

Beat the Witch

Installation

Check out the interface sources from `/trunk/interfaces/uos` in the PuppyIR source forge repository.

Make sure Java is installed ($\geq 1.6.x$).

Start

After compiling the sources start *Beat the Witch* (BTW) by calling the main class as follow:

```
java eu.puppyir.strath.btw.MainFrame
```

After the application started the screen should look like this:



The idea of the game is that the puppy has to answer several questions to get permission to cross the bridge. The witch as the guard of the bridge asks a question and with each question there are 5 sources presented (either a website, an image or a video) that can help the puppy to answer the question. The task of the player is to evaluate the sources and decide whether they are useful to answer the question or not. The useful sources should be given to the puppy (via drag & drop) while the other sources should be given to the witch. To browse a source you can simply click on it and it will be displayed in the middle. After all sources are either dragged to the puppy or to the witch, the round is finished.

Finish

To end the application, simply close the window.

Configuration

A standard configuration is used when the application is started. To configure your own questions you can create *.properties files in the folder “btwconf” that is created when you first start the application. Fig. 1 shows an example of a test.properties file.

```
debug = true

round0.question = Where did the Ichthyosaur live?
round0.page0 = http://www.cmdrmark.com/icthy.jpg
round0.page0.relevant = true
round0.page1 = http://www.enchantedlearning.com/dino/Ichthyosauruscolor.shtml
round0.page1.relevant = true
round0.page2 = http://en.wikibooks.org/wiki/Wikijunior:Dinosaurs/Ichthyosaur
round0.page2.relevant = true
round0.page3 = http://www.youtube.com/v/YsY4ExBIYC4?version=3
round0.page3.relevant = false
round0.page4 = http://www.amazon.co.uk/Big-Book-Dinosaurs-Usborne-Books
round0.page4.relevant = false

round1.question = What does Neanderthaler mean?
round1.page0 = http://en.wikipedia.org/wiki/Neanderthal
round1.page0.relevant = true
round1.page1 =
http://upload.wikimedia.org/wikipedia/en/5/51/The_Flintstones.jpg
round1.page1.relevant = false
round1.page2 = http://en.wikipedia.org/wiki/Stonehenge
round1.page2.relevant = false
round1.page3 = http://everything.explained.at/Neandertal/
round1.page3.relevant = true
round1.page4 = http://www.amazon.co.uk
round1.page4.relevant = false
```

Fig. 1: Example of a Beat the Witch configuration *properties* file.

You can configure Beat the Witch by editing or creating a properties file following the structure above. The structure is simple. Each round has a number starting with 0 for the first round. The question the witch is asking is configured by the property

`roundN.question = Type here the question?`

Where N is the number of the round. The five sources or pages that are presented are configured using the property

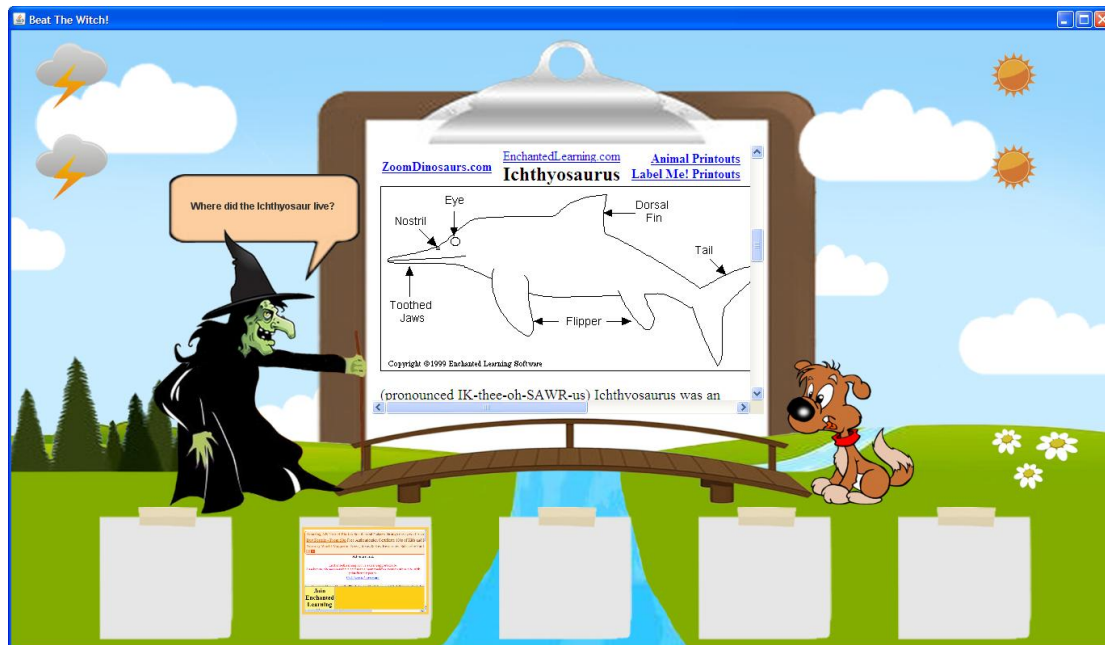
`roundN.pageX = http://website_or_image_or_video`

where N is again the number of the round and X is the number of the source/page (0-4). Finally the system needs to know whether this is a useful source to answer the question or not. This information is configured with the property

`roundN.pageX.relevant = true/false`

Playing Beat the Witch

After starting Beat the Witch the first page appears. Every time a source is either dragged to the puppy or the witch, a symbol appears on the right or left side indicating how many items have been dragged here.



When the last item is dragged to the right or left, the score for this round will be displayed and the player can see whether the decision was right or wrong.



When the button "Next round" is clicked, the next question will appear and the player can play the next round.