

# **Carnegie Cadets: The MySecureCyberspace Game User Manual**

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## **Game Overview**

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Approx. playtime: 1-2 hours

Carnegie Cadets: The MySecureCyberspace Game is a Flash-based game that teaches children ages 8-12 about Internet security and how to be good Cybercitizens. Players become Cadets in the Carnegie Cyber Academy's Cyber Defense training program, completing training missions in Cyberspace to earn Gold badges and rank up to a full-fledged Cyber Defender of the Internet.

Using the analogy of the "world within the Internet," players enter into Cyberspace for training missions inside various buildings in Cyberspace, with each building focusing on an individual Internet subject (ex: the Email missions are located in the Message Center). Building supervisors provide the player with information and advice and award the player their prestigious Gold Badges with each mission success. Players also unlock ReQuests to complete, tasks that could involve talking to certain characters or fetching certain items that a player receives rewards for, including Rare Items and extra Academy Credits.

## Troubleshooting:

Most issues that may arise with The MySecureCyberspace Game can be resolved by restarting the game. If that does not solve the problem, refer to the following Common Issues:

**Common Issue: Text in the characters' speech bubbles does not display**

Check to see that all files were copied off of the source disk, including subfolders.

Macintosh users: Check to see that the filename extensions were not capitalized when copied onto the hard drive. If they are capitalized, change them to lowercase and try the game again.

**Common Issue: Characters do not appear when a conversation is started, characters text bubble does appear**

This is caused by lag, most of the time the character will appear when you click the Next button.

Carnegie Mellon University and the Information Networking Institute are not accountable for any issues arising from users altering any of the game files.

## Starting the Game

The game files will install to the default location to your hard drive. You may specify a different location if you choose. Refer to readMe file for instructions for creating a desktop Shortcut or Alias.

**Windows XP:**

*Double click CarnegieCadets.exe or the Shortcut if you created one*

**For Setup with OSX:**

*Double click CarnegieCadets.app or the Alias if you created one*

## Quitting the Game

The optimal way to quit the game is to open the Pal, and on the Home screen, click the Save and Quit button. At the prompt, click Yes. If you want, you can exit the game at any time, simply close the window. Note: Players' storyline progress will be saved up to the closing of the program, however their location will not.

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## Technical Requirements

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### Recommended System Specs

Hardware:		
	PC	Macintosh
○ Processor	- Pentium III or faster - 800 Mhz or faster	- Mac OS
○ Platform/s	- Windows XP	- Mac OS X
○ Memory	- 128 MB RAM (512 MB RAM preferred) - 120 MB disk space	- 128 MB RAM (512 MB RAM preferred) - 120 MB disk space
○ Screen resolution/video	- 16 bit (High color) video display - 800 x 600 or greater	- 16 bit (High color) video display - 800 x 600 or greater
○ Audio	- Sound card & speakers	- Sound card & speakers
○ Disk drive and storage	Write access to the user settings on the hard drive	Write access to the user settings on the hard drive
<b>Internet connection:</b>	- Broadband connection 256k bandwidth	- Broadband connection 256k bandwidth
<b>External Devices:</b>	- Mouse (required) - Keyboard - Headphones or Speakers (recommended)	- Mouse (required) - Keyboard - Headphones or Speakers (recommended)

## **Version Details**

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**Version: MSCGame\_v3.00**

**Overall Version Description:**

- Three game units:
  - Email Level 1 mission - Spam
  - Communications Level 1 mission - Personal Information
  - Web site Level 1 mission: Web site Dangers
- Four reQuests:
  - Dana --in the cafeteria, for personal information
  - Alan -- in the atrium, for spam problems
  - Erika - in the West Upstairs Hallway, for popup problems
  - Alan - in the atrium, needs help fixing the DigiBoard
- 2 new Rare items
- All Voice and Animation for all Characters
- All Background music and other Sound Effects

**Known bugs:**

- Clicking on or Dragging the Plain Bed during the Introduction will cause Wits to return to the "You can move it around..." speech bubble

Occasionally a character will not appear when you first start a conversation with them. This is due to computer lag, and the character will usually appear when you click the Next button

## Walkthrough of the MySecureCyberspace Game Introduction

### Game Introduction

In the game introduction, the player is introduced to Commander Omni, who acts as their parent figure in the game. She explains that the player is at the Carnegie Cyber Academy to train to become a Cyber Defender. She then asks the player to register their Personal Access Link (PAL), which will store their game progress as well as useful information about the other characters in the game and about cybersecurity.

*1. Type in your name and click Enter.*

The player's game is automatically saved to the server as they progress through the world, as long as they are connected to the Internet. If a player loses Internet connectivity, their game progress may be lost after that point. It is recommended that you use the Save and Quit button on the PAL's Home screen to exit the game, however the game saves automatically and there is no need to save your game while playing.

The PAL will always be available to the player, minimized to the left side of the screen. It contains all the information about the player's progress in the game, how many credits they have, badges they have earned, and ReQuest tasks they have been assigned and/or completed. It also contains maps of all the areas, the player's inventory, biographies of all the characters in the game, and an encyclopedia of cybersecurity terms for reference.

Commander Omni then explains that they have some time before orientation starts and suggests that they go upstairs and pick out their Dorm Room.

*2. Take Right elevator tube upstairs and enter My Room (far right door).*

Upon entering, the player is introduced to Captain Wits and the Dorm Room customization interface.

*3. When prompted, drag the Bed out of the room customization interface into the room.*

He explains how to use the interface and that if they want to decorate their room, all they have to do is collect items during the game, usually by purchasing them at the Academy Store with Academy Credits.

*4. Exit the room by clicking the Leave arrow on the bottom of the screen.*

The player is stopped in the hallway by Erika, another cadet, who takes them straight to orientation in Commander Omni's office. At orientation, Commander Omni explains about completing training missions in Cyberspace to earn Gold Badges. Commander Omni tells the cadets that if they have any questions, they can come to her for help.

At this point, the introduction is complete and the player now has totally free navigation and can complete tasks and missions in any order.

## Game Tips

### Getting Started

1. *Go to Omni's Office (right side of the Atrium).*
2. *Talk to Commander Omni.*
3. *Ask Omni How do I get started?*

Commander Omni will explain that the player must enter into Cyberspace to complete missions in order to become a Cyber Defender. She gives the player their Cyberspace Pass and directs them to give it to Carlo in the CyberPort.

4. *Tell Omni Goodbye.*
5. *Exit the room by clicking the Leave arrow on the bottom of the screen.*

### Getting to the Missions

1. *Go to the CyberPort (left side of the Atrium).*
2. *Talk to Carlo.*

The Cyberspace Pass the player received from Commander Omni is a sort of "permission slip" to enter Cyberspace.

3. *Tell him you have a Cyberspace Pass and would like to enter Cyberspace.*
4. *Enter Cyberspace by clicking on the Cyberspace Portal in the center of the room.*

This is the world of the Internet, and each Mission building has a specific purpose related to an Internet activity. (The Message Center is for Email, the Databank is for Web sites, and the Clubhouse is for Online Communications.) Also in Cyberspace are the information resource centers, Diagnostics and the Detention Center, where the player can go to learn more about computer maintenance issues and cyber crimes. If something goes wrong in Cyberspace during the game (e.g. a virus is unleashed, or a cyber criminal escapes), these centers can also act as emergency response centers where the player can go to fix the problem.

### Customizing your Dorm Room

1. *From the Atrium, take the Right elevator tube to the East Dorm Rooms.*
2. *Click on the Academy Store.*
3. *Talk to Captain Wits.*
4. *Ask if you can see what's in the store.*

Anything available in the Academy Store can be purchased and placed in the player's Dorm Room. Once a player has bought an item, the cost is deducted from their available Academy Credits and the Buy It button becomes a Sold Out button.

5. *Purchase some things.*

6. *Leave the Store by clicking the Leave arrow at the bottom of the screen.*

7. *Enter My Room.*

8. *Place your purchased items using the interface at the top of the screen.*

The Room customization interface allows the player to place any item in their inventory into their Dorm Room, including different wallpapers, floors, furniture, and decorations.

#### **Other things to do**

- From the Atrium, take the elevator tubes to the **East Upstairs Hallway** to talk to Alexi and Erika and see Carlo, Dana, and Alexi's Dorm Rooms.
- From the Atrium, take the elevator tubes to the **West Upstairs Hallway** to see Erika and Alan's Dorm Rooms.
- In the Atrium, talk to **Alan** to see why he's so upset, maybe you can help.
- **Talk** to all the characters to learn more about them.
- Check out all the information in the **PAL**.