

Playing/Using the Games: Wayfinding

This document will go over how a student plays Wayfinding



When a student first plays Wayfinding they will be guided through a tutorial. The steps of the tutorial are as follows,

- 1). It will have you use a finger on the left side of the screen to walk/run
- 2). It will have you use a finger on the right side of the screen to move the guide
- 3). It will then have you open the pause menu with a three-finger swipe down, and select "GPS"
- 4). It will then have you select "Guild" and give you GPS instructions to navigate to the guild
- 5). Once the instructions start it will tell you to travel East to Acorn, and the fence that was keeping the student from going in that direction should disappear allowing the student to head east.
- 6). The student will continue to follow the GPS instructions and we will show them other things along the way, such as horses, crosswalks etc..

7). Once the student gets to the guild they will need to go inside and pick a quest

8). It will then give the student GPS instructions to complete the quest they selected

After they complete the quest the tutorial will end, and the student can play the full game, which gives them the ability to freely navigate the town, completing quests that they receive from the Guild and developing their mental map and navigation skills.

Below are some important gestures for using the game,

Three Finger Swipe Down: This will open the Player Menu, in this menu are the following options

GPS: The student can select this to pick a building to navigate to. For instance, if the student is hungry and need to get some food, they can select “Grocer” from the GPS, they will receive GPS instructions to get to the grocer based on the skill they have been assigned to work on.

Inventory: This will show the player their inventory and they can equip the items they have bought or eat any food they have bought from the grocer.

Map: This is a touch explore map. The student can move their finger around the screen to explore the map, and double tap to exit the map. This is a great tool for developing the student’s mental map of the town.

Sound Dictionary: This will allow the student to listen to the various sounds in the game and learn about what they are associated with.

Double Tap with Two Fingers: This will read off important player information i.e. Power Level, Money Level, Inventory Space, Food and Energy Levels

Double Tap with Three Fingers: This will give the student an update on what street they are on and also what buildings are around them.

Three Finger Swipe Up: This will open the pause menu from which the student can exit the game.

The student should navigate to the guild and accept quests to earn money. Once their inventory becomes full they can store their items and money in the bank.

Students should buy food from the grocer when the food starts rumbling.

Students should rest at the inn when their energy depletes

The guild only has so many quests per day. Once the student completes 5 quests they will have to come back the next day to get more.

The blacksmith and armorer only stock 5 items each day. The student will need to check back in the next day to see if they have more items for them to buy

The grocer never runs out of food for the student to buy.