1. Game name

2. Game mode

3. Number of players

4. Duration

5. Grace period

6. Maximum radius

7. Hiders to seekers

8. Private game

9. Cancel

10. Save

**Create/Edit Game**

Name
Text

Mode
Normal ▼

Number of Players

Duration

Grace Period

Maximum Radius

✔ Hiders become seekers when found
✔ Private game

Save        Cancel

The game configuration screen allows users to create their own game. This screen is shown when a user taps Create a Game in the menu. When a user creates a game, they become a game owner, and they obtain more abilities with the role. One of those abilities is to edit the configurations for the game. They can set the game name (1). They can also set the game mode (2). They can set the number of players allowed in the game by sliding the slider (3). They can set the duration of the game by sliding the slider (4). They can set the grace period, or the amount of time the hiders have to hide before the seekers are allowed to seek, by sliding the slider (5). They can also set the maximum radius the players can travel from the starting location by sliding the slider (6). They can set whether or not hiders become seekers when found by checking the checkbox (7). They can set whether the game is private or not by checking the checkbox (8). They can cancel the changes by tapping Cancel (9). They can save their changes by tapping Save (10).

1. Score
2. Location
3. Games played
4. Games won
5. Games played hider
6. Games played seeker
7. Games won hider
8. Games won seeker
9. Table
10. Refresh

**Developer Data**

✔ Score
✔ Location
✔ Games played
✔ Games won
✔ Games played as hider
✔ Games played as seeker
✔ Games won as hider
✔ Games won as seeker

| Username | Score | Location | Games won |
|----------|-------|----------|-----------|
| user1 | 40 | 73.5,11.3 | 3 |
| user2 | 120 | 63.4,15.9 | 8 |
| user3 | 60 | 78.5,12.3 | 5 |
| user4 | 80 | 69.3,89.1 | 7 |

Refresh

For debugging purposes, there is a developer screen which displays data for all users. This screen is available only to developers, and can be accessed from the menu. The screen features a number of options which control what data is displayed on the screen. The score option (1) determines whether to show the user's score. The location option (2) determines whether to show the user's location. The games played option (3) determines whether to show the number of games the user has played. The games won option (4) determines whether to show the number of games won by the user. The games played as hider option (5) determines whether to show the number of games the user has played as a hider. The games played as seeker option (6) determines whether to show the number of games the user has played as a seeker. The games won as a hider option (7) determines whether to show the numbers of games won by the user as a hider. The games won as a seeker option (8) determines whether to show the number of games won by the user as a seeker. All of the data is displayed in a table (9) at the bottom of the screen. The developer can refresh the data by tapping Refresh (10).