



# **Survivor Pool Documentation**

***Release 1.0***

**CS2212 Group 2 - 2012**

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# THE ADMINISTRATION PANEL

## 1.1 Getting Started

### 1.1.1 Creating A Season

#### Create Season Panel

This is the very first panel you will see as an administrator. Assuming everything is working properly (and trust us, it is), there should be a few things unique to this panel that you'll notice:

1. A spot for you to increase/decrease the number of weeks in this season.
2. A spot for you to increase/decrease the number of contestants in this season.
3. Two spots for you to enter tribe names.
4. A button at the bottom of the panel that says "Create Season".

#### Modifying the number of Weeks/Contestants

We did what we could to keep this simple for you. These two fields are synchronized, so all you need to do is set either

1. The number of contestants in your game,

or

2. The number of weeks your game will run for.

The other field will update appropriately.

Note: These fields abide by the standard mechanics of the game of Survivor. You can have no more than 15 contestants, and thus 12 weeks, and no less than 6 contestants (3 weeks).



The screenshot shows a web browser window titled "Survivor Pool Admin". Inside the window, there is a navigation bar with "File" and "Theme" links. The main content area has a large blue heading "Welcome to SurvivorPool!" followed by the instruction "Fill out the fields below to create a new season." in blue italicized text. Below this, there are two rows of input fields. The first row has "Weeks:" followed by a spinner box containing the number 3, and "Contestants:" followed by a spinner box containing the number 6. The second row has "Tribe 1:" followed by a text input field. The third row has "Tribe 2:" followed by a text input field. At the bottom of the form is a large button labeled "Create Season". A status bar at the very bottom of the window displays "SEASON CREATE" in blue text.

Figure 1.1: The initial interface, creating a new season



## Entering Tribe Names

There's a certain etiquette to naming tribes that must be abided by for you to successfully start your season. Your tribe names must be kept simple (as simple as we keep this process for you!). The actual names are decided on the show, but if you are going for a more personalized game, remember:

- The tribe names cannot have numbers or special characters in them.
- The tribe names must be less than or equal to 30 characters.
- The tribe names must be greater than or equal to 1 character.

## Create Season

When you press this button, it will check the tribe names to make sure the guide lines indicated above have been followed properly. If they have not, the panel will inform you where the error exists; otherwise it will allow you to proceed to the [General Panel](#).

## 1.2 General Panel

At first glance, this panel will look very busy. We will explain this panel from the top down.

### 1.2.1 Tabs

There are four tabs at the top of the panel. Ignoring the General tab (this is where you currently are), we have:

- The Contestant Tab

This is where the information for all of the contestants. For more information on how to work with this panel, see the [Contestant Panel](#).

- The Player Tab

This tab leads you to the Player panel, which displays information on the people that have decided to take part in the office pool. For more information on how to work with this panel, see [Player Panel](#).

- The Bonus Tab

This tab leads you to where you will be able to enter new or modify existing questions for your players to answer. For more information on how to work with this panel, see [Bonus Panel](#).

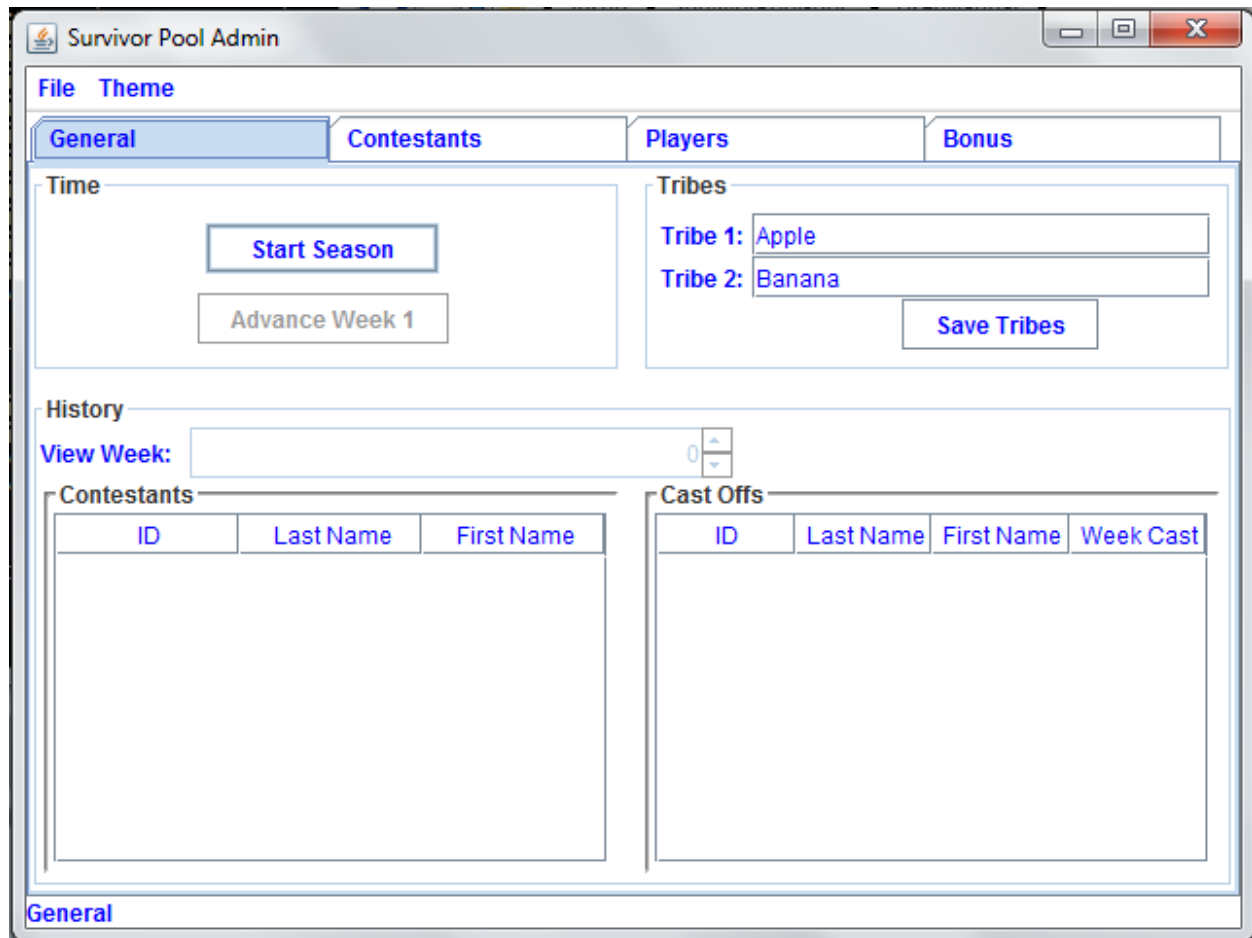


Figure 1.2: The General Panel, flexible interface for several different activities.

## 1.2.2 Time

There are two buttons in this area: Start Season and Advance Week (week number).

### Start Season

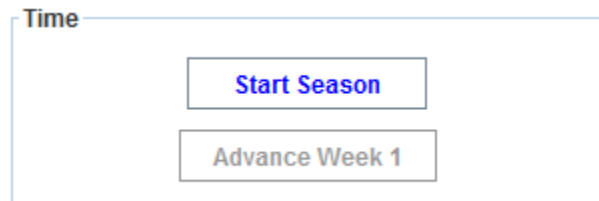


Figure 1.3: View of Time interface before starting a season

Pressing this button indicates that you are prepared to begin the game with the information that you have entered. The requirements to start a season are as follows:

1. You must have saved a number of contestants equal to the number you set on the [Create Season Panel](#).
2. You must have at least 1 person taking part in the office pool.

If you've met the requirements, a window will pop up and request that you enter the amount of money that each player will be contributing, and the advance week button will light up.

### Advance Week

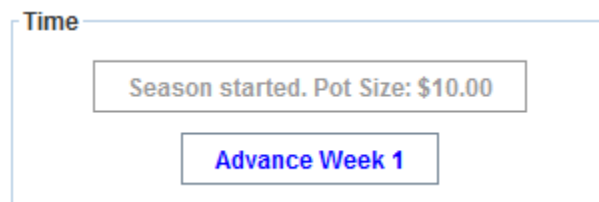


Figure 1.4: View after starting a season, on the first week with a pot size of \$10.00

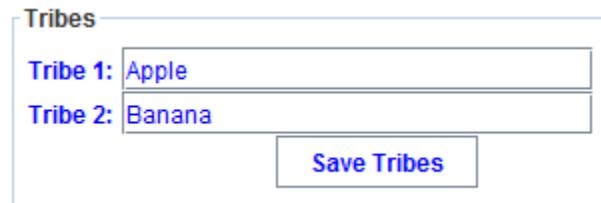
This button does quite a bit. It will cast off whichever contestant you selected to be, fill in weekly and ultimate picks for whichever players neglected to make theirs, allocate points based off of the weekly picks, and update the bottom half of the [General Panel](#). You must have selected a contestant to be cast off for the current week in order for this button to work.

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**Note:** This button will only become active after you have started the season. On the final week, the label on the button will change to *Advance Final Week*. The functionality is the same, it is just informing you that you have reached the final week of the competition.

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### 1.2.3 Tribes

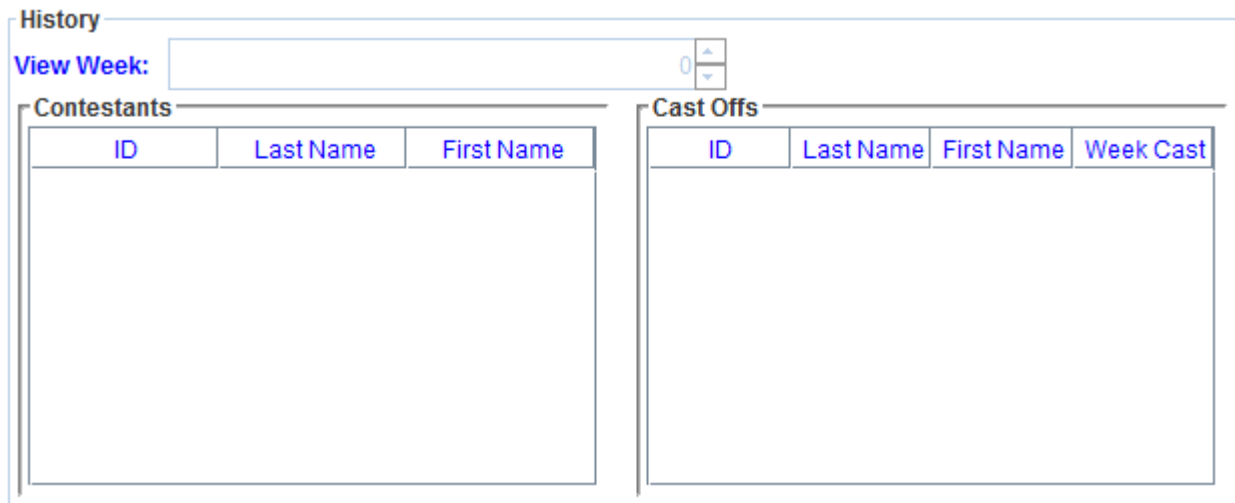


The Tribes panel is a form with a title "Tribes" in blue. It contains two text input fields: "Tribe 1:" with the value "Apple" and "Tribe 2:" with the value "Banana". Below these fields is a button labeled "Save Tribes" in blue.

Figure 1.5: Means to change the tribes during the season, as the Game usually does

Here you will see your two tribes names and a *Save Tribes* button. It is very straight forward. If it becomes necessary to change a tribe name, you can do so in the appropriate field (note that the restrictions applied to tribe names on the [Create Season Panel](#) will still apply on the [General Panel](#)) and press Save Tribes.

### 1.2.4 History



The History panel has a title "History" in blue. Below it is a "View Week:" label followed by a dropdown menu showing "0" with up and down arrows. The panel is divided into two main sections: "Contestants" and "Cast Offs". Each section contains a table with columns for ID, Last Name, and First Name. The "Cast Offs" table also includes a "Week Cast" column. Both tables are currently empty.

Figure 1.6: Versatile history viewing panel.

In this field, you can view who has been cast off, when they were cast off, and who is still active in the game. We also give you the option to select a specific week to view.

#### View Week

You can decide to view a previous week. It will display the Contestants/Cast Offs tables as they looked on that week.

## Contestants

This table displays who is (or was) active on the current week.

## Cast Offs

This table displays who has been cast off up to the week previous to the current week.

History

View Week:

Contestants			Cast Offs			
ID	Last Name	First Name	ID	Last Name	First Name	Week Cast
ae	Einstein	Albert				
cd	Darwin	Charles				
gg	Galilei	Galileo				
in	Newton	Isaac				
nt	Tesla	Nikola				
te	Edison	Thomas				

Figure 1.7: The view seen after a season has started and contestants are competing.

## 1.3 Contestant Panel

The Contestant panel can be found by clicking the ‘**Contestant**’ tab after the season has been created.

This is where the administrator can add, delete, and modify contestant data before the season has started, as well as cast off contestants and select winners during the season.

### 1.3.1 Adding a Contestant

To add a new contestant, follow these steps:

1. Press the *New* button located at the bottom of the panel to clear the contestant fields.
2. Input the contestant’s first name, last name, picture and desired contestant id into the text fields.
3. Select the contestant’s required tribe from the drop down box to the right of the *Tribe* label.

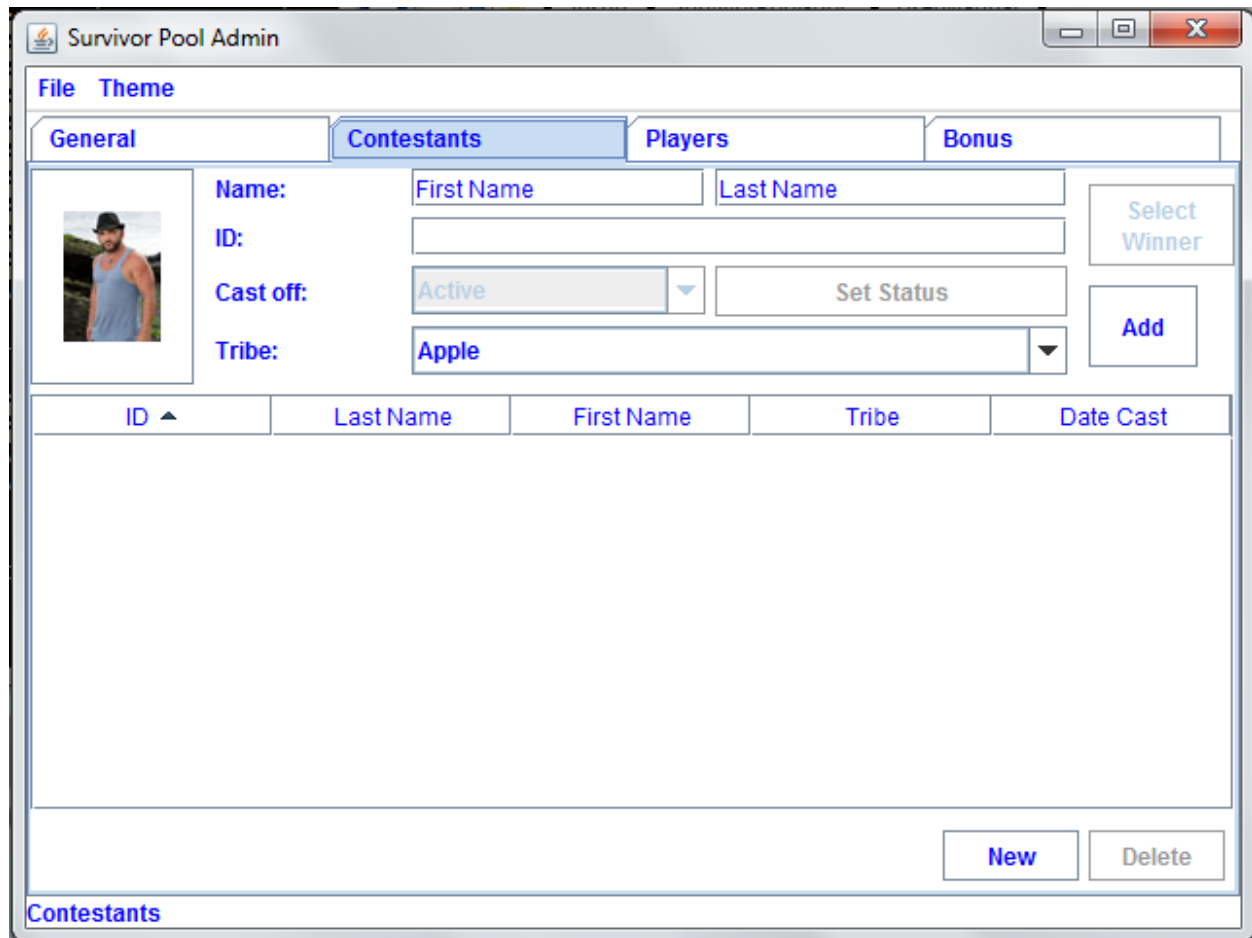


Figure 1.8: The contestant panel before initializing any players.

4. Press the *Add* button.
5. To add the next contestant, continue on by pressing *New* once again and repeat. You will only be able to add until the cap number of contestants has been reached.

### 1.3.2 Deleting a Contestant

To delete an existing contestant, follow these steps:

1. Select the contestant by clicking on their row within the contestant table located at the bottom of the panel. This fills their data into the upper field areas.
2. Press the *Delete* button located at the bottom of the panel beside the *New* button.

### 1.3.3 Modifying a Contestant

To modify an existing contestant, follow these steps:

1. Select the contestant by clicking on their row within the contestant table located at the bottom of the panel. This will fill their data into the upper field areas.
2. Change the desired contestant data by refilling the textfields as needed.
3. If the new data meets the proper requirements, pressing the *Save* button which is located where the *Add* button once was will save the new changes into the contestant table.

### 1.3.4 Sorting the Contestant Table

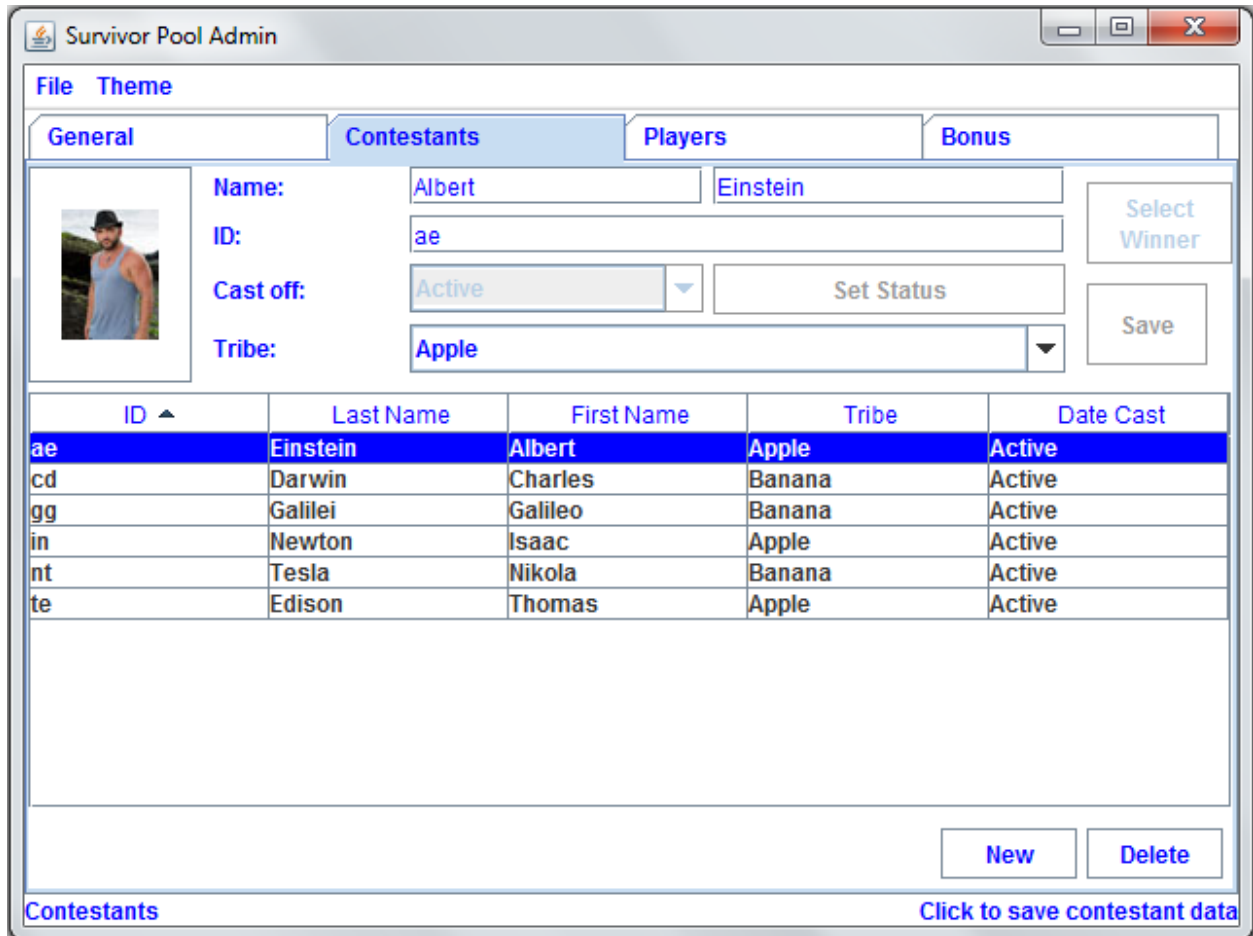
To sort the contestant table, simply click on the required table heading located at the top of the contestant table.

i.e. If the table needs to be sorted by first name, click the *First Name* heading.

### 1.3.5 Casting Off A Contestant

To cast of a contestant, follow these steps:

1. Select the contestant by clicking on their row within the contestant table located at the bottom of the panel. This will fill their data into the upper field areas.
2. Press the drop down box located to the right of the *Cast off* Label.
3. Choose the desired week you would like the contestant to be cast off.
4. Confirm by pressing *Set Status*.



The screenshot shows the 'Survivor Pool Admin' window with the 'Contestants' tab selected. The form on the left allows editing a contestant's details. The table on the right lists all contestants in the pool.

**Contestant Form:**

- Name: Albert Einstein
- ID: ae
- Cast off: Active (dropdown)
- Tribe: Apple (dropdown)
- Buttons: Select Winner, Set Status, Save

**Contestants Table:**

ID	Last Name	First Name	Tribe	Date Cast
ae	Einstein	Albert	Apple	Active
cd	Darwin	Charles	Banana	Active
gg	Galilei	Galileo	Banana	Active
in	Newton	Isaac	Apple	Active
nt	Tesla	Nikola	Banana	Active
te	Edison	Thomas	Apple	Active

**Buttons:** New, Delete

**Footer:** Contestants Click to save contestant data

Figure 1.9: Contestant Panel after starting a season with contestants



- (a) If you are selecting the current week as the cast off date, and there are no other cast offs during the week, the cast off will proceed as normal.
- (b) If you are selecting the current week as the cast off date, but there are other contestants cast off during the week, the cast off won't allow the change until the other contestant has been set to *active* status.
- (c) If you are selecting a past week as the cast off date, the program will confirm your choice before continuing, as this action will invalidate the season.

### 1.3.6 Selecting a Contestant Winner

To select a contestant winner, follow these steps:

1. Select the contestant by clicking on their row within the contestant table located at the bottom of the panel. This will fill their data into the upper field areas.
2. Upon reaching the final week, the *Select Winner* button located at the top right of the panel will become activated.
3. Click *Select Winner*.

## 1.4 Player Panel

The Player panel can be found by clicking the *Player* tab after the season has been created.

This is where the administrator can add, delete, and modify player data before the start of the season, as well as view player progress and manually select player picks during the season.

### 1.4.1 Adding a Player

To add a new player, follow these steps:

1. Press the *New* button located at the bottom of the panel to clear the player fields.
2. Input the player's first name, last name, and user id into the textfields.
3. Press the *Add* button.
4. To add the next player, continue on by pressing *New* once again and repeat.

### 1.4.2 Deleting a Player

To delete an existing player, follow these steps:

Survivor Pool Admin

File Theme

General Contestants **Players** Bonus

Name: First Name Last Name

User ID: Generate ID

Weekly Pick: None Current Points: 0

Ultimate Pick: None

Add

ID ▲	Last	First	Points	Weekly Pick	Ultimate Pick
------	------	-------	--------	-------------	---------------

New Delete

Players First and Last name must be alphabetic

Figure 1.10: View of Player Panel before starting a season or inserting any players

1. Select the player by clicking on their row within the player table located at the bottom of the panel. This will fill their data into the upper field areas.
2. Press the *Delete* button located at the bottom of the panel beside the *New* button.

### 1.4.3 Modifying A Player

To modify an existing player, follow these steps:

1. Select the player by clicking on their row within the player table located at the bottom of the panel. This will fill their data into the upper field areas.
2. Change the desired player data by refilling the textfields as needed.
3. If the new data meets the proper requirements, pressing the *Save* button which is located where the *Add* button once was will save the new changes into the player table.

### 1.4.4 Sorting the Player Table

To sort the player table, simply click on the required table heading located at the top of the player table.

i.e. If the table needs to be sorted by first name, click the *First Name* heading.

### 1.4.5 Manually Selecting a Player's Picks

To manually select a player's picks, follow these steps:

1. Select the player by clicking on their row within the player table located at the bottom of the panel. This will fill their data into the upper field areas.
2. Using the drop down menus located beside the *Weekly Pick* and *Ultimate Pick* labels, the administrator can manually select the required picks from the list.
3. Click the *Save* button.

## 1.5 Bonus Panel

The Bonus panel can be found by clicking the '**Bonus**' tab after the season has been created.

This is where an administrator can create bonus questions for the survivor game.

These questions can be answered by survivor pool players to earn additional points.

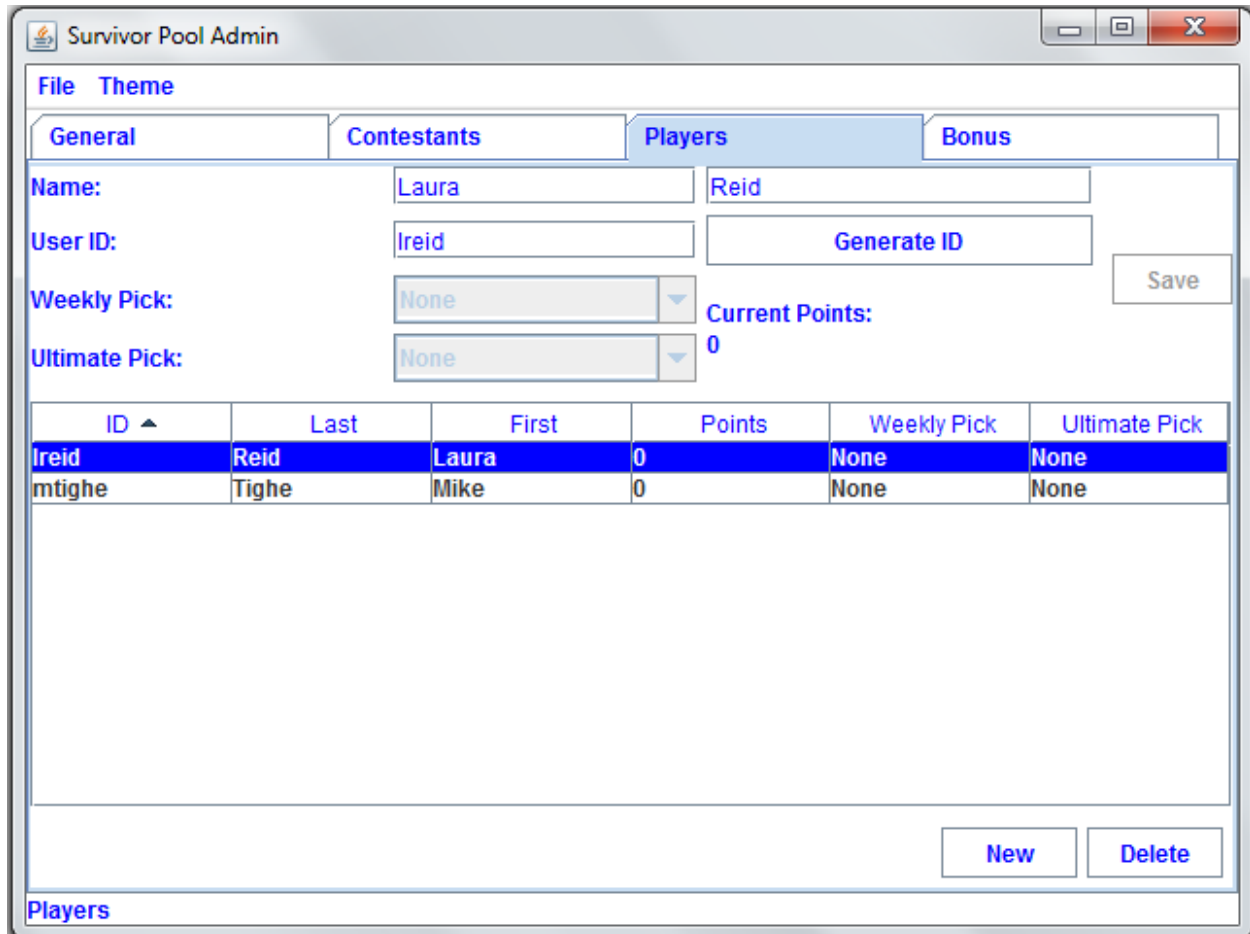


Figure 1.11: The view after starting a season with two different players



Figure 1.12: The two main features of the Bonus Panel

## 1.5.1 Adding a Question

To add a new bonus question, follow these steps:

1. Notice that the **Bonus Panel** is disabled at first; the *New* button will become clickable after the season has been started. Click the *New* Button to enable the *Question Adding Field*.
2. Type in your bonus question, and select one of the two bullets: *Multiple Choice* or *Short Answer*.



The screenshot shows a web interface for adding a question. At the top, the word 'Question' is displayed. Below it, the label 'Prompt:' is followed by a text input field containing the text 'Why is the sky blue?'. To the right of the text field are two radio buttons. The first radio button is selected and is labeled 'Multiple Choice'. The second radio button is unselected and is labeled 'Short Answer'. In the bottom right corner of the form, there is a button labeled 'Next'.

Figure 1.13: The interface for adding the question prompt

3. Click *Next* to continue.
4. At this point, the appropriate answer fields (depending on what type of question you indicated) will be displayed.
5. The *Back* button can be used to edit the *Question Adding Field* before you submit the bonus question.

## 1.5.2 Viewing Questions

After your bonus question is submitted, it can be viewed in the *Question Listing Field* on the Bonus Panel.

Use the *View Week* and *View Question* spinners to look through all of the questions you have added.

## 1.5.3 Modifying a Question

Only questions added to the current week may be modified; to modify one of these bonus questions follow these steps:

1. Click the *Modify* button to load a question into the *Question Adding Field*.
2. Make your changes to the question, indicate the question type and click *Next*.

View Week:

View Question:

New

Modify

Week: 1

Question #: 1

Question Type: MULTI

Question: Why is the sky blue?

Answer: Atmospheric blueberries.

Choices: scattered than other colours., Atmospheric

Figure 1.14: View showing the viewing panel for bonus questions

3. Make any necessary changes to the answer fields and click *Submit* to confirm your bonus question modification.





# BLACKBERRY CLIENT

## 2.1 Log In

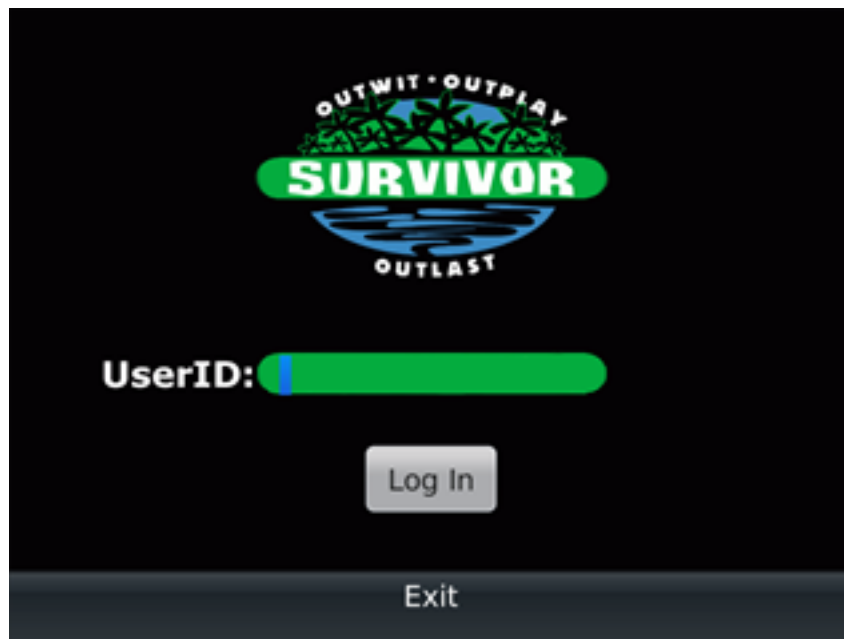


Figure 2.1: The Log In Screen

Enter your user id to log in to the application. Ask the admin for your user id if you never received one.

### 2.1.1 Possible Errors When Logging in

**SD card not inserted:** Make sure you have an SD card inserted into the device. Refer to the owner's manual of your device for more information.

**File not found:** The admin may have not uploaded the file onto your sd card or is not in the right place. The file in the sdcard should be at *res/data/GameData.dat*

**Season not started:** The admin has not yet started the season. The client can only be used when a season has been started.

**Invalid User id:** The user id was not found or was incorrect. Ask the administrator for your user id.

## 2.2 Main Screen

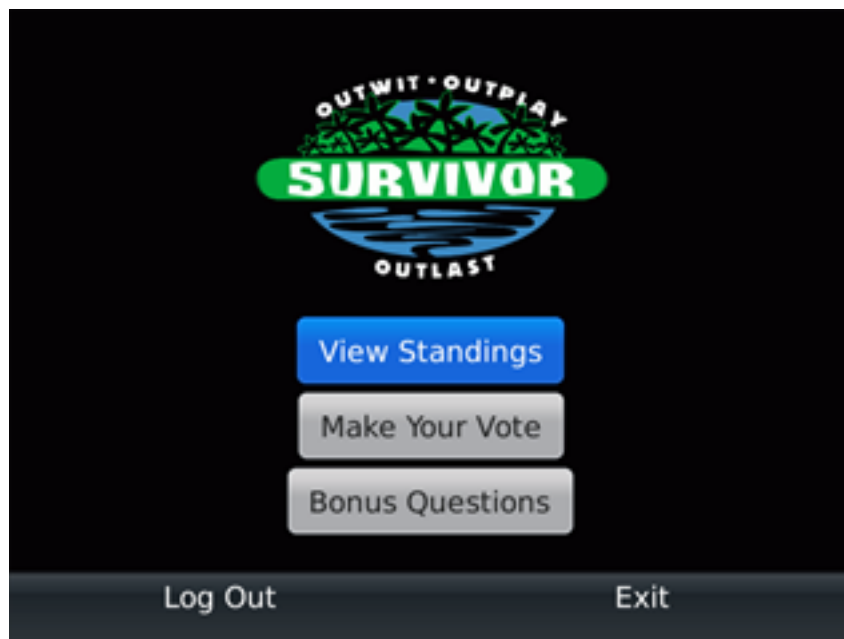


Figure 2.2: The Main Screen

The user can **Log in** and **Exit** at any time.

Visit Standings screen for [View Standings](#) (#1). Visit Picking contestant for [Make Your Vote](#) (#2). Visit Bonus for [Bonus Questions](#) (#3).

### 2.2.1 Standings Screen

The list shows the standings of all players(users) and their respective points and is sorted from most to least points.

[illegible]

Figure 2.3: Player standings

### 2.2.2 Picking contestant

This button is *not visible* if the season has finished.

**Vote For This Week** This will let you select the weekly pick. choose which contestant is going to be casted off this week. Please see Pick Final if it is the last week.

**Vote For Ultimate** This will let you select your ultimate pick. Remeber, the total number of points decreases if you change your pick.

**Pick Final** will only appear on the final week of play. Choose which contestant is going to become the ultimate winner.

The **drop down box** contains all the active contestants. If you have already chosen a pick, the drop down box defaults to that contestant.

Click the **vote** button to confirm your submission. The vote button will be called revote if a pick has already been made.

### 2.2.3 Bonus

Only *visible* if bonus questions have been created by the administrator.

**Previous** and **Next** cycle through all the questions.

If the question is from a *previous* week, the *correct* and *your* answer will be shown.



Figure 2.4: Vote Menu



Figure 2.5: Vote Screen

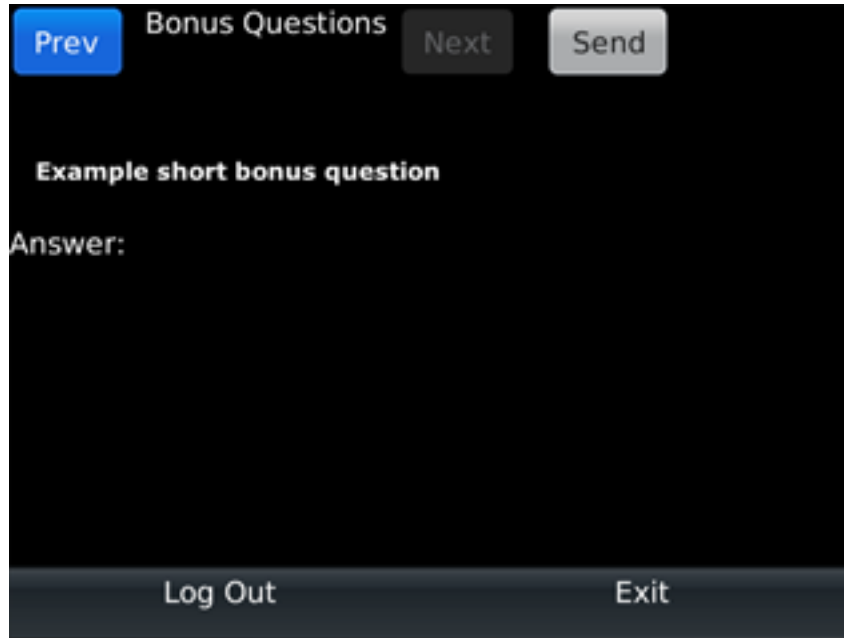


Figure 2.6: Bonus Question screen

You can only *answer* questions in the **current** week. Hit **send** to submit your answer after you have entered it.

200 is the max number of characters for short answers. Send changes to resend if an answer has already been submitted.



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