



Switched on Shopping

User Manual
For
Teachers and Carers

The Story:

After entering a local school raffle, you have won a shopping spree at the local shopping centre. On a chosen day dictated on the ticket, you have certain items to get for stores in the centre. The shopping list has been given to you; these include a TV, a book and several other items.

Installing the Game:

To install Switched on Shopping: insert the disc into your CD-ROM drive. Open My Computer from your Windows desktop and copy the Game Folder onto the desktop or a custom folder in C.

Running the Game:

Double-click the game icon: "Switched on Shopping".exe

Default Controls:

Left Mouse Click: Move Character, select option
Right Mouse Click: Move Character
Cntl o: Opens the Options screen

These default controls are for the two button switching with which the left mouse button is one switch and the right mouse button is the other. For ease of use, place the switch configured for the left mouse button on the player's left hand side and the same for the right hand. For one button scanning, this doesn't matter.

Main Menu:

Start Game:

Starts a new game of Switched on Shopping.

Options:

Opens the Options Menu

About:

Opens about screen for Title

Exit:

Quits the game





Options Menu:

Graphics Submenu:

Driver: select between OpenGL for non-Window OS and DirectX for Windows

Resolution: select screen resolution

Bit depth: Select graphics quality

Screenshot: select image type for screenshots

Full screen Mode: Activate full screen



Audio Submenu:

Audio Driver:

Select the audio driver

Master volume:

Adjust the master volume

Shell Volume:

Adjust music volume



Controls Submenu:

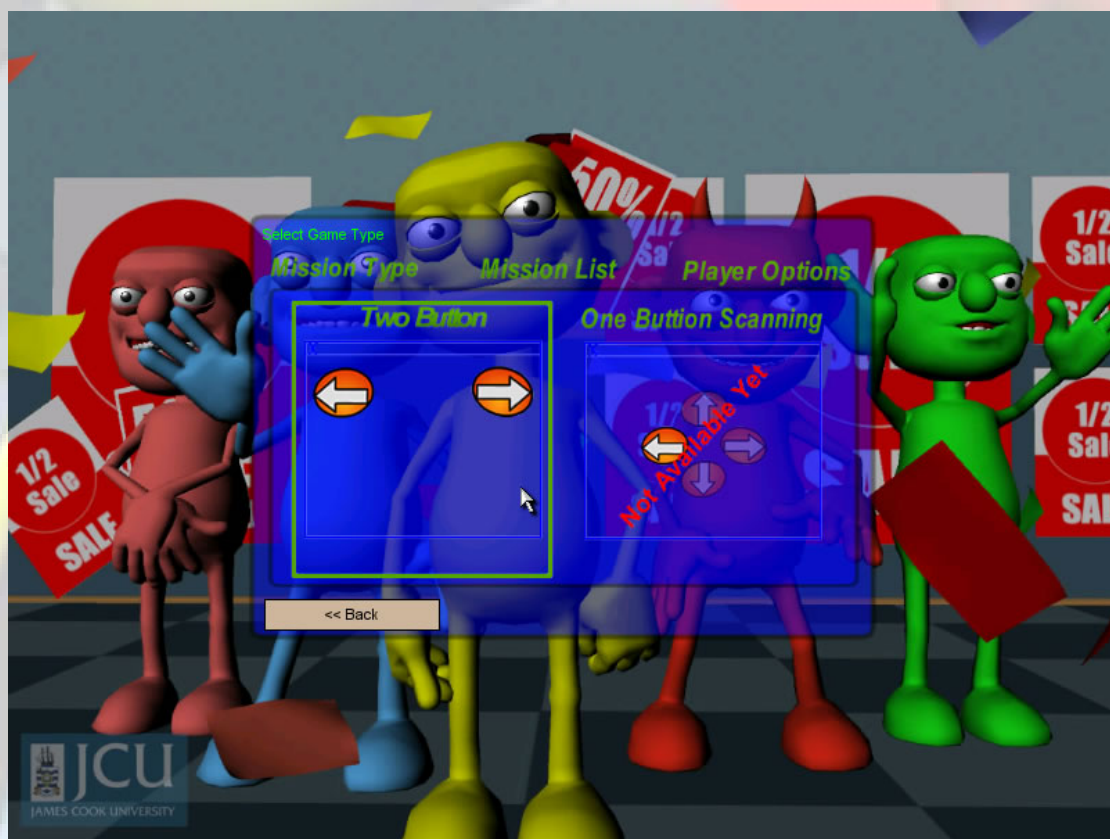
Control Name:

Click to select controls when prompted click the wanted button
Map controls to buttons

Scan Speed:

Select the scanning speed in secs, max of 5

Mission Menu:



Two Button:

Play out the game with a two button interface

One Button Scanning:

Play the game with one button and timed scanning

Back:

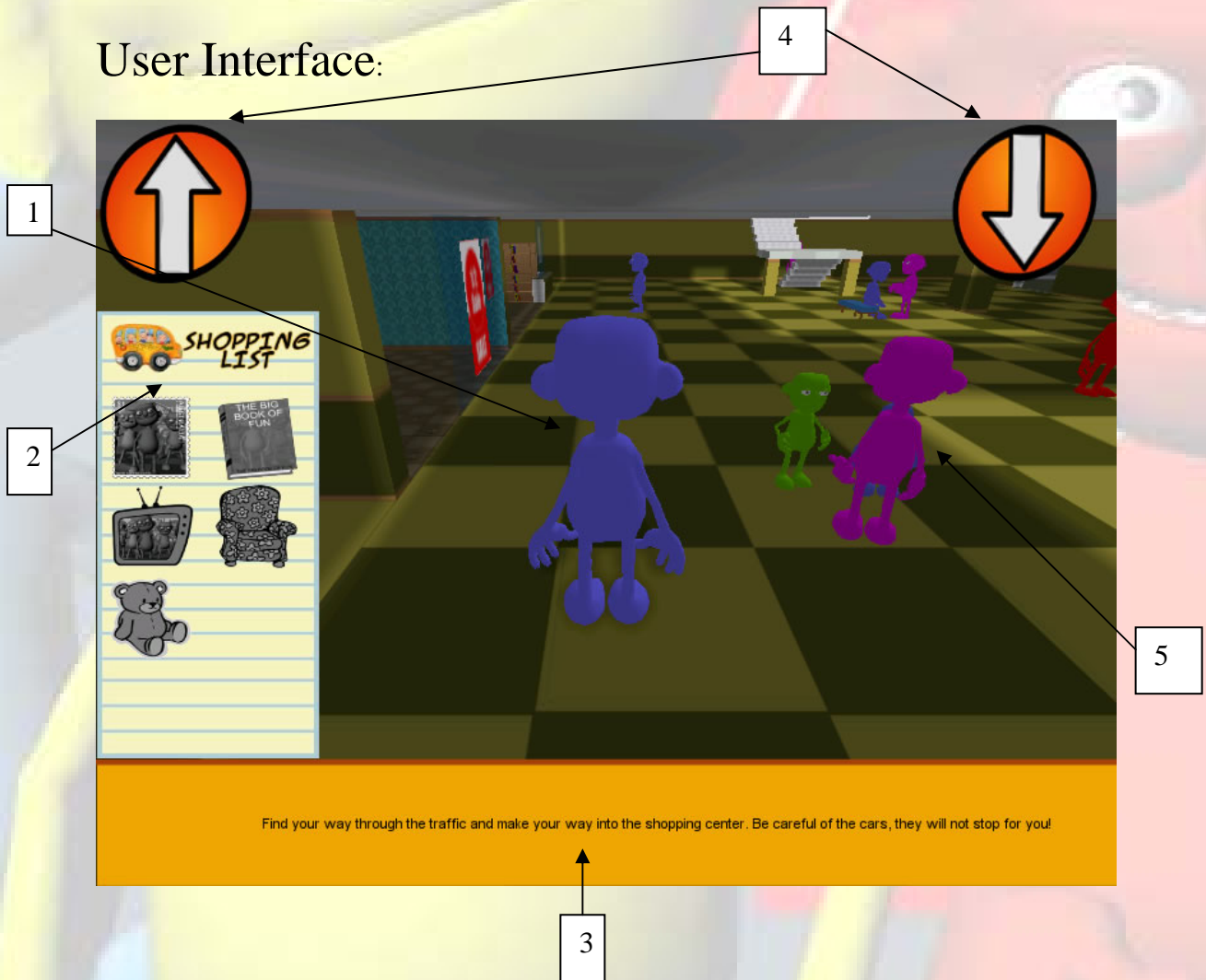
Goes back to the Main Menu screen

Mission type submenu:

Select a mission from the list, each their own level and difficulty



User Interface:



1. *Main character*
This is you.
2. *Shopping List:*
This displays what you must find during your shopping trip
3. *Objective:*
This displays the current objective
4. *Directional arrows:*

Each of these is the direction for which the character can move

5. *Widgets:*

These are the beings that inhabit the world.



Objectives:

After an item has been found, the item is coloured in on the shopping list. This means you have found the item and need to see the shop assistant before leaving the store. After you have gained the item, you cannot get back into the store until you have finished the game.



FAQ:

Q. My character goes off on weird angles and paths, getting stuck on walls and objects.

A. Just restart the application completely to solve this problem.

Q. I can't leave the store after finding the item.

A. Some stores require for you to go to a counter to “pay” for your item. Once you have the item, head to a counter to leave the store.

Q. There are a lot of empty rooms for a shopping centre.

A. This game was still under development when released. Levels will be included in updates for the game in future developments.

Credits:

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 Brendan Akers

Audio: Mihai Rotaru

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