

ELO Learning

USER MANUAL

ZERO DAY

Last updated: 23 June 2025

University of Pretoria

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1. Prerequisites

Mathematics can be a challenge for many students, and often traditional methods of practice do not provide the right support. ELO Learning is a gamified learning platform designed to help learners from Grade 8 to first-year university improve their math skills while staying motivated.

The system adapts to each learner's ability through a baseline test, provides continuous feedback, awards achievements, and sends push notifications to encourage regular practice.

ELO Learning makes math fun, competitive, and rewarding.



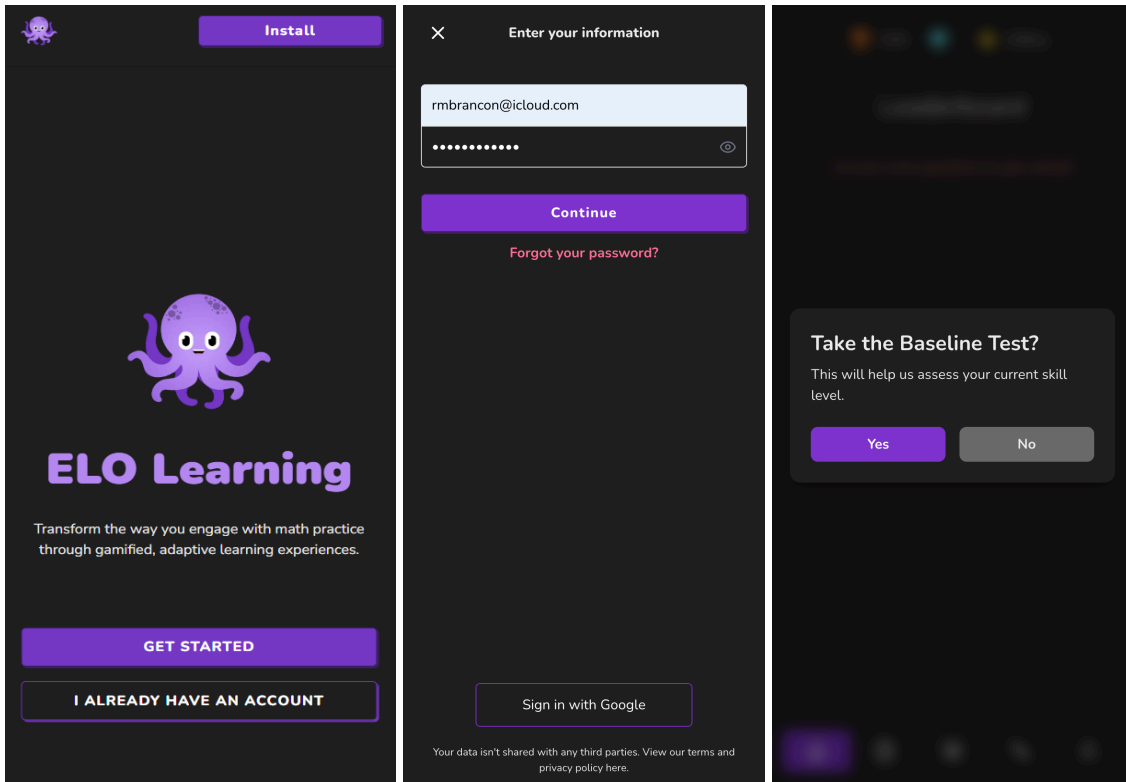
2. Who Can Benefit

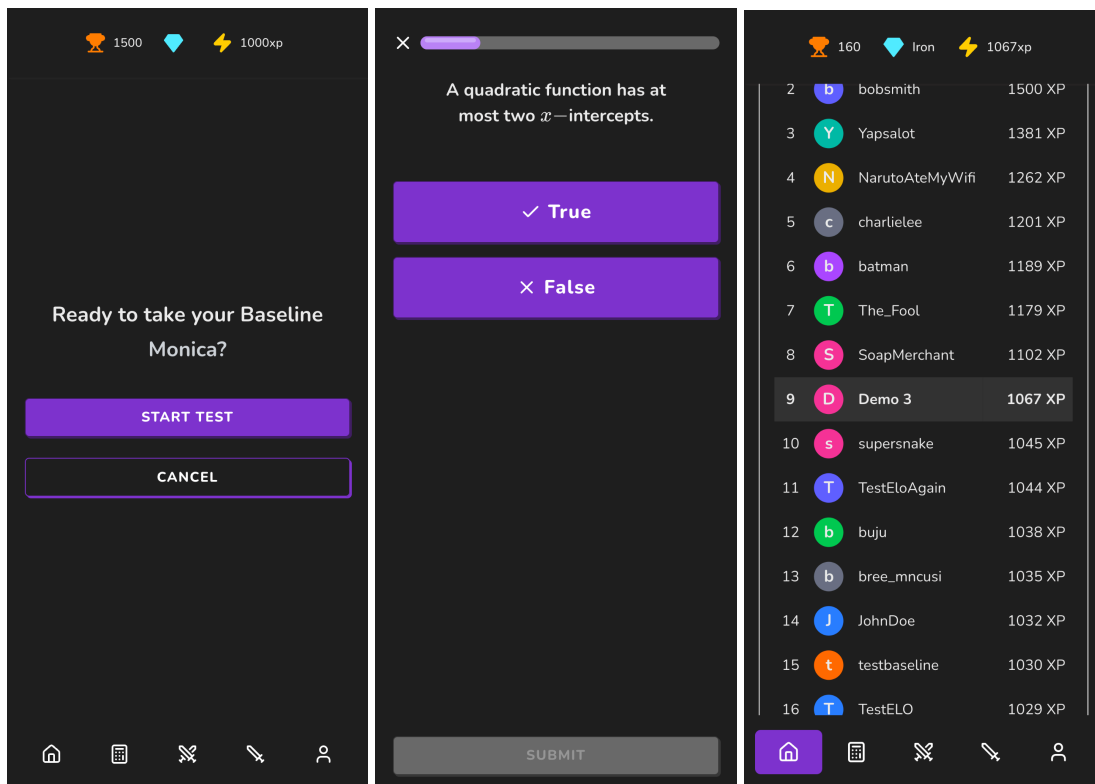
- **Students** who want to strengthen their math foundation.
- **Teachers** who want an additional tool to engage learners.

3. Key Features

- **Baseline Test:**
An adaptive test that places learners at the right difficulty level.
- **Achievements:**
Earn badges and rewards for progress and milestones.
- **Push Notifications:**
Reminders and motivational messages to keep learners engaged.
- **Practice Mode:**
Solve math questions at your own pace.

- **Single Player Mode:**
Solve math questions and improve your ELO rating
- **Multiplayer Mode:**
Play against other players to improve your ELO rating and XP
- **Memorandum Mode:**
Check step-by-step solutions after answering.
- **Leaderboard:**
Compete with other learners for top rankings.





4. Requirements

To use ELO Learning, you need:

- A smartphone, tablet, or laptop/computer.
- A modern web browser (Chrome, Edge, Safari, or Firefox).
- Internet connection.

Optional: Enable notifications to receive practice reminders.

5. Getting Started

Step 1: Sign Up

1. Open the ELO Learning website/app.
2. Click **Get Started** and fill in your details (name, surname, age, grade, username, email, password and confirm your password).
3. Confirm registration and you will be registered and lead to the dashboard.

×

What is your name?

Hello

World

Continue

Your data isn't shared with any third parties. View our terms and privacy policy here.

×

Choose a username

helloworld

Continue

Your data isn't shared with any third parties. View our terms and privacy policy here.

×

How old are you?

18

Continue

Your data isn't shared with any third parties. View our terms and privacy policy here.

×

What grade are you in? If you are a university student, indicate the year.

12

Continue

Your data isn't shared with any third parties. View our terms and privacy policy here.

×

What is your email?

helloworld@gmail.com

Continue

Your data isn't shared with any third parties. View our terms and privacy policy here.

×

Choose a password

.....

.....

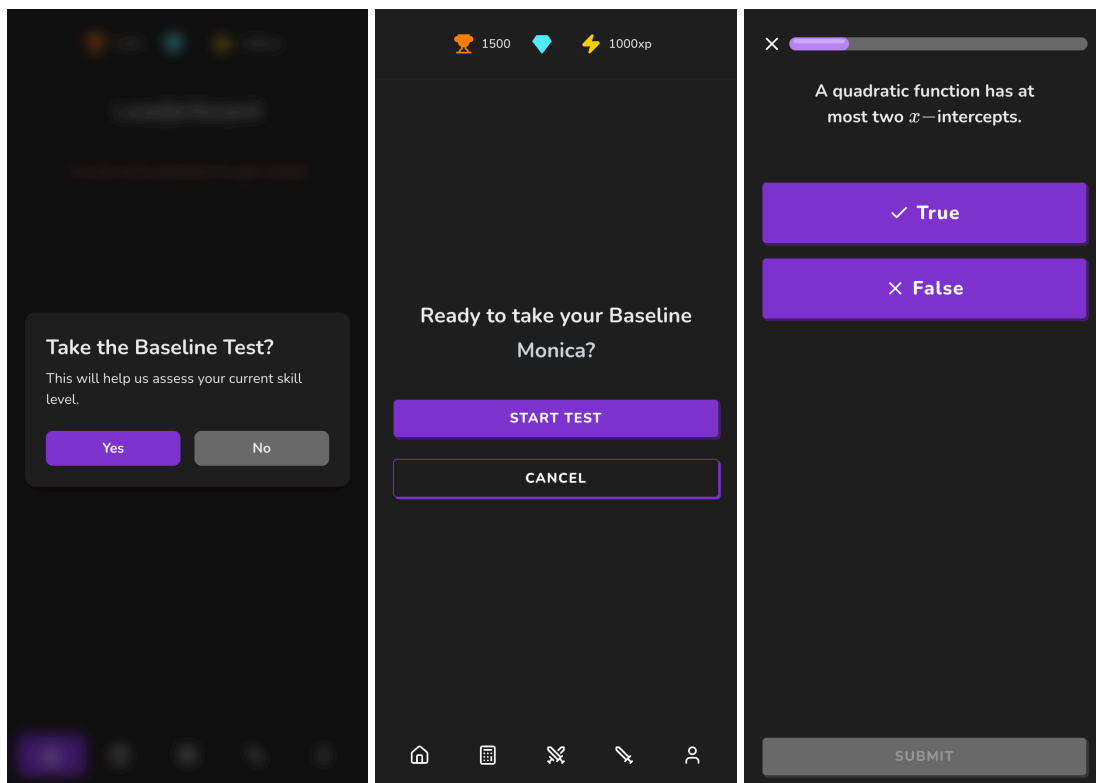
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Step 2: Baseline Test

When you register for the first time, you'll be asked to take the baseline test through a pop-up.

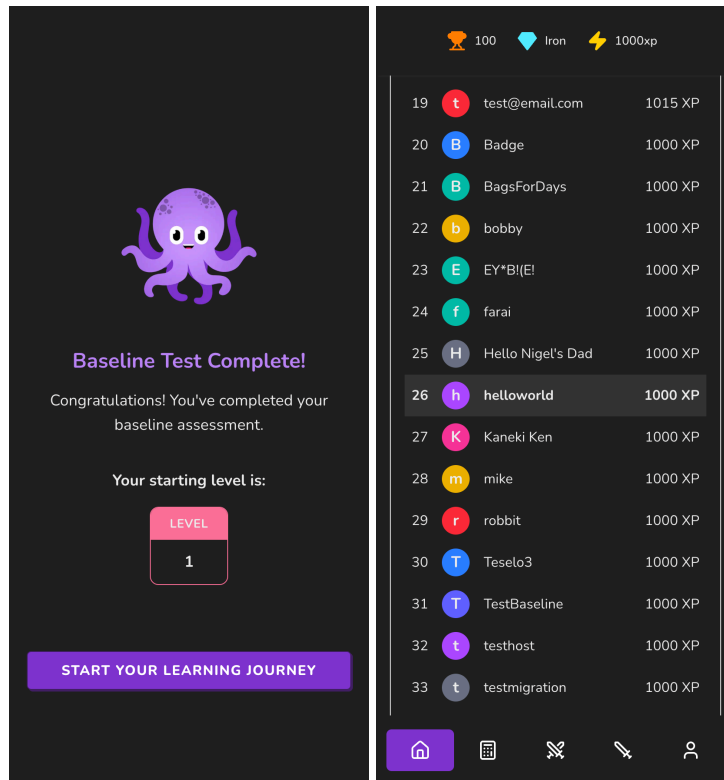
1. The test starts at a mid-level difficulty.
2. If you answer correctly, the next question will be harder.
3. If you answer incorrectly, the next question will be easier.
4. After completing the test, the system assigns your initial ELO Rating – your starting level.



Step 3: Dashboard

After the baseline test, you'll see your dashboard, which displays:

1. Your current ELO rating
2. Your achievements
3. Quick access to practice mode and leaderboards



6. Using the System

6.1 Baseline Test (Use Case)

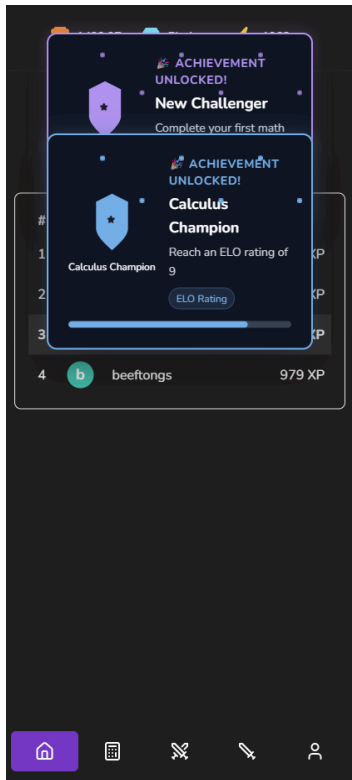
- **Start Test:**
When you first log in, you will be prompted to take a 15-question (maximum) baseline test.
- **Adaptive Questions:**
The test adjusts difficulty based on correct/incorrect answers.
- **Final Rating:**
At the end, your ELO rating is assigned and displayed.
- **Restriction:**
The baseline test can only be taken once.

6.2 Achievements (Use Case)

Filter Options:

- View unlocked achievements
- View locked achievements
- View all achievements
- **View Details:**
See the description and requirements for each achievement.

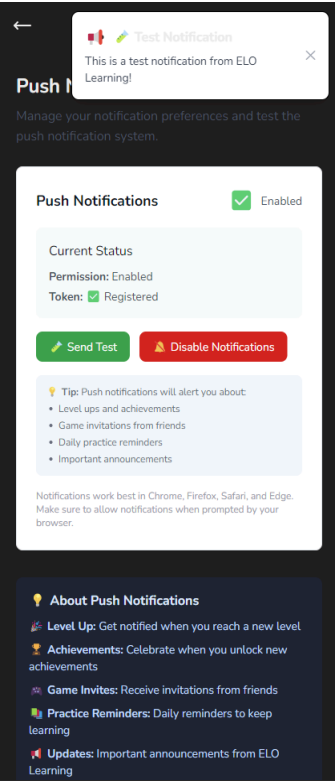
- **Progress Tracking:**
Check how close you are to unlocking an achievement.
- **Unlocking:**
Achievements unlock automatically once criteria are met.
- **Notifications:**
A pop-up appears when a new achievement is unlocked.



6.3 Push Notifications (Use Case)

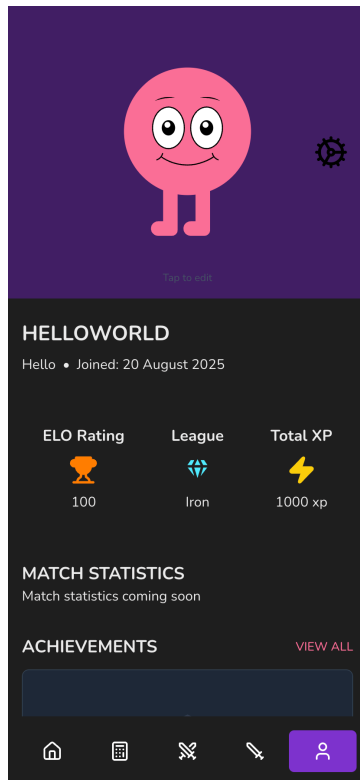
Get notified when:

- It's time to practice.
- You unlock an achievement.
- New challenges are available.



7. Managing Your Account

- **Edit Profile:**
Update your name, profile picture, or grade.
- **Change Password:**
Reset your password under Account Settings.
- **Forgot Password:**
Use the “Forgot Password” option on the login screen to receive a reset link by email.



8. Recommendations

- Take the baseline test seriously – it sets your learning path.
- Practice regularly to improve your ELO rating.
- Use memorandum mode to learn from mistakes.
- Compare progress with friends on the leaderboard to stay motivated.

9. FAQ

Q: Can I retake the baseline test?

A: No. The baseline test can only be taken once to ensure fairness.

Q: What if I forget my password?

A: Use the “Forgot Password” option on the login page to reset it.

Q: Do I need the internet to use the app?

A: Yes, an internet connection is required to fetch questions and update progress.

Q: How are ELO ratings calculated?

A: The rating is based on your baseline test performance and adjusts as you practice, play in Single-player mode and Multi-player mode.

