



POLIMI GAMES – USER MANUAL

M4ALL PROJECT

Abstract

User manual of games developed by Politecnico di Milano in the EU project M4ALL.

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VEP Games – "Bubble"

User Manual

Terminology

Configuration: it represents the collection of information related to a game level, as the name, the difficulty level, the reward and all the specific features of the game.

Sequence: it represents a list of conficurations for a child.

Game start

In order to start the VEPGames collection it is necessary to double-click the executable file:

IIT.VEP.GameTemplate.Container.exe

located into the main folder.

A window is shown where it is possible to select a specific game through a drop-down menu; the selected game can be started by clicking the *Start* button.

Main Container BubbleGame		
	Start	

A new window shows the main page of the selected game, where it is possible to select a specific configuration sequence for the selected child.

These sequences are grouped by difficulty, from "simple", represented by the number 1, to "hard" represented by the number 5.

In the bottom-right corner of the screen there is a button in order to see the settings page.



Figure 2 - Main Page

Configurations

Into the Setting section, it is possible to edit and create the game configurations.

Add a	new Child	1007
Delete Dold	te a Child	Cartine
Default	ie a Chilo	
Children	List	

Figure 3 - Setting screen

Here it is possible to:

- Add a new child;
- Delete an existing child and all his related configurations;
- Select an existing child and see all his saved configurations;

Click on Add new child;

Insert the name of the child into the appropriate field;

Click on Confirm.

Add cess thild	Insert child name here
Delete Child	Confer

Figure 4 - Add a new Child

2. Delete an existing child

Select an existing child from the left sidebar; Click on *Delete Child*.

3. Show the child configurations

In order to see the child configurations it is necessary to select a child from the left sidebar and to click on the *Levels* button; it will appear a frame used to edit the selected configuration, as shown in Figure 3.

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	Name Description Nation Interviewee Teste taxe (interviewee) Name Comments	Effectig Billionity Bill	Need Need 0	a 9 5

Figure 5 - A child's configurations

4. Add a new configuration

Show the available configurations for a selected child;

Select the desired difficulty *tab*;

Click on New level.

A new element will appear into the list;

Insert all the configuration parameters;

Difficulty 1	Difficulty 2	Difficulty 3	Difficulty 4	Difficulty 5					
	New	1							
1	Save	3							
-	Delete	7							
Name					Difficulty			+ Reward	
Descript	tian 📄				🛄 Bubbl	e Appear after B	urst		a 62 .
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Time fac	ie (sec)				0	0	0		- Å
Num. B	ements	0			0	0	0		0 0

Name: the configuration name;

Description: the configuration description;

Max time: maximum game time, as minutes and seconds (it can be infinite);

Time fall down: the asteroids fall down time;

Num. Columns: the number of virtual columns in which the screen is divided and where the asteroids fall down;

Num. Elements: the total number of asteroids that fall down;

Num. Stars: the number of additional lives that fall down;

Elem. Dimensions: the dimension of asteroids (small, middle, big);

Input Type: the body part that moves the player avatar (body, right hand, left hand)

Difficulty: the configuration difficulty;

Reward: the video to show in case of victory.

After all parameters have been set, click on Save button to save the configuration.

5. Edit an existing configuration

Show the available configurations for a selected child; Select the desired difficulty tab; Select a specific configuration from the list; Edit the appropriate parameters; Click on *Save* to save changes.

Delete an existing configuration Show the available configurations for a selected child; Select the desired difficulty tab; Select a specific configuration from the list; Click on Delete.

Game

In order to start the game, return to the main page and select an enabled sequence for a specific child.

VEP Games – "Space"

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	time.				Ind
	Nere December	Name Columns	1	ingust Taper	



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Difficulty 1 Difficulty 2	Difficulty 3 Difficulty 4 Difficulty 5					
New	N wiemants 30					
Save	Tel Opera (I) - E					
Delete						
Name	new_level	Time fall down (sec)	5	Elem. Dimension	Small	
Description		Num. Columns	5	Input Type	Body	•
Lives	3	Num. Bements	30	Difficulty	Level one	
Max time (minsed)	1 : ⁰ El Infinite	Num: Stars	3	Reward	coppa.mp4	
					4,2	

Name: the configuration name;

Description: the configuration description;

Lives: the available player lives;

Max time: maximum game time, as minutes and seconds (it can be infinite);

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VEP Games – "Shape"

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Addt rense child		Default		Cartin		
	3. Difficulty 1 Difficulty 2 Oblively New Inst	3 Diffusity A Diffusity 3	X	r	Ť	
	Parm		Treshall		R	
	May Sime (Minute)		Differing			

Figure 5 - A child's configurations

4. Add a new configuration

Show the available configurations for a selected child;

Select the desired difficulty tab;

Click on New level.

A new window is shown where it is possible to add the shape that must be replicated by the child during the game:

Take a Picture!			Name: NewLevel
Import from a file			
Color tollerance:			
Sum color			
Área Anteprima	-	Design Are	
	import from an existing image		

Figure 6 - Add a new Shape

In particular, with this feature it is possible to add a new shape through two different modalities:

- Take a snapshot using the Kinect sensor;
- Import an existing image from the file system.

With the second method, it is necessary to follow these steps:

- (1) Click on *Import from a file* and import an image (a PNG format is preferable) \rightarrow it will appear the preview of the image;
- (2) Set the covering threshold;
- (3) Select from the preview the image portions that will form the shape \rightarrow the parts will appear into the design area;
- (4) If necessary use the left mouse click to draw and the right mouse click to erase parts of the image into the design area;
- (5) When completed, insert a name for the shape and save it.

NOTES: the shape that has to be covered is formed by the **BLACK** pixels.

After the new shape is saved, it is possible to insert all the other configuration's parameters:

talt shape		8 ¥		11	
Name	L R X		Tureshold	50% •) Time pose (sec) coppe-33.png).
			Difficulty	Level one	
Mas time (mintaed)	0 3 Dinfinit		Reward	coppa mp#	

Name: the configuration name; Description: the configuration description; Max time: maximum game time, as minutes and seconds (it can be infinite); Threshold: the shape covering threshold, in percentage; Time pose: the time to maintain the shape; Background: the background image (usually the same of the shape); Difficulty: the configuration difficulty; Reward: the video to show in case of victory.

Game

In order to start the game, return to the main page and select an enabled sequence for a specific child.