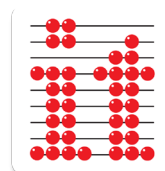


# Eye Can Fly

## Guidebook



**Inclusive Technology**  
*ICT Company of the Year - BETT Award 2010*

# Eye Can Fly Credits.

Concept, written and directed by Dylan Shipley.

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2d textures, illustrations and interface by Rebecca Hahner, Dylan Shipley and Daniel Keeble.

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Project management by Lindsay Weir.

Playtesting by Dylan Shipley, Lindsay Weir and David Connolly.

Special thanks to Mick Donegan, Bill Donegan, Sandra Thistlethwaite and Chris Thornton.

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Published by Inclusive Technology Ltd.



## Contents.

<b>Eye Can Fly Introduction</b>	<b>_____</b>	<b>4</b>
<b>How To Use Eye Can Fly</b>	<b>_____</b>	<b>5</b>
<b>Menu Navigation</b>	<b>_____</b>	<b>6</b>
<b>Options</b>	<b>_____</b>	<b>7</b>
<b>Playing Eye Can Fly</b>	<b>_____</b>	<b>9</b>

# Eye Can Fly Introduction.

Eye Can Fly is an educational children's game designed specifically for eye gaze hardware. The game focuses on giving eye gaze users as much control of the game as possible, including the ability to move between almost all games and menus with gaze control.

Eye Can Fly has been designed to work not only with any eye gaze hardware but any alternative device for manipulating a mouse pointer, giving a competent user of an alternative device an enjoyable learning experience. It assumes that the user has already reached a level of experience which allows them to use their control device to select reliably from a range of choices on the screen.

Games within Eye Can Fly can also be controlled using a keyboard or switches for added accessibility.

Aside from being accessible and fun to play, Eye Can Fly was developed to aid in teaching geography skills. It covers practical skills in the form of compass reading and geographical locations, on a variety of scales from very local to the geography of the world and much more. It offers progression from fun introductory games to more complex instruction-based missions.

We have also included a range of options that allow the gameplay to be individually tailored to each user's needs.

## For optimum use of this software please ensure you:

- Mount and connect the eye gaze device according to manufacturers' instructions.
- Install and run appropriate software for mouse emulation and choose cursor control.
- Position the device appropriately for users eye gaze and calibrate.
- Have fun!

# How To Use Eye Can Fly.

## Configuration screen.

Before loading Eye Can Fly, a configuration pop-up box appears with a range of options..

## Graphics.

**Screen Resolution:** Choose a screen resolution which matches your screen size, if in doubt, choose the highest setting.

## Graphics quality.

For the best graphics, choose the “Fantastic” setting, if you find the games run slowly then choose the “Fastest” setting.

## Windowed.

Select “Windowed” to play the game within a window, allowing Eye Can Fly to be minimised and easily closed or deselect to play in full screen.

## Input.

Change settings for keyboard, Switch and joystick input. The default settings are for the primary input to be the up, down, left and right keys suitable for play with the keyboard and the secondary input is set up for a common switches set up of spacebar, enter, tab and backspace.

Double click on any of these keyboard entries to change them, i.e. if you wanted to set up a set of four switches differently to the default settings, with your switches connected, double click on the secondary entry for left and then press the switch you would like to use for left to change it and so on.

Both primary and secondary controls can work simultaneously. The input panel can also set up movement for game control pads and joysticks.



## Menu Navigation.

The menus and buttons in Eye Can Fly are designed to be accessible through an eye gaze device. Buttons are larger in size to make this easier. Mouse clicks with eye gaze are made via a dwell click by holding gaze over a button until the red cursor disc shrinks down and disappears.

*Note: option settings and the title screen's quit program button have dwell clicking disabled and can only be accessed via a standard mouse click.*

## Pausing and exiting a level.

Dwell click the button in the top left corner of the screen to bring up the pause menu. Dwell click the large button on the right to resume play, the top left button to restart the level and the lower left button to exit back to the level select screen. Pressing the Esc or Q key will exit back to the level select screen. Press the Esc or Q key to exit a level when controlling with the keyboard or switches.

## Setting up a new profile.

Upon pressing start on the home screen, you will be directed to set up your own profile. To set up a new profile, click/dwell click on a new profile button and then choose a shape and letter. The combination of shape and letter shows who each profile belongs to and remembers their option settings and progress through the game.



# Options.

In the options menu, player settings can be personalised and progression can be added by choosing more complex option settings over time. The options menu can be accessed from the home screen or a loaded profile's game mode menu.



It's important to note at this stage that option selections made from the home screen set the default option settings for all new profiles. Choosing the options from a loaded player's game mode menu will save the option settings for that individual player's profile.

Pressing the OK button will exit and save any changes.

To delete a profile, go into a loaded profile's options from their level select screen and press the "Delete Profile" button and then press the tick.

## Controls

**Pointer** - This allows the game to be controlled with a mouse pointer. Select this method to control the gameplay with eye gaze, a standard mouse and a wide range of alternative mice.

**Keyboard/Switch** - This allows control through the keyboard, opening up the ability to play Eye Can Fly with switches and game control pads/joysticks. Specific key settings can be changed in the configuration screen. Press the Esc or Q key to exit a level during gameplay. Menus can also be controlled with keyboard/switches in this mode using Spacebar or left arrow to cycle through buttons and Enter or right arrow to make selections.

**Left and Right Only** - Control your aircraft with left and right movement (up and down movements are made automatically).

**Up, Down, Left and Right** - Control your craft in all directions. It is recommended to select this option once you have got used to flying in Left and Right mode.

**Vehicle Visible** - View flight in third-person view seeing your airship/plane on-screen.

**Vehicle Invisible** - Fly in first-person view from your own viewpoint without any vehicle on screen.

## Gameplay.

**Flight Speed** - Choose from Medium, Slow and Very Slow flight speeds to tailor the difficulty of play.

**Cursor Size** - Make the cursor large or small.

**Cursor Visibility** - Choose to make the mouse cursor visible, 50% visible or not visible in game.

**Disable Dwell Click on Who Will Play** - Disable Eyegaze dwell click on the Who Will Play profile loading screen. This will allow only a mouse click to control which profile is loaded or created.

**Disable Dwell Click on All Menus** - Disable Eyegaze dwell click on all non in-game menus. This will allow only a mouse click to control of which game mode is selected. In-game menu buttons will still be accessible via dwell clicks.

## Time.

**Dwell Click Time** - Choose the length of time for the dwell click in menus to complete, from 0.5 to 2.5 seconds.

**Level Duration** - Choose how long Free Flight, Balloon Pop, Aimee's Treasure Hunt and Coin Scramble levels run for, in increments of 1 minute, 2.5 minutes, 5 minutes, 20 minutes and unlimited time. The default setting is 1 minute.

## Audio.

**Sound Effects, Music and Voice Volume** - Adjust the audio volume levels.

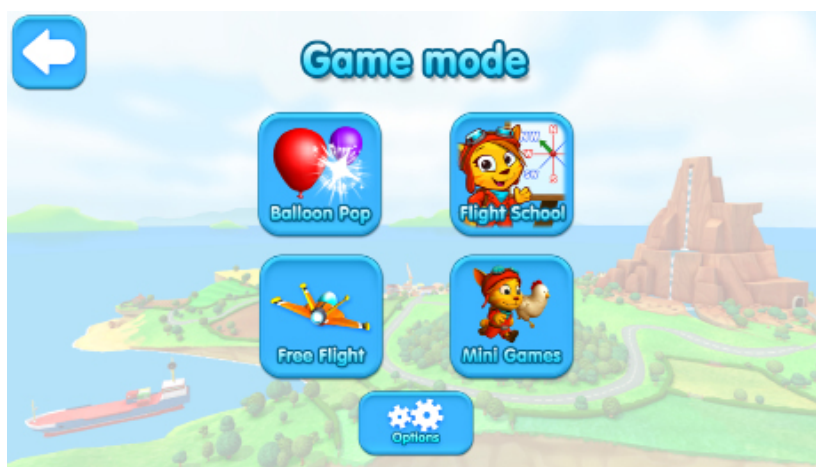


# Playing Eye Can Fly.

There are four main modes of play in Eye Can Fly:

To begin with you will be offered an introduction to flying in Balloon Pop, before moving on to being gradually taught how to control a craft in Flight School, where you will progress through multiple levels and missions.

Free Flight and Mini Games give you a chance to enjoy the game at your leisure and explore the game's detailed locations at your own speed.



## Balloon Pop.

With your aircraft flying on auto pilot, aim your gaze at the multi-coloured balloons you fly past and pop them with a rewarding burst of stars. Can you pop every one?

In Balloon Pop, you can choose to play on the Farm, the Island or the World Map.

*Please note that Balloon Pop can only be controlled with a pointer. This means that Balloon Pop is unavailable to play when the keyboard/switches play mode is chosen.*



# Flight School.

Take flight in the Eye Can Fly academy!

Follow Aimee's instructions to progress through the missions while learning about geography. Starting in bright sunshine and surrounded by the rolling fields of the Farm, the player has to complete the mission before the next mission becomes available. The player is guided through a subtle progression of fun filled airborne levels, each with multiple missions that build in complexity.

The default setting in options will be left and right control only. Begin with this setting and try adding up and down on subsequent plays to enjoy the customisable learning curve and add a third dimension to the player's experience.

The levels that the player progresses through in Flight School are:

## Level 1: The Farm

Begin your flight training in the airship. Through your missions in the level you'll be introduced to turning an aeroplane with your eyes and cover educational topics of near and far, left and right and the points of a compass. You'll then need to put all of your newly learned skills to the test as a group of cheeky chickens have escaped and it's up to you to round them up.

Note: this level is controllable in left and right mode only.

## Level 2: The Island

Take control of the rescue plane and through your missions explore the beautiful scenery on Snappy Island. Discover and learn about a range of geographical locations. Race a speedboat down a river, put on an air display and even rescue a family trapped up a mountain.

## Level 3: The World

You're almost a fully trained pilot, fly the super jet across the globe at supersonic speeds! Learn about continents and landmarks of the world across your final set of missions!



Throughout the Flight School you can collect rings by flying through them; these rings are often a reward for executing a perfect turn or skimming low over the ground to reach your destination.

### Can You Unlock the Giant Chicken?

Wouldn't it be fun to be able to fly as a big chicken? Complete all of the missions in any Flight School level to unlock the ability to fly as the big chicken in that same level in Free Flight Mode!



### Free Flight Mode.

Fly at your leisure around any of the three levels (the Farm, the Island and the World) in Eye Can Fly. This is a great way to enjoy the game, gently explore all of Snappy Island or skim around the globe at near impossible speeds!



# Mini Games.

Step out of your plane and explore the world of Eye Can Fly on the ground in these three fun mini games.

## Coin Chase.

Control the chicken to collect coins as they fall from the sky.



## Aimee's Treasure Hunt.

Play as Aimee and explore all of the nooks and crannies of Snappy Island. See how many coins you can find. There are 800 small coins and 5 big star coins secretly placed around the island, can you find them all?



## Rooster Race.

Those cheeky chickens are back and they've challenged you to a running race around Snappy Island. Can you reach first place?

