# Table Of Contents

About

The following guide is meant to provide step-by-step instructions for working with Mahjong Solitaire. It assumes that Mahjong Solitaire has been installed on the machine and can be run properly. For installation instructions, please refer to the "Administration and Developer Manual" provided.

To access your Mahjong Solitaire game, open a web browser of your choice. (We recommend using Google Chrome.) In the URL bar, enter:
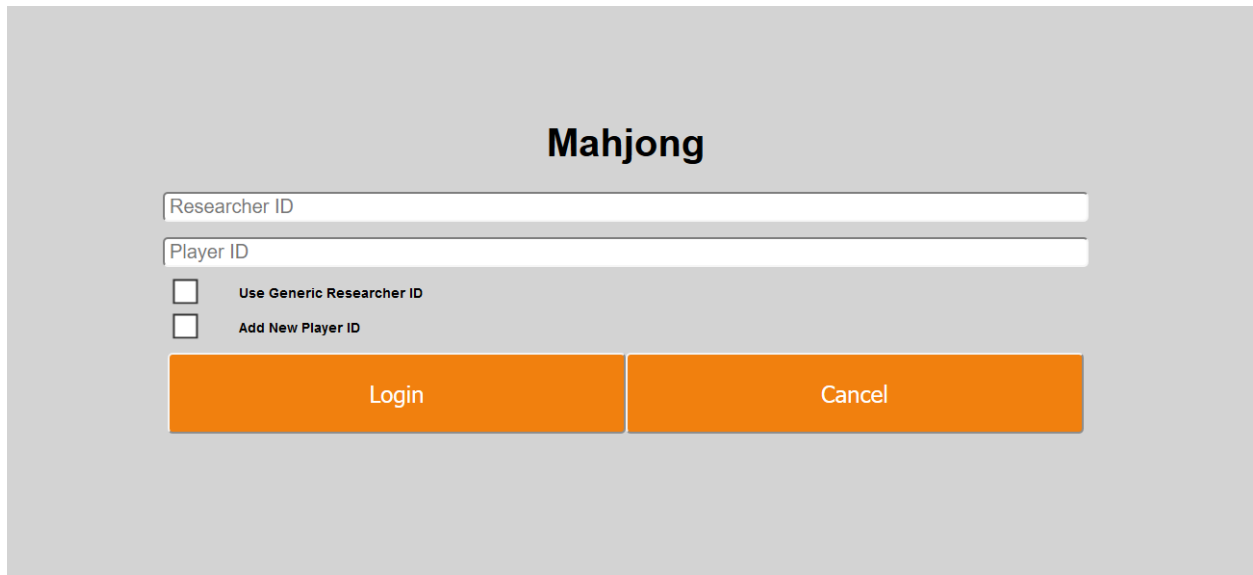
<host-ip-address>/mahjong_static/index.html

This should lead you to the welcome screen of the Mahjong Solitaire page.
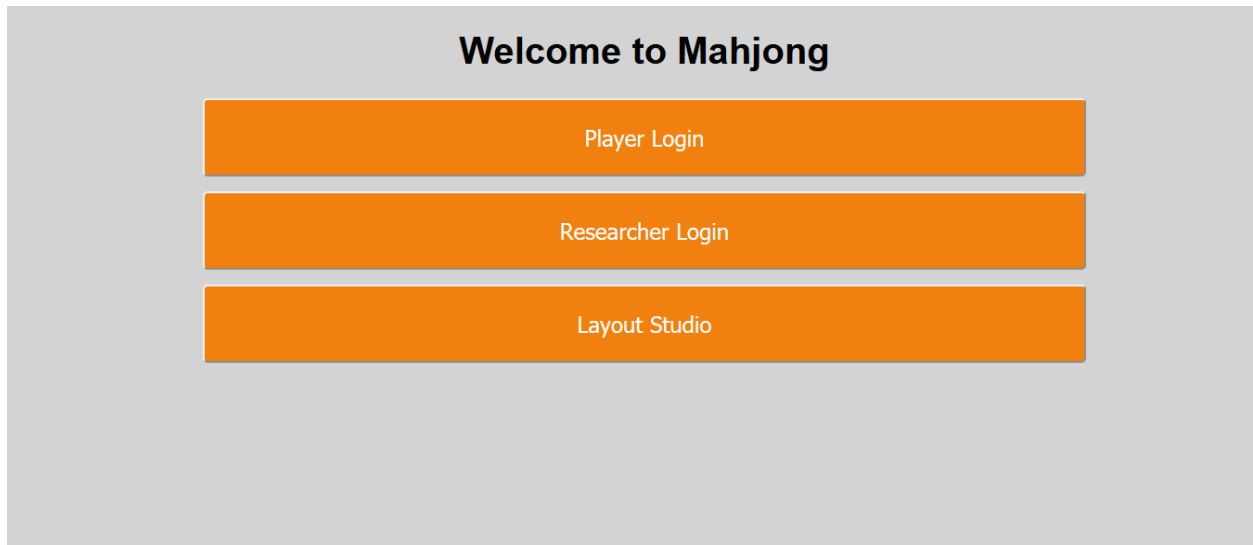
Player Login

From the welcome screen, clicking Player Login will lead you to the login screen shown below.
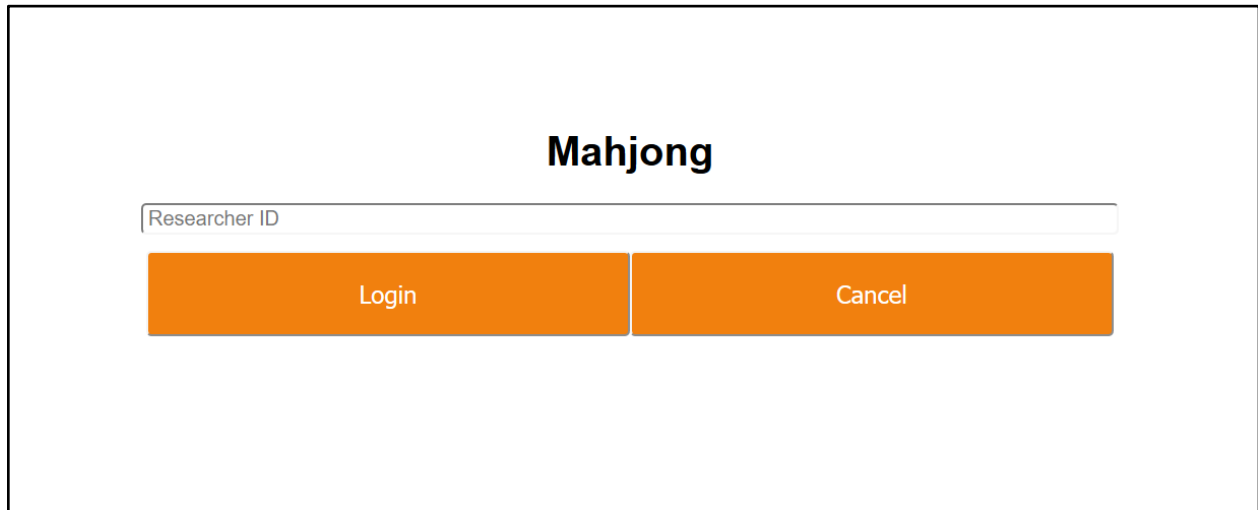

In the player ID field, enter the unique ID of the participant who will be playing a game. If they are a new participant, please check the "Add New Player ID" checkbox.

In the researcher ID field, enter the unique researcher ID assigned to you, or check the "Use Generic Researcher ID" checkbox if you would like to use a generic or anonymous ID.

Note that both the researcher ID and the player ID must both be numeric values.

Researcher Login

From the welcome screen, clicking Researcher Login will lead you to the login screen shown below.

In the researcher ID field, enter the unique researcher ID assigned to you, and click login. Please note that if you have not been assigned a unique researcher ID, you will be unable to login here.

Viewing Statistics

The statistics page can only be reached after successfully logging in as a researcher.

You can bring up all games played by a specific Player ID by inputting that ID into the "Search Player" field and clicking on the filter button.

The statistics will be displayed in a chart.

The following provides more information about what data is being tracked:
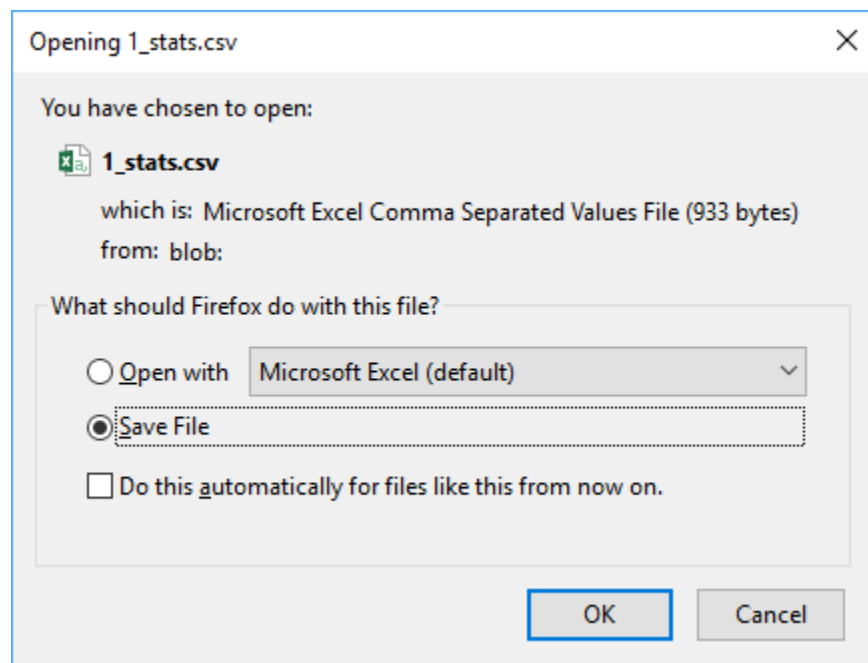- Session ID

- ○ A session begins when the player and researcher have logged in.
  - ○ A single session can contain multiple games.
- Game Number
  - ○ A number to distinguish games within a session.
  - ○ Game number 1 is the first, 2 is the second, and so on.
- Player ID
  - ○ The unique ID of the participant who played that game.
- Researcher ID
  - ○ The unique ID of the researcher who supervised the participant.
  - ○ If the unique ID of the researcher is 0, then the generic researcher ID was used.
- Package Name
  - ○ The name of the package that the layout belonged to for a certain game.
- Layout Name
  - ○ The name of the layout the game was played on.
- Selections
  - ○ The number of times the player selected a tile.
- Deselections
  - ○ The number of times the player de-selected a tile.
- Correct matches
  - ○ The number of correct matches were made throughout the game.
- Incorrect matches
  - ○ The number of incorrect matches were made throughout the game.
- Hints Enabled
  - ○ Whether or not the player could receive hints for a certain game.
- Hints
  - ○ The number of hints the player received.
- Shuffles
  - ○ The number of times the layout needed to be shuffled during the game.
- Completion

- ○ Whether or not the game was completed, quit, or if the time ran out midway.
- Time Taken
    - ○ The amount of time needed to finish a game, either because of completion, quitting, or timing-out.
    - ○ The time is displayed in seconds.

Exporting Statistics

In order to export statistics, you must be viewing the statistics page, have inputted a specific player ID into the "Search Player" field, and clicked filter. Please note that if you do not enter a specific player ID and filter, the file exported will contain no statistics.

Clicking "Export to Excel" button will begin downloading a file named *{PlayerID}_stats.csv* where *{PlayerID}* is substituted with the ID that was filtered for. The file can be opened using Microsoft Excel, LibreOffice, or similar programs.

Starting A Session

The Game Configuration screen can only be reached after successfully entering the researcher ID and player ID for player login.

This screen contains a list of options, which are further described below:
- Layout Package Menu
    - A dropdown list of packages to select from.
    - A package is a predetermined set of tile layouts that follow a theme.
    - The contents of the layout menu will change to match the currently selected option in this menu.
- Layout Menu
    - A dropdown list of tile layouts based on the currently selected layout package.
- Tileset Menu
    - A dropdown list of tilesets to select from.
    - A tileset is a reskinning of tile appearance. A tileset may contain any number of unique tile types.

- Game Theme Menu
    - A dropdown list of themes to select from.

- - A theme consists of a background image, buttons, and a set of colors used to highlight tiles when matching, giving hints, or dimming in beginner mode.
- Session Time Limit
  - Sets a timer for the current game session.
  - The timer can be from 1 minute to 1 hour, and will tick down when the game is active and not paused.
  - Returning to the lobby will also pause the timer.
  - If you are midway through the session, this will display the time left, and cannot be changed.
- Enable Beginner Mode
  - A checkbox enabling beginner mode.
  - Beginner mode will dim all currently non-selectable tiles, making it much easier to visually distinguish tiles and find matches.
- Enable Hints
  - A checkbox to enable hints.
  - If hints are enabled and 3 incorrect matches are made, two matching tiles will be highlighted and briefly pulse.
  - The tiles will remain highlighted until a match is made.

Once you have selected all desired options, choose if you would like to play a practice game or a normal game, and you will be taken to the game screen.

Practice Game

From the Game Configuration screen, select all desired options, and then click the "Practice Game" button. No statistics will be recorded for a practice game and the timer will not elapse.

Normal Game

From the Game Configuration screen, select all desired options, and then click the "Start Game" button. Statistics will be recorded and the timer will elapse as long as the game is not paused.

Playing The Game

Click on a tile to select it. If you click on a tile and it is not highlighted, it means the tile cannot currently be selected.
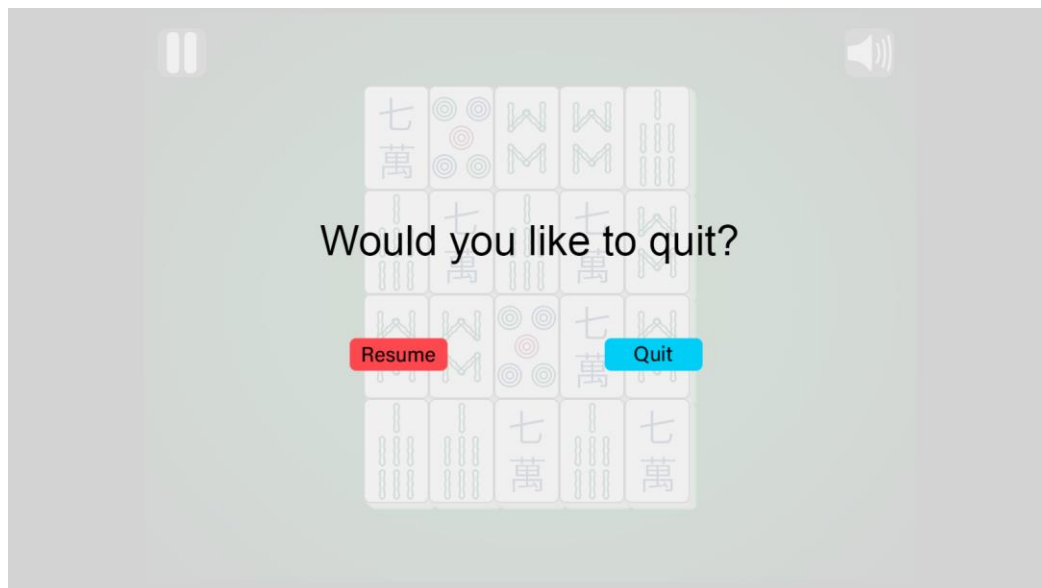

Click on a matching tile to make a pair - this will remove them both from the game board. To complete the game, remove all tiles from the board.
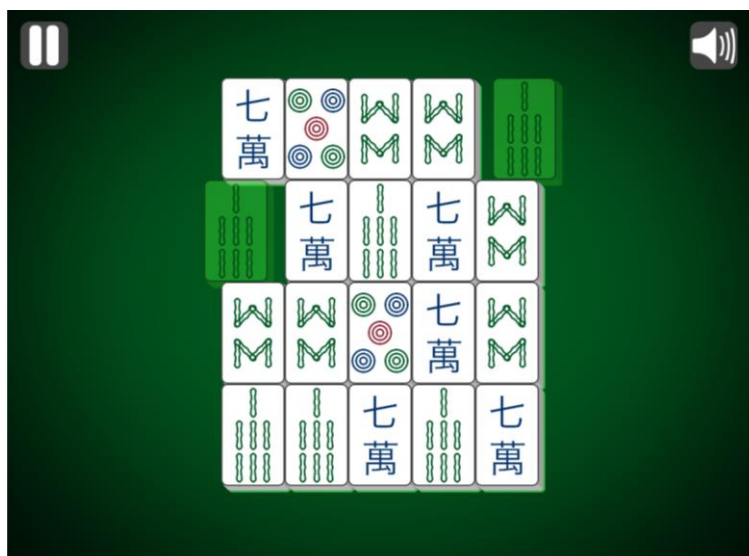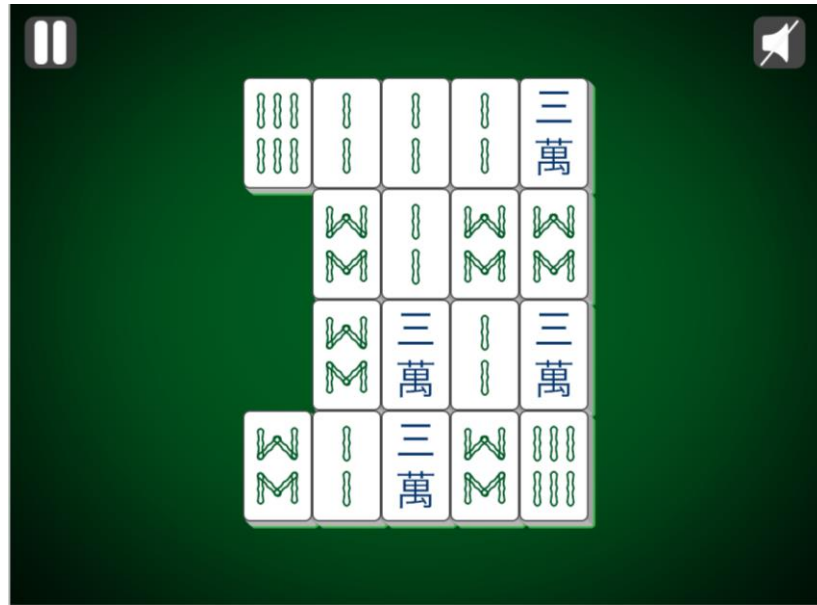

If you click on two tiles that do not match, the tiles will indicate that they do not match and no tiles will be removed from the game board.
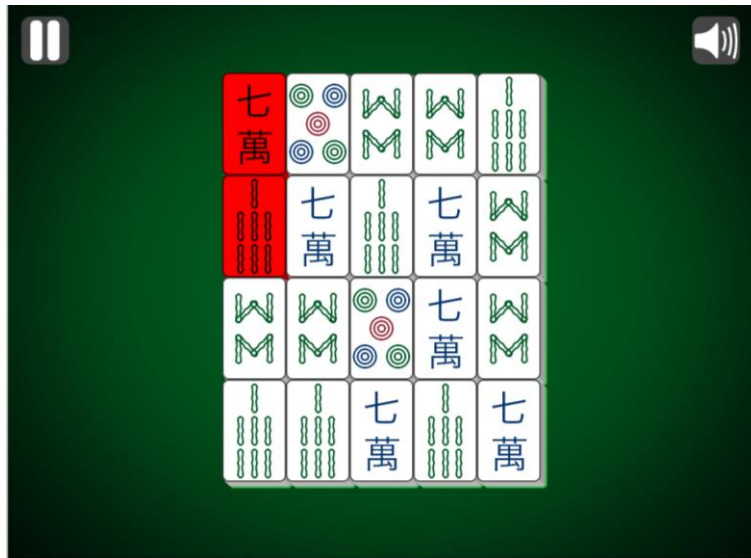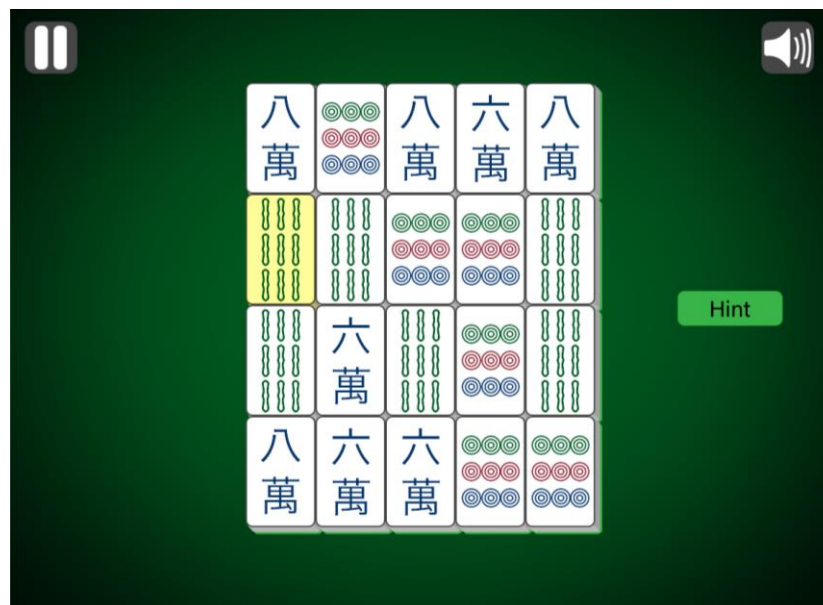
To pause the game, click the pause symbol in the top left.

To mute the audio, press the button in the top right. The icon will swap to a mute icon.

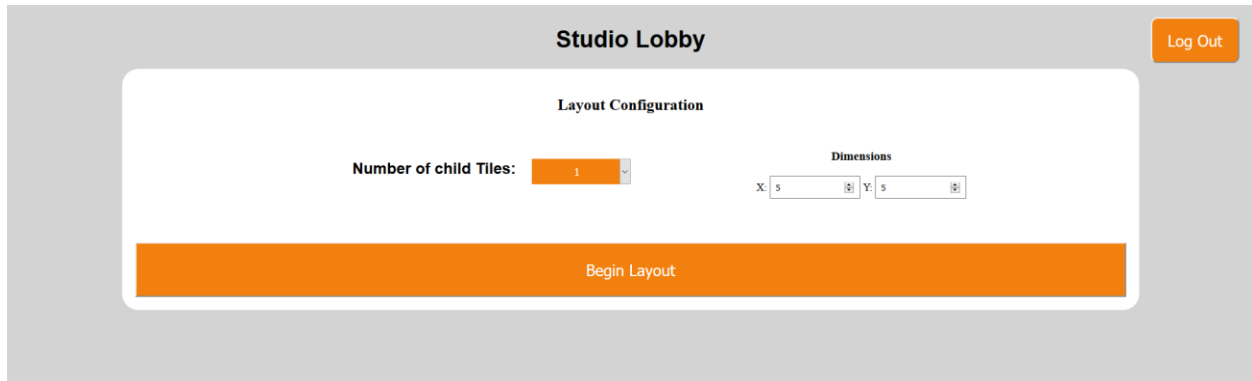If hints are enabled, a button will appear after 3 incorrect matches.

If the game becomes unsolvable, the shuffle button will appear.

There are no moves remaining.

Shuffle

Adding A Layout

From the welcome screen, clicking Layout Studio will lead you to the studio lobby shown below.

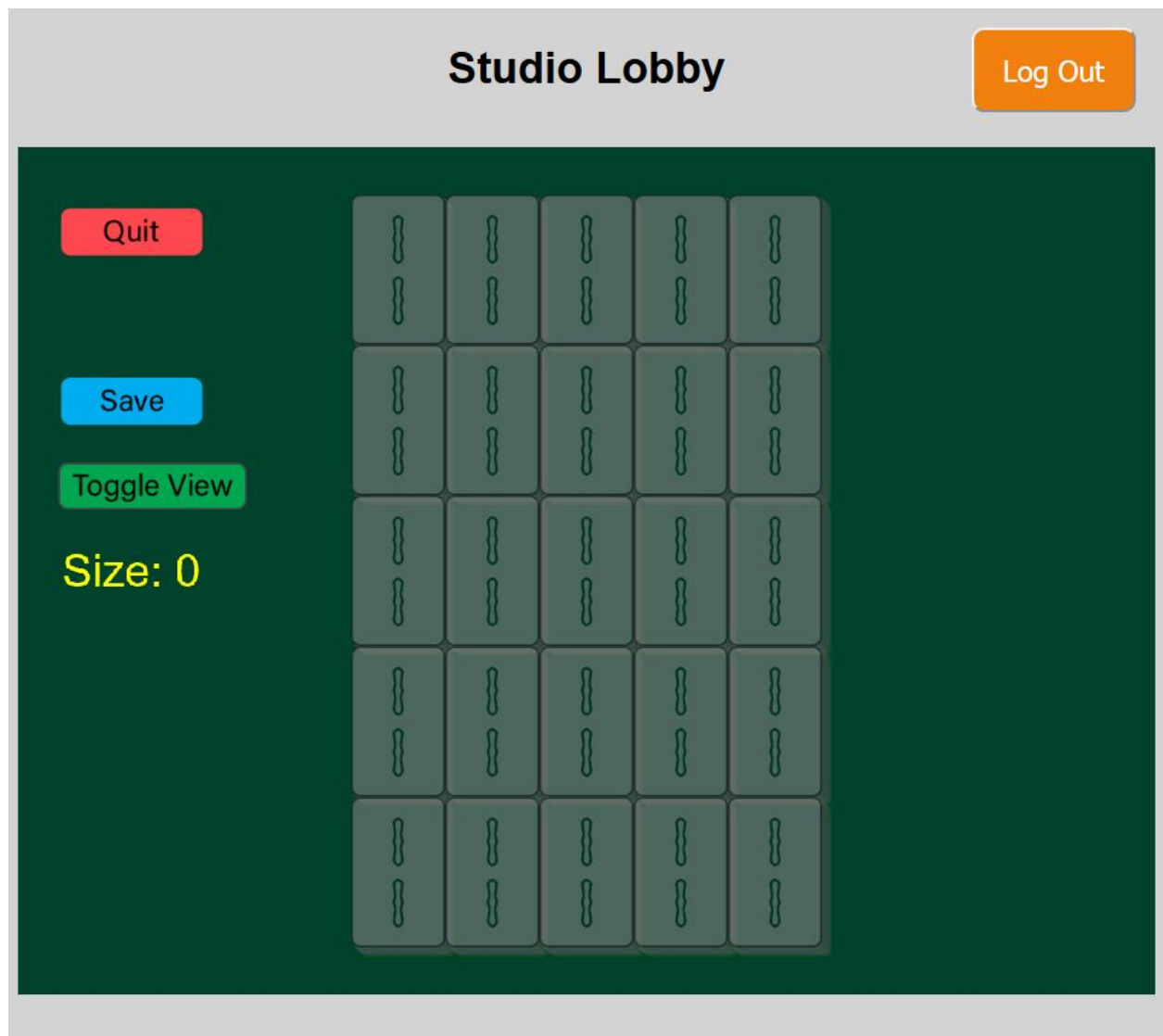In the studio lobby, select the width and height of your desired grid and the number of child tiles desired. The number of child tiles means how many tiles you would like beneath another tile. The images below show the differences.
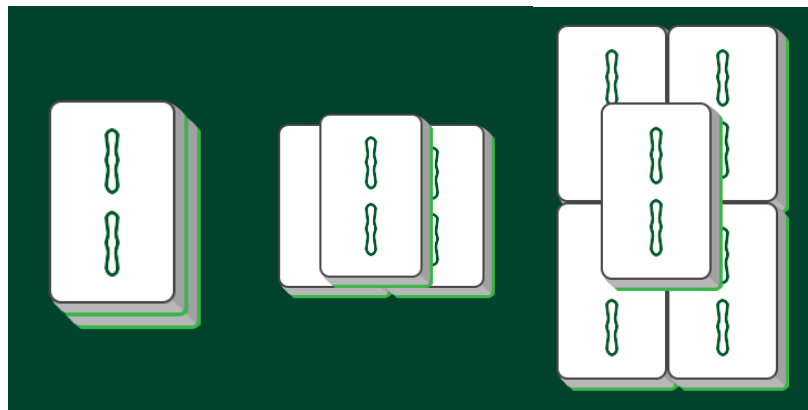
When you click "Begin Layout", you will be taken to the studio.

In the studio, left click on a tile ghost to add a tile to that location. To remove a tile, right click on the placed tile's location. The "Toggle View" button will remove or add the tile ghosts. When you are done creating your layout, click the "Save" button and configure the options as you would like before saving.