

# NONE IN THREE

## 'DANIELLE' DEPLOYMENT GUIDE & MANUAL

This manual gives technical and practical guidance about using the game 'Danielle'. The game has been designed and developed by the None in Three Research centre, based on research with real survivors and perpetrators of gender-based violence in the UK in 2018-19, and is intended primarily for use with young people aged 14-17 in a school or other facilitated educational setting. Suggestions for facilitators are included in our separate guidance document for facilitators, entitled [CURRICULUM DOC TITLE] which can be found at [URL] including lesson plans and ideas for learning activities based around, and for use with or without the video game 'Danielle'.



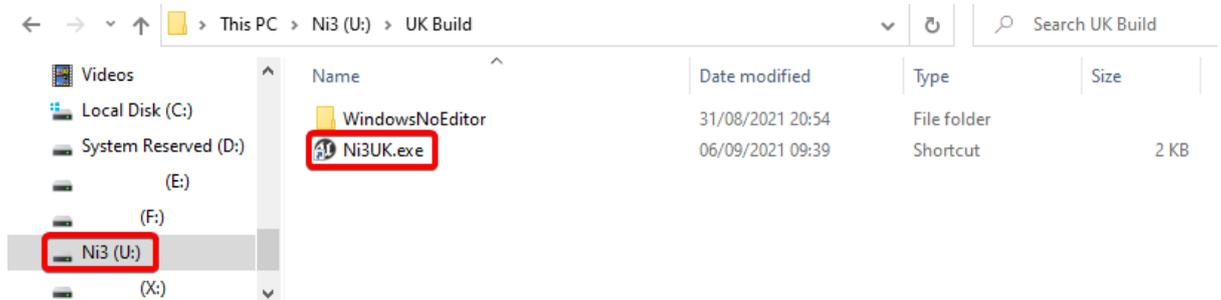
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## INSTALL INSTRUCTIONS

### STARTING THE GAME

1. Extract the Ni3UK.zip file
2. Navigate to Ni3UK/WindowsNoEditor/Ni3UK.exe and double click to start the game



### MICROSOFT WINDOWS WARNING PROMPTS ON INSTALL OR RUN

If you receive any Windows prompt or warning on attempting to launch the game, please click the 'Yes' or 'Allow' button to allow the game to run. You may need to click a 'More information' button on the warning if there are no 'Yes' or 'Allow access' buttons. This will only occur once per PC or laptop. IT support may be required for this step if running on PCs or laptops belonging to a school workgroup or policy.



## HOW TO PLAY: STARTING THE GAME

### THE LEGAL AGREEMENT

Upon starting the game, the participant will be presented with a legal agreement which needs to be accepted to advance. On accepting this agreement, the participant will be presented with the login screen.

The image displays two sequential screenshots of the game's login interface. The first screenshot shows a text input field containing the number '153' and a 'Continue' button. The second screenshot shows three dropdown menus labeled 'Gender', 'Age', and 'Day of Birth', each with a 'Continue' button. Below these screenshots is a dark purple button with the text 'LOG IN' in white capital letters.

### THE MAIN MENU

Upon entering a valid player ID and gender, age and day of birth, the participant will be placed on the 'main menu' screen. Please note that the game will not allow the participant to advance without a valid three-digit player ID. From here the participant can start the play session by clicking on the 'Play' button. This will start gameplay on the current chapter. The participant is also able to view awards they have picked up from previous sessions, as well as being able to change settings (if required) and close the game. If the game is closed, please refer to the installation instructions section on how to re-launch the game.



## HOW TO PLAY: CONTROLS

### MOVEMENT

To move your character around the environment, you can use either the W, A, S and D keys, or alternative the arrow keys.



### MOVEMENT

### LOOKING AROUND

To look around with your character, simply move the mouse to angle the camera the way you want to look.



### ROTATE CAMERA

### INTERACTING WITH OBJECTS AND CHARACTERS

To interact with another character or pick up/interact with an object in the game, please use the 'E' key while looking at it with your character. When an interactive item or character is being looked at you will see a green outline around the object or character.



### INTERACT

## HOW TO PLAY: OBJECTIVES AND TASKS

### OBJECTIVES

Throughout the game, the participant will be presented with a series of objectives which instruct them on what to do next to advance. The current objective (1) can be found in the top left of the screen and will update as the game progresses.

### TASKS

Throughout the game there will be instances where an objective contains multiple smaller tasks. These are displayed as normal objectives with a progress tracker to the right. These function exactly as normal gameplay objectives but offer the participant some feedback as to how far along in the current task they currently are.



## FAQ

### THE GAME CRASHED, CLOSED UNEXPECTEDLY OR A PARTICIPANT QUIT THE GAME

If for any reason the game crashes, closes unexpectedly, or a participant has closed the game, please refer to the instructions in the Install Instructions on page 3. Please note that if the game has closed unexpectedly part way through a chapter, the participant will need to replay that chapter in full.

### THE GAME IS RUNNING SLOWLY OR IS STUTTERING

The game should automatically detect any system it is running on and put the best possible settings in place. However, if the game is running poorly, you may wish to do the following:

1. Enter the 'Settings' menu from either the main menu or the pause menu during gameplay.
2. For 'Overall Quality' click the dropdown menu and change the quality to a lower setting (1)
3. Click the 'Apply' button in the lower right (2)
4. Click the 'Back' button (3) to return to either the main menu or the pause menu.

# SETTINGS

The screenshot displays the 'SETTINGS' menu with the 'Basic' tab selected. On the left, there are three category buttons: 'VIDEO' (highlighted in purple), 'AUDIO', and 'ADMIN'. The main settings area includes:

- Resolution: 1920x1080
- Screen Mode: (dropdown menu)
- Overall Quality: Low (with a red '1' icon next to it). A dropdown menu is open showing options: Low, Medium, High, and Ultra.

At the bottom right, there are three buttons: 'Apply' (with a red '2' icon), 'Auto Detect', and 'Back' (with a red '3' icon).