

## TigerStat Game Instructions:

Go to the web site and watch the video tutorial:

<https://stat2games.sites.grinnell.edu>.

Then select the **TigerStat** tab and then click the **Play TigerStat** button.

**This site may take a few seconds to load.**

- Enter a **Player ID** and a **Group ID**. Any combination of alpha-numeric characters will work. *Note that this ID will be public on the web, so do not use your actual name for a PlayerID.*
- Click the **Sign in** button:

This will bring you to the **Menu** page. There are three options that you can choose from: Tutorial, Mission 1, Mission 2. You should play the tutorial first to familiarize the game.

**Goal:** Use tranquilizer gun to tranquilize the tiger and then collect data.

### GAME OPTIONS:

**Difficulty:** Players can press **casual** or **hard** button to select difficulty. In casual mode, tigers are not aggressive and easier to tranquilize. In hard mode, tigers will attack if too close and require precise aiming to tranquilize.

**Continue:** Press continue to next menu.

**Get Game Data:** Press Get Game Data button to get game data.

**Select data set:** Press **Dataset 1** or **Dataset 2** button to select data set. In dataset 1, basic information is provided on each tiger that is captured. This includes age, weight, length, paw circumference, percentage nose black, and sex. Dataset 2 also includes age, weight, length, paw circumference, percentage nose black, and sex.

However, there are several errors and missing values in the data.

**Continue:** Press continue to next menu

**Movement:** Use **[wasd]** to move. Use **shift** to Sprint. Use **Space** to jump

**Radar:** Players can use radar to see the tigers nearby.

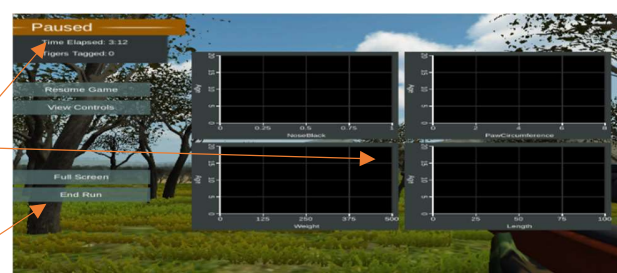
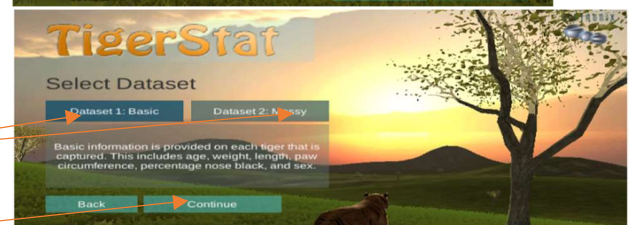
**Shoot:** Players can click on the **left mouse button** to shoot.

**Obtain data:** Players can press **E** to obtain data from tranquilized tiger

**Zoom:** Player can press **F** to zoom in.

**Pause:** Press **p** to pause the game. Players can check the time elapsed and tiger tagger at the top right corner of pause menu and check the graphs in the middle of the menu.

**End game:** Players can press the end game button to end game.



**Submit data:** Players can choose to submit their data by pressing the **submit data** button and choose to not submit their data by pressing the **don't submit data** button



**Tigerstat Game Data:**

Variable name	Type of variable	Role	Description
GameNum:	Integer		Each game is assigned a unique game number
Date	Date		The date and time the game was played. In, Year/Month/Day/Hour: Minute format.
PlayerID	Categorical		Any alpha-numeric term used for each player
GroupID	Categorical		Any alpha-numeric term used for each player or group. Often instructors ask all students in the class to use the same GroupID
Age	Quantitative	Explanatory/response	The age of the tiger
NoseBlack	Quantitative	Explanatory/response	The proportion of blackness on tiger's nose
PawCircumference	Quantitative	Explanatory/response	The paw circumference of the tiger
Weight	Quantitative	Explanatory/response	The weight of the tiger
Size	Quantitative	Explanatory/response	The size of the tiger

Sex	Categorial	Explanatory/response	The sex of the tiger
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