

# The Road to Santiago

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## Conditions of use:

The Road to Santiago is freely available for personal use by people with disabilities. You may use the program at your own risk. COGAIN or the developers will not be responsible for any possible damages caused by the Road to Santiago program. The program is distributed as it is. Unfortunately, we do not have resources to provide support or assist with any technical problems that may occur. However, if you have any comments or want to report bugs, feel free to email us at [road-to-santiago@cogain.org](mailto:road-to-santiago@cogain.org).

## Installation instructions:

- Run the installer program *Santiago\_setup.exe*.
- Select the installation language and click on **OK**.
- Select the installation folder and click on **Install**.
- Installation will finish in a few moments. Click on **Accept** to close the warning window and then on **Close** to end the installation.
- If you have the light installer program (82,9 MB) and you want to have music during the game, unzip the *Santiago\_music.zip* file into the game installation folder. If you don't have this file, you'll have to download it separately.

## Launch instruction:

- Make sure that Windows desktop resolution is 1024x768 (recommended) or higher.
  - Double-click on *The Road to Santiago* desktop shortcut.
- Or:
- On the **Start** menu, select *Programs>The Road to Santiago>The Road to Santiago*

First time you run the program, a settings window will appear (You can return to this window by selecting, on the **Start** menu, *Programs>The Road to Santiago>Configure settings*).

- If Windows resolution isn't 1024x768, it will be necessary to check the option **Run in window**.
- If you don't want this window to appear again when you run the game, check the option **Don't show this window again**.
- Click **OK** to save the configuration and start the game.

## Uninstallation instructions:

- On **Start** menu, run *Programs>The Road to Santiago>Uninstall*
- Click **Yes** to begin the uninstallation and then **Accept** to finish.
- If while the installation process you changed the default installation folder, it's possible that some elements don't disappear after the installation; you'll have to delete them manually.

## About the application:

The developed computer application is a graphic adventure game, developed with the Wintermute Engine Development Kit 1.8.6.

The application narrates a fiction story set in the Road to Santiago. The user will guide the main character along the game.

The graphic adventure games fit fairly well the needs of eye-tracking systems, since they don't need quick interactions or complex key combinations.

Nevertheless, the control in most of graphic adventures involves at least a differentiation between left and right click. This would be annoying, and even sometimes impossible, with most of eye-tracking systems. Then, a graphic adventure oriented to be played with an eye-tracking system has novelty.

The application implements by itself the "dwell-time", allowing to use it with any eye-tracking system, even if the system doesn't have click emulation.

The screen resolution of the program is 1024x768. If Windows desktop is configured with higher resolution, the program must be run in window, which will maintain the 1024x768 size. Otherwise, the application may work incorrectly with the eye-tracking system.

User can choose from the program the "dwell-time" duration, and other accessibility options, like a visual help in some puzzles involving sounds, for hearing-impaired users.

The application also can be controlled by the normal use of the mouse, with the habitual left click. Also, it responds to the "Enter" and "Spacebar" keys like they were a left click, which allows a hybrid control (move the cursor with an eye-tracking system and interact with a key or button).

The program allows to save games to resume them in other moments.

The application is targeted to a wide public, no matter the age or the previous experience on graphic adventures. The riddles' difficulty is pretended not to be high, and during the game additional clues for some of them will be provided.

The application is structured in stages, corresponding to the Road to Santiago itself. Each stage has several locations in which one or more riddles or puzzles must be solved in order to advance to the next location.

There are screen icons that bring access to the menus and other program functions.

The application is distributed with its installer program, created with Nullsoft Scriptable Install System 2.23, which allows the installation in English or Spanish, and includes the necessary documentation (user manual, this file).

## How to use:

### - Main menu.

First thing that the user finds is the main menu. It has the following options:

- **New game:** Starts a new game.
- **Load game:** Opens the *Load game* menu.
- **Options:** Opens the *Options* menu.
- **Quit:** Opens the *Quit game* window, wich allows to exit the program.

**Note:** In the current Beta versión of the game, this menu also includes two buttons, Puzzle and Sudoku, to gain access to the independent access games.

### - Game menu.

When entering the menu from a started game, the following options will appear:

- **Resume:** Resumes the current game.
- **Save game:** Opens the *Save game* menu.
- **Load game:** Opens the *Load game* menu.
- **Options:** Opens the *Options* menu.
- **Quit:** Opens the *Quit game* window, wich allows to exit the program.

### - Save game menu.

To save the current game:

- Select a slot from the list, clicking on it (if you click on a previously used slot, the existing saved game will be overwritten).
- Click on *Save* button.

### - Load game menu.

To load a previously saved game:

- Select an used slot form the list, clicking on it.
- Click on *Load* button.

### - Options menu.

To customize some of the game options:

- **Subtitles:** Activates or deactivates game subtitles.
  - **Note:** The voices will be released on a separate file which could be added to the installed game. If the game doesn't detect that file, the subtitles will always be activated as default, and they can't be deactivated.
- **Auto Free-Look:** Activates or deactivates the Auto Free-Look function. When active, game will automatically return to the Free-Look mode after each user action. (See later *Free-Look mode* for more information)
- **Visual help:** Some of game puzzles have information consisting in sounds. Hear-impaired users can activate this option to add visual clues to help them.
- **Wait time:** Configures the wait time, *dwel-time*.
- **Accept changes:** Exits the menu accepting the changes.

### - Quit game window.

Quit the game. It's recommended to save the game before.

### - In-game icons.

Some icons appear in the screen.

- **Menu:** The gears in the lower-left corner of the screen. Opens the game menu.



- **Backpack:** In the upper right corner. Opens the inventory, where the objects the player has taken during the game are stored. To close the inventory, move the cursor toward the lower half of the screen.



- **Free-Look:** Eye or hand shaped icon, in the upper left corner. Activates or deactivates the Free-Look mode.



- *Free-Look mode on:* The icon is eye shaped, the user can examine the screen with no fear of activate an accidental click by staying a few seconds still in a determinate region.



- *Free-Look mode off:* The icon is hand shaped, the user can interact with the environment, and advance in the game.

### - Items.

In the backpack (inventory), the objects the player has taken during the game are stored. Items (on the inventory or in the environment) can be used in two ways.

\* **Immediate use items:** Acting on some items will provide an immediate reaction.

\* **Combined use items:** By acting on some items, especially those in the inventory, the object may become part of the cursor. You can then use that item with other objects, on the inventory or in the environment.

You start the game with three objects:

- **Brochures:** Contain information about the visited locations. As you advance in the game, more brochures you get. In most cases, they have only additional information not needed to advance, but occasionally they can contain additional or even essential clues to advance in the game.



- **Phone:** You can use it to contact a friend who will give you tips on your next movements. It's better to use it as last resort, when you are completely stuck in a situation and don't have how to continue. Nevertheless, sometimes the information you get may be essential to advance.



- **Notebook:** Here, the main character will write the riddle in each stage, so you can remember it at any time in the game.



### Initial tests:

The first test users, used to play graphic adventures and playing with traditional mouse, says that the game is easy to control and with low difficulty.

It's supposed that the relative difficulty grows when the user isn't a skilled graphic adventure player.

Later tests on the Demo version with eye-tracking systems and gaze-only controls showed that a hybrid control system would be useful, so this is implemented on the final version.

The game controls are supposed to be comfortable for eye-tracking system users. Most of the users on the first tests made for the COGAIN competition said so.

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