

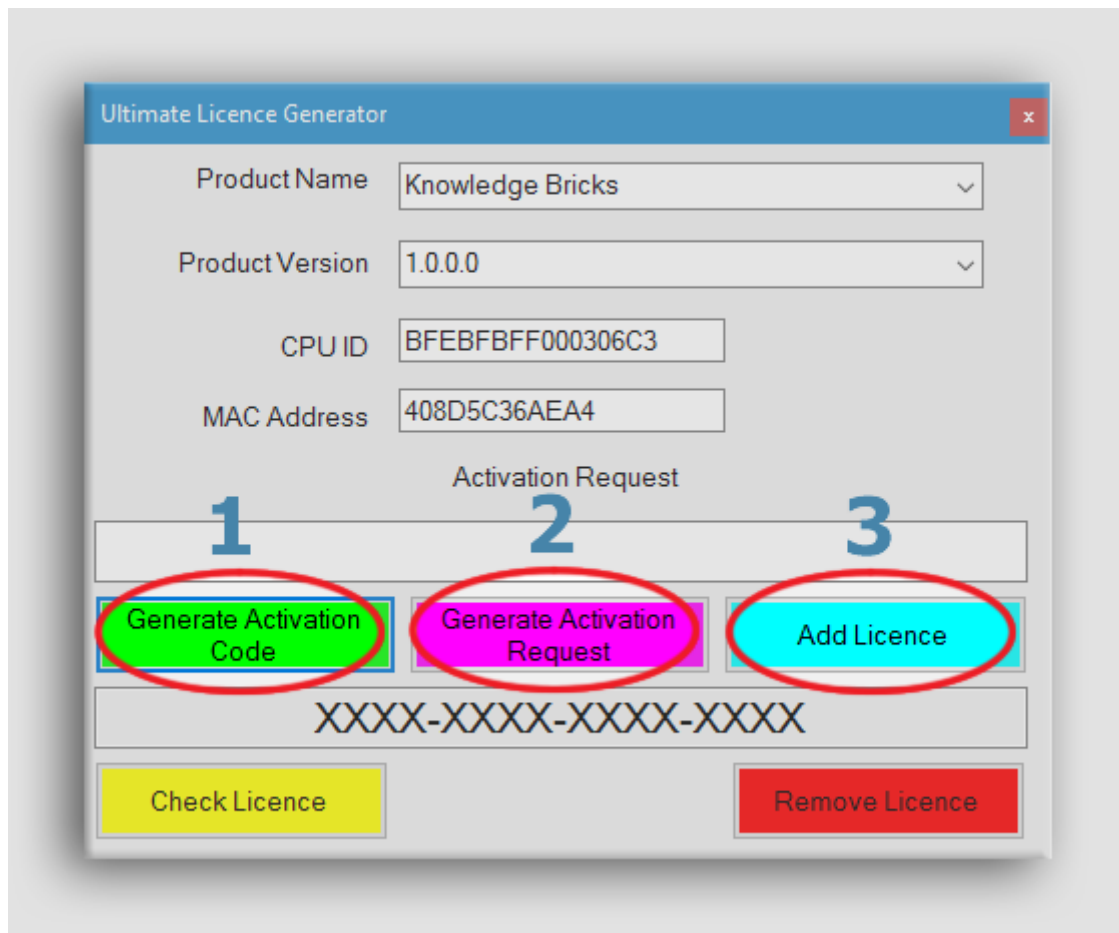
KNOWLEGDE BRICKS DOCUMENTATION

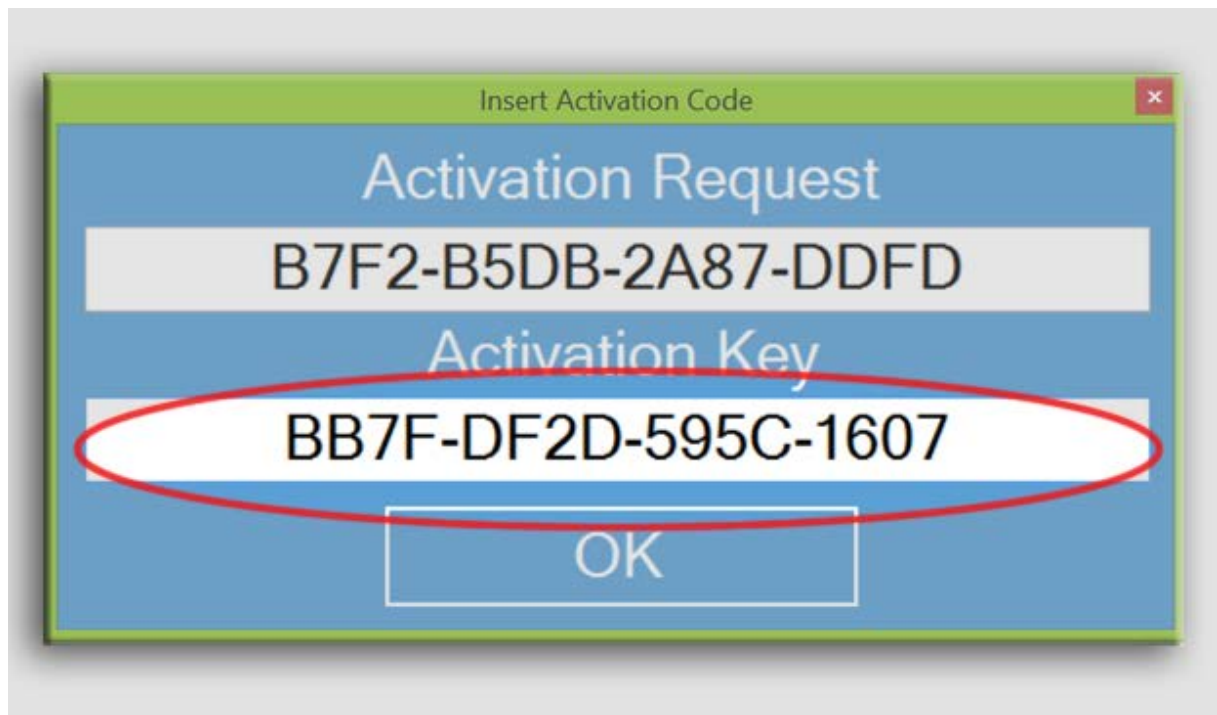
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Download and activate the game

To download the game visit <http://knowledgebricks.up.krakow.pl/> and go to the download section. After downloading the game, unpack it and run the file "UltimateLicenceGenerator.exe". First, press the purple button "Generate Activation Request" (1), and then click the green button "Generate Activation Code" (2). Copy the generated code from the bottom field and launch the game "KnowlegdeBricks.exe". If message "Insert Activation Code" will show paste the code into field "Activation Code". If everything is well the message "Product has been successfully activated." will appear.





The first launch of the game

When you start the game you will see the main menu, where you can generate a new game map.



In the blue box you must enter the player name, world name, you can specify the size of map, map type, grain (variable initialization random number generator), if trees will occur, and

whether the area will be flat. When you set all values and press button "Create world" the message "World named <world_name> has been created." will appear.

Generate New World

1 User name TOMUS-KOMPUTER

2 World name

3 Type Grass Size 12 x 12

4 Seed optional

☒ Include Trees ☒ Flat World

Generate World

To open a previously created world, click on the "Load world" and select its name.

Load World

User name TOMUS-KOMPUTER World aaa

No title No description

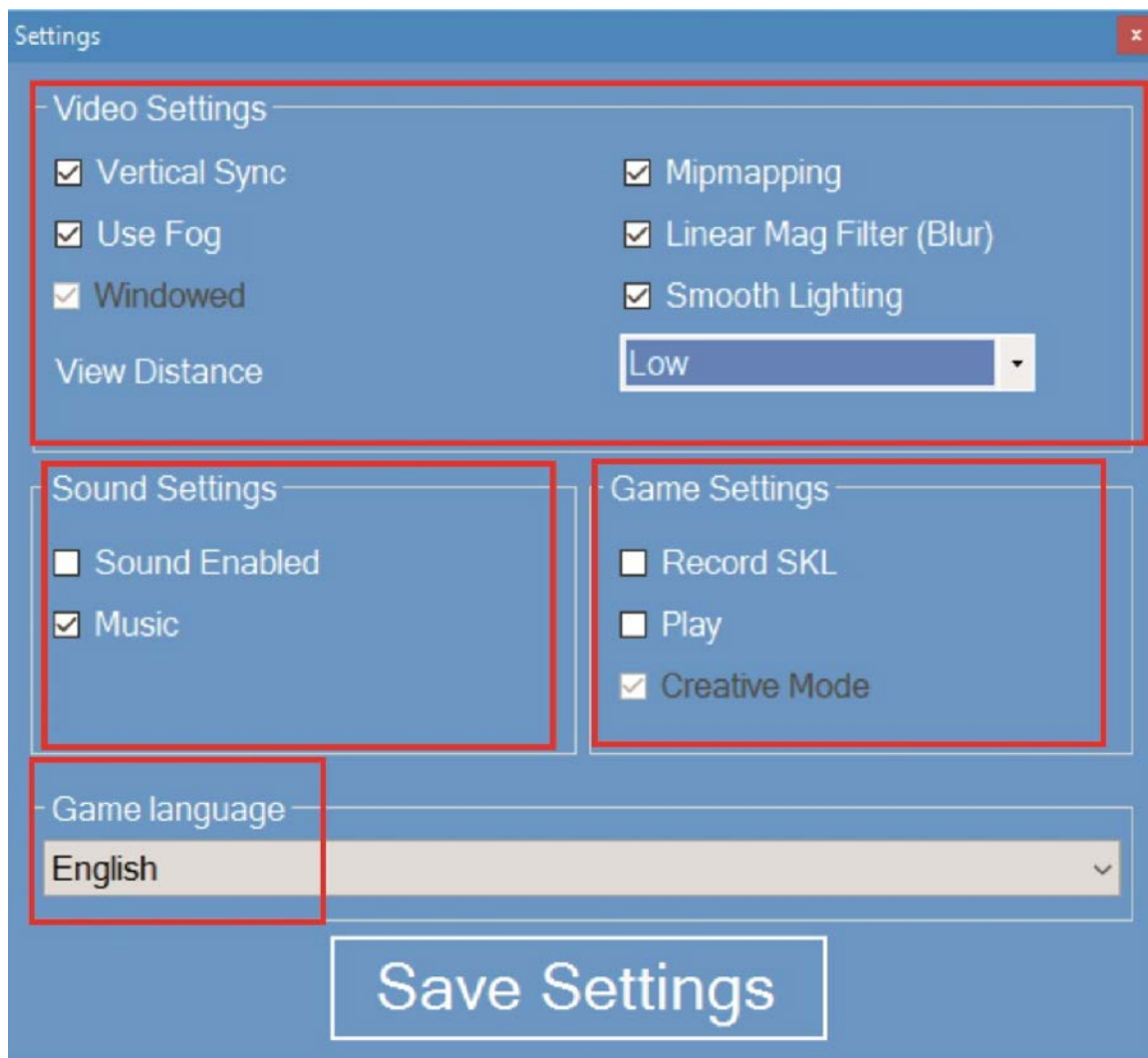
Start Game

Game settings

To change the game settings, click the "Settings" button in main menu . On the graphic settings you can enable vertical sync, mipmapping, linear filter Mag (blurring), fog effect, smoothing lighting. You can specify the form of sight, which takes the following values:

- Tiny
- Small (default)
- Standard
- Big
- Extreme

In addition, you can specify whether the game will run in fullscreen or windowed. In the sound settings, you can specify if the sounds and music will be enabled. In the game settings, you can activate the recording of the game and enable play mode. To enter the creation mode uncheck "Play" option. In language options you can select the game language. There are two languages Polish and English. To save changes, click the "Save" button and message "Settings were successfully saved." will show.



Creating the world

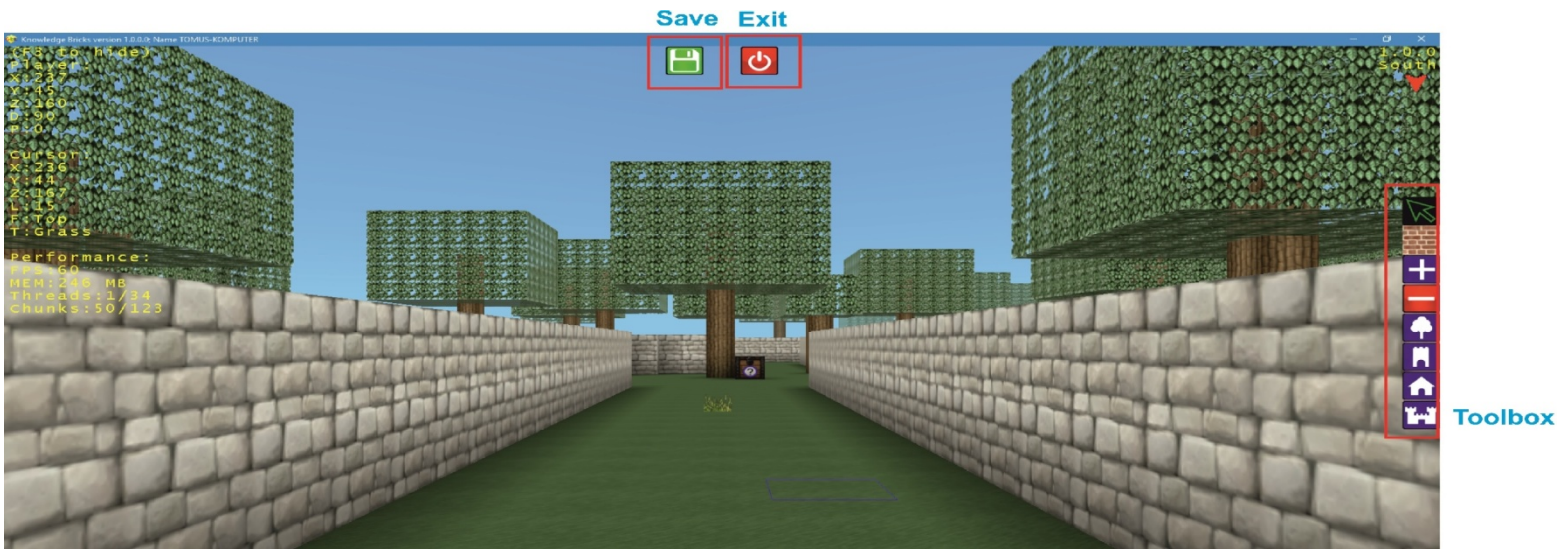
Wizard world controls

- Up Arrow – move forward
- Down Arrow – move backward
- Right Arrow – turn right
- Left Arrow – turn left
- Holding down the right mouse button - rotate around its axis
- Space - jump
- ESC - exit the program

Creating objects

You can add and remove objects from the panel on the right side of screen. Below there is a table with description of all features of Object's toolbox.

Cursor icon	No action
Brick-shaped icon	Choosing the item's appearance
Plus-shaped icon	Adding items
Minus-shaped icon	Deleting items
Tree-shaped icon	Adding a tree-shaped element
Tower-shaped icon	Adding a tower-shaped element
House-shaped icon	Adding a house-shaped element house
Castle-shaped icon	Adding a castle-shaped element
Floppy disk icon	Saving maps
Off button icon	Exit editor



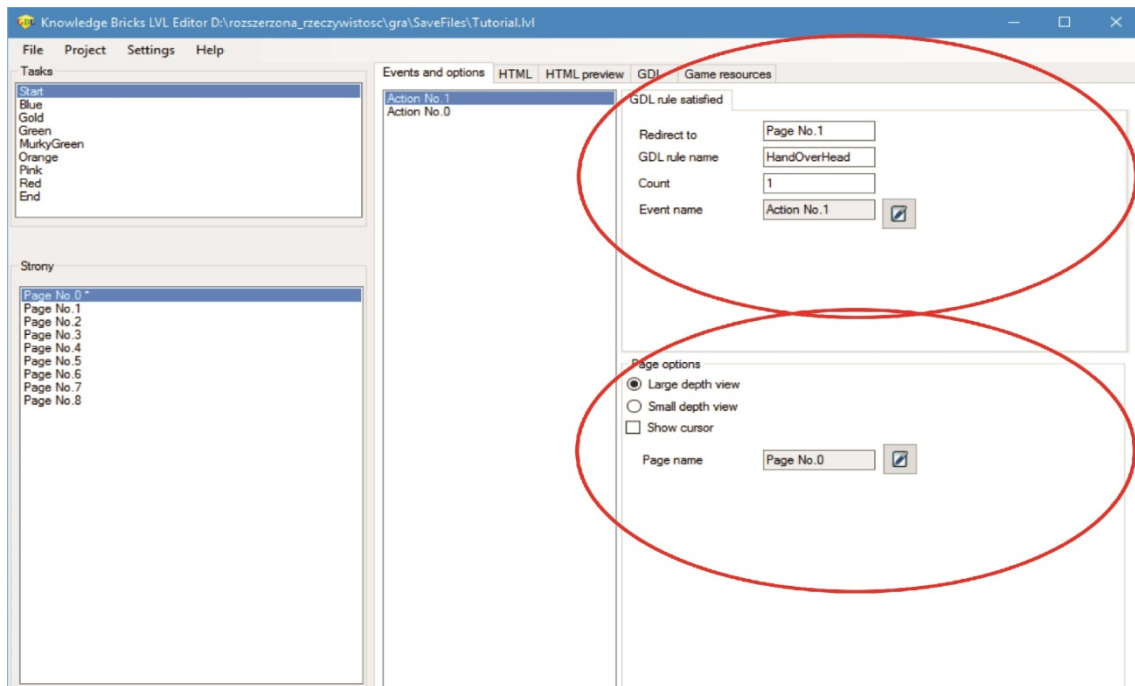
Map editor

Menu Editor

To start the map editor click on the file "KB LEVEL Editor.exe."

File	"New"→ Create a new world "Open"→ Open an existing world "Save All"→ Save the current world "Save all as"→ Save the current world with different name "Close"-> Close the project "Quit"-> Exit the program
Design	"Validate stage"→ Check if the design is correct
Settings	"Editor settings"-> Select the language (English, Polish)
Help	Information about the program.

In the section "Tasks (box)" there is a list of objects corresponding to the task on the world map. You can also select a box's color, which will be shown during the game. In the "Pages" there is a list of pages. You can add new pages, delete them and move up or down. In the "Events and Options" you can add new events, delete them and move up or down.



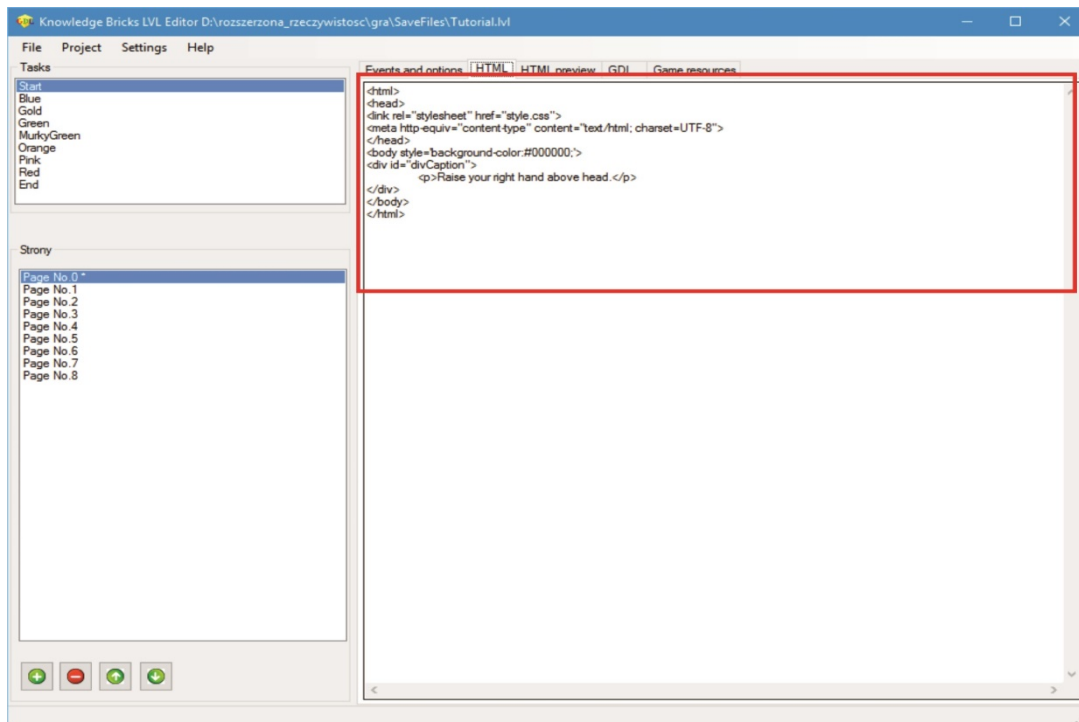
When adding a new event, we must define the type:

- Clicking on the HTML
- Time event
- The fulfillment of the rules GDL

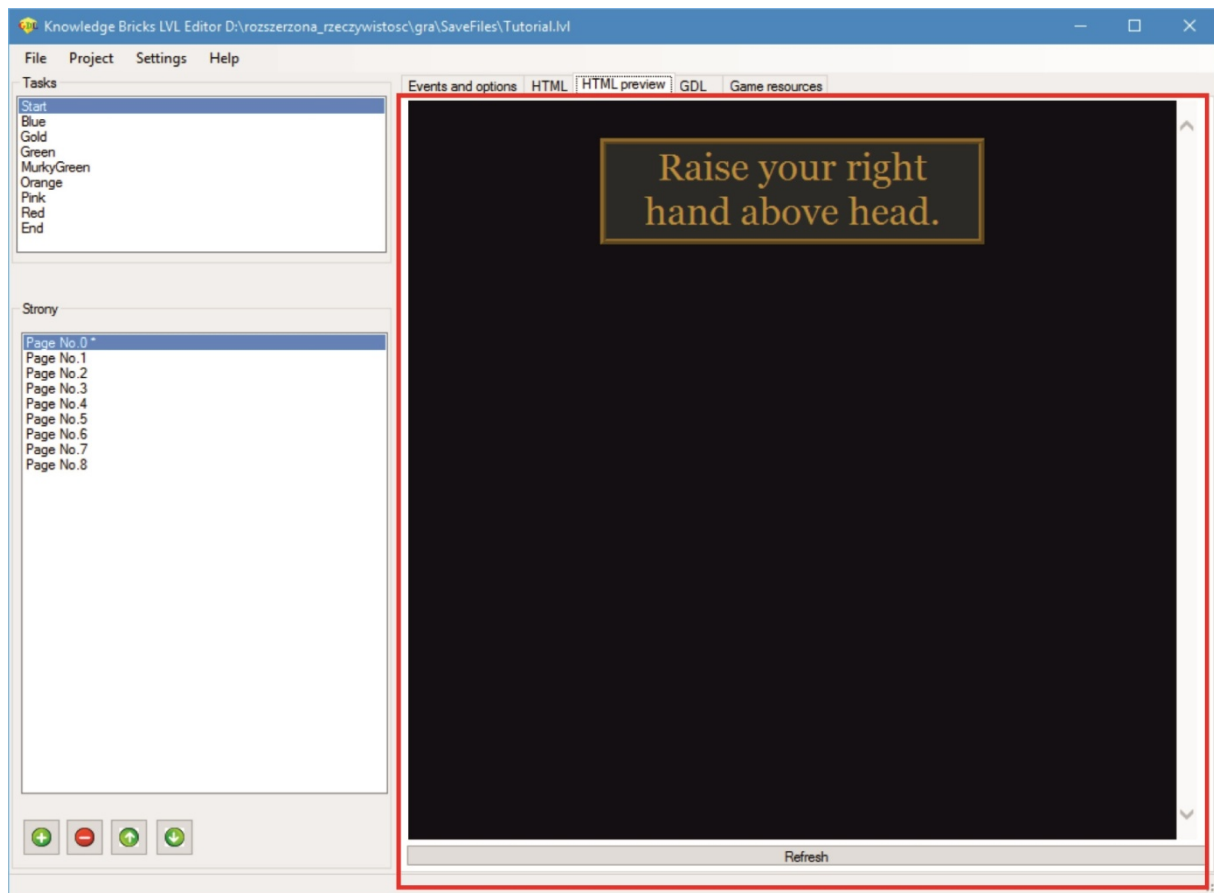
After selecting the type you can specify parameters:

- Clicking on the HTML
 - Redirect to -> redirects to the inscribed object
 - Name HTML Object → allows you to call object
 - Event Name → allows you to call an event
- Time event
 - Seconds to run → allows you to specify the time after launching an event
- The fulfillment of the rules GDL
 - Rule name GDL – allows you to specify a name of the GDL rule
 - Number – allows you to specify the number of repetitions for required tasks

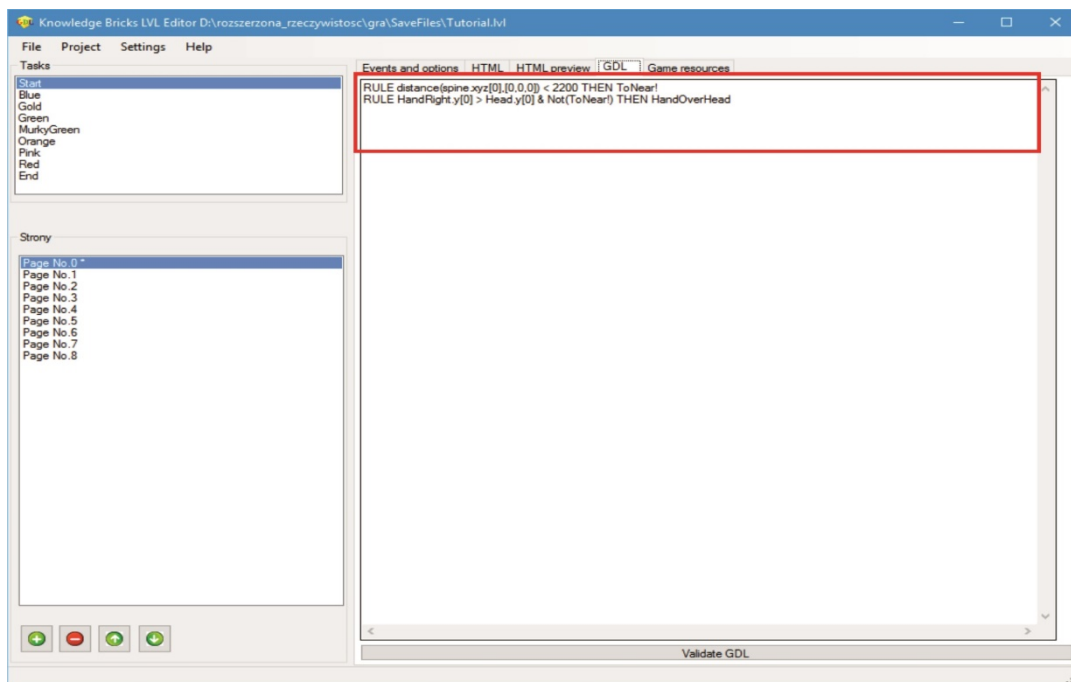
In the "HTML", you can create a website for the task using HTML.



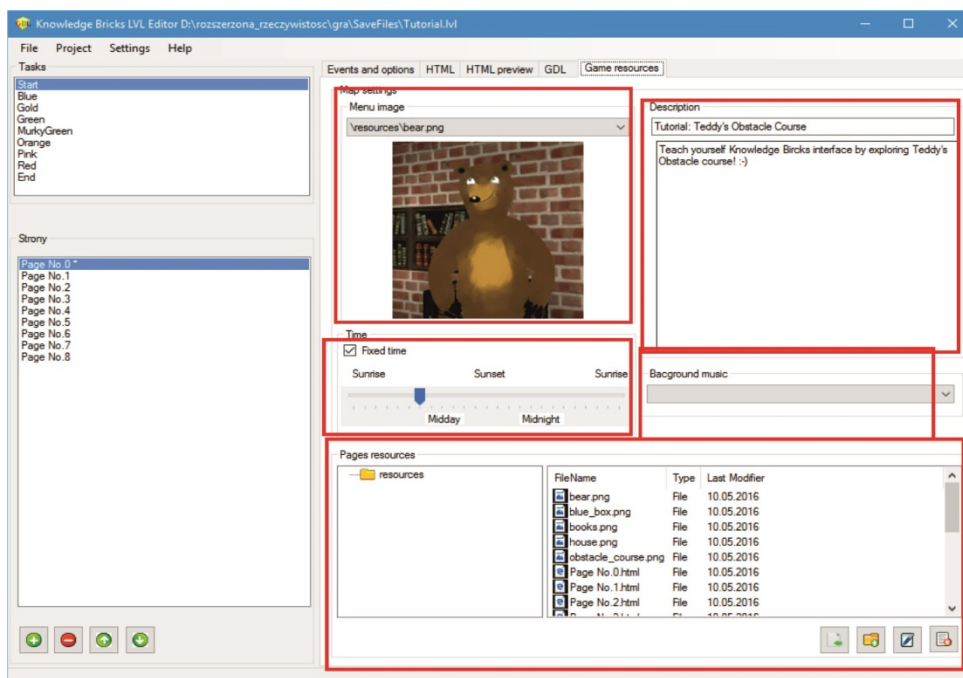
In the "Preview HTML" you can preview your website without running the browser.



In the "GDL" there is a source code of GDL rules for the job.



In the tab "Resources of the game" there are map settings. You can preview all images of current map. Additionally, you can set the description of the world and choose the music which will be played during game, and select dynamic or fixed time on the map. The "Resources party" has a list of all files and folders that are used on the page. You can import, delete and rename files and add folders.



Game

Game controls (keyboard)

- Up Arrow – move forward
- Down Arrow – move backward
- Right Arrow – turn right
- Left Arrow – turn left
- Holding down the right mouse button - rotate around its axis
- Space - jump
- ESC - exit the program

Game controls (Kinect)

- Alternate lifting leg to the height of the hips – move forward
- Turn hips to the left - turn left
- Turn hips to the right – turn right
- Jump – jump

Playing the game

If the game option "Play" is checked, you can start the game by clicking the button "Load the world". Enter your name, choose the world and press "Start the game". The aim of the game is find all the boxes marked with a question mark and perform all tasks from met characters.

Minimum hardware requirements:

- Operating system: Windows 7, Windows 8, Windows 8.1, Windows 10
- Processor: 32-bit (x86) or 64-bit (x64) Dual-core 2.66 GHz or faster
- Dedicated USB 2.0 bus
- 2 GB RAM
- Sensor Microsoft Kinect for Windows or Xbox 360
- Required software .NET Framework 4.0 or .NET Framework 4.5
- Kinect for Windows SDK v1.8 <https://www.microsoft.com/en-us/download/details.aspx?id=40278>

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