
Global Frog Games

**Sir Stanley's Well Rounded Adventure
Installation and User Guide**

Version 1.1

Global Frog Games

Revision History

Date	Version	Description	Author
15/4/20	1.0	Initial writeup	Brooke Smith
3/5/20		Final Edits	Brooke, Nick

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Installation and User Guide

1. Introduction

1.1 Purpose

The purpose of this installation and user guide is to specify how users can obtain our game *Sir Stanley's Well Rounded Adventure* as well as to describe how to use our app. Due to Covid19 and issues with both Android and iPhone's developer license, our game is not currently on either app store.

1.2 Definitions, Acronyms, and Abbreviations

See the glossary.

1.3 References

Team website:

<http://riogrande.cs.tcu.edu/1920GlobalGameApp/index.html>

Glossary

Vision Document

Developers Guide

Software Development Plan

Installation and User Guide

Software Requirements Specification

Testing Plan

Github Repository:

<https://github.com/tcuseriordesigncourse/globalgameapp>

2. Installation

2.1 Original Plan

The original plan for *Sir Stanley's Well Rounded Adventure* was to publish the app on both the Apple App Store as well as the Google Play store. From there, users could easily download our app by searching for it on the app store.

2.2 Installation Without the App Store/Google Play Store

1. Visit <https://godotengine.org/> to download the Godot game engine to be able to open our project.

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2. Visit <https://github.com/tcuseriordesigncourse/globalgameapp> to download our project
3. When you open Godot, you have an option to import a project. Import our project into your editor.
4. To play our game, click the “play button” in the top right corner of the editor.
5. If you would like to download the app to your phone, follow the steps below.

Android:

Configuring for Export

1. Open the project in Godot
2. Click the *Projects* drop-down menu in the top-left, then click the *Export* option
3. Select the *Android* preset, then click *Export Project*
 - a. NOTE: if you do not have the export template installed on your machine, Godot will prompt you to install it. Just follow the on screen instructions.
4. In the options tab, scroll to the *keystore* section
5. In the *keystore->Debug* provide the path to your *debug.keystore* file
 - a. **Debug User:** androiddebugkey
 - b. **Debug Password:** android
6. In the *keystore->Release* provide your release keystore file.
 - a. **NOTE:** Release keystore file, Release User, and Release Password are created by you using Google’s tools, once you have a Google Play store developer licence.

Exporting

1. Open the project in Godot
2. Click the *Projects* drop-down menu in the top-left, then click the *Export* option
3. Select the *Android* preset, then click *Export Project*
 - a. NOTE: if you do not have the export template installed on your machine, Godot will prompt you to install it. Just follow the on screen instructions.
4. Select the location you wish to export the *Android APK (Make sure it's set to Android export (*.apk))*
5. Finally, click save. Now, you should’ve successfully exported your game to the *Android* platform.

iPhone:

Configuring for Export

1. Open the project in Godot
2. Click the *Projects* drop-down menu in the top-left, then click the *Export* option
3. Add the *iOS* template and configure it
 - a. Set the export path
 - b. Set the App Store Team Id
 - c. Set all the required icons
4. Click Export Project

Exporting

1. Open the project in Godot
2. Click the *Projects* drop-down menu in the top-left, then click the *Export* option
3. Select the *iOS* preset, then click *Export Project*
4. Open the exported project in Xcode
5. Select the desired device and upload to the device

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3. User Guide

3.1 The Main Menu

First, the user should start by either opening the app on their device or by clicking the play button in the Godot editor as mentioned above. The game will first display the title screen/main menu with three options:

1. Play, the button the player can click or tap to explore a map with minigames.
2. Achievements, the button the player can click or tap to see what achievements they have earned
3. Tips, the button the player can click or tap to see more information about nutrition and physical activity.

The rest of the game is meant to be explored by the player. There are ingame instructions that will guide the player on how to play the different minigames.