

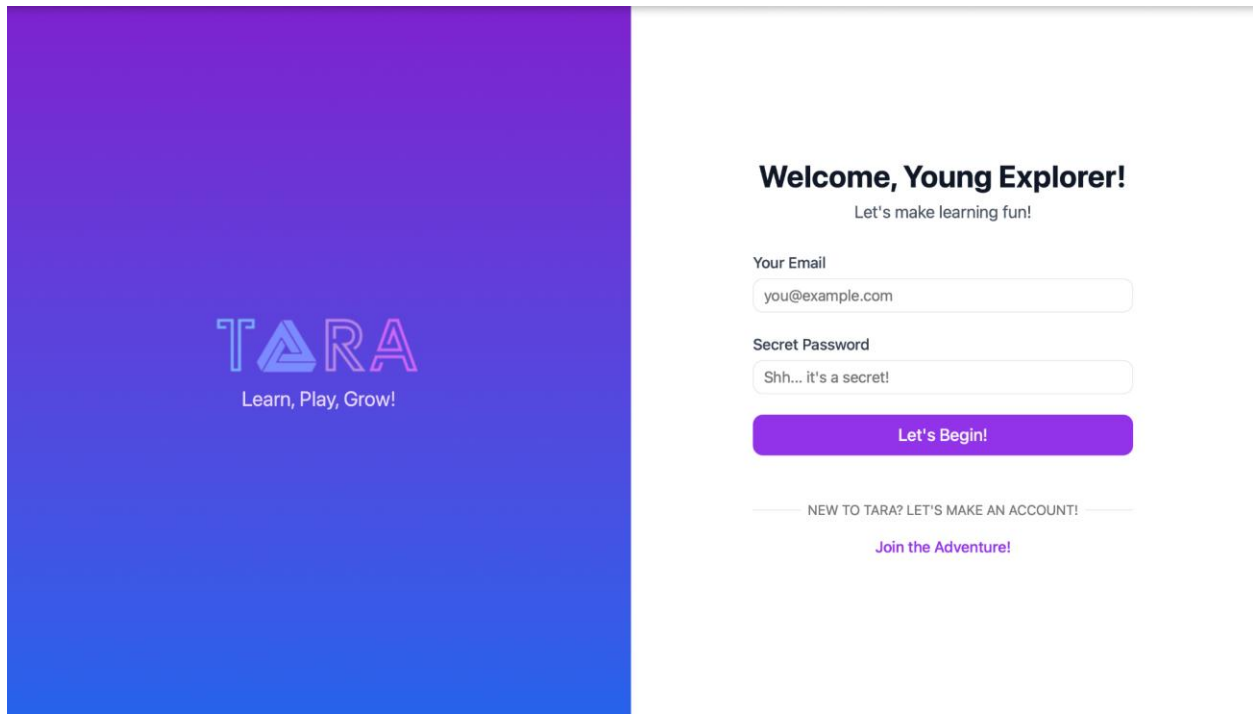
# Tara User Manual

## Student's Manual

### 1. Login

- 1.1. Click on **Tara** to access the login page.
- 1.2. Enter your **Email** in the designated field (Your Email).
- 1.3. Enter your **Password** in the next field (Secret Password).
- 1.4. Click the **Let's Begin!** button to access your account.

If you don't have an account yet, click **Join the Adventure!** at the bottom of the screen to go to the Sign-Up page.



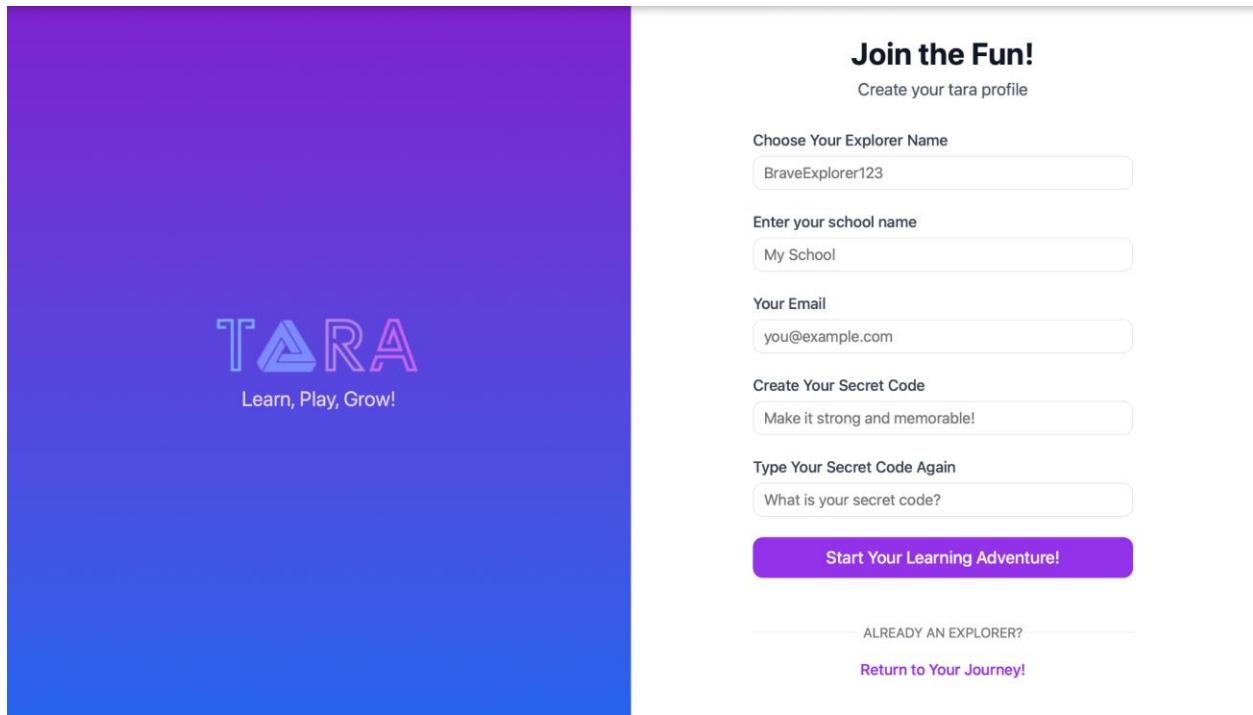
### 2. Sign up

Once redirected to the Sign Up page, you will see a page titled **Join the Fun!**

- 2.1. Fill in **Choose Your Explorer Name** with your name or nickname.
- 2.2. Enter your school's name in the designated field (Enter your school's name).
- 2.3. Fill in your **Email** in the next textbox, if you have a school email, please enter that one.

- 2.4. Create a password in the **Enter Your Secret Code**. You must always remember this password to be able to access the classes.
- 2.5. Type your secret code again to confirm your password.
- 2.6. Click the button “**Start Your Learning Adventure!**”.

If you already have an account, click **Return to your Journey!** at the bottom of the screen to go to the login page.



**Join the Fun!**  
Create your tara profile

Choose Your Explorer Name  
BraveExplorer123

Enter your school name  
My School

Your Email  
you@example.com

Create Your Secret Code  
Make it strong and memorable!

Type Your Secret Code Again  
What is your secret code?

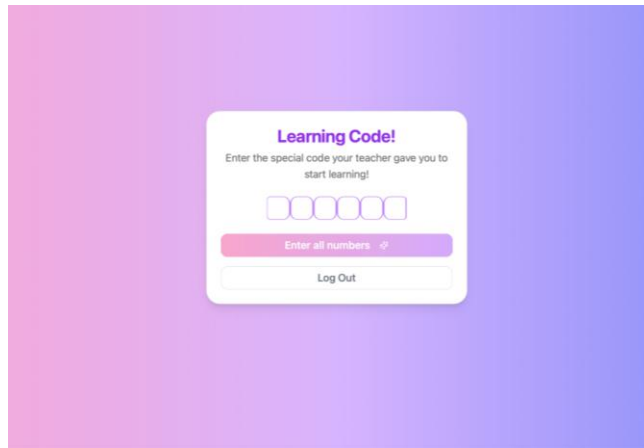
**Start Your Learning Adventure!**

ALREADY AN EXPLORER?  
[Return to Your Journey!](#)

### 3. Learning code

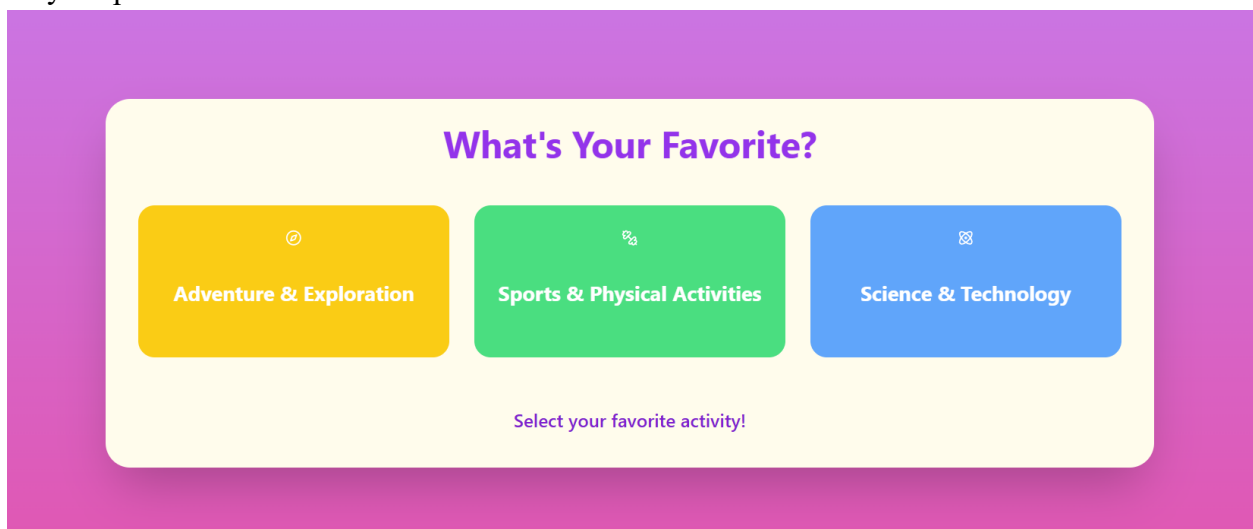
- 3.1. Obtain the **Learning Code** provided by your teacher (6 digits).
- 3.2. Enter the code in the boxes.
- 3.3. Click **Confirm** to access your class and dashboard.

In case you do not want to join a class at that moment, you can click on the **Log Out** button underneath to go back to the Login page.



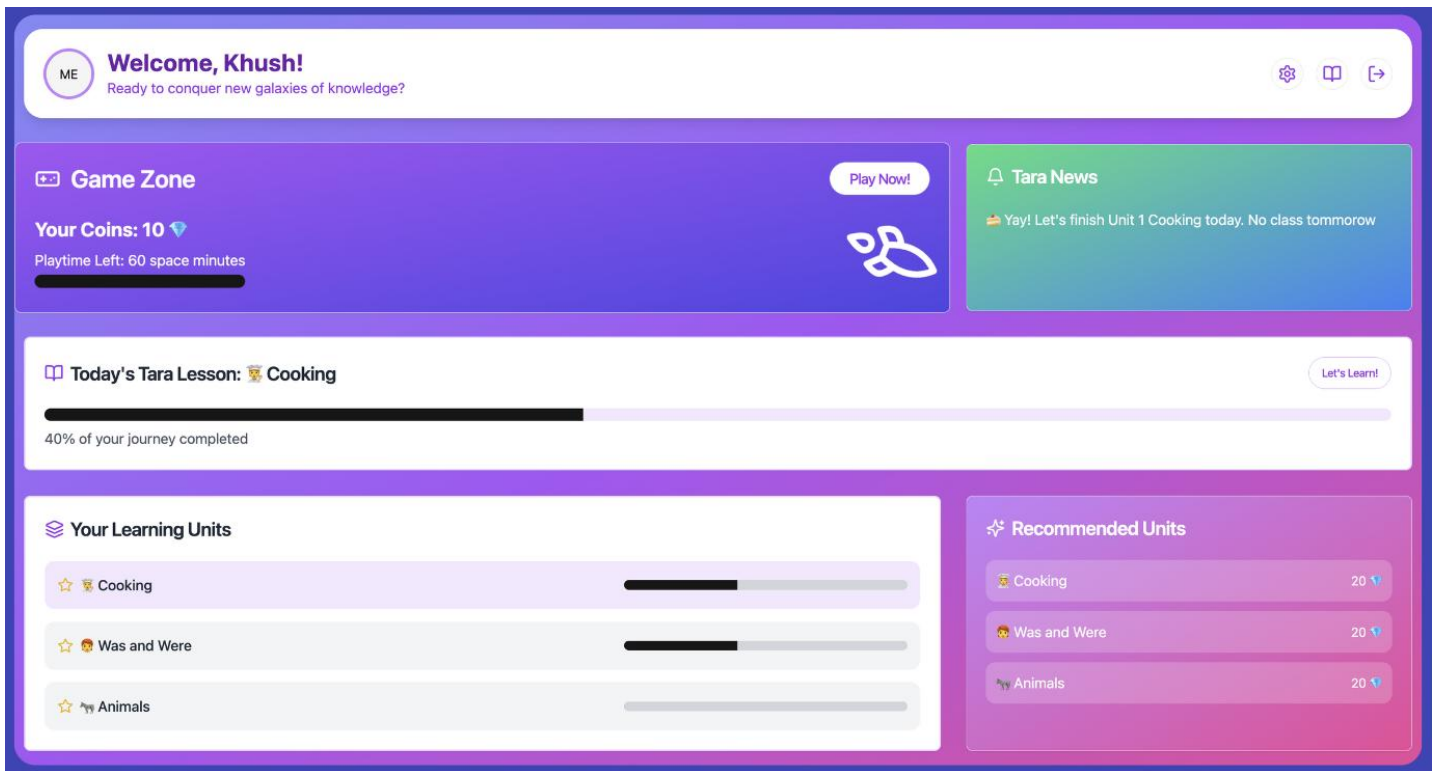
#### 4. Learning Preference

Once you have joined a classroom you will be asked to select your favorite activity from the three provided. You can choose whatever you prefer. Some of your exercises will change based on your preference.



#### 5. How to navigate the dashboard

Once inside the dashboard, you will see the following sections:

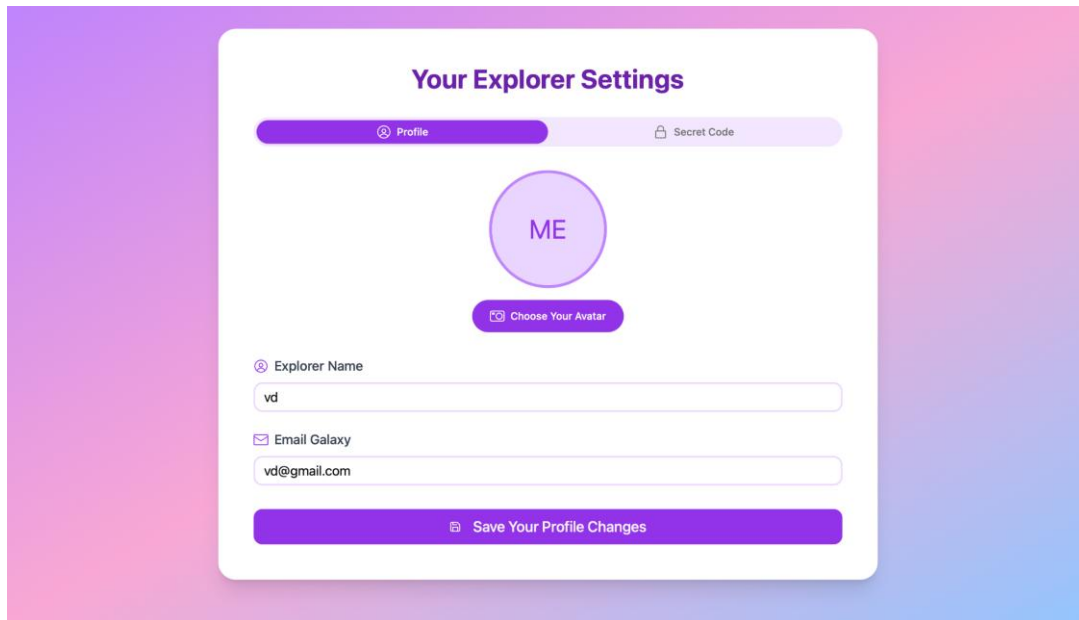


## 5.1. Account Information

At the top of the dashboard, on the right side of this section, you will see three icons:

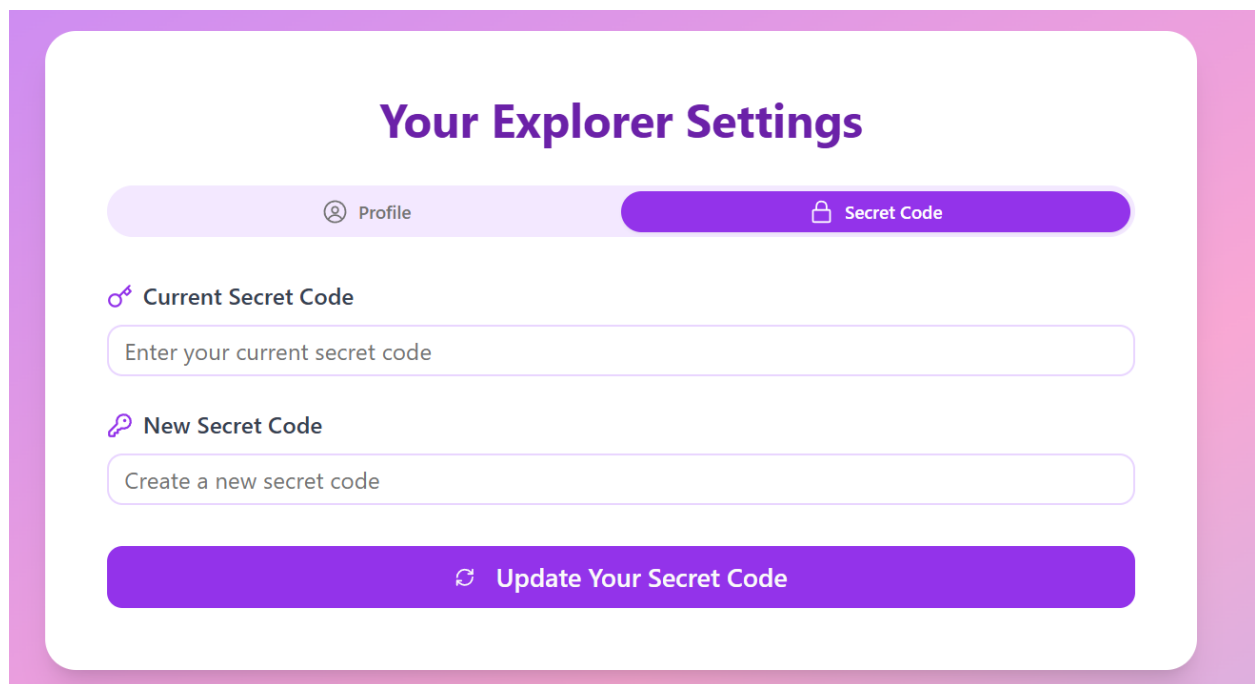
1. **Settings** (Gear Icon):

- View and modify your name, email, and upload a profile picture.



The screenshot shows the 'Your Explorer Settings' interface with the 'Profile' tab selected. At the top, there are two tabs: 'Profile' (active) and 'Secret Code'. Below the tabs is a circular profile picture placeholder with the text 'ME' and a 'Choose Your Avatar' button. Underneath, there are two text input fields: 'Explorer Name' with the value 'vd' and 'Email Galaxy' with the value 'vd@gmail.com'. At the bottom is a 'Save Your Profile Changes' button.

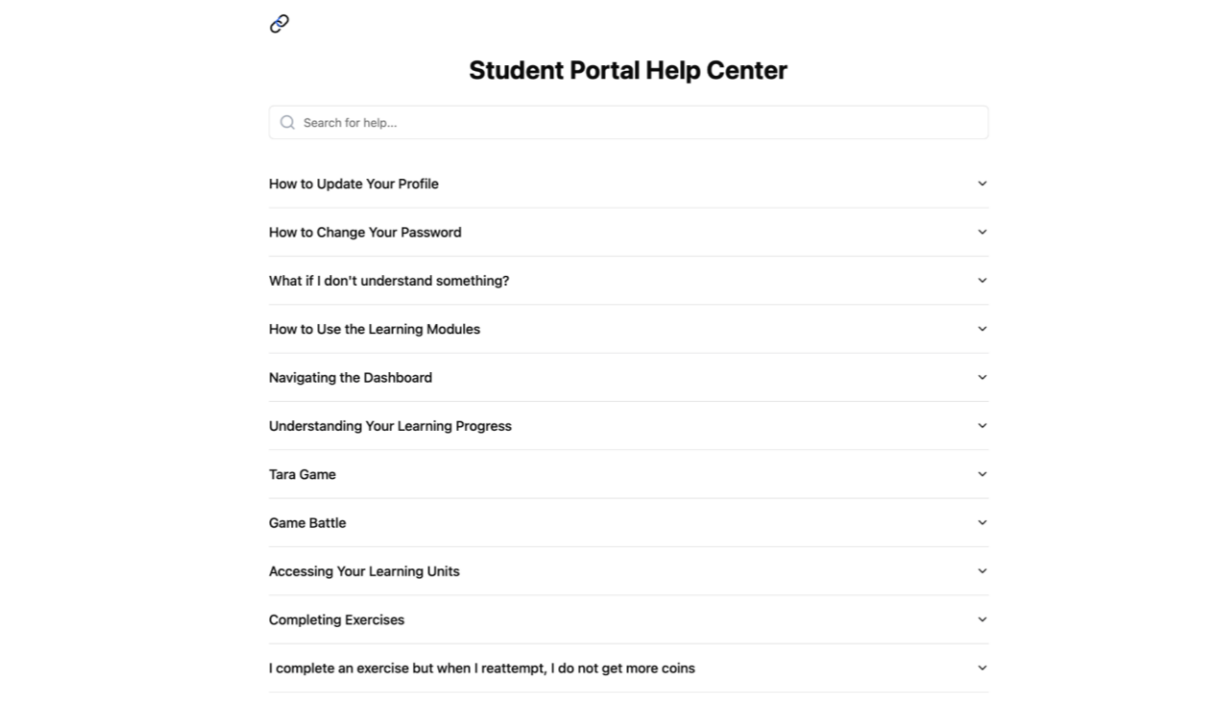
- Update the account password.



The screenshot shows the 'Your Explorer Settings' interface with the 'Secret Code' tab selected. At the top, there are two tabs: 'Profile' and 'Secret Code' (active). Below the tabs, there are two sections: 'Current Secret Code' with a text input field containing 'Enter your current secret code', and 'New Secret Code' with a text input field containing 'Create a new secret code'. At the bottom is an 'Update Your Secret Code' button.

## 2. Student Portal Help Center (Open Book Icon):

- Access and read answers to the **most common questions** about Tara.

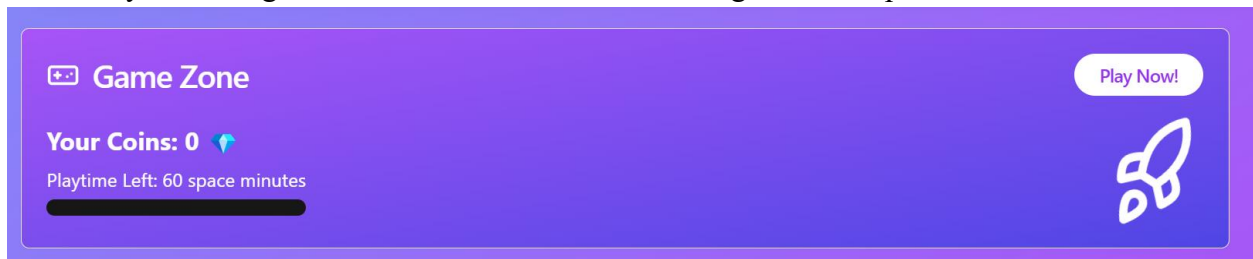


### 3. Log Out (Arrow and Door Icon):

- Click this icon to **log out** when you are finished learning.

## 5.2. Game Zone

It is designated by the purple section. It displayed the earned coins, and the playtime left for today (Amount of minutes you can continue playing the game for today). Clicking on **Play Now!** will take you to the game leaderboard. Details about the game are explained later in this manual.



## 5.3. Tara News

It is designated by the green section. This section displays the teacher's announcements and updates.

A notification banner with a purple border and a green-to-blue gradient background. It features a white bell icon and the text "Tara News" in white.

## Tara News

Hello Class, we will be moving to room 42 for today's English lesson.

## 6. The Units

There are 3 ways of accessing a Unit:

**5.1 Today's Tara Unit:** When the teacher assigns a Unit, it will be displayed in this section. Click on the Let's Learn! button to access it.

**5.2 Your Learning Units:** This section displays the units you've completed and your progress in each unit to be completed for this class. Click on any unit to continue working on it.

**5.3 Recommendations:** Based on your performance, Tara suggests new lessons and exercises to reinforce weaker areas. Click on them to access them and reinforce your knowledge.

Once you have accessed a Unit, you will encounter the following page:

←
Tara's
Cooking Mission

Your Learning Journey for this Unit

40 of your journey completed

Your Lessons

Cooking Vocabulary

Revisit Lesson

What is a recipe

Revisit Lesson

Your Exercises

Let's Translate!

Coins: 30

Start Mission

Synonyms!

Coins: 30

Start Mission

Food Sentence Game!

Coins: 30

Start Mission

This section displays the units you've completed and your progress in each. For each unit, you'll see:

- A **progress bar** showing how much of the unit you've completed.
- The **lessons** included in the unit.
- The **exercises** to complete after learning the lessons to earn rewards/coins and the exercises you have completed with information like the coins earned by completing the exercise (First attempt gives you the coins), teacher's feedback and the best score on the exercise. (Best score may be more than the coins earned, you can ask teacher for extra points if your best score is more than coins earned)

Note: Exercises are locked until all lessons in the unit are completed. So, if you have not completed all lessons in the unit, you cannot access the exercises.

Synonyms

Coins: 35

Coins Earned: 20

Feedback: No feedback yet

Best Score: 25

Reattempt Mission



## 7. Learning Content

Once you click on a lesson or an exercise you will be taken to the learning page where you see the lessons, exercises, game info, profile info and some navigation buttons on the sidebar. The **sidebar** can be collapsed.



At the center of the screen, you will see the learning content which can be an exercise or a lesson. You will be provided with the description (in yellow), instruction (in blue) and the content. To complete a lesson, click on the complete button at the bottom.

ME das Unit 19 Cooking Unit

Game Zone Your Coins: 60 Play Now

Lessons Cooking Vocabulary What is a Recipe

Exercises Translate 30 Synonyms 35 Can Hailus Speak 32 Complete the Haiku 30 Match the text 40

Dashboard Back to Lesson

### What is a Recipe

In this lesson, you'll learn what a recipe is and why it's helpful! A recipe is like a special guide that shows us how to make delicious foods. It tells us what ingredients we need and gives us steps to follow so our food turns out just right. Recipes make cooking fun and easy!

**Your Mission** Look at the picture to see an example of a recipe. Think about how each recipe has a list of ingredients and steps to follow. Imagine if you were making something yummy—this recipe would tell you exactly what to do! Try to remember what recipes do and how they help us cook.

WHAT IS A RECIPE

The title says what to cook

TITLE: How to make a ham and cheese sandwich

INGREDIENTS:

- Bread
- Cheese
- Ham

INSTRUCTIONS:

1. Put the bread on a plate.
2. Cut the cheese in slices and put them on the bread.
- 3....

The ingredients are the food we need to use

The instructions say the steps to follow

ARE YOU READY TO COOK?

Complete

Go Next

There are various types of exercise available including drag and drop, fill in the blanks, multiple choice, picture or text with input and more. There are 2 main ways in which exercise is graded. Either it is graded by the teacher or automatically. Exercises are graded by the teacher when they do not have a fixed answer with multiple possible correct answers available in the exercise. In such exercises, a Submit to Teacher button will be shown at the bottom in purple. Other types of exercises such as multiple choice and some one-word answer exercises are graded automatically by comparing with the correct answers. However, the teacher holds the ability to override the score if they wish to.

#### Exercise: Let's Translate!

Translate this text to your native language

Tom is hungry. He walks to the kitchen and gets some eggs. He takes some oil and puts a pan on the stove. Next, he turns on the heat and pours the oil into the pan. He cracks the eggs into a bowl, mixes them, and then pours them into the hot pan. He waits while the eggs cook. They cook for two minutes.

Next, Tom puts the eggs on a plate and places the plate on the dining room table. Tom feels happy because he cooked eggs. He sits down in the big wooden chair, and eats the eggs with a spoon. They are good.

He washes the plate with dishwashing soap, then washes the pan. He wets a sponge and finally cleans the table.

Write your translation here...

Submit to Teacher

Go Next

#### Exercise: Synonyms!

Find the synonyms in the text

Tom is excited to cook his favorite recipe. He starts by getting a fresh set of vegetables from the market. He carefully washes them to make sure they are clean. Tom uses a sharp knife to chop the vegetables into small pieces. He heats some oil in a pan until it is hot. Then, he adds the vegetables and mixes them until they are tender. After cooking, Tom puts the vegetables on a plate. The meal looks very appealing, and Tom feels happy with his delicious dish.

Begin	Synonym	Clean	Synonym
Cut	Synonym	Pointy	Synonym
Warmup	Synonym	Soft	Synonym
Delicious	Synonym		

Earn Coins

Go Next

#### Food Sentence Game

Drag the images to complete the sentences

Josh cooked an omelette and prepared a salad

Bingo prepared two salads

Leo prepared a meal with rice and chicken

Reset

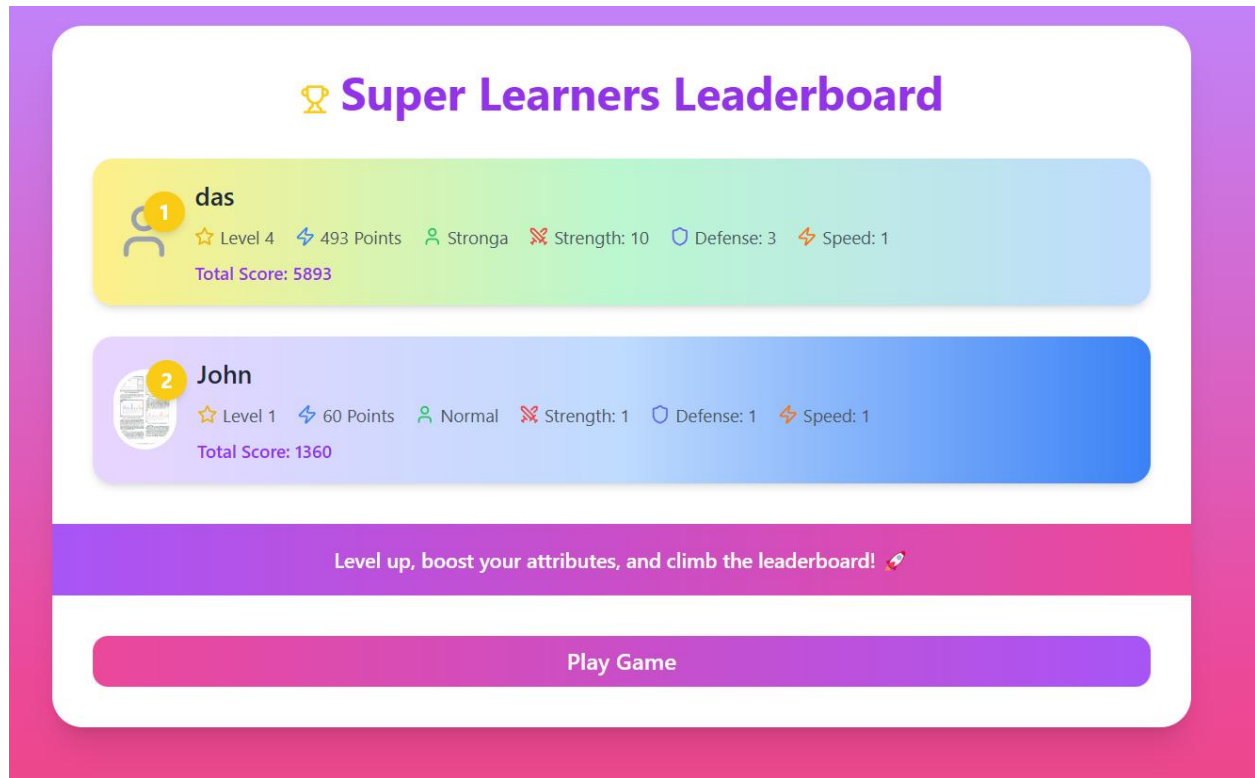
## 7. Tara's AI Chatbot

Tara has implemented **AI** to help the students' learning process. The **chatbot** is prompted to respond in a student-friendly way by generating information in English, inserting some Thai words to help understand the context. It also includes emojis to demonstrate better understanding for students.

**Open the chatbot** on the bottom right corner of your screen and ask it anything related to the lesson or exercise.



## 8. Game Leaderboard



The image shows a game leaderboard titled "Super Learners Leaderboard" with a trophy icon. It features two player entries, "das" and "John", each with a rank, level, points, and various attributes. A motivational message and a "Play Game" button are at the bottom.

Rank	Player	Level	Points	Stronga	Strength	Defense	Speed	Total Score
1	das	Level 4	493	Stronga	10	3	1	5893
2	John	Level 1	60	Normal	1	1	1	1360

Level up, boost your attributes, and climb the leaderboard! 🚀

[Play Game](#)

A list of students within the class is shown with a score assigned to them based on the number of coins and character strength. The students can see where they stand when compared to other students on this page. The play now button takes you directly to the game.

# Teacher's Manual

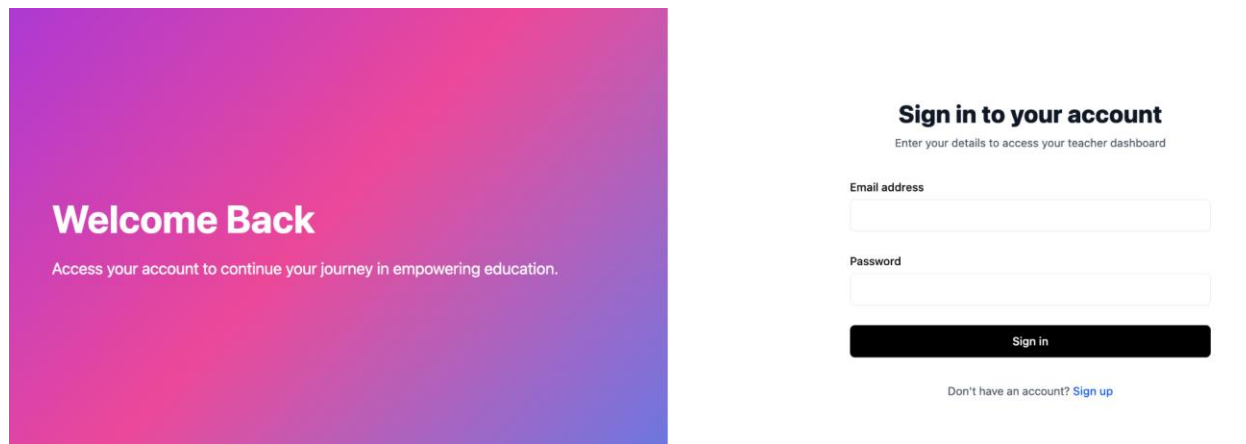
## 1. Login

1.1 On the login page:

- Enter your **Email Address**.
- Enter your **Password**.

1.2 Click the **Sign in** button to access your teacher dashboard.

1.3 If you don't have an account, click **Sign up** to navigate to the registration page.



**Welcome Back**  
Access your account to continue your journey in empowering education.

**Sign in to your account**  
Enter your details to access your teacher dashboard

Email address

Password

**Sign in**

Don't have an account? [Sign up](#)

## 2. Sign Up

### Registering as a Teacher

2.1 Click on **Create your account** on the right-hand side of the screen.

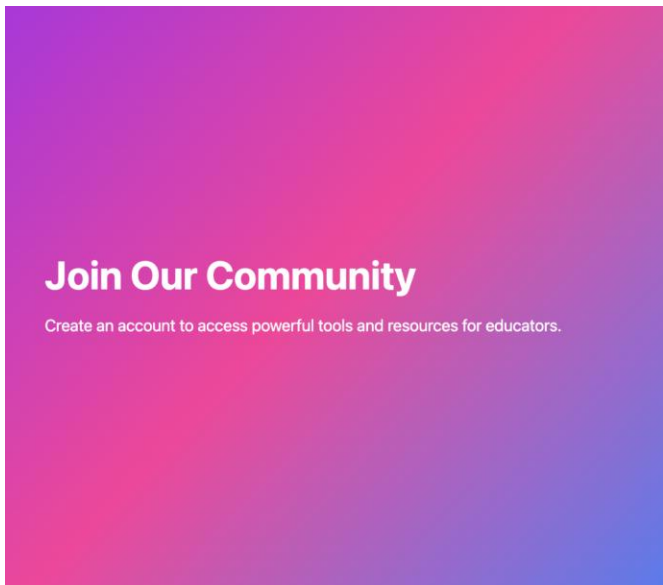
2.2 Fill in your details:

- **Full Name:** Enter your first and last name.
- **Email Address:** Provide your active email.
- **Password:** Choose a strong password.
- **Confirm Password:** Re-enter the same password for confirmation.

- **School/Institution Name:** Enter the name of your school or institution.

2.3 Once all fields are completed, click **Create Account**.

2.4 If you already have an account, click **Sign in** at the bottom of the form to return to the login page.



**Create your account**  
Sign up to start your journey as an educator on our platform

Full Name

Email address

Password

Confirm Password

School/Institution Name

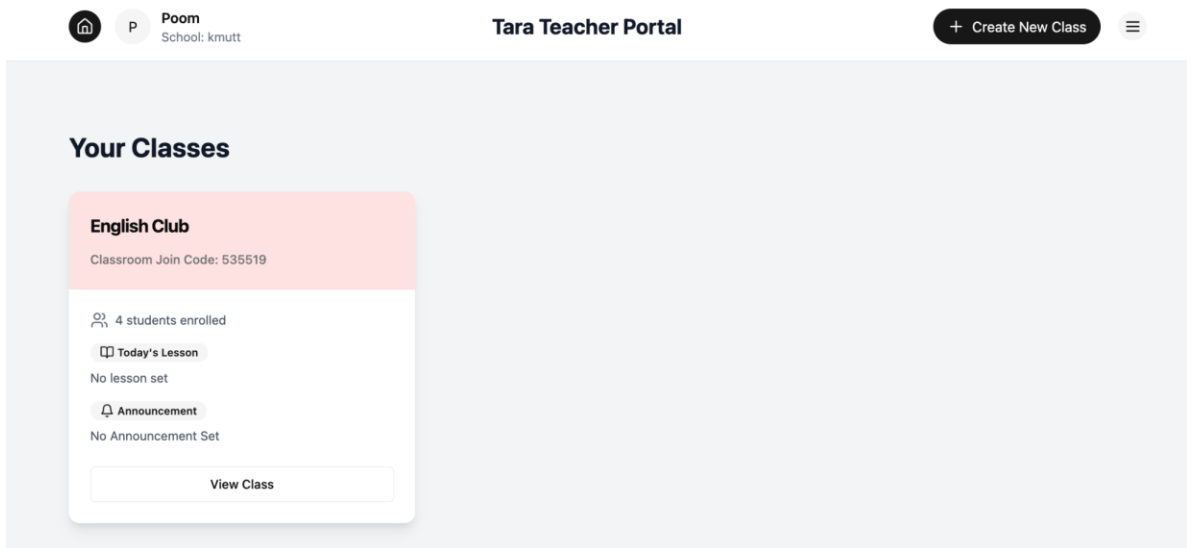
**Create Account**

Already have an account? [Sign in](#)

### 3. Classroom creation

#### Steps to Create a New Classroom

3.1 Navigate to the **Create a New Class** page.



3.2 In the **Class Name** field, enter the desired name for your class (e.g., “Grade 4/2”).

3.3 Under **Learning Modules**, select the modules you want to include in your class:

- **Cooking Unit:** Check the box to add this unit. It includes:
  - number of **Lessons**: 2
  - number **Exercises**: 5
- **Sports Unit:** Check the box to add this unit. It includes:
  - number **Lessons**: 2
  - number **Exercises**: 7
- You can expand each module to see more details about its contents by clicking the dropdown arrows.

3.4 If needed, scroll through the list to add more modules to your class.

3.5 Once your selections are complete, click the **Create Class** button at the bottom of the page.


## Create a New Class

Class Name

Grade 4/2

### Learning Modules


Select the modules you want to include in your class.


 **Cooking Unit**


This is a unit about cooking

easy

672d959c6d7171776a44f1ff

Lessons (2) 


Exercises (5) 


 **Sports Unit**


This is a unit about sports


medium

672dfa5eb2db5550277e8d34

Lessons (2) 

Exercises (7) 

 **Places**



Create Class

## Distributing the Classroom Code

3.6 After the class is successfully created, a unique **classroom code** will be generated.

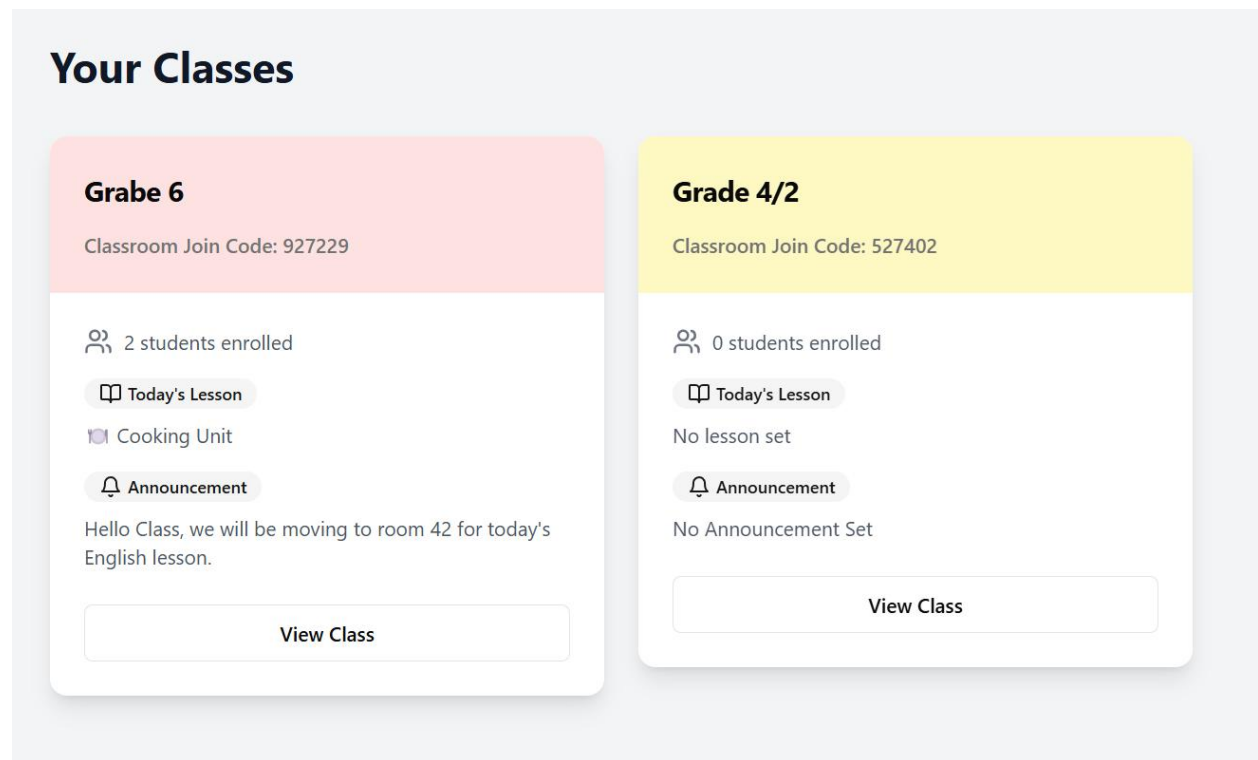
Class created successfully. Share this code with your students: 527402

Go to Class Dashboard

3.7 Share this code with your students to enable them to join the class.



## 4. Classroom management



Once you have created a class and students have created accounts and joined your class you will see the updated overview on the dashboard. From here you can click on the view class to see the details of the classroom.

### Class Detail Page

On this page you will see the name of the classroom, the class code, the number of students enrolled and the numbers of modules or units in the classroom.

#### 4.1 Students Enrolled List

- View all students currently enrolled in the class from the **Students List** tab.
- Each student is displayed with their:
  - **Name**
  - **ID**
- Use the **View Progress** button next to a student's name to see detailed progress information.

**Poom**  
School: kmutt

Tara Teacher Portal

+ Create New Class

**English Club**  
Class Code: 535519  
 4 Students

8 Modules

Students List

Today's Lesson

Class Announcement

Game Restrictions

Learning Modules

Award Extra Points

**Students Enrolled**  
View and manage enrolled students

**Ratchanon**  
ID: 67315fd4579208cae78191ea

View Progress

**Poom**  
ID: 6731604f579208cae781926f

View Progress

**ratchanon1**  
ID: 6731606e579208cae781929c

View Progress

**ABCD**  
ID: 67319170579208cae782045d

View Progress

**Student Progress Overview**  
Quick view of student achievements

Unit: Cooking Unit

In Progress

**Ratchanon**

Progress
71.42857142857143%

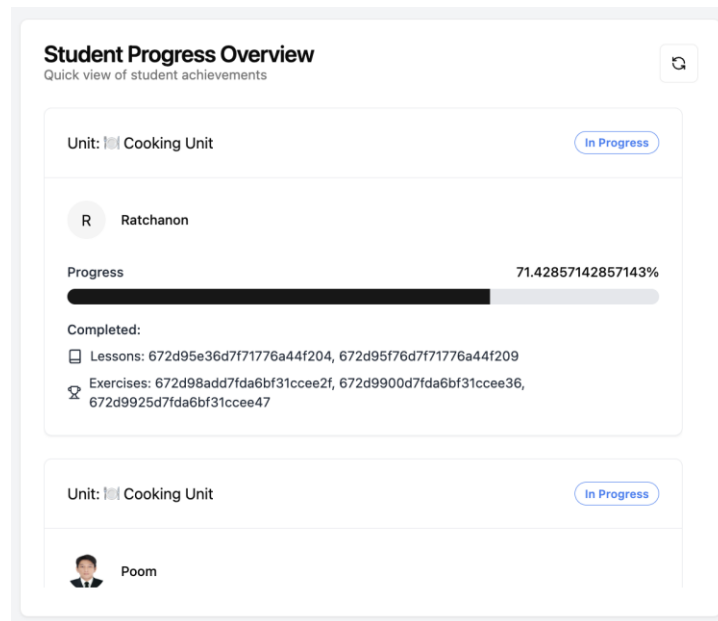
Completed:

Lessons: 672d95e36d7f71776a44f204, 672d95f76d7f71776a44f209

Exercises: 672d98add7fda6bf31ccee2f, 672d9900d7fda6bf31ccee36, 672d9925d7fda6bf31ccee47

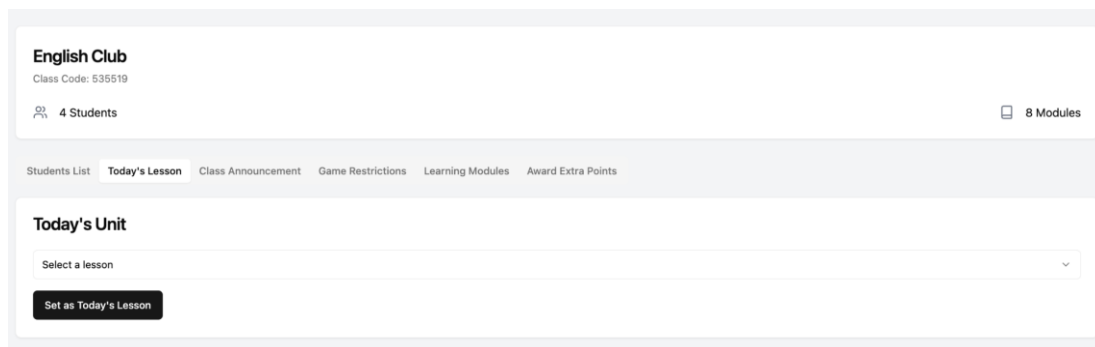
## 4.2 Student's Progress Tracking

- Access the **Student Progress Overview** panel on the right side of the dashboard.
- For each student, you can:
  - View progress by learning modules (e.g., “Cooking Unit”).
  - Check completed lessons and exercises.
  - Monitor percentage progress for each unit.



### 4.3 Today's Lesson Updating

- Go to the **Today's Lesson** tab to select the unit you want to be displayed on the dashboard of the students for easy access and this unit is what you will be teaching in class today.



### 4.4 Class Announcements

- Use the **Class Announcement** tab to post updates or important notices to all students.
- Students will see the announcement in their dashboards.

English Club

Class Code: 535519

4 Students

8 Modules

Students List

Today's Lesson

Class Announcement

Game Restrictions

Learning Modules

Award Extra Points

Class Announcement

Hi, there is no class today{

Post Announcement

Remove Announcement

## 4.5 Game Restriction

- Manage game access using the **Game Restrictions** tab:
  - Set specific time periods to block or unblock games for students.
  - Directly block the game instantly when you do not want students to access the game.

English Club

Class Code: 535519

4 Students

8 Modules

Students List

Today's Lesson

Class Announcement

Game Restrictions

Learning Modules

Award Extra Points

Game Restrictions

☐ Block Game Now

Turn this on if you want to stop the student from accessing the game currently or during your lecture

General Game Restriction Period

Set the time period when students are not allowed to play games.

Start Time

End Time

02:42

03:42

Update Restriction Period

## 4.6 Learning Modules

- Navigate to the **Learning Modules** tab to manage class content:
  - **Update:** Make changes to existing modules.
  - **Remove:** Delete modules that are no longer needed by unchecking the box.
  - **Add:** Introduce new modules or lessons to enhance the curriculum by checking the box.

English Club

Class Code: 535519

4 Students

8 Modules

[Students List](#)
[Today's Lesson](#)
[Class Announcement](#)
[Game Restrictions](#)
[Learning Modules](#)
[Award Extra Points](#)

### Units

If you would like to see and interact with a unit, we recommend creating a dummy student account as some exercise preview might not be available!

Some exercises may have variants which may be presented differently to different students!

☒
**Cooking Unit**

easy 672d959c6d7171776a44f1ff

This is a unit about cooking

Lessons (2)

Exercises (5)

☐
**Sports Unit**

medium 672dfa5eb2db5550277e8d34

This is a unit about sports

Lessons (2)

Exercises (7)

Update Modules

Each learning unit has lessons and exercises. Exercises can only be accessed upon the completion of all of the lessons in the unit. Some exercises may have variants (4 possible variants with 1 base variant and 1 variant for science, adventure and sports respectively. You will be able to see all the variants of the exercises with previews of the exercise and other details. All variants have the same order since each student will only see one of the variants based on their learning preference.

Exercises (7)							
Weather Reporter				Variant: Base	Id: 67309c8e237814773b1729ed	Order: 2	
Present simple review				Variant: Base	Id: 67309d7b237814773b1729f4	Order: 3	
Exploring New Lands				Variant: Adventure & Exploration	Id: 67309d7b237814773b1729f5	Order: 3	
Active Day Adventures				Variant: Sports & Physical Activities	Id: 6730d64aa63b948e7b33147a	Order: 3	
Exploring Innovations				Variant: Science & Technology	Id: 6730d65da63b948e7b331486	Order: 3	
What should I wear?				Variant: Base	Id: 67309f99237814773b1729fc	Order: 4	
Seasonal Limerick and Haiku				Variant: Base	Id: 6730a09d237814773b172a05	Order: 5	

Translate

Translate this text to Thai

×

Instruction: Read the text and try to write down what you understood in Thai.

Type: text\_with\_input

Order: 3

Automatic Checking: false

Maximum Score: 30

An exercise may have variants (maximum 3) which may be presented to students differently so the preview might not indicate what student sees.

Translate

🔔 Translate this text to Thai

Your Mission 🚀

Read the text and try to write down what you understood in Thai.

Tom is hungry. He walks to the kitchen and gets some eggs. He takes some oil and puts a pan on the stove. Next, he turns on the heat and pours the oil into the pan. He cracks the eggs into a bowl, mixes them, and then pours them into the hot pan. He waits while the eggs cook. They cook for two minutes. Next, Tom puts the eggs on a plate and places the plate on the dining room table. Tom feels happy because he cooked eggs. He sits down in the big wooden chair, and eats the eggs with a spoon. They are good. He washes the plate with dishwashing soap, then washes the pan. He wets a sponge and finally cleans the table.

Your Answer

Your best score: You will see your score and earn coins when teacher grades you!

You have earned: No Coins

You have attempted this exercise: 0 times

Submit To Teacher

Go Next

## 4.7 Award Extra Points

- From the **Award Extra Points** tab, incentivize student performance:
  - Select a student from the list.
  - Allocate additional points for achievements or participation.

Students List

Today's Lesson

Class Announcement

Game Restrictions

Learning Modules

Award Extra Points

Award Extra Points

Select Student

Poom

Points

10

Reason

Behave good!

Award Points

## 5. Student Details and Scoring

auskhf

School Injod

Tara Teacher Portal

Create New Class

Module Breakdown

Extra Points Log

Submissions

d

das

ID: 6731cb7e0d48d3338c4c1433

493 Points

Overall Progress

Cooking Unit

672d955cd7070776a49ff

Progress

85.71%

Completed Lessons (2)

Completed Exercises (4)

Weather and Seasons

6730ba49237814773b1729de

Progress

50.00%

Completed Lessons (2)

Completed Exercises (1)

Sports Unit

672d9a54eb3db5550277e434

Progress

83.33%

Completed Lessons (2)

Completed Exercises (3)

Human Body

6730aae2f8ec80a271b56508f

Progress

40.00%

Completed Lessons (1)

Completed Exercises (1)

Places

673095a6237814773b1729de

Progress

100.00%

Completed Lessons (2)

Completed Exercises (3)

School

6730a570f8ec80a271b54d2f6

Progress

40.00%

Completed Lessons (1)

Completed Exercises (1)

Animals

6730a86f8ec80a271b54d295

Progress

66.67%

Completed Lessons (1)

Completed Exercises (3)

Transportation

6730ac91f8ec80a271b54d2d0

Progress

100.00%

Completed Lessons (2)

Completed Exercises (2)

Cooking Unit

Sports Unit

Places

Weather and Seasons

School

Animals

Human Body

Transportation



When clicking on the view progress from the student list, you will be taken to the student details page where you see a breakdown of what units the students have completed and their progress in each unit, their game points, their id. The teacher can also view the completed lessons of each student.

[Module Breakdown](#)[Extra Points Log](#)[Submissions](#)

### Lessons

#### Cooking Vocabulary

In this lesson, you'll learn about different cooking words that help us talk about food and meals! Knowing these words will make it easier to talk about what we eat each day and understand more about what goes into making yummy meals.









Code: 672d95e36d7f7f776a44f204

**Cooking Vocabulary**

In this lesson, you'll learn about different cooking words that help us talk about food and meals! Knowing these words will make it easier to talk about what we eat each day and understand more about what goes into making yummy meals.

**Your Mission**

Look at the pictures and choose the word that best describes each item. Drag the word to the correct box. You have 10 seconds to complete the mission. Ready to go?

 Meal	 Breakfast	 Lunch	 Dinner
 Cake	 Bread	 Egg	 Rice

[Go Back](#) [Next](#)

#### What is a Recipe

In this lesson, you'll learn what a recipe is and why it's helpful! A recipe is like a special guide that shows us how to make delicious foods. It tells us what ingredients we need and gives us steps to follow so our food turns out just right. Recipes make cooking fun and easy!

Code: 672d95f76d7f7f776a44f209

**What is a Recipe**

In this lesson, you'll learn what a recipe is and why it's helpful! A recipe is like a special guide that shows us how to make delicious foods. It tells us what ingredients we need and gives us steps to follow so our food turns out just right. Recipes make cooking fun and easy!

**Your Mission**

Look at the picture of a recipe card. Drag the words to the correct box. You have 10 seconds to complete the mission. Ready to go?

**WHAT IS A RECIPE**

What is a recipe? It's a set of instructions that tells you how to make something. It usually includes a list of ingredients and a list of steps to follow.

**Ingredients**

- Flour
- Sugar
- Eggs
- Baking powder

**Steps**

1. Preheat the oven to 350°F.
2. In a large bowl, mix the flour, sugar, and baking powder.
3. Add the eggs and mix until well combined.

**Let's get started!**

[Go Back](#) [Next](#)

In addition, the teacher can see the exercises and the attempts of each exercise for the student and can grade the student and provide feedback.

Translate

Translate this text to Thai

1 Attempts

Base

Best Score: 20/30

Coins Earned: 20/30

Tom is hungry. He walks to the kitchen and gets some eggs. He takes some oil and puts a pan on the stove. Next, he turns on the heat and pours the oil into the pan. He cracks the eggs into a bowl, mixes them, and then pours them into the hot pan. He waits while the eggs cook. They cook for two minutes. Next, Tom puts the eggs on a plate and places the plate on the dining room table. Tom feels happy because he cooked eggs. He sits down in the big wooden chair, and eats the eggs with a spoon. They are good. He washes the plate with dishwashing soap, then washes the pan. He wets a sponge and finally cleans the table.

Your Answer

Score: 20

Latest Answer:

Context: Tom is hungry. He walks to the kitchen and gets some eggs. He takes some oil and puts a pan on the stove. Next, he turns on the heat and pours the oil into the pan. He cracks the eggs into a bowl, mixes them, and then pours them into the hot pan. He waits while the eggs cook. They cook for two minutes. Next, Tom puts the eggs on a plate and places the plate on the dining room table. Tom feels happy because he cooked eggs. He sits down in the big wooden chair, and eats the eggs with a spoon. They are good. He washes the plate with dishwashing soap, then washes the pan. He wets a sponge and finally cleans the table. Student's Answer: bkgjvlnvjlnkcv

Correct Answers:

Attempt 1

Feedback:

Inf d

New score

Update Score

New feedback

Update Feedback

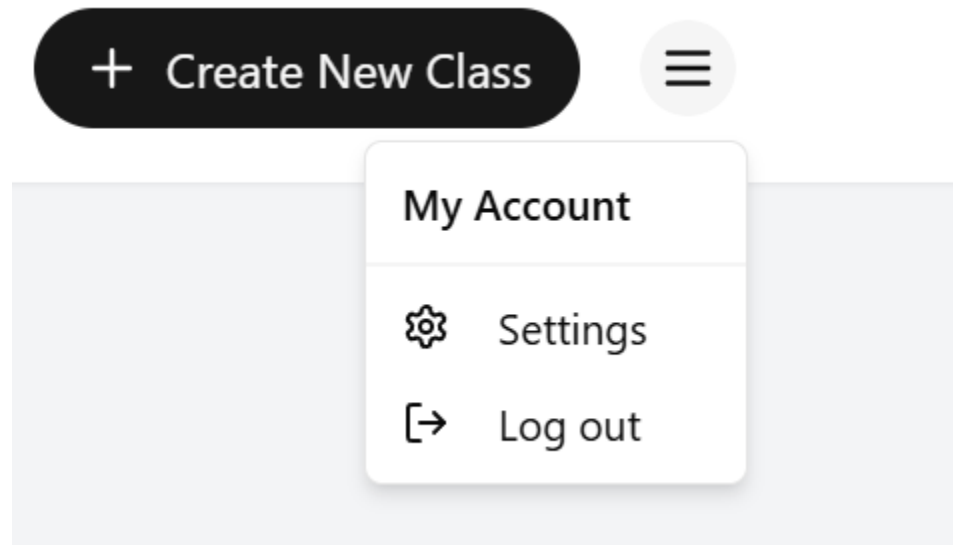
Teacher can see the latest answer, best score, coins earned, attempts and any feedback provided. The teacher can also update the student's score and provide or update feedback. At the top right corner, you will also see if the exercise is a variant or a base.

## Extra Points Log

Within the extra points log, you can see a list of extra points awarded to the students.

Module Breakdown	Extra Points Log	Submissions
<div> <div>20 points</div> <div>Good behaviour</div> <div>12/23/2024, 10:42:03 PM</div> </div>		
<div> <div>30 points</div> <div>Answered questions in class</div> <div>12/23/2024, 10:42:20 PM</div> </div>		

## 6. Settings Page



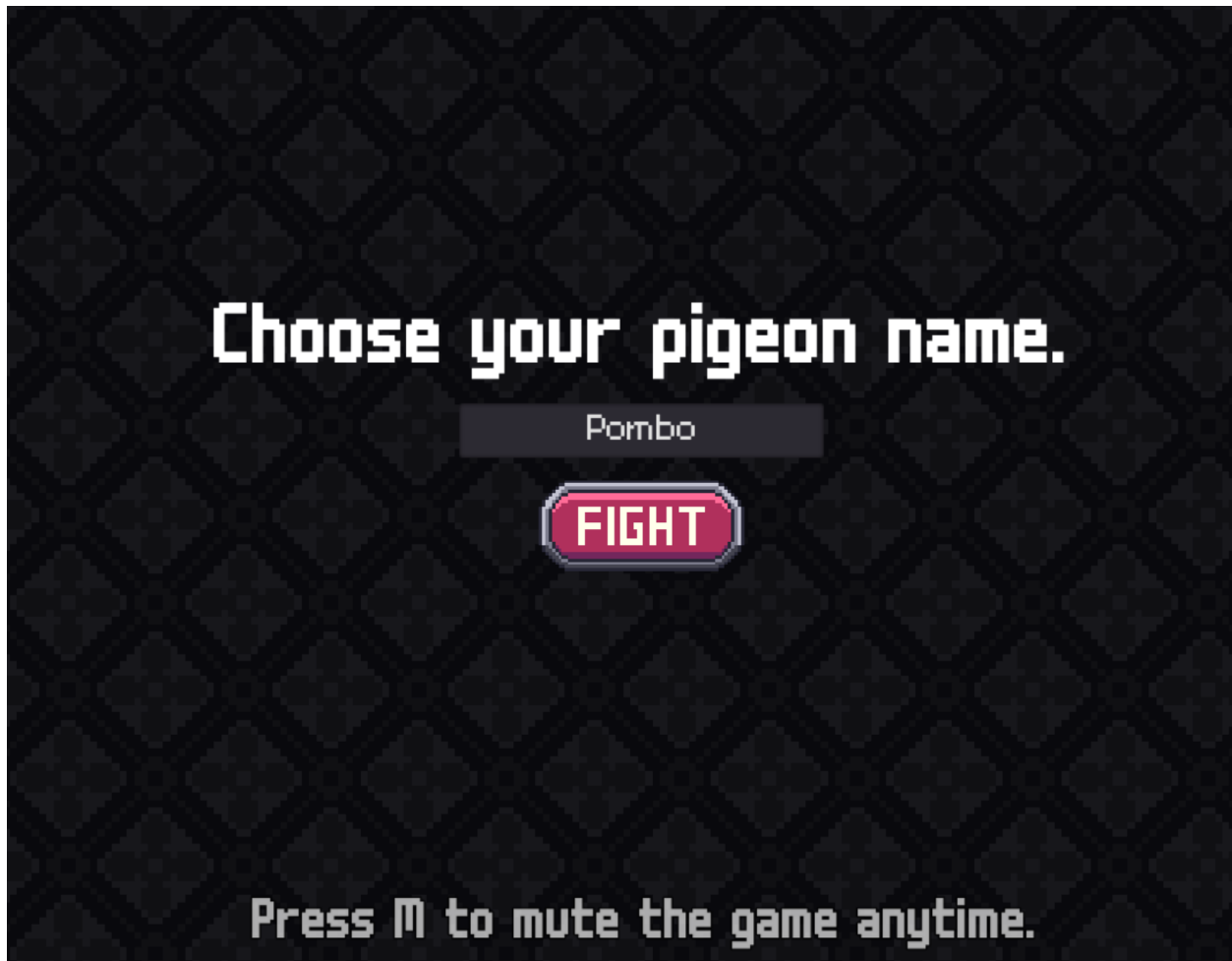
You can access the settings page from the dropdown menu from the top bar.

The image displays the 'User Settings' page. It has a light gray background. The first section is titled 'User Settings' in bold. Below it is a white box titled 'Personal Information' with the subtitle 'Update your personal details here.' It contains three form fields: 'Name' (with a person icon) containing 'ausbkhf', 'Email' (with an envelope icon) containing 'fasd@gmail.com', and 'School' (with a school icon) containing 'Injsd'. A black 'Update Personal Information' button is at the bottom of this section. The second section is titled 'Reset Password' with the subtitle 'Change your account password here.' It contains three form fields: 'Current Password', 'New Password', and 'Confirm New Password', each with a key icon. A black 'Reset Password' button is at the bottom of this section.

Here the teacher can update their profile information such as name, email, school. They can also update their password.

## Game's Manual

### 1. Setting a name for your character



The first time you play the game; you will be asked to enter the name for your pigeon character. This name cannot be changed later on and is the name your character will be displayed as on the battle board.

## 2. Main Screen



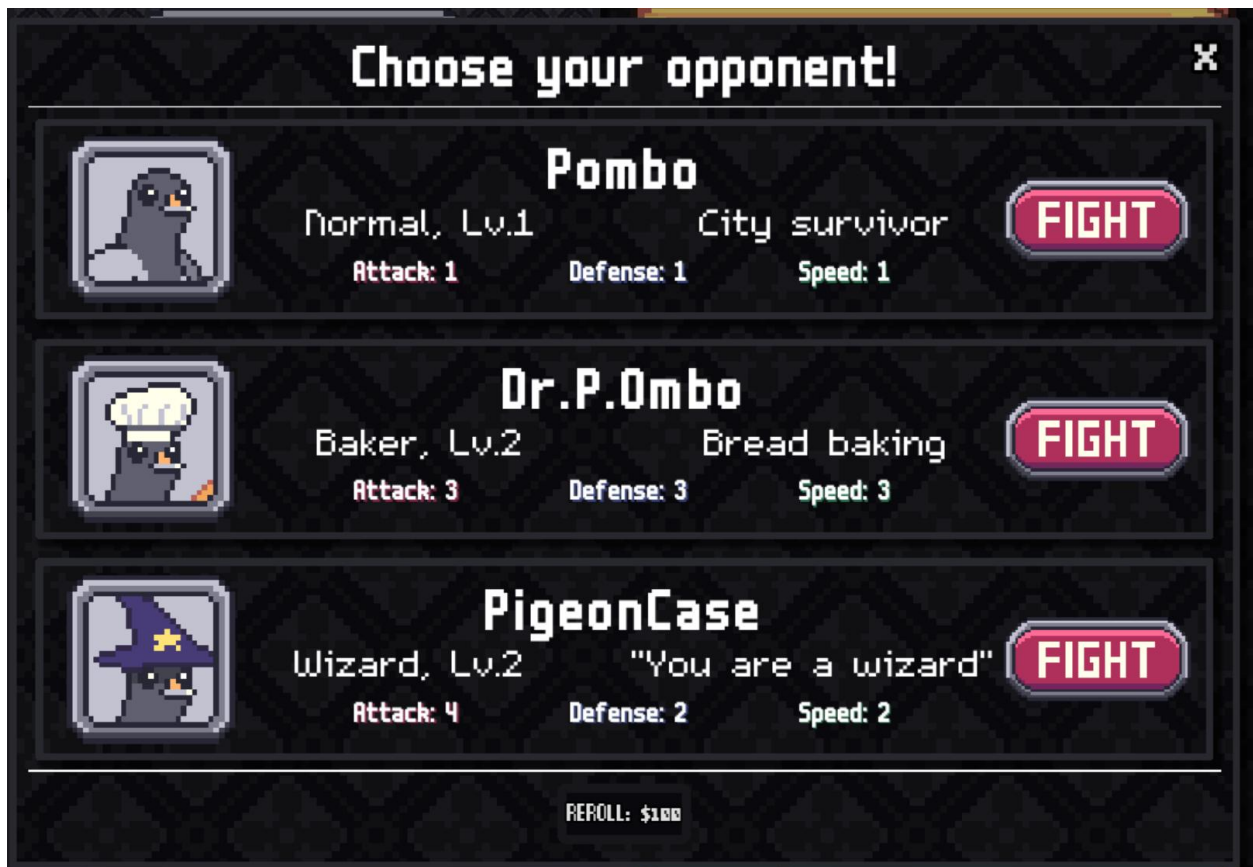
On the main screen, you see your character at the center of the screen. You also see HP and Food. HP is the health of your character and when it falls below zero you cannot battle with your character anymore. You lose a fight whenever your hp falls below 0. Food is used whenever the pigeon attacks and with no food the pigeon's attack performance will be considerably lower.

The user can also upgrade the stats of your character by pressing the green up arrow button. At the start the user gets 5 stat points and earn 2 stat points for every fight they win. There are three main attributes you can upgrade for your character being attack, defense and speed. The ratio of these determines your character's evolution pathway.

At the bottom of the screen the user sees their game points which they can use to buy items from the shop. The only way to earn more points is by completing exercises or recommended lessons from the student portal. Thus, if the player runs out of coins and their health is below 0, they cannot continue playing the game and must go back to the student portal to earn more coins.

On the right is the shop, the player can buy an item from the shop with their coins. The most basic items are potion which restores HP and popcorn which restores food. There also exist other items which can give you stat boosts and even some special items which have some conditions to unlock.

### 3. Battle Board



When you click on fight, you will be presented with the battle board where you will see 3 different opponents. If there are enough students in the classroom at a level close to yours, you will see your classmate's characters whom you can battle. Defeating your classmates' characters do not impose a penalty on them. If there are not enough classmates, then opponents are computer generated. You can also spend coins to reroll the battle board. After selecting an opponent which you think you can win against, you can press the fight button to begin the fight.

#### 4. Battle



The battle is automatically played by the computer and the result is based on the stats of the characters. Each stat including HP, food, attack, defense, speed, extra stats and more play a role in determining the outcome of the battle. The player can sit back and watch the battle payout.



If you are able to win, you will see the number of stat points awarded to you and a return button to go back to the main screen.





If you happen to loose a fight, you will need to restore your hp by buying items from the shop before you can continue to fight again.

## 5. Evolution





After playing some rounds of fighting and reaching certain levels, your pigeon can evolve. The evolved character is based on your stat distribution and some items you have bought. You can also evolve your character again after reaching a certain level.



## Other Info

### Creating Lessons and Exercises

Lessons and exercises are created by the team which created the application, currently there is no standard way of creating the lessons and exercises however, there are some internal tools which were created to facilitate the creation of lessons and exercises. Please note that these tools were meant for internal use only and can be very buggy or incomplete.

You can access the lesson and exercise creation tool at the URL endpoint `/builder-dashboard` attached to the student portal URL. Thus, if you are running the student portal at `localhost:8080`, then you will need to navigate to `localhost:8080/builder-dashboard`, to access the tool.

## Content Builder Dashboard

Multiple Choice

Text with Input

Text with Questions

Images with Input

Fill in Blanks

Drag and Drop

Crossword

Lesson

### Builder

#### Content Builder

Title

Description

Instruction

Order

Max Score

Exercise Type

Select exercise type

☒ Instant Scoring

Generate Exercise JSON


#### Generated JSON

```
{
  "title": "",
  "description": "",
  "instruction": "",
  "order": 0,
  "exercise_type": "",
  "exercise_content": []
}
```

### Preview

Refresh

#### Example Title

 Just for view description, do not worry, your title, description and instruction will appear in the final view

#### Your Mission

Do multiple choice questions

Paste your exercise JSON here

Start the Adventure!

 Complete

 Dashboard

Instant Scoring

Add Question

Question 1

Option 1

Option 2

Option 3

Option 4

Select correct answer

Remove Question

Generate Exercise JSON

Generated JSON

```
{
  "title": "",
  "description": "",
  "instruction": "",
  "order": 0,
  "selectedAnswer": "Multiple Choice"
```

Here you will be able to select the exercise type or select the lesson tab and enter the details of the exercise in the form on the left, then you will see the output Json representation of the exercise or lesson and you can copy that Json and paste on the right side viewer to see a demo of what it looks like. Then you can upload that exercise in the database directly by adding it to a unit to create the exercise.

## Backend API Documentation

You can access the documentation for the backend api by going to the url endpoint `localhost:8080/api/v1/reference` or `localhost:8081/api/v1/reference`, where `localhost:8080` is the url for the student portal and `localhost:8081` is the url for the teacher portal.

Search

4K

Auth

Register a new student

POST

Register a new admin

POST

Register a new teacher

POST

Login a user

POST

Get user profile

GET

Update user password

PUT

Classroom

Unit

User

Open API Client

1.0.0 OAS 3.1.0

Classroom API

Download OpenAPI Document

API endpoints for managing classrooms, units, and announcements.

SERVER

https://student.tara.software/api/v1

AUTHENTICATION

Bearer Token

Token

CLIENT LIBRARIES

Shell

Ruby

Node.js

PHP

Python

More

Curl Shell

Auth

All endpoints related to authentication

ENDPOINTS

POST /auth/registerStudent

POST /auth/registerAdmin

POST /auth/registerTeacher

POST /auth/login

GET /profile

PUT /auth/updatePassword

Powered by Scalar

This documentation includes the API endpoints in the backend, it also provides information on the request and response types with examples.

Register a new student

Creates a new student user profile with game profile information. Ensures the email is unique before registration.

Body

application/json

email

string

email

required

password

string

min: 6

required

name

string

min: 2

required

school

string

min: 2

required

Responses

200 Student successfully registered

400 Bad request due to validation error or other issues

409 Email already registered

POST /auth/registerStudent

Shell Curl

1

curl https://student.tara.software/api/v1/auth/registerStudent \

2

--request POST \

3

--header 'Content-Type: application/json' \

4

--data '{

5

"email": "abc112@gmail.com",

6

"password": "123123",

7

"name": "Khush",

8

"school": "ABC"

9

}'

Test Request

200 400 409

Show Schema

{

"token": "eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJpZCI6IjY3MTY3OTE3"

}

Student successfully registered