



GAME WEB APPLICATION

[Guide]

[Abstract](#)

A usage guide of the web application of the Narrate games



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1. Access Application

The application is available at the following address <https://dread-narrate.gr/narrate-games/>. Alternatively through the main page of the project, at <https://dread-narrate.gr/> at the tab of applications you can find a link to the Game application.

In order to log into the application, credentials of the student account should be provided from the administrator users to the students.

National and Technical University of Athens : Lab AARG University of Ioannina : Lab of Linguistics

HOME ABOUT US LOGIN

About Narrate Games

- Help our hero in his adventures, to overcome all obstacles.
- Use the boat to pass the river.
- Fly of the lava valley.
- Pass the cave fires over the bridge.
- Pass through the magic maze.
- Jump over the lake with the floating barrels.

Login

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At the landing page (as you can see above), is it possible to login through the available buttons. By pressing the 'Login' button, user is redirected to the 'Keycloak' secure page to pass the credentials.

DREAD NARRATE REALM

Sign in to your account

Username

Password

Sign In

If the user is not a student (not proper role), he would not be able to access the application. If the user passes valid credentials and has account with student role, he has been

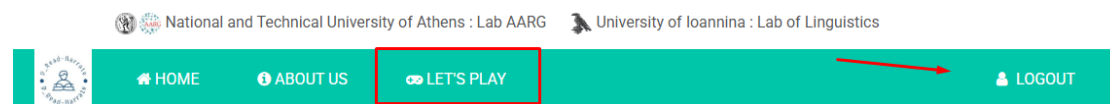


logged in successfully and redirected to the 'Home' page which displays the account's details (as below).

User account details

Username	dreadnarrate
Email	dreadnarrate@gmail.com
First Name	Dread
Last Name	Narrate

The logged in student at the end of each session should log out from the application. To do so he can press the 'Logout' button, which is located in the top right. Also from the top menu there is the option to start the game.



2. Games

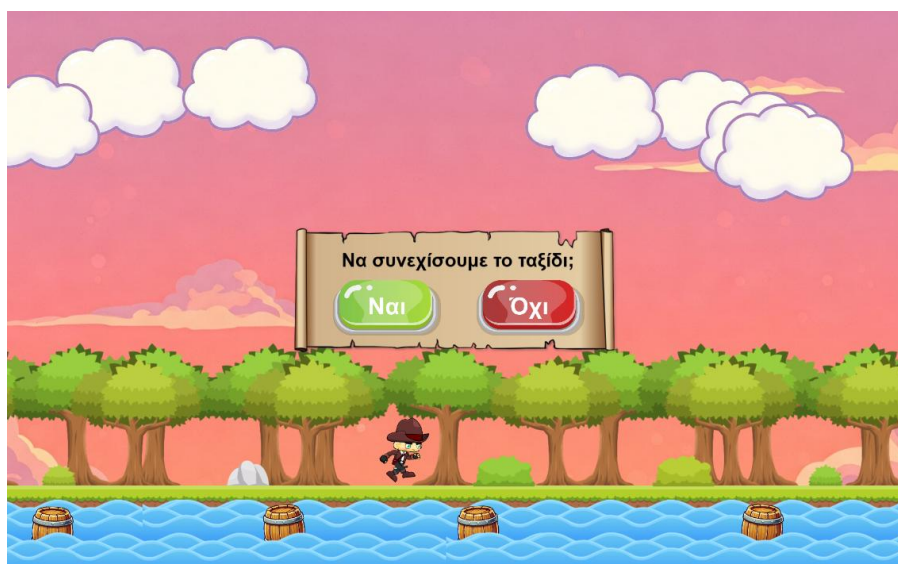
The Narrate game is a collection of many mini-games (currently 5). Each mini-game provides different mechanisms and ways to approach linguistic features.

The game application can track the user's actions in order to send these, at the end of each mini-game, to the system to evaluate the user's answers and update his profile. The game tracks the following:

- the user started the mini-game
- if the user pressed the info button to get instructions
- if the user exited the game by pressing the exit button
- if the user answered a wrong option
- if the user answered a correct option
- the user ended the mini-game (either successfully or not)

2.1. Loading page

The loading page provides a step, in which the user will initiate manually the process to play. In this step, a panel appears, which has two buttons. With the 'Yes' button the application will retrieve activities and content personalized for the logged in user. If the user presses the 'No' button the user will return to the main page (the landing page).



If the application has already retrieved questions, the user will be proceeding directly to the next mini-game without no interrupting.



In each mini-game there are always two buttons.

The first is the exit, from the game, button, which redirects the user to the main.



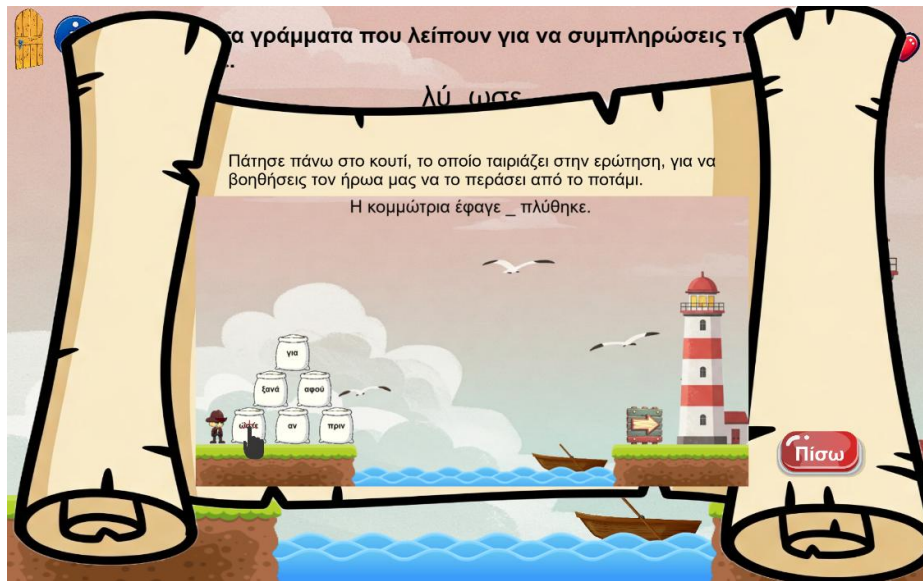
When the exit button is pressed a panel appears over the screen with two buttons available. If the user presses the 'No' button, he will return to the game. If he presses the 'Yes' button, he will be redirected to the main page.

The second is the info, for the game, button, which displays information about how the user can play the specific mini-game.

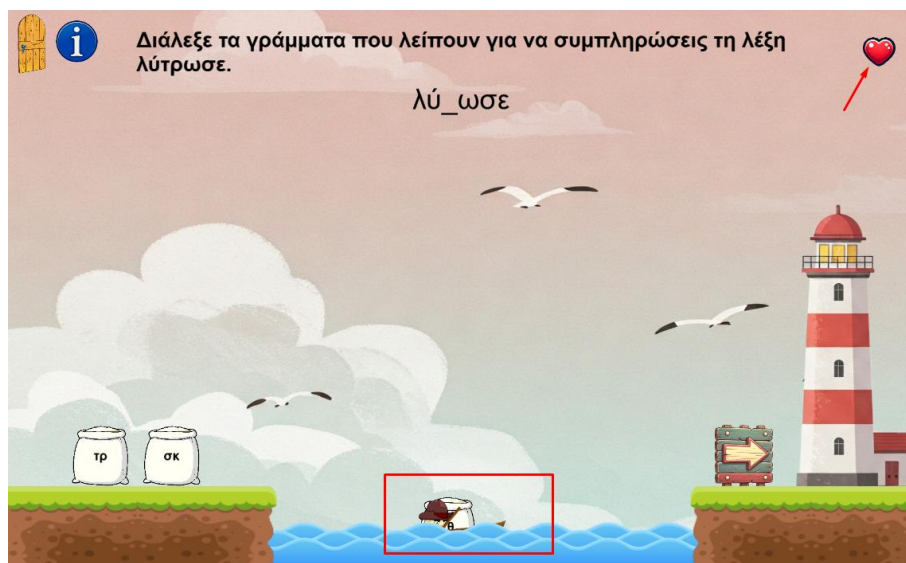


2.2. River Boat

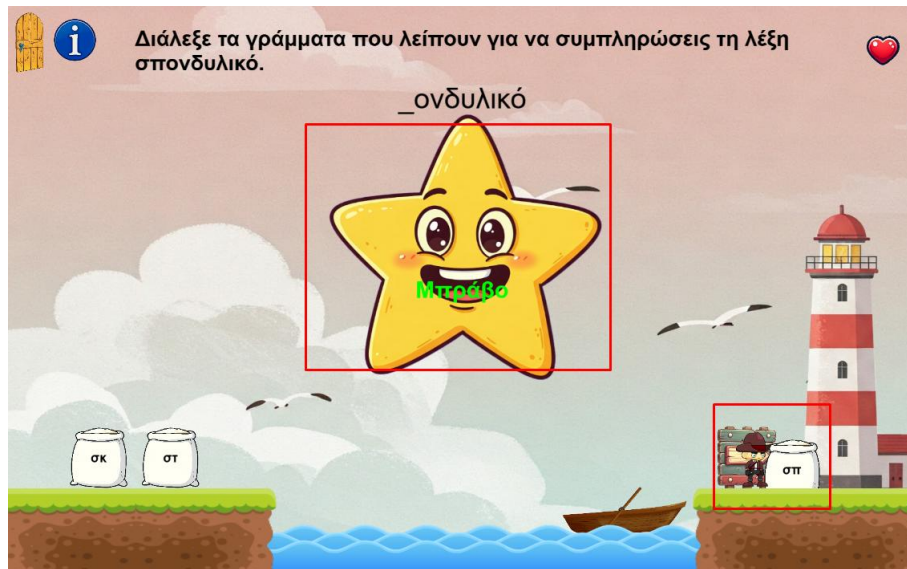
The River Boat mini-game, displays a set of flour bags with options which answers the given question. By pressing over a bag the game validates the answer. By pressing the info button the user can always see information about how he can play the mini-game.



If the user presses a wrong bag, our hero will try to transfer the specific bag, but the boat will be sunk. Our hero will return to the initial place, while the selected bag will not be available anymore. Also a heart will be removed, indicating that the user has one less chance to make a wrong choice.

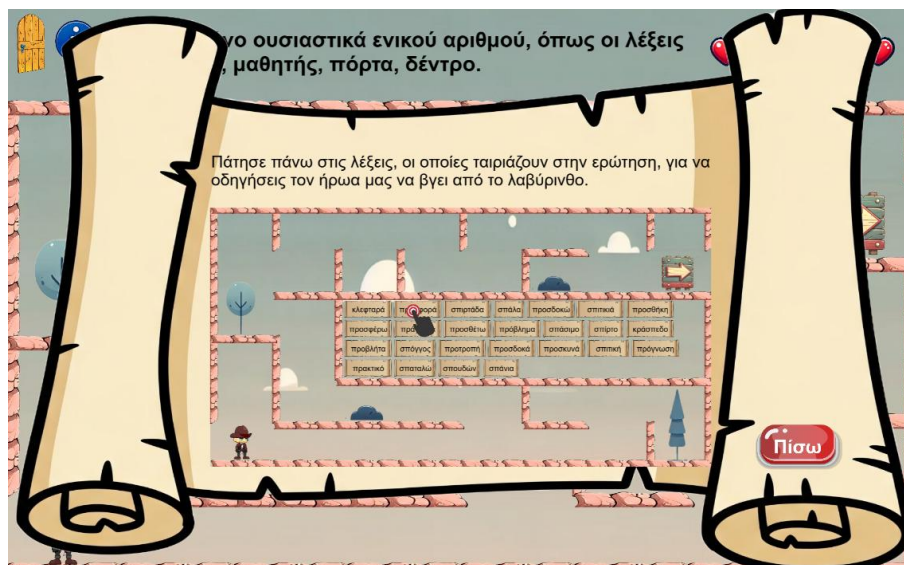


If the user presses the correct bag (it can be only one), our hero will transfer the specific bag successfully on the lighthouse side. A celebration message will be appeared.



2.3. Magic Maze

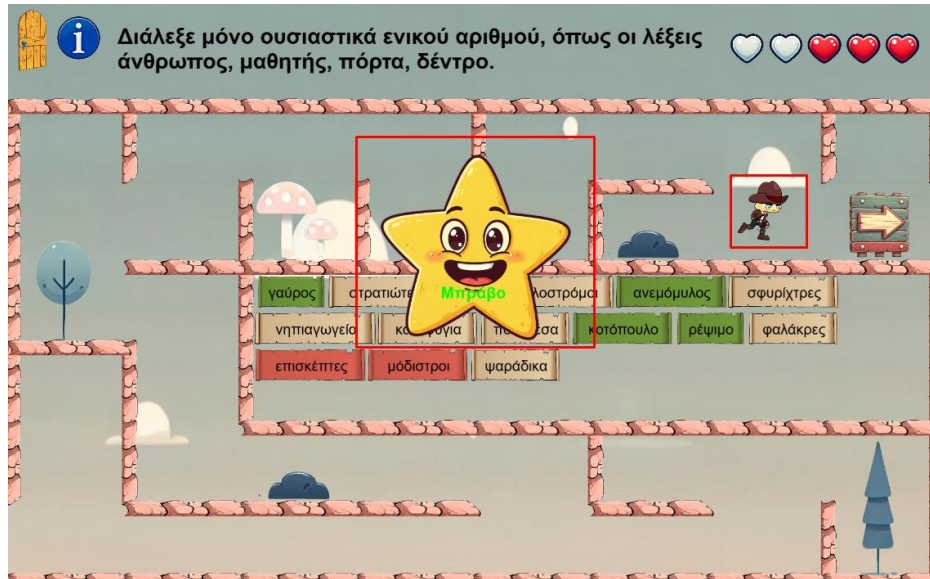
The Magic Maze mini-game, displays a set of papyrus with options which can answer the given question. By pressing over a papyrus the game validates the answer. By pressing the info button the user can always see information about how he can play the mini-game.



If the user presses a correct papyrus (there are many), the specific papyrus will be colored as green and our hero will move through the exit. If it is a wrong one, the specific papyrus will be colored as red and a heart will be removed from the upper right side. A feedback message will also be appeared in a cloud.



If the user uses all of his lives with the next error will lose the game. Else if the user finds all the correct papyrus our hero will reach the exit of the maze and a message for celebration will appear.



2.4. Barrels

The Barrels mini-game, displays a set of barrels with options which can fill the given context. The user should move the barrels to the correct positions. By drag and drop the barrel on the blank positions the user can answer the question. By pressing the info button the user can always see information about how he can play the mini-game.





If the user moved the barrel in an incorrect position, the barrel will return to its initial place. A heart will be removed indicating that the user will have one less chance to make a wrong option. The same time a cloud with a feedback message will be appeared.



If the user moved the barrel to the correct position, the barrel will take its floating place.

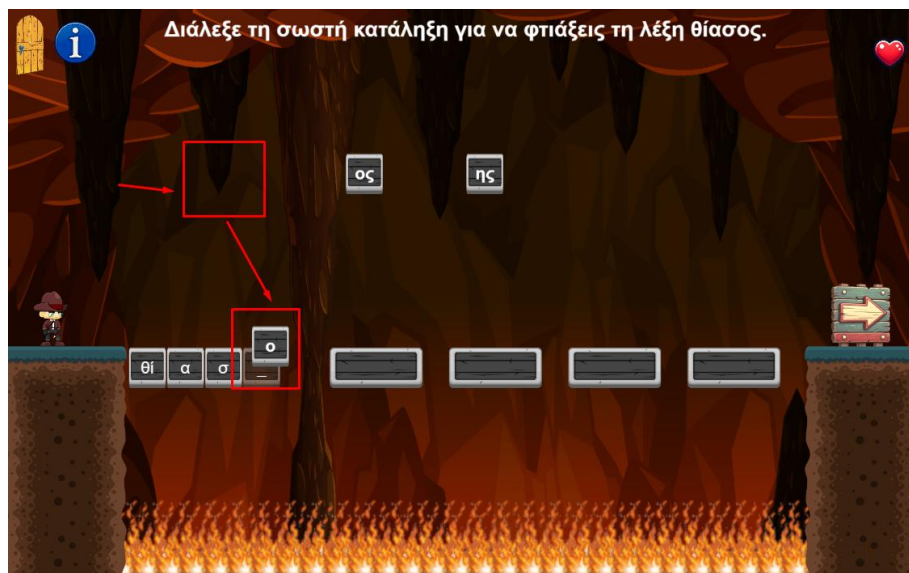


If the user filled all the gaps with the correct barrels our hero will jump over the barrels and reach the other side. A celebration message will be appeared.

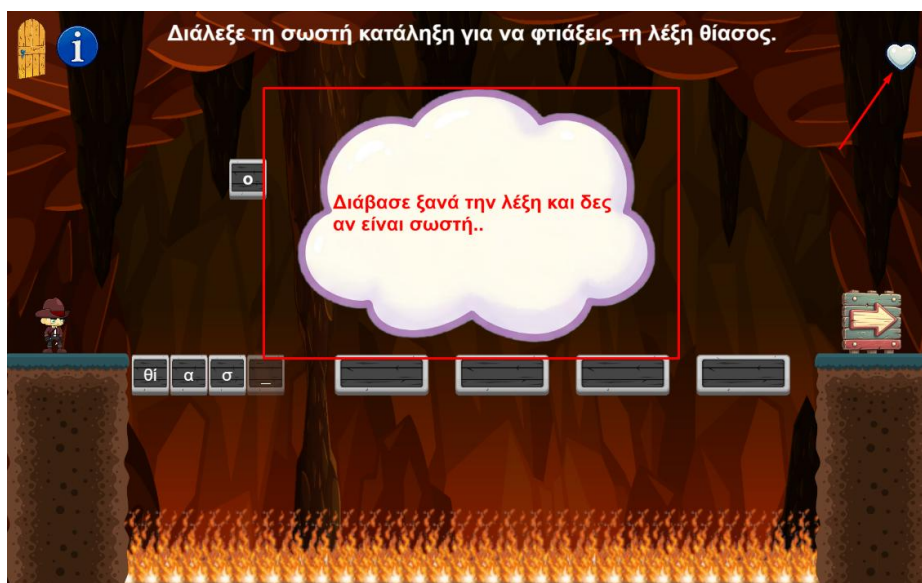


2.5. Cave Bridge

The Cave Bridge mini-game, displays a set of tiles with options which can fill the given context. The user should move the tiles to the correct positions. By drag and drop the tile on the blank positions the user can answer the question. By pressing the info button the user can always see information about how he can play the mini-game.



If the user moved the tile in an incorrect position, the barrel will return to its initial place. A heart will be removed indicating that the user will have one less chance to make a wrong option. The same time a cloud with a feedback message will be appeared.

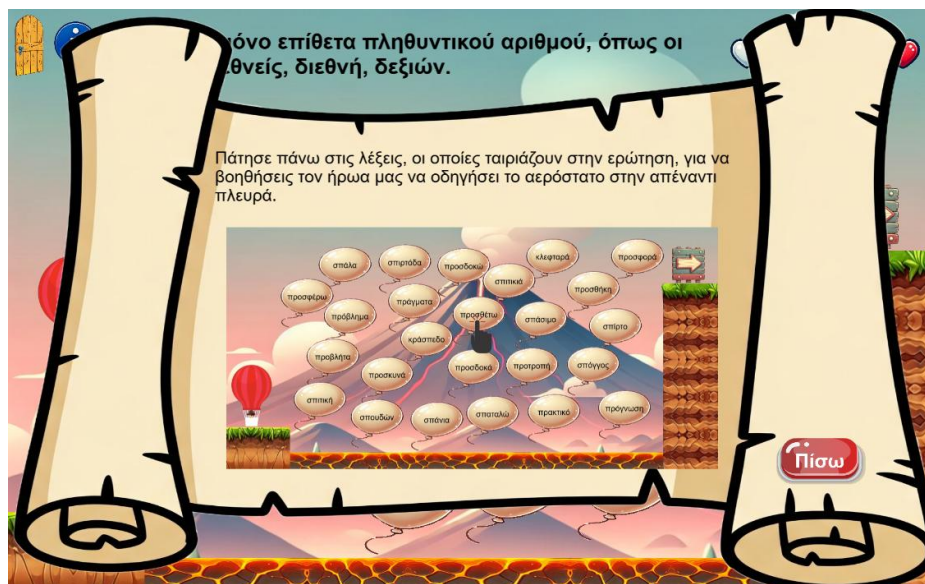


If the user moved the tile to the correct position, the barrel will take its place in the bridge. If the user filled all the gaps with the correct barrels our hero will run over the bridge and reach the other side. A celebration message will be appeared.



2.6. Air Balloons

The Air Balloon mini-game, displays a set of balloons with options which answers the given question. By pressing over a balloon the game validates the answer. By pressing the info button the user can always see information about how he can play the mini-game.



If the user presses a correct balloon (there are many), the specific balloon will be colored as green and the air balloon with our hero will move towards to the destination side in the right hand. If it is a wrong one, the specific balloon will be colored as red and a heart will be removed from the upper right side. A feedback message will also be appeared in a cloud.





If the user uses all of his lives with the next error will lose the game. Else if the user finds all the correct balloons the air balloon will reach the cliff on the right side and a message for celebration will appear.

