

# **Sentence Pattern Roulette version 2.0**

## **Users' Manual**

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## 1 Scope

This document provides basic information about the Sentence Pattern Roulette Game designed and developed by SPR Inc. Knowledge to use a personal computer, mouse and Internet is required to run the game.

## 2 Overview

The main component of the game is the Graphical User Interface (GUI). The player must be accustomed to navigating the embedded menus, selecting items from radio buttons, clicking buttons, generally understanding of a "window" environment, and using the Internet.

## 3 System Requirements

### 3.1 Hardware Requirements

- Intel Pentium II / 400 MHz / or compatible
- 128 MB RAM
- Mouse or other pointing devices
- SVGA or higher resolution (800 x 600) with 256 color
- Game best viewed at 1024 x 768 pixels

### 3.2 Software Requirements

- Windows 95/98/2000/NT
- Internet access using Internet Explorer/Netscape Navigator with Java enabled
- Java Run Time Environment

#### 3.2.1 Java Runtime Environment

The software can run only in Java Runtime Environment version 1.x. The Java Runtime Environment can be downloaded and installed on the player's PC. The following steps should be taken to download the software from the Internet:

1. Type in the following address: <http://java.sun.com/products/plugin/>
2. Click on [JRE 1.3 \(includes Java Plug-in 1.3\)](#)
3. Click on the Microsoft Windows red button.
4. Click "continue" button under US English after selecting "One large bundle (~5M)".
5. Click ACCEPT
6. Click HTTP download to save to your PC
7. Install using the procedures from the website

### **3.2.2 Java Enabled Browser**

#### **3.2.2.1 Configuring Netscape**

Java must be enabled for the game to be played using the Netscape as the Internet browser. Configure Netscape as follows:

1. Select Edit from the pull-down menu
2. Select Preferences
3. Under "Category", select Advanced
4. From this menu box, check the following:
  - Enable Java
  - Enable JavaScript
5. Click OK

#### **3.2.2.2 Configuring Internet Explorer**

Java must be enabled for the game to be played using the Internet Explorer as the Internet browser. Configure Internet Explorer as follows:

1. Select Tools from the pull-down menu
2. Select Internet Options
3. Select the Advanced tab
4. From this menu box, check the following:
  - Java console enabled (requires restart)
  - Java JIT compiler enabled
  - Java logging enabled
5. Click OK

## **4 Player Requirements**

### **4.1 Minimum Capabilities Requirements of the Player**

To use the software, it is assumed that user has some ground level knowledge about:

- Personal computing (enough to install a program and navigate the Web)
- How to use mouse (pointing device)
- Clicking on buttons
- What is a selection drop down list
- How to use radio buttons
- How to navigate and use the Internet

## 5 Graphical User Interface (GUI) and Game Rules

Shown below is the screen shot of the GUI when the game is first invoked. The following sections describe the components of the GUI.



### 5.1 Difficulty Level Selection List

This is a drop down selection list that allows the player to choose the level of difficulty for the game. The player can play at three difficulty levels: “**B**eginner”, “**A**dvanced”, or “**E**xpert”. The difficulty level can be selected at any point within the game, but the difficulty level cannot be set until “**N**ew Game” button is clicked.

## 5.2 New Game Button

The “**New Game**” button is used to start the game for the first time. The other functionalities of the Roulette Game will not be active and the player will not be able to play the game until “**New Game**” has been clicked. Also, on clicking the “**New Button**” the difficulty level out of three “**Beginner**”, “**Advanced**” and “**Expert**” are set according to selection made from the selection drop down list and is displayed to the user. The user is now ready to play the game within the domain of the difficulty level selected. A message “**NEW GAME**” is shown whenever the user clicks the “**New Game**” button and the account is set to **\$1000**, which is also displayed on the screen.

### 5.2.1 Betting Area

Clicking the “**New Game**” button starts the game and the difficulty level is set. The betting area is now active and the player can start placing bets on the sentence patterns from using the betting area. The betting area comprises of two parts:

#### 5.2.1.1 Bet Amount

The user can select the betting amount from the five available options that is bets can be placed as **\$10**, **\$20**, **\$50**, **\$100**, **\$All**. Only one amount can be selected out of the five amounts each time. This betting amount defaults to \$10 if none is selected. On selecting **\$All** option as bet amount the amount displayed in the account display area is selected as the bet amount.

#### 5.2.1.2 Bet Patterns

Once the user has selected the bet amount from the five amounts then the bet patterns on which a bet is to be placed can be selected, which is in the form of a circle around the roulette wheel graphic. The user can place a bet on any one pattern out of Roman numerals one through ten. This bet pattern defaults to pattern I if none is selected.

### 5.2.2 Spin Button

After placing a bet amount on a bet pattern using the bet area, the player clicks on the “**Spin**” button. Upon clicking this button a sentence is displayed in the sentence area. The betting area and the “**Spin**” button are now inactive. The player can now guess on the sentence pattern of the sentence based on his or her understanding of sentence patterns.

### 5.2.3 Guess Area

The guess area is available only after clicking “**Spin**” button. This area consists of two parts a guess selection and “**Guess Pattern**” button.

### 5.2.3.1 Guess Selection

The player can guess the pattern of the sentence pattern displayed by selecting one pattern out of ten patterns (**I through X**) using radio buttons. If none is selected then the user will not be evaluated correctly and the player will lose the bet. It is suggested that player always selects a guess pattern.

If the player should guess incorrectly, the correct guess pattern is highlighted with a box around the correct answer.

### 5.2.3.2 Guess Button

This button is used to submit the guess pattern selected by the player. After clicking this button the evaluations are performed and the results are displayed on the basis of the selections made.

## 5.2.4 Account and Results Display

Upon clicking the **“Guess”** button, calculations are performed and the account and results display area is updated as follows:

- 1) If the sentence pattern on which a bet is placed matches the sentence pattern of the sentence displayed and is guessed correctly by the user, then the twice of betting amount is added to the previous account balance and is displayed. This situation is characterized as winning a **“JACKPOT!”** and the appropriate message is displayed.
- 2) If the sentence pattern of the displayed sentence is guessed correctly, but does not patch the original bet, then the account balance is updated by adding the betting amount to the previous account balance and the message **“YOU WIN!”** is displayed.
- 3) If the sentence pattern is not identified correctly and the guess pattern does not match the original sentence pattern of the sentence then account balance is updated by subtracting the bet amount from the previous account balance and the message **“YOU LOSE!”** is displayed.
- 4) If the account balance reaches the situation of **zero balance** then the game becomes inactive and a message **“NO MONEY!”** is displayed. At this point user can start a new game using **“New Game”** button.
- 5) If there are no more sentences available, the game becomes inactive and a message **“PLAY AGAIN”** is displayed. At this point user can start a new game using **“New Game”** button.

## 6 How to Launch and Play the Game

1. Using a browser open the link:  
<http://pegasus.cc.ucf.edu/~vrw69031/RouletteGame.html>.

**Note:** This link will not always be available. The player must ask Dr. Beth Young for the location the current link.

2. A Roulette Game Window appears on the screen.
3. Select the difficulty level using the drop down menu.
4. Click on “New Game” button to set the difficulty level selected.
5. The difficulty level will be displayed and the game is ready to play.
6. Choose a bet amount from the five bet amounts. The default bet is \$10.
7. Choose the bet pattern from the ten patterns available. The default is pattern I.
8. Click “Spin” button.
9. A sentence is displayed.
10. Guess the sentence pattern of the displayed sentence and choose the guess pattern from the ten pattern numbers.
11. Click the “Guess” button to submit the guess pattern
12. Results are displayed and the account is updated
13. Repeat steps 6 through 11 to continue playing the game.
14. To start a new game at any point during the game select the difficulty level and click “New Game” button.

## 7 Maintenance of the Software

To maintain the software following procedures should be followed:

1. The text file containing sentences should be present on the server where the game software is uploaded. This means the “sentences.txt” should be present at the same level in the server where the relevant software “.class” files are loaded.
2. The text file should be properly formatted as detailed below:
  - a. The text file should always be saved with the name “sentences.txt”
  - b. The text file should be typed in a particular format. The format includes typing of sentences, pattern and difficulty level in an order such that sentences come first, sentence pattern comes second and difficulty level comes third.
  - c. The sentence pattern should be numerals (1 through 10) and difficulty level should be numerals (1 through 3).

- d. Though the software does not recognize any difficulty level other than 1,2 or 3 still care should be taken about the allowed range of numbers for sentence pattern and difficulty level. This means if a sentence is typed with associated sentence pattern as 11 then that sentence might be used in the game and the player will always lose since the correct sentence pattern is not available.
- e. In the text file, the sentence, the sentence pattern and the difficulty level should be separated by tab spaces. A tab space should also be inserted at the end of the sentence and then enter should be pressed.

A sample "sentences.txt" file is shown below:

```
sentences.txt - Notepad
File Edit Search Help
The children are upstairs. 1 1
The taxicab is here. 1 1
The class is in the library. 1 1
The next flight to Austin is on Monday. 1 1
The workers are in the backyard. 1 1
The hospital tour was at four o'clock. 1 1
The deepest part of the ocean is in the Marianas trench. 1
The best beaches are in Florida. 1 1
The grammar class is on the Internet. 1 1
The baby is in the nursery. 1 1
Your car keys are on the kitchen table. 1 1
The next showing will be soon. 1 2
```

## 8 Helpful hints

- Upon invoking the game from the Netscape Navigator the Plug-ins should to be loaded from the site where the Netscape Navigator directs the user. Do not make the downloaded Plug-in as the default Java run time environment. If the Plug-ins for Netscape Navigator is made the default JRE then the same link cannot be viewed properly in Internet Explorer.