CS2212 Group 2 - SurvivorPool Manual

Table of Contents

1 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

a. The number of contestants in your game,

or

b. 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).

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.

1.2.2 Time

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

Start 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

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.

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.

1.2.3 Tribes

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

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.

1.3 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.

1.3.1 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'**.

3. Click **'Next'** to continue.

4. At this point, the appropriate answer fields (depending on what type of question you indicated) will be displayed.

   a. If you selected **'Short Answer'**, simply type in the answer to your question, and click **'Submit'** to confirm your question completion.

   b. If you selected **'Multiple Choice'**, fill in the four answer fields and indicate which answer is correct with the bullets on the left hand side, then click **'Submit'** to confirm.

5. The **'Back'** button can be used to edit the **'Question Adding Field'** before you submit the bonus question.

1.3.2 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.

1.3.3 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'**.

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

2 BlackBerry Client

2.1 Log In
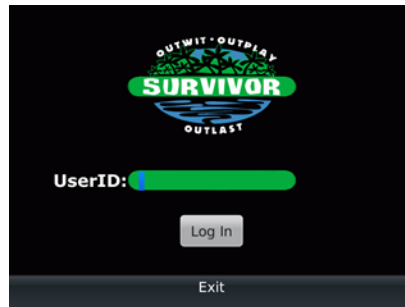
The Log In Screen

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
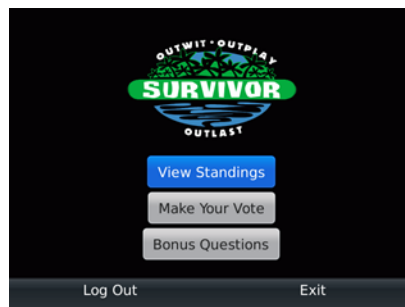
The Main Screen

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

Player standings

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

2.2.2 Picking contestant

This button is *not visible* if the season has finished.
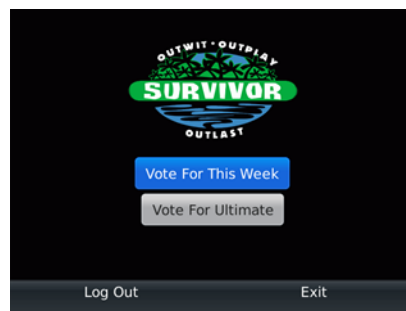
Vote Menu
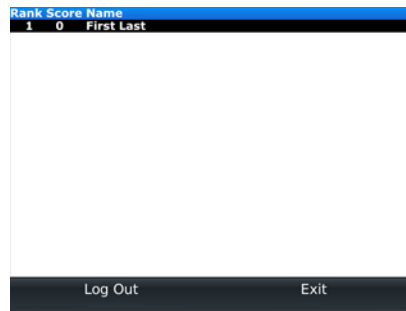
Vote For This Week This will let you select the weekly pick. choose which contestant is going to be casted off this week. Please see Pick Final if it is the last week.

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.

Vote Screen

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.

Bonus Question screen

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

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

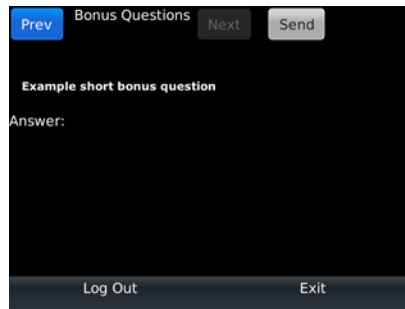You can only *answer* questions in the **current** week. Hit **send** to submit your answer after you have entered it.

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

3   README File:

3.1   Final Acceptance Testing

3.2   Administrator Client

3.2.1 Setup

1. Run the jar file with: `java -jar Group2Standalone.jar`

2. On first run, there will be no data and it will initialize to empty

Note:

This _requires_ Java 7.

3.2.2 Specification Testing

12. The administrative user must be able to start the game (at this point no new players or contestants can be added). At this point the administrative user should also enter the amount of money that each player is going to pitch in (for example each player might be pitching in 5 dollars or 1 dollar).

    • Upon clicking Start Season (in the General Panel) you will be prompted for the bet amount

15. The administrative user must be able to add/modify/delete bonus questions for each round/week. Each bonus question must be 1 to 200 characters long the question can be either multiple choice or short answer. The answer must be 1 to 200 characters. The administrative user must be able to list all the bonus questions in order by round/week.

    • This information can be found within the "Bonus" tab.

16. The administrative user must be able to change which contestant was eliminated each week, incase he/she made a mistake. However the player can NOT change who he/she picked to eliminated one the round has passed. If the admin user change the contestant that was eliminated for a previous week, then the standings will have to be updated.

- When changing a choice, go to the contestant tab, and click open the combobox to the left of the "set status" button. This allows you to choose (after selecting the contestant in question within the display table) what week you'd like them to be cast off on. If it is the current week, it proceeds as normal, but if it's a previous week, you will be asked if you would like to continue, as it would invalidate the game.

17. If a player forgets to pick who will be eliminated in a week, then he/she will be given a random contestant as his/her pick for that week (thus some weeks the player might get points even though he/she didn't pick anyone, if the random pick is the contestant who was eliminated). This also means that a player who drops out (stops picking altogether) might end up winning the pool.

   - This is generated when there are no picks select upon clicking "advance week" within the general tab

18. Players pick which of the 3 remaining contestants will win. If they pick correctly they get 40 points

   - This is generated within the backend after the final week's advancement. This can be seen within the player tab's table, which displays player scores

19. Every week players will say who they think will be eliminated. If the player pick the correct contestant who will be eliminated, they get 20 points

   - See 18.

20. A player can change who they think will win the whole game at any point, then they get 2 points * the number of remaining contestants

   - See 18.

21. Stage 2, during the last week, when there are only 3 contestants left Players pick which of the 3 remaining contestants will win. If they pick correctly they get 40 points

   - See 18.

22. Stage 2, during the last week, when there are only 3 contestants left. Players get the points for the overall winner if they picked correctly in an early round

   - See 18.

23. Stage 2, during the last week, when there are only 3 contestants leftPlayers get the points from each round for picking who would be eliminated

   - See 18.

24. All Stages, at any point during the game: At any point during the game, players may answer additional bonus questions for bonus marks, for example "Who wins immunity this week?", or "How many people received votes during tribal counsel this week?". Each correct answer to each bonus question is awarded 10 points.

   - See 18.

25. Assign a first place player, a second place player and third place player. The first place player gets 60% of the amount of money, the second place player gets 30% of the amount of money and the third place person gets 10% of the amount of money.

   - Generated in backend upon advancing to the end of the game. This information is displayed in the general tab upon completion of the game under the "winners" panel.

26. At any time the admin user should be able to get all the players picks for a given week/round. This would normally be done by writing to the internet but because of issues with FTP, you can read and write to the C: drive (both parts of the project will be tested on the same machine with the same c: drive).

   - Backend of overall program.

3.2.3 BlackBerry Client

Setup

BlackBerry OS version used is **7.1.0**.

Should you have an older version of BlackBerry OS, see Install BlackBerry OS 7.1.0 in Eclipse.

1. Create a Blackberry project called *SurvivorPoolClient* in Eclipse.

2. Delete the `src/` folder in the project and copy *all* the files from the client jar file.

3. Run BlackBerryApp.java

4. Map the SD card to the folder that contains `res/` folder for the Administrator client, not the BlackBerry client side. The res folder is found in the same folder as the `Group2Standalone.jar` file. See Setup SD Card for BlackBerry Simulator for more detailed instructions.

Note:

> The season must be started (Administrator side) to be able to log into the BlackBerry client (warning shows up).

Setup SD Card for BlackBerry Simulator

To get BlackBerry to share the data files from the Administrator Client, the following needs to be completed:

1. In the Blackberry emulator, click on Simulate->Change SD Card

2. Add the folder that contains the folder 'res'

3. Click on remount SD Card on Startup.

4. Hit the harddrive + button, and data persistence should work.

Install BlackBerry OS 7.1.0 in Eclipse

1. Open Eclipse

2. Navigate to Help -> Install New Software

3. Select the BlackBerry software repository

4. Select BlackBerry OS 7.1.0 from the source list and install

5. Restart Eclipse

Specification Testing

1. Enter his/her userid

    • Starting the app will show the login screen. Enter user id and hit *log in*

2. See the current standings

    • In the main menu, click on *view standings*

3. Pick which contestant will be the ultimate winner

    • In the main menu, click on *Make your vote*, then *Vote for Ultimate*

4. See which contestants are still remaining, which have been eliminated

    • In the main menu, click on *Make your vote*, then any of the options

    The values in the table show all the contestants and if they have been casted off or not

5. Pick which contestant he/she thinks will be eliminated this week/round

    • In the main menu, click on *Make your vote*, then *Vote for this week*

6. See the bonus questions

- In the main menu, click on *Bonus Questions*. Use the *prev* and *next* buttons to switch between questions

7. Answer the bonus questions

- See 1.6, but either select answer from drop down box, or enter in value in the answer text field

  Hit *send* to submit the answer

8. During the final week, pick from the remaining 3 contestants, which contestants will win the whole game.

- See 1.5, except instead of Make your vote, it will say *Vote For Finals*

9. Upload his/her picks to the internet,the very first week, do NOT allow the user to upload his/her pick, unless the user picks an overall winner.

- When the user hits *exit,* or *log out* a prompt is given to save. If user has not picked an overall winner in the first week, it alerts user to select an ultimate winner.

10. When all the players (users) have been added by the administrative user and the game is about to start, the blackberry side must download all the user IDs to allow the player to logon and somehow store those userids on the BlackBerry. There must also be a reset that wipes clean all the userids so that it could be reloaded again. This must be persistent (the user should only have to load the players once).

- See Setup SD Card for BlackBerry Simulator. One can log out and log back in as any user.

3.3 Old Submissions

3.4 Assignment 3

5. Up until the point that the game starts the administrative user should be able to change/add/delete contestants, change names, tribes, unique ids and pictures. The admin user should always be allowed to change the tribe name, even after the game has started.

- After starting a new season (File > Reset Season), click the Contestant tab to open the Contestant section of the admin application. To add a contestant, fill out the correct required information (first, last, id, picture: click the picture box and find the file),and then hit "add new". Since the season hasn't yet started, you are able to edit an already made contestant by selecting the contestant's row in the table, editing the data in the label boxes, and hitting "save". To start the season, go to the "general" tab, and hit the "start season button". Now, all the admin can edit is the tribe names, which was always avaliable to change at the bottom of the general tab, by just editing the field of your choosing and hitting "change tribe name".

6. The administrative user should be able to add office workers (players) until the game starts. Once the game starts the administrative user can not add or delete any more players but he/she can modify players (except for the userid)

- see 5, except instead of the contestant tab, its the player tab.

10. The adminstrative user must be able to list all the contestants by unique id or first name, or last name or team or by elimination round/order.

- Follow the same sets as 5 to create contestants. You can sort contestants within the table within the contestants tab by clicking the required column header

11. The administrative user must be able to list all the players by first name or last name or userid or by total score so far.

- Follow the same sets as 5 to create players. You can sort players within the table within the players tab by clicking the required column header

12. The administrative user must be able to start the game (at this point no new players or contestants can be added). At this point the administrative user should also enter the amount of money that each player is going to pitch in (for example each player might be pitching in 5 dollars or 1 dollar).

   • As discussed in #5, once the required amount of contestants are added, the admin is able to start the season at the bottom of the general tab. After pressing the "start season" button, a pop-up asks for your required weekly bet amount.

13. The administrative user must be able display the standings for all the players (which player has which score). This could be displayed as an HTML web page or within the program.

   • This is included in the requirements for 11.

14. The administrative user must be able to indicate for each round/week, who was eliminated. For testing purposes, the administrative user can do this at any time (they don't have to wait till the end of the week)

   • When the administrator wants to cast off a contestant, they should start the season, and select the contestant from the contestant tab table list, and hit "cast off". To cancel a cast off, just hit cast off again while selecting the contestant.

28. This system must allow the player to: see the current standings (you could display this within the blackberry using tables, or you could use the browser to view an html page)

   • After logging in, navigate to the standings screen, which will display the standings

31. This system must allow the player to: pick which contestant he/she thinks will be eliminated this week/round.

   • After logging in, navigate to the pick menu>weekly pick. At the top, the user can select from the drop down menu what their selection is from the active contestants to vote.

3.5 Assignment 2

4.a.1 DONE

4.a.2 DONE

4.a.3 DONE

4.a.4

   Admin Data Persistence Example:

   When creating a new season in the admin side, data such as the number of contestants is generated by the user and output to a data flat file for usage later.

   BB Data Persistence Example:

   The Blackberry log in screen reads input from a flat file, userData. It takes data from the file, extracts the userIDs of all users, and then checks to see if the inputted log in was successful.

1. The administrative user must be able to enter the number of Survivor contestants this year. This number must be greater than or equal to 6 but less than or equal to 15.

   • This is done at the Season Start screen, the data file must NOT be present currently for this to show.

2. The administrative user must be able to add the names, first and last of each contestant, unique id for each contestant and the tribe names of each contestant. The first and last name must be 1-20 characters long, the unique ID must be 2 characters long, where the characters can only be numbers or letters, it must be case insensitive. The tribe name must be 1-30 characters long.

- This can be tested by navigating to the "Player" tab, then adding information and pressing Save. It is not fully implemented, and bugs exist.

- "Add" will add a clean player to the interface

- "Delete" is _NOT_ functional

- Use "Cast Off" to cast a player off

3. The administrative user should be able to upload a picture for each user. (For testing purposed just use any .gif or .jpg of a head shot)

- Simply click on the picture to add another picture. These pictures have their path saved, but not their data. ~ Should we be saving the data internally?

4. The last week of Survivor always has 3 contestants, so the system should calculate how many weeks the show will run based on the number of contestant and based on the fact that one person will be voted off each week until there are 3 left. This indicates how many rounds there will be.

- This is done in the Season Start screen at the begining of the Admin GUI start

- Click on the spinners to change the values, the other will adjust as appropriate.

7. When adding a player, the administrative user must enter Unique userid - this ID should be the same as the western userid: first initial, last name up to 6 character and then a number if that first initial and 1-6 characters are already used

- This will be generated based off first name and last name

- Currently we do not display these, but this will be implemented similarly to the Contestants for showing the data

8. When adding a player, the administrative user must enter First name - 1 to 20 letters

- Warnings occur if smaller than 1 char, or larger than 20. The player will not be added. ~ this also works for contestants (in a cleaner, prettier fashion)

9. When adding a player, the administrative user must enter Last name - 1 to 20 letters

- Warnings occur if smaller than 1 char, or larger than 20. The player will not be added.

10. The adminstrative user must be able to list all the contestants by unique ID or first name, or last name or team or by elimination round/order.

- Add multiple contestants, click on the table headers. They will sort "lowest to highest" according to lexographics or int value.

27. This system must allow the player to: enter his/her userid

- Test by creating users/players and then entering in the desired userID, then press the log in button. Valid userIDs will reach the main menu, invalid ones will have their input field cleared for another log in attempt. Currently taken from the userData flat file.