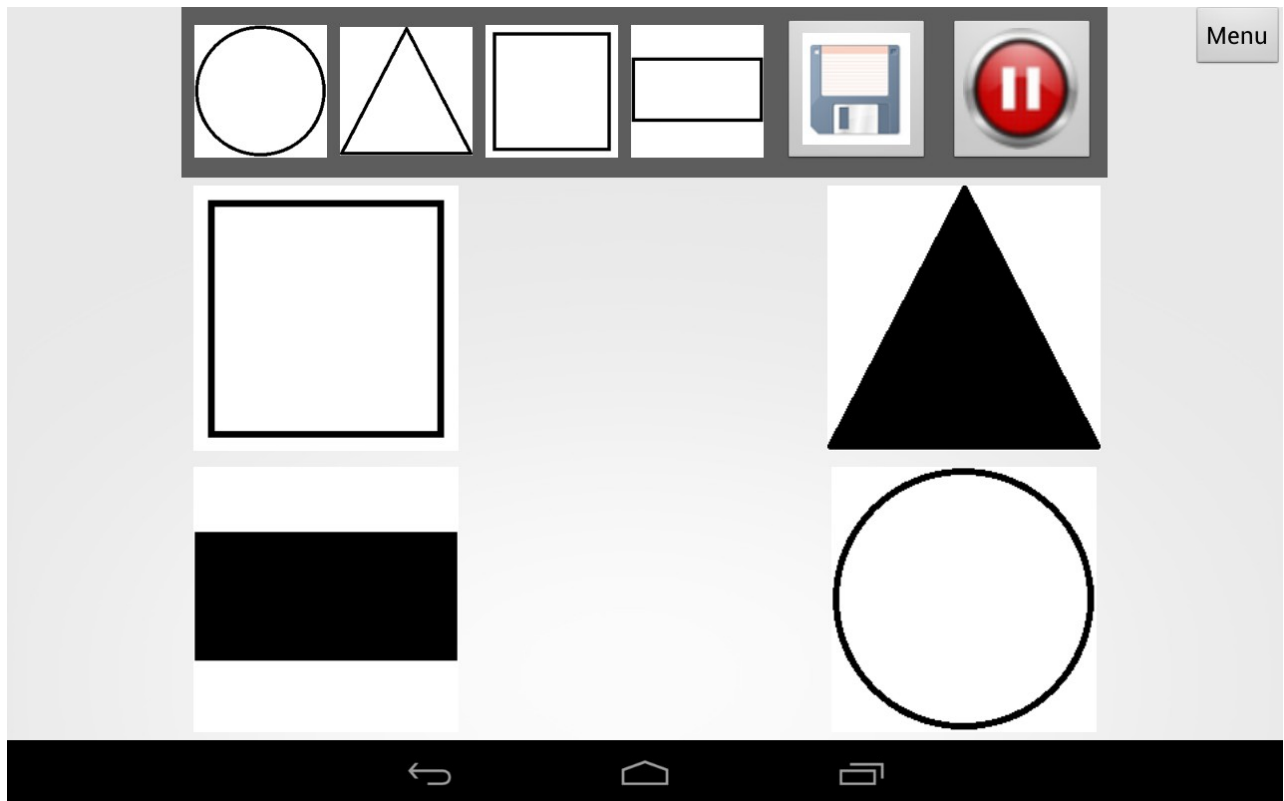


Figure 2.1.3.3 Matching Shapes screen

The Matching Shapes screen is for helping user to learn geometric shapes. User can match the shapes with the appropriate one by drag and drop feature of the tablet. There are four shapes which are circle, triangle, square and rectangular, first four button accordingly. User can also save the game and record the video of the game in this screen. The fifth button is to save the game. And the rightmost button for recording video.

2.1.3.4 Painting Drawings

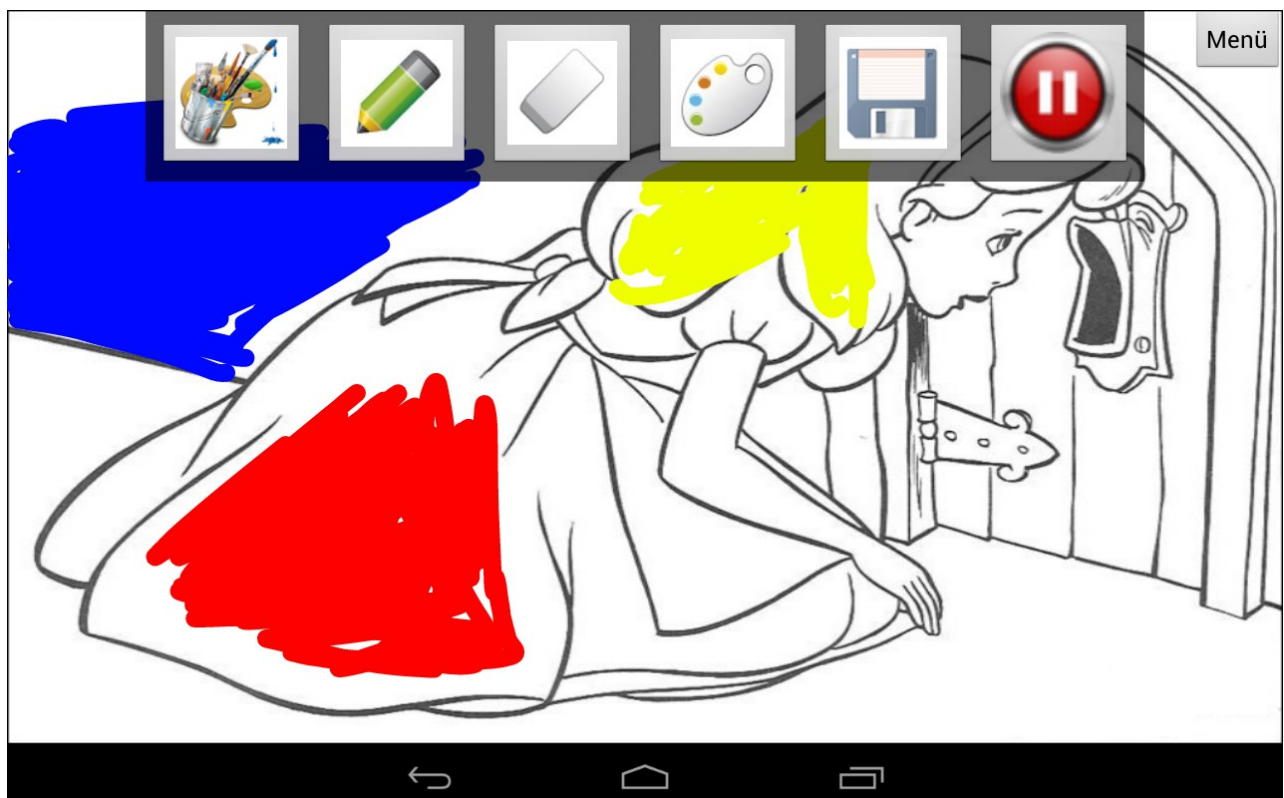


Figure 2.1.3.4 Painting

Drawings screen

This screen is to help user for improving the imagination . User can paint the drawings with the colors in this screen. The leftmost button is to select the drawings which are determined by the developers. User can add the drawing using this button. The second button is to begin painting. Third button is to delete the wrong or unwanted painting by hand. The fourth button is to decide the color. The last two buttons are for saving the game and record the video of the game accordingly.

2.1.3.5 Drawing Screen

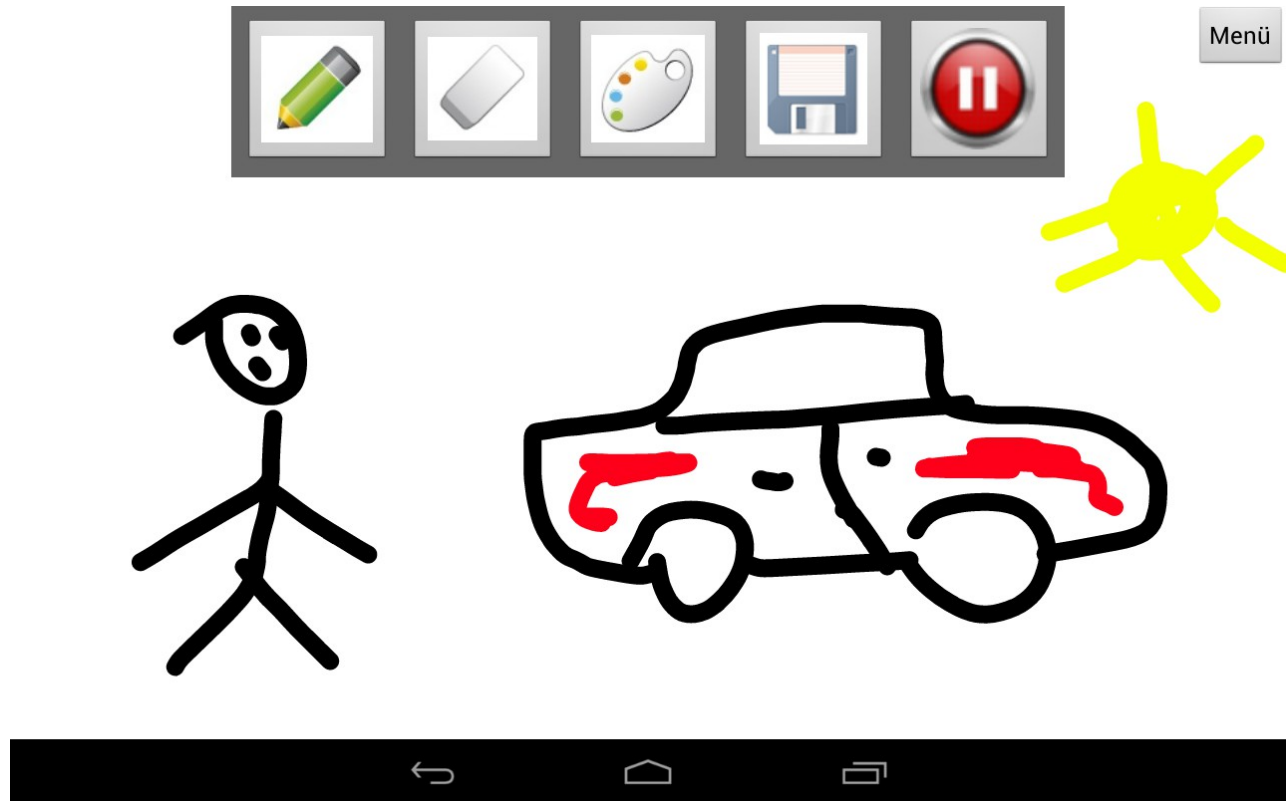


Figure 2.1.3.5 Drawing screen

The Drawing Screen is to make the user's imaginary improve. Firstly the screen is empty. User draws something and can paint the own drawing. The first button activate drawing property. User can draw anything by using finger. The second button is to delete the wrong drawings. The third button is to paint the drawings. The last two button is saving the game and recording the video of the game accordingly.

2.1.3.6. Matching Colors



Figure 2.1.3.6 Matching Colors screen

In Matching Colors screen , user can match the fruit and vegetables with appropriate color. There are three colors which are red, yellow and green. The first three buttons are for three colors. User can match via drag and drop property. If the user matches wrongly, the fruits and vegetables will be colorful. The last two buttons are for saving the game and recording the video of the game.

3. Troubleshooting

If you face any errors/bugs, you can inform us using the contact information below:

- ✓ hakn.oral@gmail.com
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- ✓ baari_1905@hotmail.com