

PyQuest User Manual

1. Introduction

PyQuest is an educational web-based game designed to introduce users to fundamental Python programming concepts through interactive gameplay. The game combines a simple adventure theme with coding-related challenges to create an engaging learning experience.

PyQuest is deployed as a website and can be accessed through a standard web browser without the need for additional software installation.

2. Accessing the Application

The PyQuest application can be accessed in two ways:

- **Deployed Version:**
Users can access the fully functional deployed version through the project website.
- **Local Version:**
Users may open the application locally by navigating to the WebSite directory and opening the index.html file in a web browser.

3. Starting the Game

When the application loads, the user is presented with the main screen. From this screen, users may log in or sign up to begin gameplay. Once logged in, the user may start playing the game by following the on-screen prompts.

4. User Interface Overview

The main user interface includes:

- A title screen displaying the PyQuest project name
- Input fields for user credentials
- Buttons to log in or sign up
- On-screen text and buttons used during gameplay

All interactions are performed using standard mouse and keyboard input.

5. Gameplay Overview

PyQuest uses a top-down game design approach. Players control a character within the game environment and interact with challenges that introduce Python programming concepts.

Gameplay consists of:

- Navigating the character through the environment
- Encountering educational challenges
- Responding to prompts and questions
- Progressing through the game based on correct responses

Correct answers allow the player to continue and increase their score.

6. Controls

The following controls are used during gameplay:

- **Movement:**
 - W, A, S, D keys
 - Arrow keys
- **Interaction:**
 - Mouse clicks on on-screen buttons
 - Keyboard input where prompted

7. Objective

The primary objective of PyQuest is to complete educational challenges while navigating the game environment. The game is designed to reinforce basic programming logic and problem-solving skills in an interactive format.

8. Ending the Game

The game concludes once all available challenges have been completed. At the end of the session, the user's progress and score are displayed on screen.

9. Troubleshooting

If the application does not load correctly when opened locally, users should access the deployed version through the project website. Some modern web applications may require a web server environment to fully function when opened from the local file system.

10. Intended Audience

PyQuest is intended for beginners who are interested in learning Python programming concepts in a game based environment. No prior programming experience is required.