

DIVO:

Digital Evolution -The Journey



DIVO

Augmented reality board game

-Gameplay manual-

***2-6 players *0.5-1 hours *6 languages**

Credits



The “DIVO” game was made possible as a main output of the “DIVO: Digital Evolution - The Journey” Erasmus+ project, co-funded by the Erasmus+ programme of the European Union. With the partnership of different profile international organizations and institutions: “L.E.A.R.N. Institute” from France, “Darnoje” from Lithuania, “EPLIS” from Sweden, “Learning for integration” from Finland, “Inercia Digital” from Spain, “Muğla İl Milli Eğitim Müdürlüğü” and “Menteşe Sosyal Hizmet Merkezi Müdürlüğü” from Turkey, the first of its kind Augmented Reality game was made.

The main objective of this project was to create outcomes and a game that will function as a smooth transformative tool for the Adult learners toward the digital world with their developed and sharpened knowledge and acquaintance with the cyber world. Thus, self esteem gained individuals will be able to perform their own tasks in the cyber world such as banking, online booking and more.

(Game Designer, Writer, Producer, Publisher, Editor, Layout, Artist, Playtesters, Special Thanks, Patrons, and Crowdsome Backers.)?

Legal

- Who owns this?

Find Out More

To find more about this project - objectives, activities, project partners, etc. -, you may visit the official project website (<https://www.divoproject.eu/>), and facebook page (<https://www.facebook.com/profile.php?id=100078536992088>).





Introduction

How To Use These Instructions

The following rules should be carefully examined before the start of the gameplay, consulting any doubts as the gameplay progresses.

Read the manual in its original layout format (from page to page), skipping to the page of doubt using the table of contents section for easier access.

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Overview and Object of the Game





The “DIVO” game focuses on the development of digital competence skills through a fun and interactive Augmented Reality online game, taking inspiration in classic and worldwide beloved games such as the “Monopoly” or the “Trivia”.

The gameplay consists of players advancing around an Augmented Reality gameboard (through their chosen digital devices) while answering questions, completing tasks and interacting with the overall game given depending on the point they land on (after rolling the dice). For each correct answer - scores are awarded, as well as taken away when landing on a concrete board square.

Gameplay ends when one of the players reaches a total score of 10/50/100 (three choices), declaring them the winner of the round played.

Preparing to Play

Before The Play

In order to play the DIVO game, first it must be downloaded from the PlayStore (Android) or AppStore (Iphone), depending on the device used. To do so, find the corresponding digital distribution supplier in your phone and click on the logo to open it (see images for visual information):



(For Android users)



(For Iphone users)

In the search bar of the app, insert the name of the game “DIVO - Digital Evolution” and click to find. The app to be installed will have the following logo:




(Logo for the DIVO game)

Once the app is installed successfully, the game logo will appear on your phone background along with the other apps owned. Find and click the named element in order to run the game.

Setup

Before starting to play, make sure the settings in your phone are allowing the Game App to

access the camera. To do so on Android devices - Click on the “settings” icon  > Tap Apps > Tap the app you want to change > Tap Permissions > Choose Allow on the “DIVO” app; For





Iphone devices - Click on the “settings” icon > Tap on Privacy > Tap on Camera > Allow “DIVO” to use the device camera.

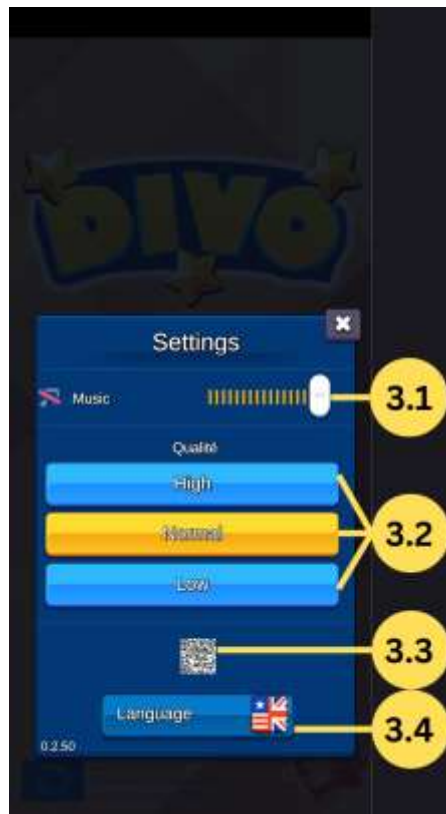
Once opened, the game will have the following front screen look, with 4 buttons going from the top:



1. **A shortcut to your profile information** (All data is stored locally). To exit and return to the main page, press the “Back” arrow icon;
2. **“Play“** - Takes the player to the customization of the character phase for starting the game;
3. **“Option“** - Opens the settings of the game. There you may control the sound and quality of the game visuals, as well as the desired language (From English, French, Spanish, Finnish, Swedish, Turkish and Lithuanian). In order to choose the desired change, just click on the icons of the preferred choice. To exit and return to the main page, press the “X” icon.

In the “Option” section, you will find the QR code THAT NEEDS TO BE SCANNED if you wish to play the game as an Augmented Reality. This step is optional but recommended for the best experience of the gameplay. Click on the code in order to augment its size.



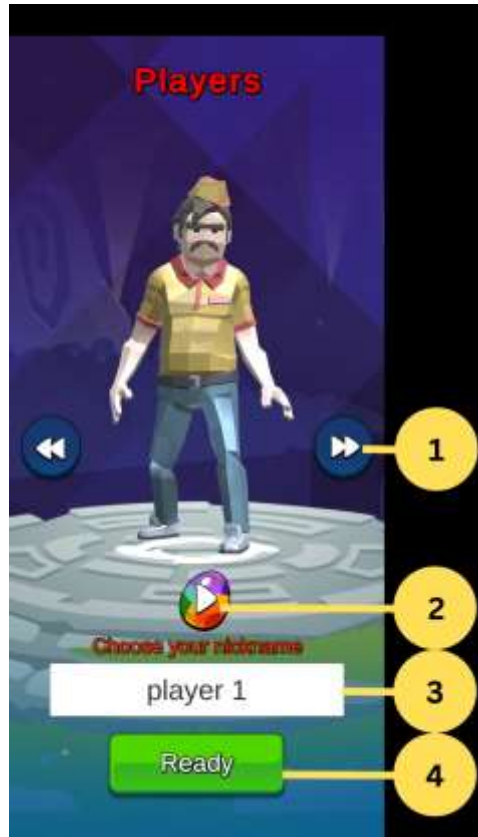


- 3.1. **“Music”** - Allows to control the volume of the game, as well as mute it;
- 3.2. **“Qualite”** - Allows to choose the quality of the game graphics (High, Medium, High). The higher the quality, the better internet connection is needed in order to avoid lagging.
- 3.3. **“QR code”** - QR code that needs to be saved and printed out, or opened in another device in order to play the DIVO game in the augmented reality mode;
- 3.4. **“Language”** - Allows to select the desired language from 7 available ones (Spanish, English, Turkish, French, Lithuanian, Swedish, Finnish).
- 4. **“About DigComp 2.2”** - Section that takes the player to a direct link of the DigComp information website.



Choosing a character

In order to proceed with the start of the game, on the main menu, press the “Play” icon. Next, you will be asked to choose a character from the 18 available models.



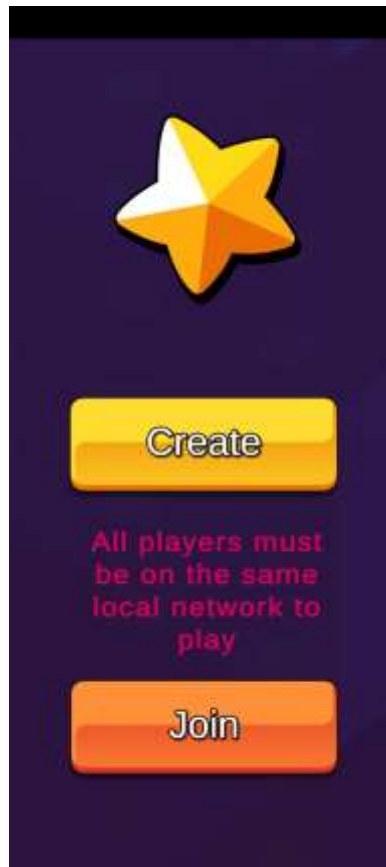
1. Arrow icons for changing your character design;
2. Button to change the colour of your character;
3. A text zone to write your player's in-game name;
4. “Ready” button to access the next screen.

Setting up a gameroom (pre-lobby)





The following section can be divided into two categories: Creating a gameroom OR joining an already created gameroom. A gameroom is needed in order to start the game (Both one player as well as multiplayer versions).



- 1) **Creating a gameroom:** If you choose to create a gameroom, press the yellow (“Create”) button.

Next, you will see the following page open:



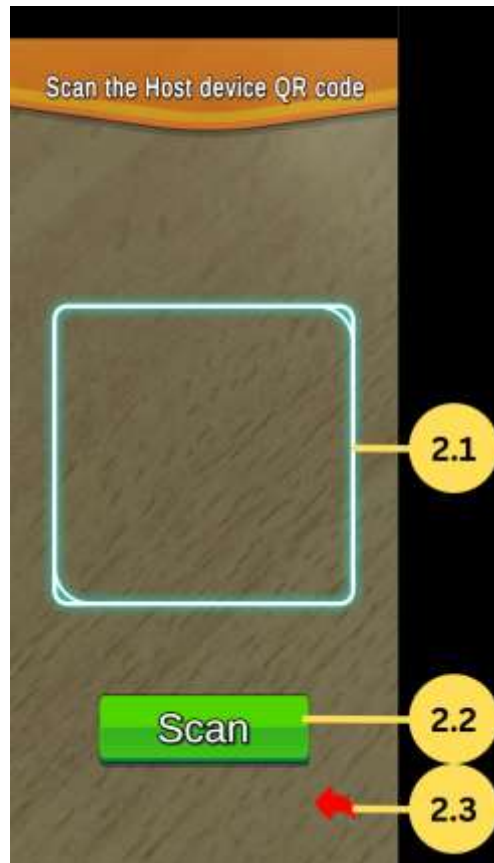
- 1.1 - Session QR Code;
- 1.2 - List of all connected players;
- 1.3 - Start the game;
- 1.4 - Desired length of the game based on scores;
- 1.5 - Refresh lobby button;
- 1.6 - Close session.

The rest of the players have to scan (Explained more in detail in the “Joining a gameroom” part) the QR code displayed in the “creator’s” phone screen in order to join the gameroom. When the joining players have successfully entered the created gameroom, their nicknames appear in the screen list (Example: player 1). Once all players are in the waiting room, press the green “Go” button to open the game board and start the game.



To leave the gameroom section, press the red “Leave room” button. Note that this action will take you back to the main page of the game app, needing to repeat the whole process previously completed to get to the current phase.

- 2) **Joining a gameroom:** In order to join an already created gameroom by another player, press the orange “Join” button.



2.1 - Detection zone for the QRCode;

2.2 - Button to trigger the scan;

2.3 - Go back to previous menu.

The app will open your camera (NOTE: Make sure you followed the previous step and allowed the app to use the camera). Use your camera to scan the QR code from the “creator’s” phone screen by pressing the green “scan” button, appearing in the waiting room with the rest of the players.



To exit this window, press the red arrow on the bottom right of the panel. This action will bring you back to the main menu page of the game.

Game starts after the gameroom “creator” confirms by pressing the “Go” button on their screen.

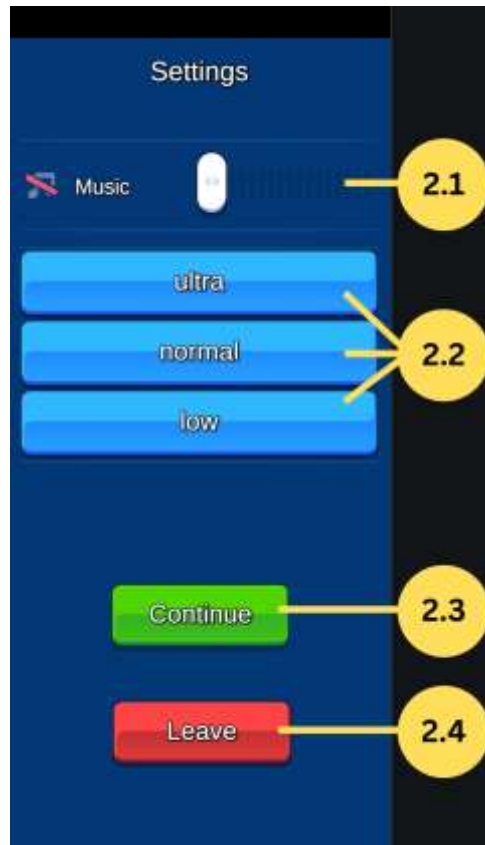


How To Play

Gameplay options and controls



1. Scores;
2. "Options" button;



2.1 “Music” - Allows to control the volume of the game, as well as mute it;

2.2 “Qualite” - Allows to choose the quality of the game graphics (High, Medium, High). The higher the quality, the better internet connection is needed in order to avoid lagging;

2.3 “Continue” - Goes back to the gameplay where it left off, continuing with the corresponding player’s turn.

2.4 “Leave” - Leaves the current gameplay at stake, taking the user to the main menu page. This action makes the player lose all their score, without the option to rejoin the gameplay abandoned previously.

3. Indicator for your turn;
4. If the device is pointing at the QR Code, the game map with players will be displayed using AR technology. Pressing the icon will turn on “no AR mode”;
5. Roll the dice button when it is your turn.



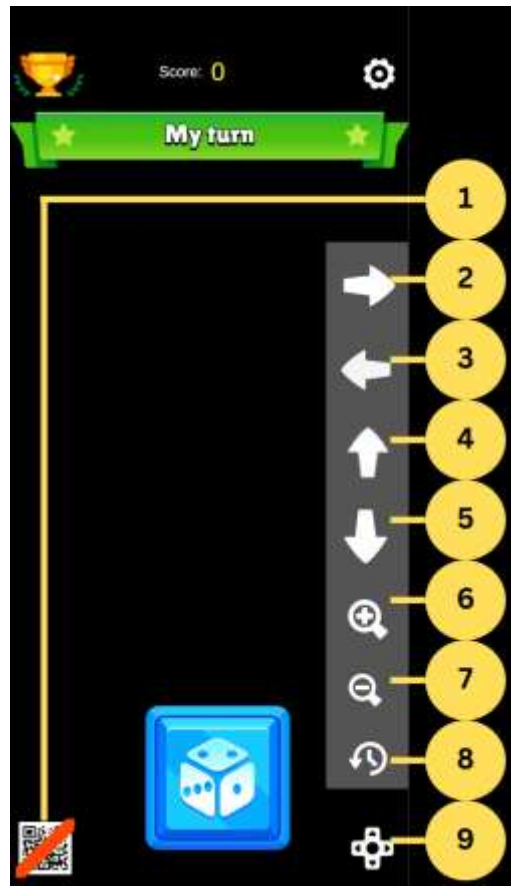
To start the gameplay once the gameplay has been created, there are two options: Using the QR code provided in the Main menu “Options” section (printed or turned on another device), or, playing the game without the QR code (the Augmented Reality aspect of the game will be limited). This step is an individual choice each player makes according to their needs. It is recommended to play the “DIVO” game scanning the QR code provided.

- 1) **Playing with the QR code:** Have the QR code provided in the “Options” section of the main menu open on another device or printed, laying in front of all the players that are in the created gameroom. Hover your phone’s camera over the QR code - this will make the boardgame appear on your screen.

Depending on the angle of your phone in regards to the QR code, the view of the board will be different.

- Zoom in - put the device camera closer to the QR code;
- Zoom out - device camera further from the QR code;
- More to the left - move the device to the left of the QR code;
- More to the right - move the device to the right of the QR code;
- View from above - stand just above the QR code.

- 2) **Playing without the QR code:** In order to play the game without the need to scan the QR code, once the gameroom is created and launched, press the QR code icon on the bottom left corner of your device’s screen, making it change to crossed. After this step, the game board will appear on your device’s screen automatically. In order to control the view/angle of the board, press on the arrows button displayed on the bottom right corner of the screen. This action will make the in-depth control panel appear on the right corner, giving the the options to move the position of the board as desired.



1. AR mode on/off triggering button;
2. Move view to the right;
3. Move view to the left;
4. Move view up;
5. Move view down;
6. Zoom view in;
7. Zoom view out;
8. Rotate view;
9. View control options.

Turns





At the top of the boardgame screen, you will see a label indicating who's turn it currently is.

In order to start your turn, press on the big blue dice button at the bottom of your screen. This triggers the dice to roll, and your avatar to move to the corresponding section of the board. Depending on where you land, the following outcomes can be: a task to complete, additional scores, scores taken away, nothing/passive, skip next turn.



(Roll the dice button)

On Other People's Turns

During the other player's turns, the player simply awaits until the turn label indicates their turn to roll the dice. You can observe how your opponent's scores change by pressing the "general scoreboard" icon at the top left of the screen.

Tasks

The tasks the players have to complete depending on where they land vary in complexity and method. These tasks give a realistic experiential digital interaction sense to the players. While some are multiple choice questions, others require the player to complete a concrete action (push on the correct place).

Game End

The game ends when one of the players reaches a total of 10/50/100 points (depending on chosen amount), declaring them the winner. Each player sees the scores for the different digital competences improved on their screen adding up from the current gameplay. The overall score gotten for each digital competence can be seen by pressing the blue "Digital competence" icon in the main menu.





The players can choose to either play more and keep increasing their scores in the digital competences, or quit the game app.

