

Eye-Spy
User Manual

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Eye Tracker Setup

To set up the Tobii Pro Spark eye tracker, you will need the [Tobii Pro Eye Tracker Manager](#). Once you open the software, plug in the tracker. Once it is connected, you will see the following screen.

To calibrate the tracker for a new user, click the *calibrate* button.

There will then be a screen with a face outline. Center your face within this outline, it may take some trial and error. Once your face is centered, hit the *calibrate* button again.

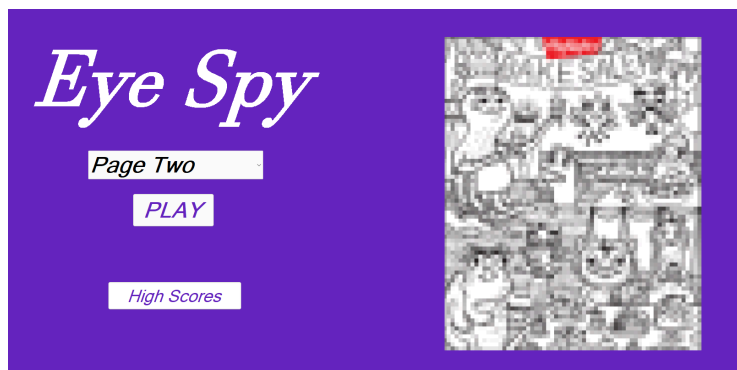
There will now be a black screen with spinning dots for you to look at.

Once you are done, there will be a black screen with dots on it. If you click the *Gaze Visualization* switch in the top right, you will see a blob which follows your vision.

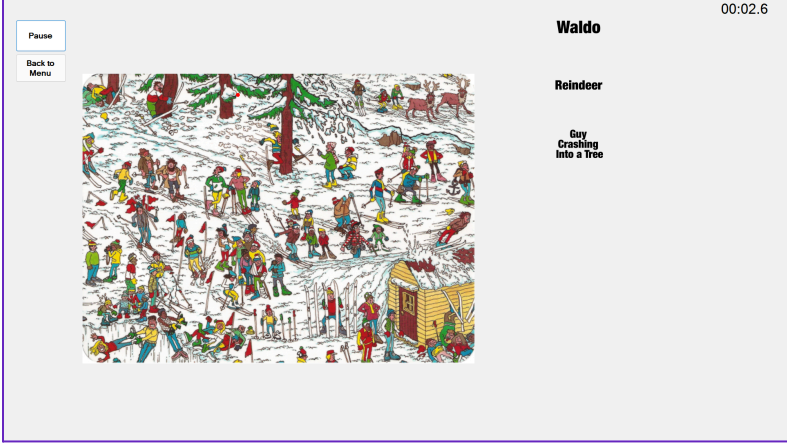
To confirm, click the *Use Calibration* button in the bottom right.

Playing the Game

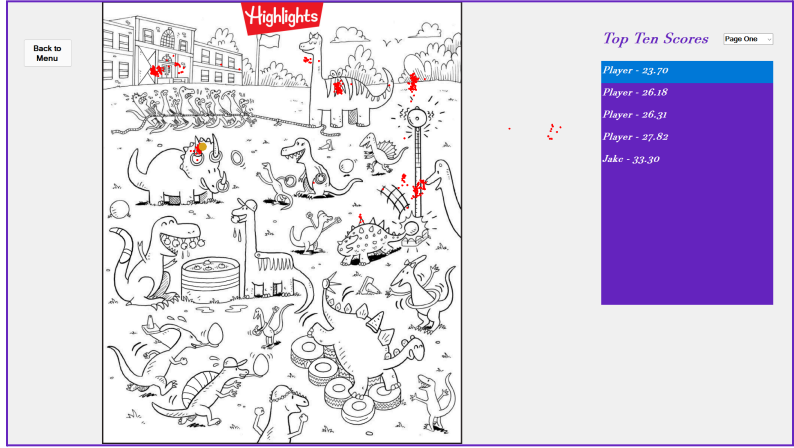
When you first launch the Eye Spy form, you will see the following screen. Here there is a drop down menu to browse the pages available for play. The play button opens the selected page for play, and the High Scores button opens the post game screen.



When the play button is clicked, you will be asked for a username. Once you enter your username, the game starts. Look at an object until you see confirmation that you have found it. The object will either be colored in, or surrounded by a rectangle depending on if the image is in black and white or color. To pause, either click the pause button, or hit the space/enter key. You can also return to the main menu by clicking the back to menu button.



Once you find all objects, you will be taken to the post game screen. Your final time is displayed in the bottom right, and if you qualify for the top 10, your score will be highlighted in the list, and your replay will be automatically played. To view other player's data, click on their score in the list. You can browse other pages with the dropdown list up top.



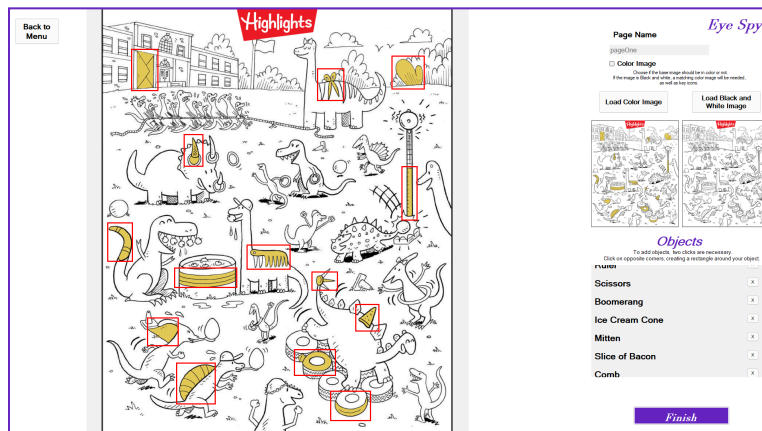
Admin Application

Once you open up the admin application, you will see the following screen. It is similar to the game's main page. Select a page on the dropdown list, and if you wish to edit or delete a page, click the delete or edit buttons. You may also add a new page.



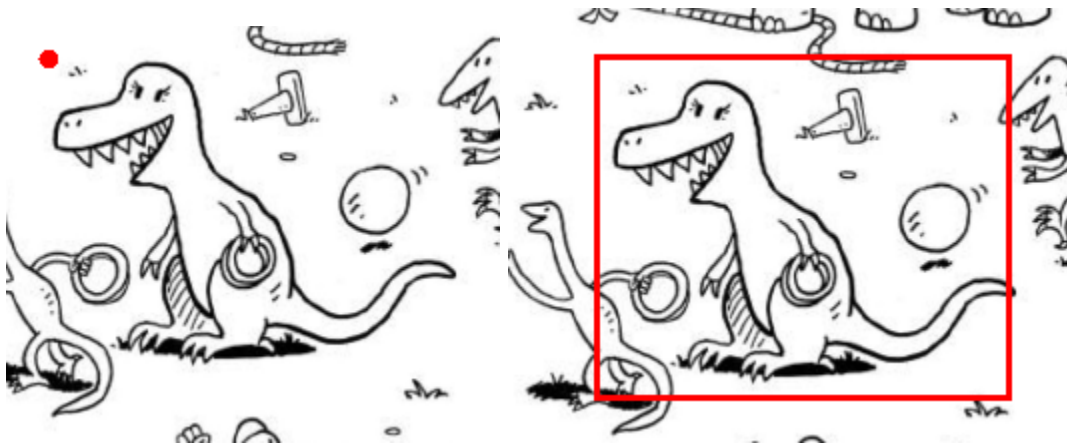
Both the edit and add new page buttons open the same form, seen below. On the right side, all of the information about your page is visible, which can all be edited. From top to bottom, there is

- Page name
- Checkbox for if your image is in color or not.
 - This only affects whether you need to upload a black and white version of your image or not.
 - Black and White images are intended for having the visuals of objects being colored in, so make sure that the color image is essentially a copy of the black and white with colored in objects.
- Upload the images (.png, .jpg)
- List of objects



Adding Objects

To add objects, you first need the page name and a color image uploaded. An image should now be visible on the left, the same size that it was in the game form. Click on it once, and you will see a dot, this will serve as one corner of the rectangle that serves as a boundary for the object. Click once more on the opposite corner of this rectangle to surround your object.



You will then be prompted for a name for this object, as well as any key icons, which must be .png. The Black and White icon will come before the color if it is necessary.

This object will be added to the objects list in the bottom right. If you want to delete it, press the X next to it.

Once you are done, press the *Finish* button.

You will have to close and reopen the application to see it on the main screen.