# Quiz Editor - User Guide for Production Team

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## Introduction

Quiz Editor is a comprehensive mobile application designed specifically for the production team of quiz competitions. The app facilitates real-time player management, quiz state tracking, and efficient communication between different team members through designated roles.

## Getting Started

### Installation

The Quiz Editor app is pre-installed on production team tablets. If you need to install it manually:

1. Obtain the APK file from your technical team
2. Install the APK on your Android device
3. Launch the Quiz Editor app

### Initial Setup

When you first open the app, you need to configure your role and server connection:

1. Tap 4 times on the “WebSocket” word at the bottom of the screen
2. Enter the password: 12345678
3. In the Admin screen, set:
   * Server IP: Enter the IP address provided by your technical team
   * Role: Select your assigned role (Editor, Operator, or General)
   * Language: Choose your preferred language (English or Ukrainian)
4. Tap “Save” to confirm your settings

## User Roles

### Editor Role

**Who should use this role:** Game editor, quiz master

**Main responsibilities:**

* Managing the flow of the game
* Reordering players after question rounds
* Prioritizing players for camera focus

**Special features:**

* Drag and drop functionality for player reordering
* Move to top/bottom options for quick prioritization
* Player order changes are immediately reflected on all other devices

### Operator Role

**Who should use this role:** Director, camera operators, sound operators

**Main responsibilities:**

* Monitoring active players
* Following the game state
* Directing camera focus according to editor’s player order

**Special features:**

* Real-time updates of player order set by the editor
* Visual indicators for player status (correct/incorrect answers, passes)
* Optimized view for production operations

### Producer Role (General)

**Who should use this role:** Producers, production assistants

**Main responsibilities:**

* Overseeing the game progress
* Monitoring player performance
* Supporting communication between team members

**Special features:**

* Complete overview of all players
* Real-time updates without reordering capabilities
* Focus on monitoring rather than game control

## Interface Overview

### Player List

The player list displays all contestants with their relevant information:

* Player name
* Seat number
* Current rank
* Number of passes used
* Current answer (if applicable)
* Relations with other players

### Color Coding System

Players are color-coded for quick status identification:

| Status | Color | Description |
| --- | --- | --- |
| Default | Gray | Currently inactive player (reduced opacity) |
| Active | Light Gray | Currently active player |
| Correct Answer | Green | Player answered correctly |
| Incorrect Answer | Red | Player answered incorrectly |
| Pass Used | Blue | Player used their pass option |
| Bought Out | Gold | Player used their buyout option |

### Quiz Header

The quiz header shows important game information:

* Current tier
* Prize pool
* Countdown timer (if active)
* Number of remaining players
* Game state

## Working with Different Roles

### Editor Workflow

1. **During active question rounds:**
   * Observe player information and statuses
2. **After a tier is finalized:**
   * Players are automatically sorted by answer status:
     1. Incorrect answers first
     2. Players who used passes
     3. Correct answers
     4. Inactive players
   * Reorder players using drag-and-drop or the move buttons
   * Prioritize players for camera focus and discussions
3. **Player reordering:**
   * Long-press on a player to enable drag mode
   * Drag the player to the desired position
   * Release to place them
   * Alternatively, use the arrow buttons on the right to move players to top/bottom
   * All changes are instantly synchronized to all devices

### Operator Workflow

1. **During active question rounds:**
   * Monitor player statuses using the color-coding system
   * Prepare for upcoming player focus changes
2. **After a tier is finalized:**
   * Observe the automatic sorting of players
   * Monitor the editor’s reordering in real-time
   * Focus cameras on players according to the editor’s prioritization
   * Use player details (seat number, image) to quickly identify contestants
3. **Viewing player details:**
   * Tap on a player’s image to open the full-screen view
   * Note the seat number for quick identification on set

### Producer Workflow

1. **During active question rounds:**
   * Monitor overall game progress
   * Track player performance statistics
2. **After a tier is finalized:**
   * Review the results of the round
   * Observe player ordering for production planning
   * Support coordination between editor and operators
3. **Using player information:**
   * Monitor relations between players for story development
   * Track answer patterns across rounds

## Common Tasks

### Viewing Player Details

1. **View player image:**
   * Tap on the player’s thumbnail to open a full-screen view
   * Tap anywhere on the screen to close the image
2. **Check player information:**
   * Player name and rank are displayed at the top
   * Additional information (occupation, notes, goal) if available
   * Current answer (during question rounds)
   * Relations with other players (if any)

### Managing Player Order (Editor Only)

1. **Drag and drop:**
   * Long-press on a player card until it becomes “lifted”
   * Drag to the desired position in the list
   * Release to place the player in the new position
2. **Quick movement:**
   * Use the up arrow button to move a player to the top of the list
   * Use the down arrow button to move a player to the bottom of the list
3. **When you can reorder:**
   * Reordering is enabled only after a question round is complete
   * During active question rounds, the reordering functionality is disabled

### Handling Answers

1. **After round completion:**
   * The system automatically sorts players based on their answer status
   * Editors can then manually adjust the order for production purposes

### Accessing Admin Settings

1. **Open admin screen:**
   * Tap 4 times on the “WebSocket” word at the bottom of the screen
   * Enter the password: 12345678
2. **Configure settings:**
   * Change your role if needed
   * Update server connection
   * Switch language preferences
3. **Save changes:**
   * Tap the “Save” button to apply your changes
   * The app will reconnect with the new settings

## Troubleshooting

1. **Connection issues:**
   * Check that you’re connected to the production network
   * Verify the server IP address in admin settings
   * Look for the connection status indicator at the bottom of the screen
   * The app will automatically try to reconnect if the connection is lost
2. **Player list not updating:**
   * Check your connection status
   * Try accessing the admin screen and saving settings again to force reconnection
   * Restart the app if problems persist
3. **Cannot access admin screen:**
   * Ensure you’re tapping exactly on the “WebSocket” text at the bottom of the screen
   * Tap exactly 4 times in succession
   * Make sure you’re entering the correct password: 12345678
4. **App performance:**
   * Keep the app open during the entire production
   * Avoid switching between multiple apps on the same device
   * If the app becomes unresponsive, restart it and reconnect

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