Trivial Compute User Manual

Authors

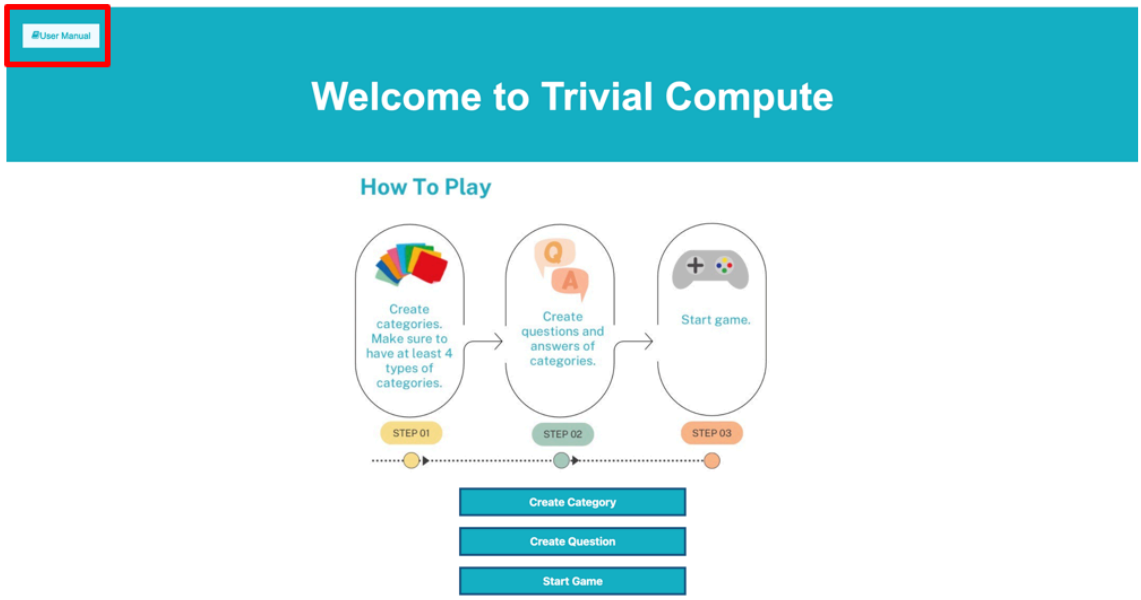
SECTION	WRITER
1. Home Page 2. Category Creation 3. Question Creation	Uyen
4. Game Setup 5. Game Screen Interface 6. Game Play 7. Important	Andrea

Table of Contents

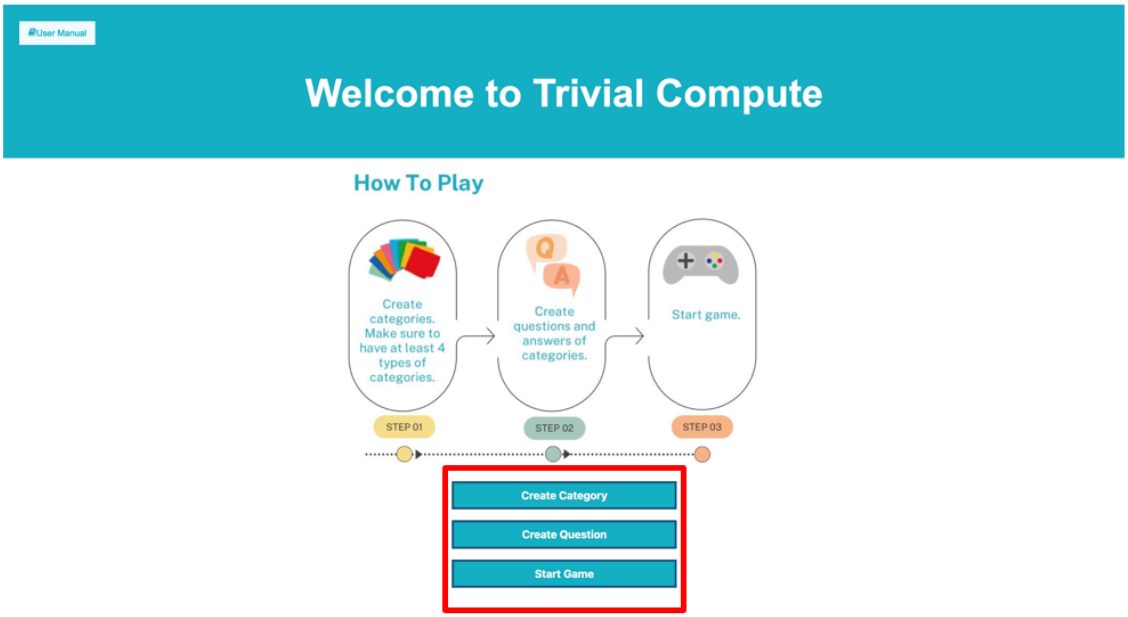
1. Home Page **1**
2. Category Creation **2**
3. Question Creation **4**
4. Game Setup **7**
5. Game Screen Interface **10**
6. Game Play **13**
7. Important **14**

1. Home Page

From the Home Page, to access the user manual, click on the User Manual button

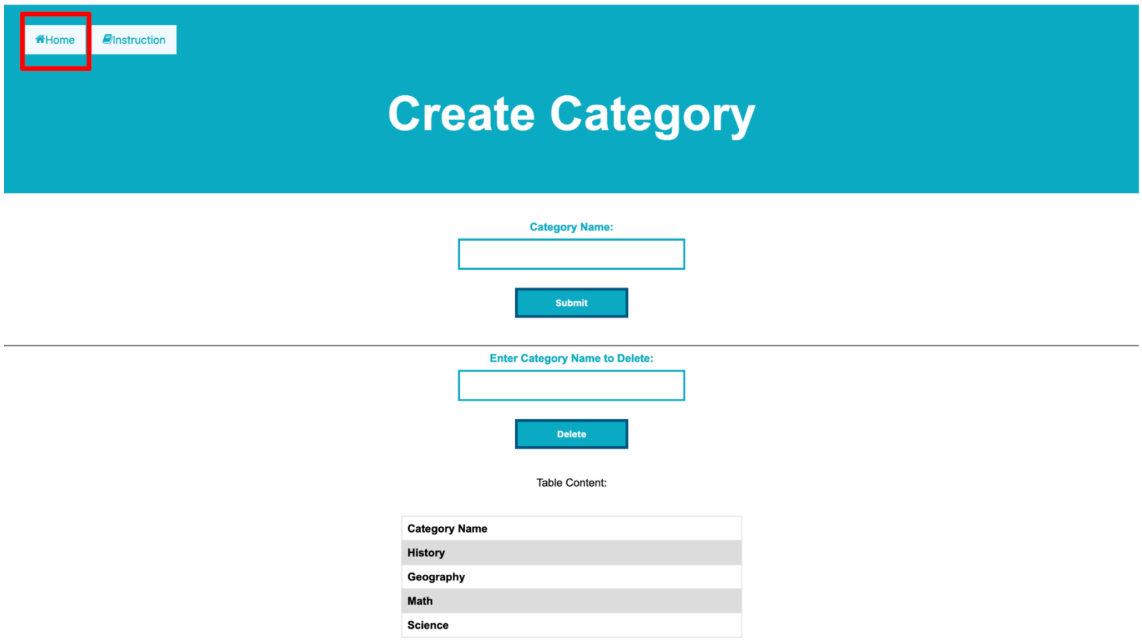


From the Home Page, to launch the Create Category GUI, click on the Create Category button. To launch the Create Question GUI, click on the Create Question button. To start the game, click on the Start Game button.

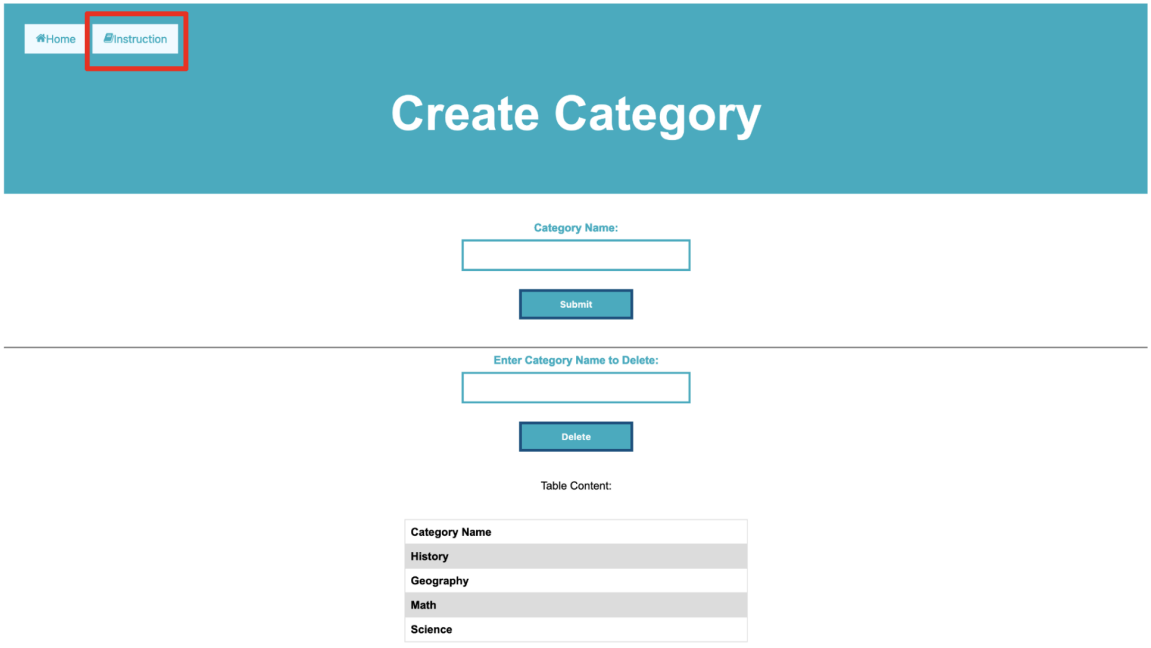


2. Category Creation

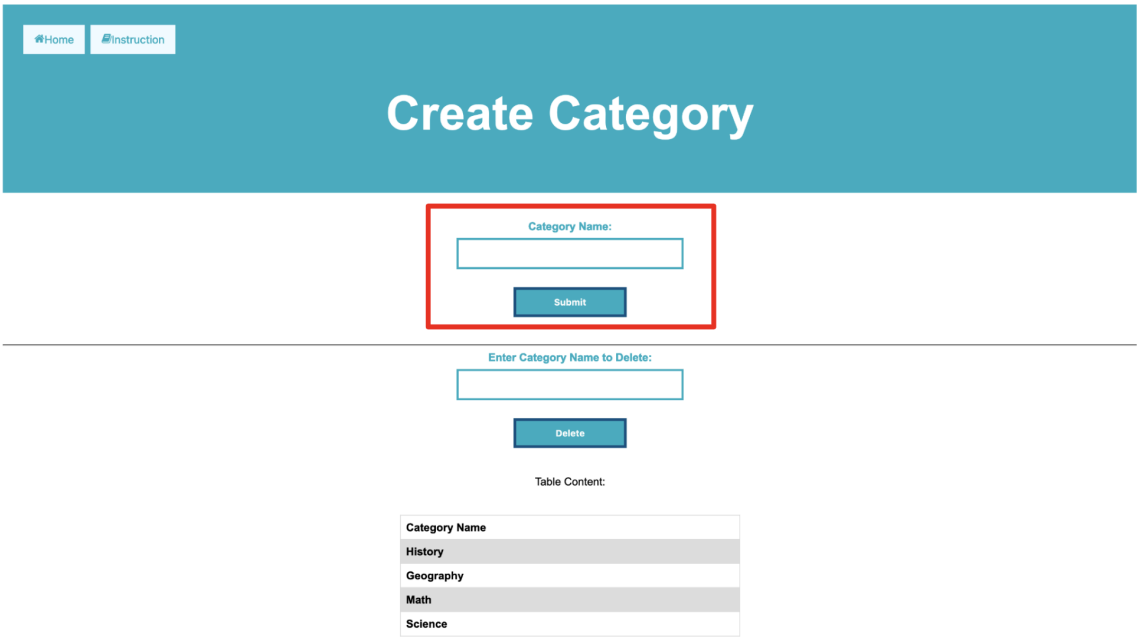
To return to the Home Page, which is listed in the section above, click on the Home button, shown in the red box.



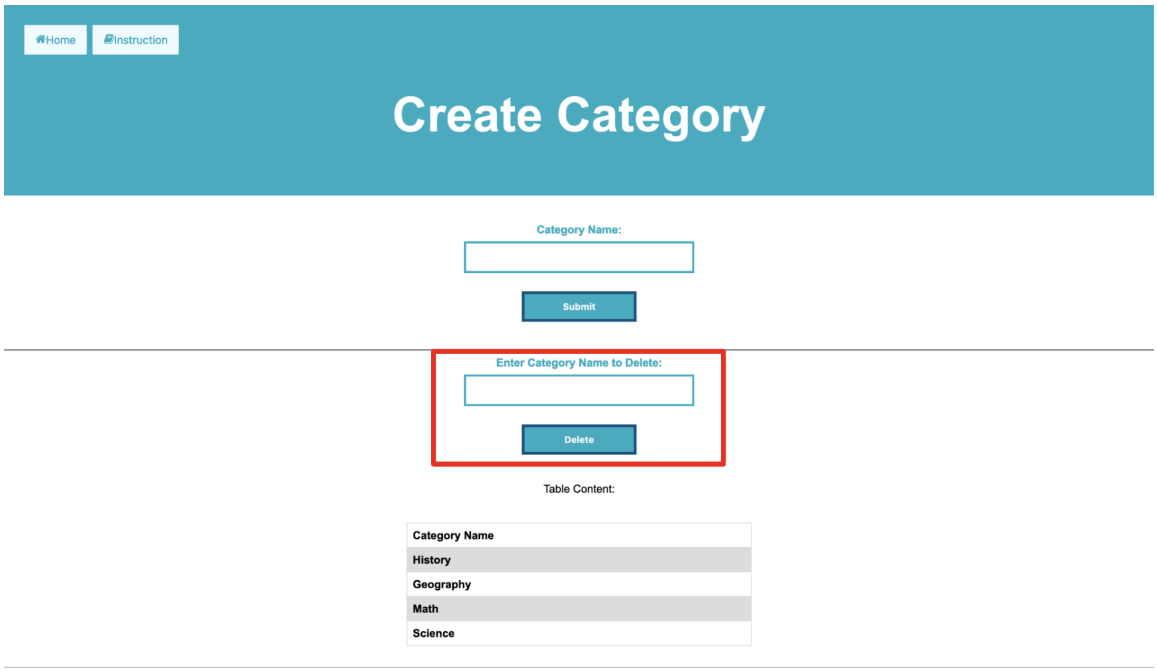
To see a brief overview of the instructions, click on the Instruction button. You will see a dropdown list.



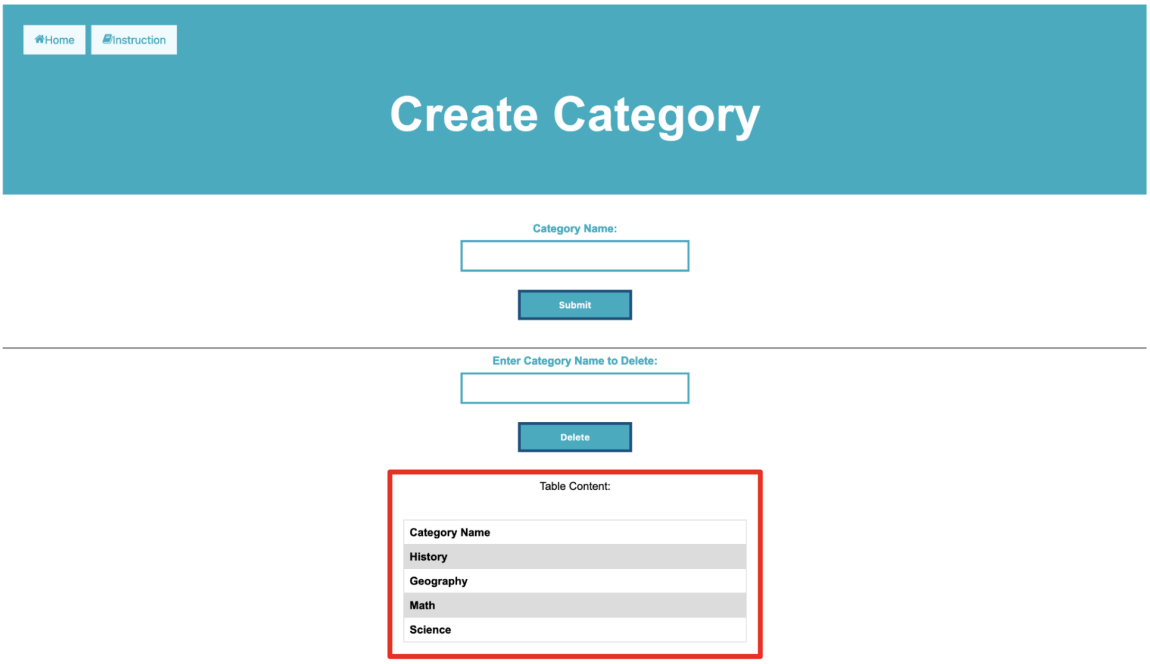
To add a category, enter the category name in the box and click the Submit button.



To delete a category, enter the category name and click the Delete button.

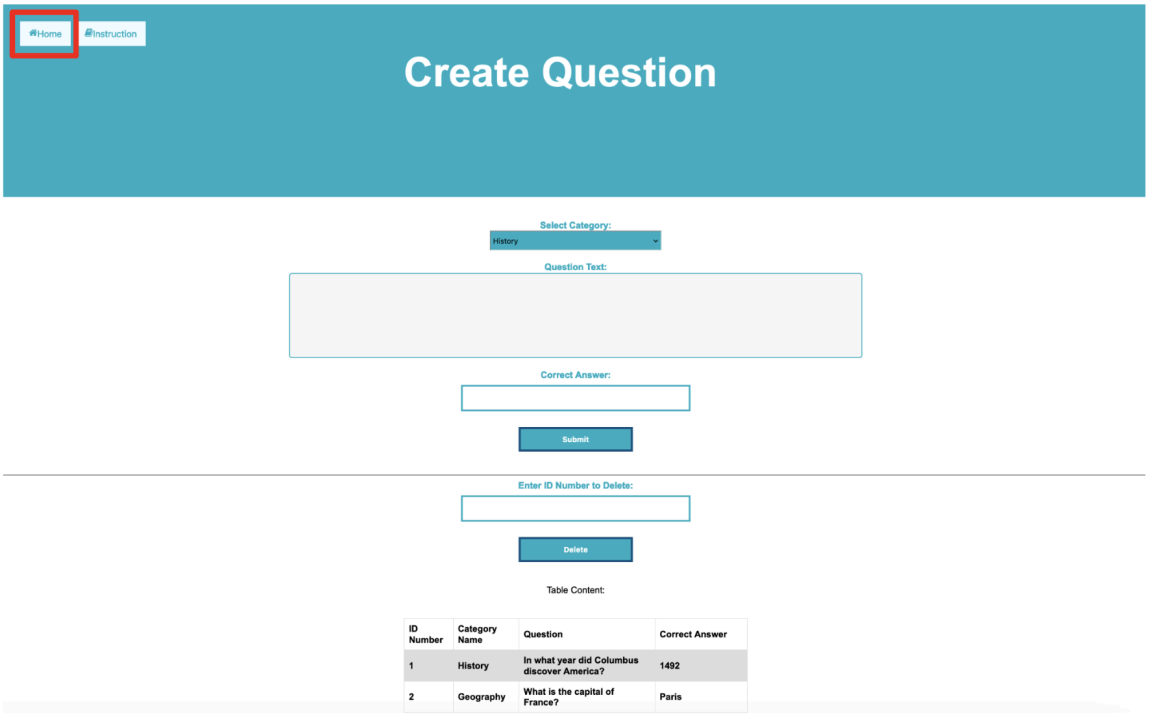


To view all categories, see the Table Content at the bottom of the page.

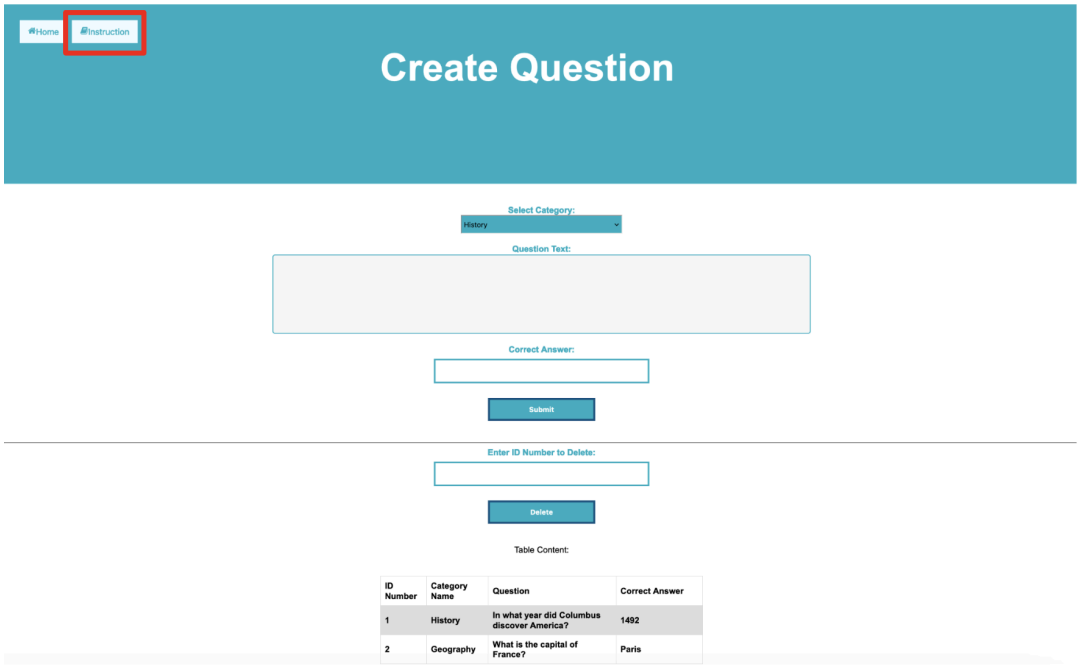


3. Question Creation

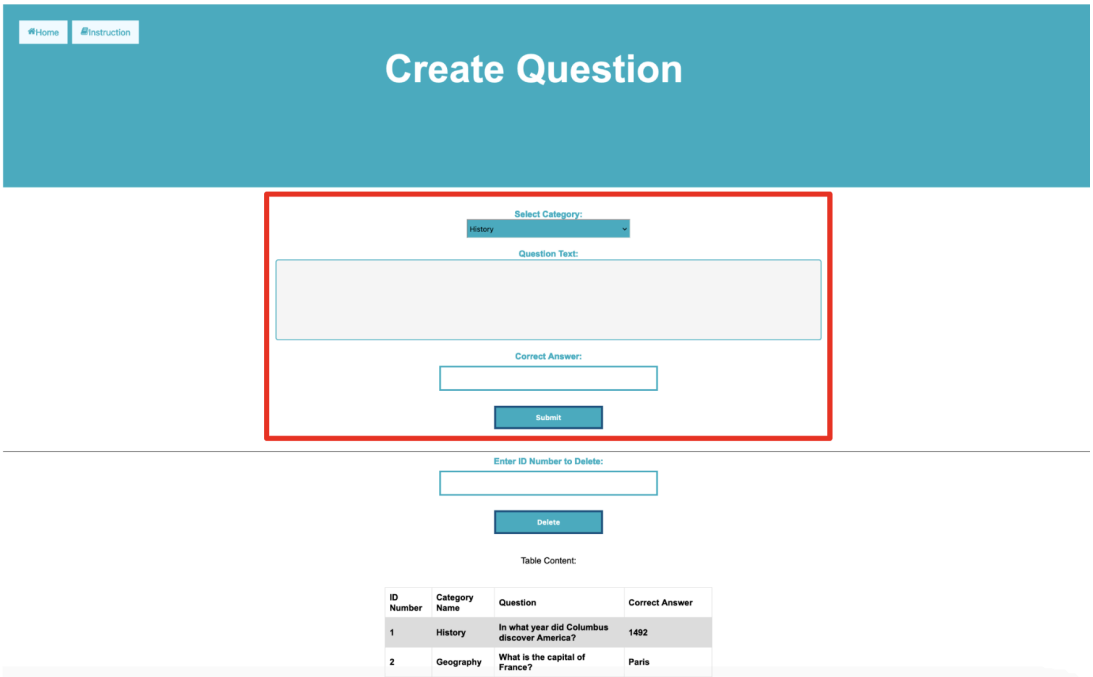
To return to the Home Page, which is listed in section 1 above, click on the Home button, shown in the red box.



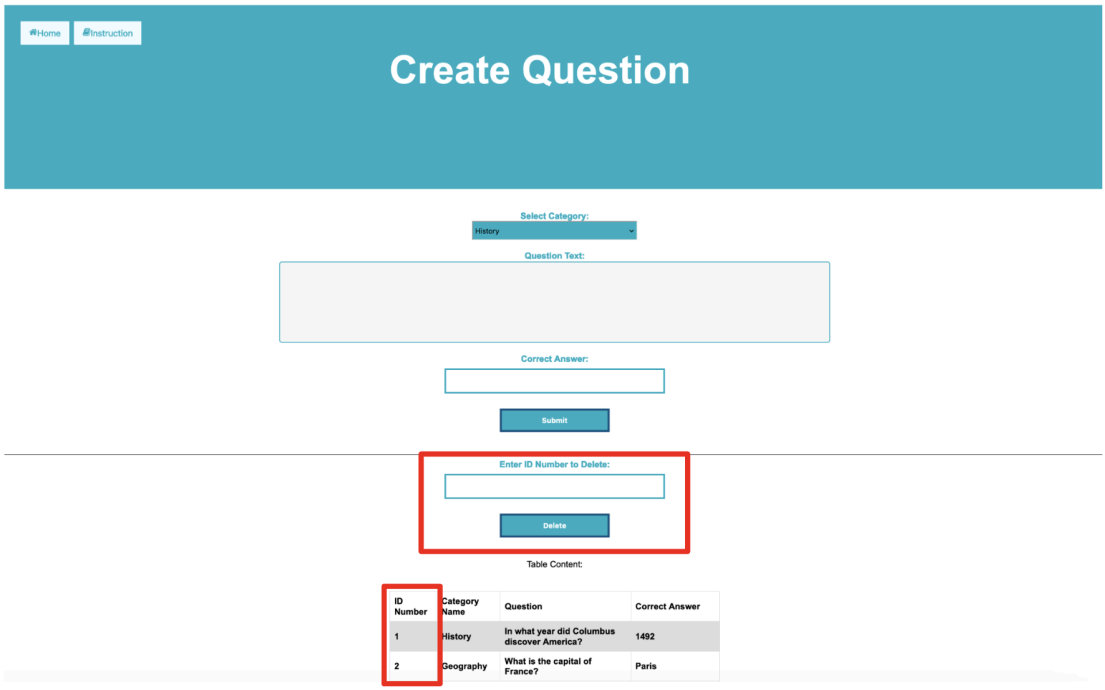
To see a brief overview of the instructions, click on the Instruction button. You will see a dropdown list.



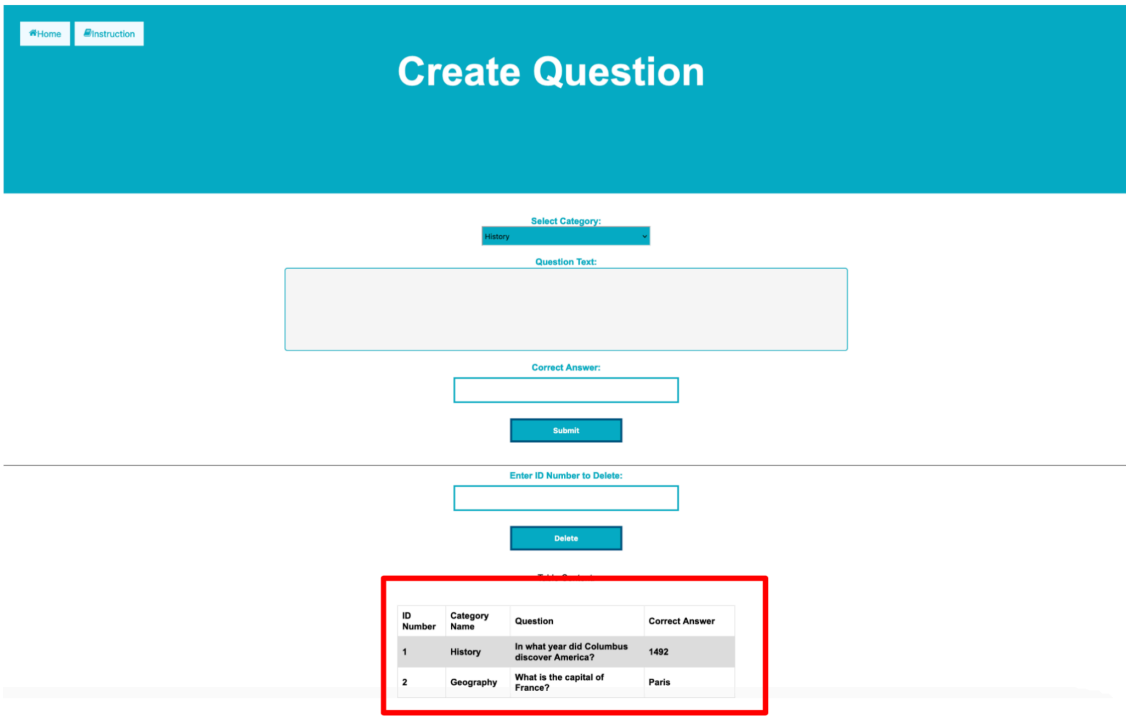
To add a question, first select the desired category from the dropdown menu. Then, enter the question and its correct answer in the boxes. Finally, click the Submit button.



To delete a question/answer, enter its ID Number, which can be found in the ID Number column of the Table Content, to the box and click the Delete button.

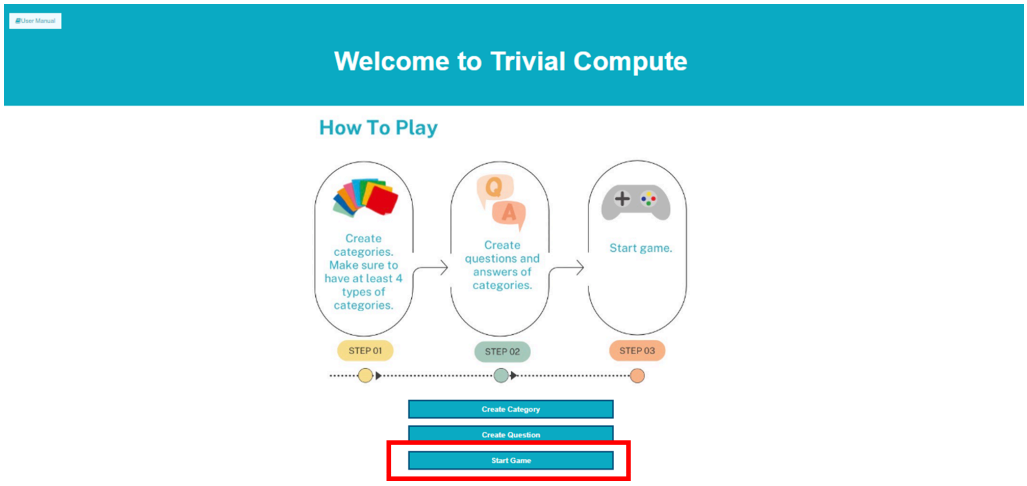


To view all questions and answers, see the Table Content at the bottom of the page.



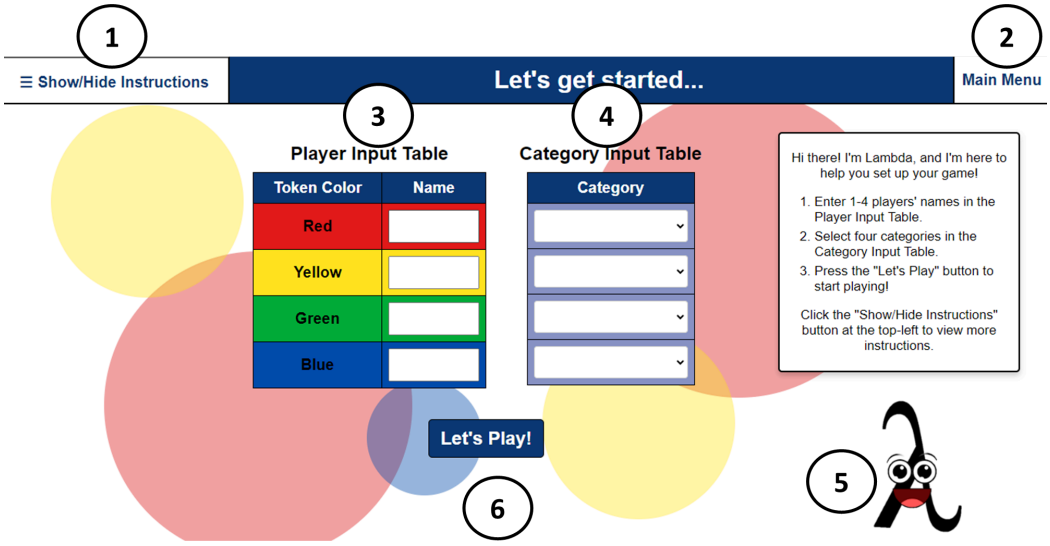
4. Game Setup

Accessing Game Setup: To start the game and navigate to the game setup screen, click the “Start Game” button on the home page.

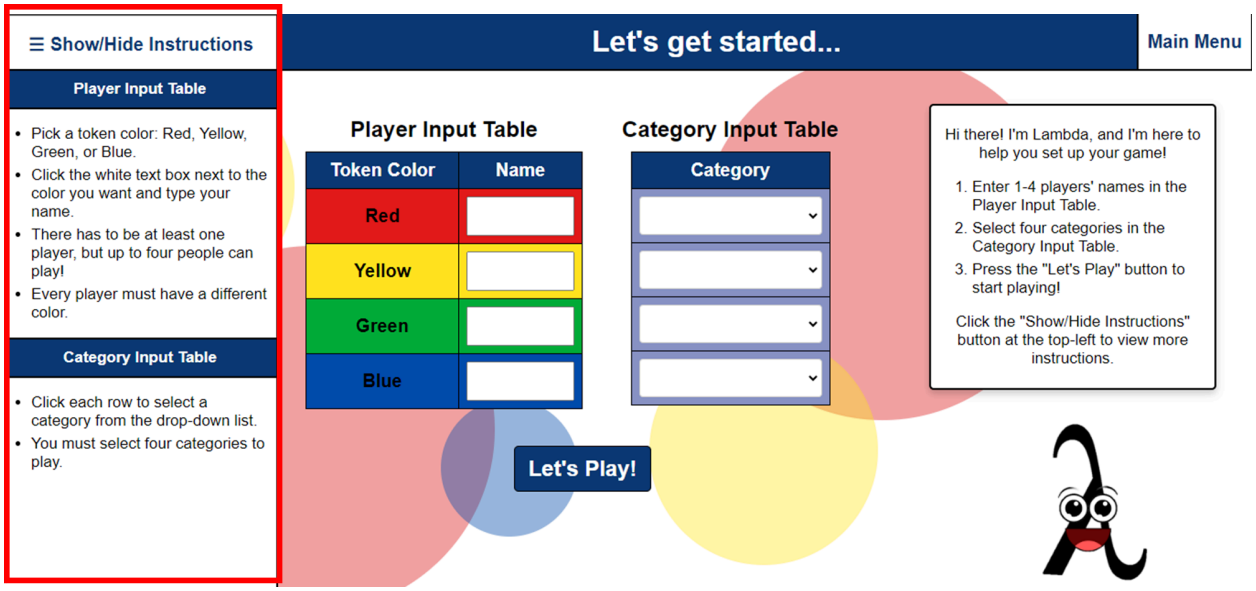


Setup Screen Components: The components of the setup screen are:

1. Show/Hide Instructions Button: Click the button to open and close a sidebar with instructions and rules for valid inputs.
2. Main Menu Button: Click the button to return to the home page.
3. Player Input Table: Enter players’ names in the text boxes with the desired color.
4. Category Input Table: Each drop-down populates with categories from the database. Select one category per row for a total of four categories.
5. Lambda Character: Provides brief instructions and invalid input messages.
6. Let’s Play Button: Click the button when inputs are entered to start the game.

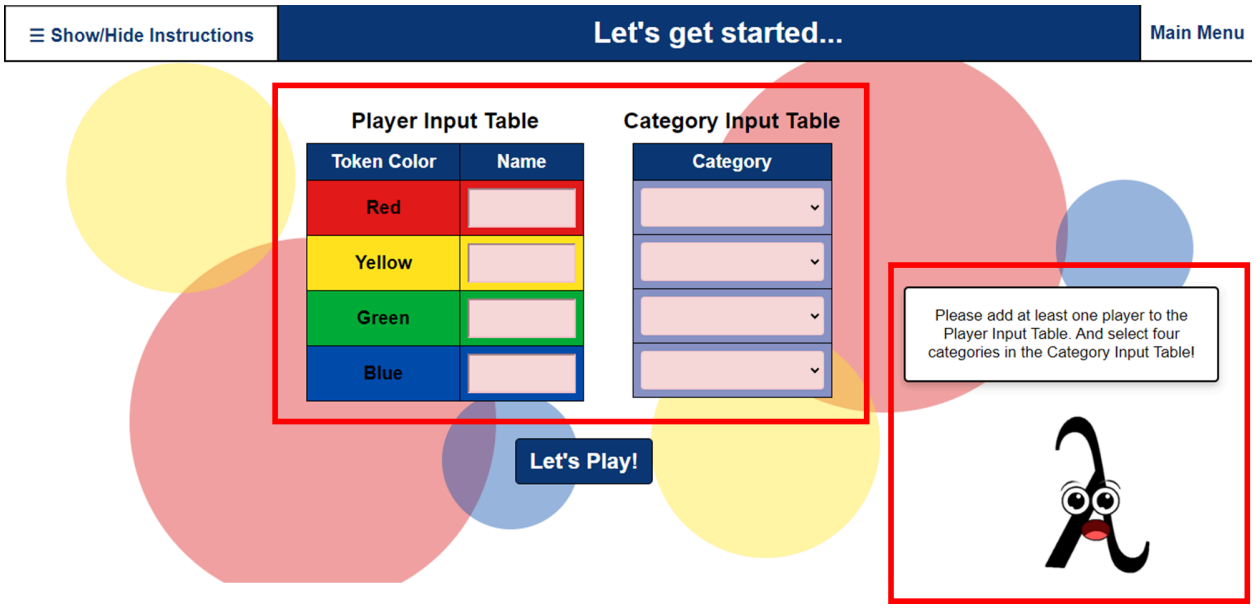


Setup Instructions: This screenshot highlights the window that expands when the “Show/Hide Instructions” button is clicked. Click the “Show/Hide Instructions” button a second time to hide this window.

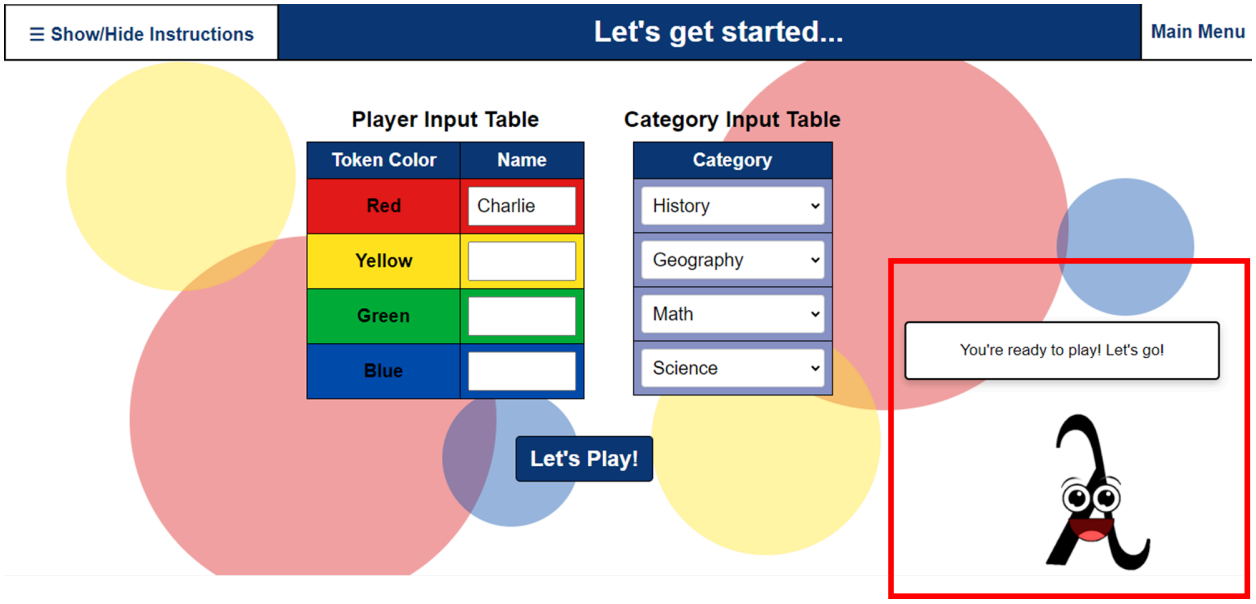


Invalid Inputs: Below is an example of an invalid set of inputs. The two requirements to start the game are (1) the user must enter at least one player name in the Player Input Table, and (2) the user must select exactly four categories in the Category Input Table.

Upon pressing the “Let’s Play” button, the fields that must be filled out are highlighted in red. The Lambda character provides information about how to correct the inputs so they are valid. The user will not be allowed to start the game until the invalid inputs are resolved.



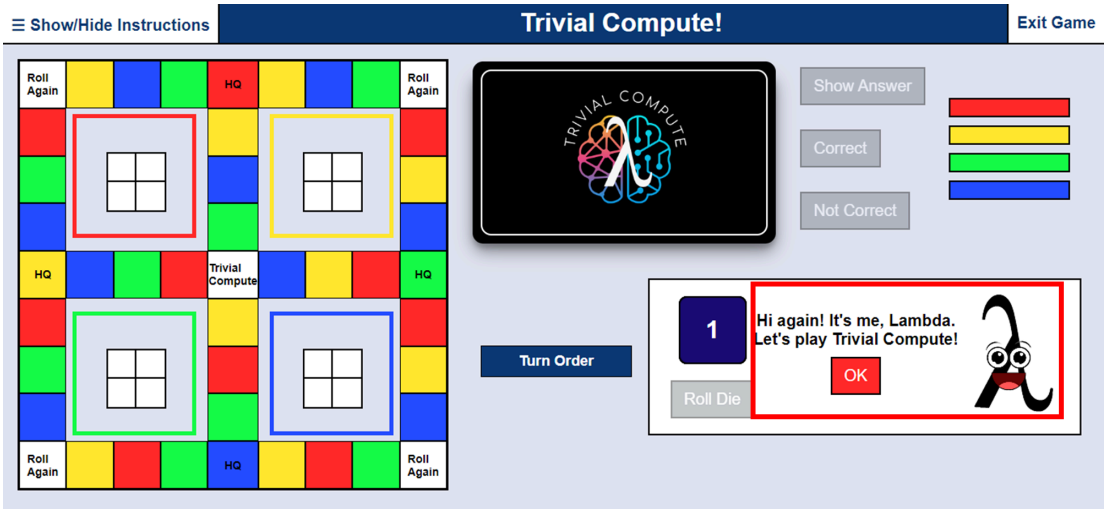
Successful Inputs: When the user has successfully entered their inputs, the Lambda character will say, “You’re ready to play! Let’s go!” It will slide off-screen, and the setup screen will automatically transition to the game window.



5. Game Screen Interface

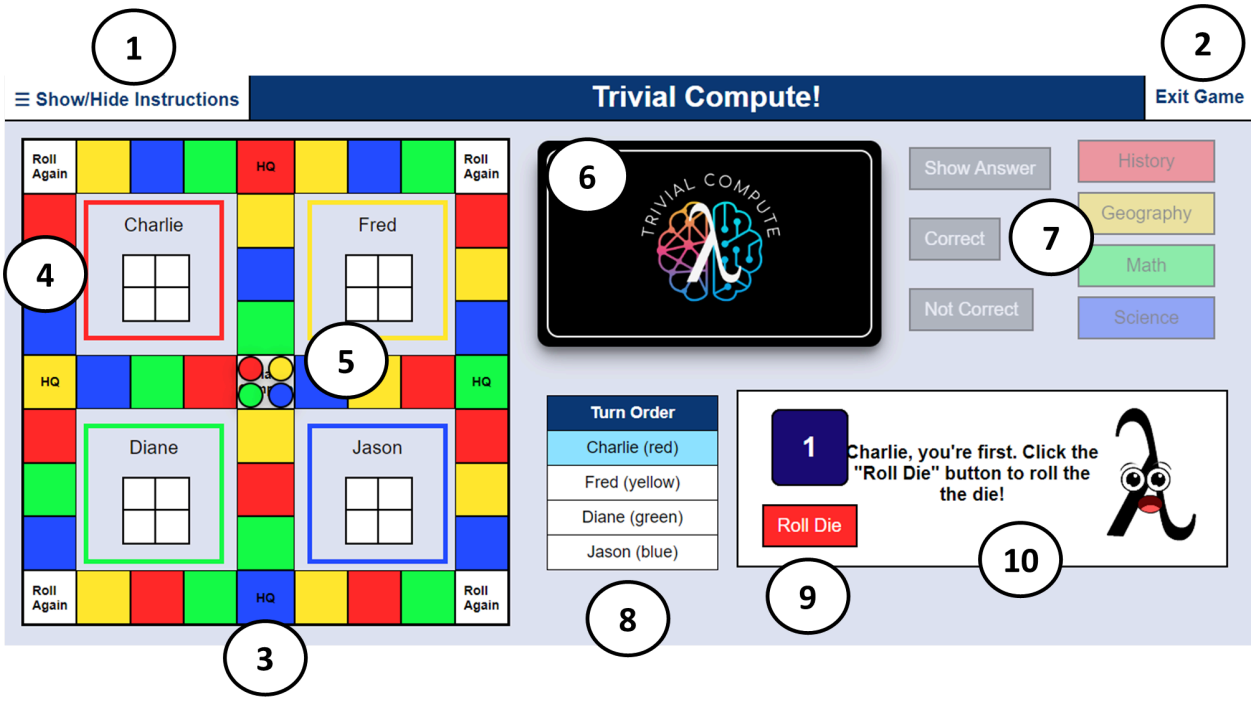
Starting Prompts: Before the game begins, the Lambda character will slide into the Player Prompt Window to notify the players of the Show/Hide Instructions button at the top of the screen to open the more detailed game rules, as well as letting players know that they can look at the Player Prompt Window to receive instructions.

Press the “OK” button twice to flip through the dialog, then press the “START” button in the Player Prompt Window to start the game.

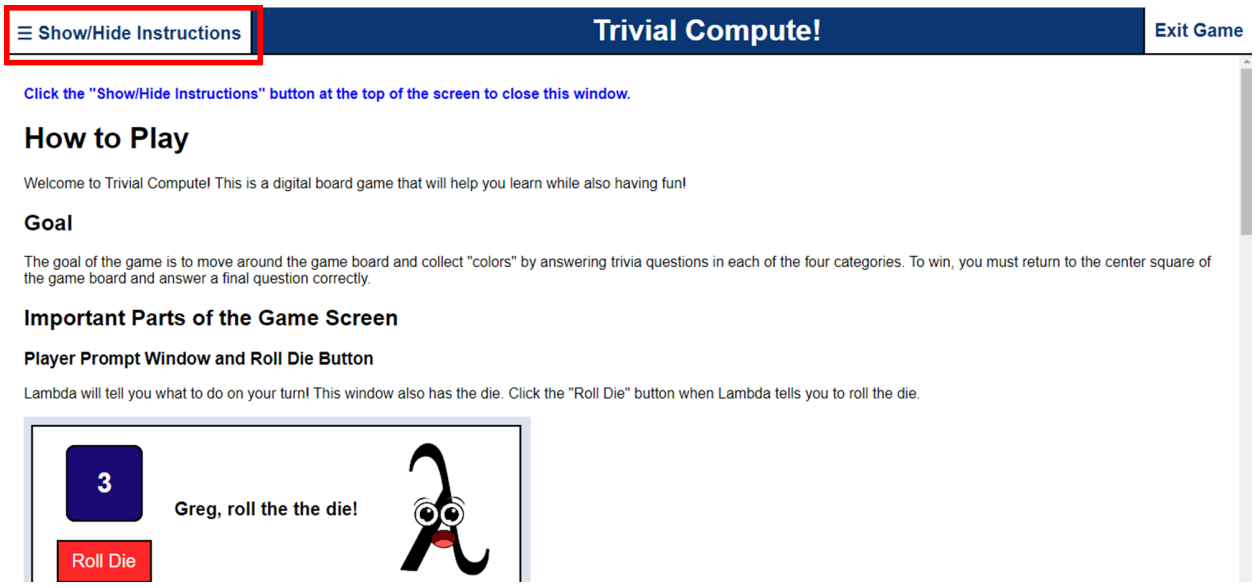


Game Screen Components: The components of the game screen are:

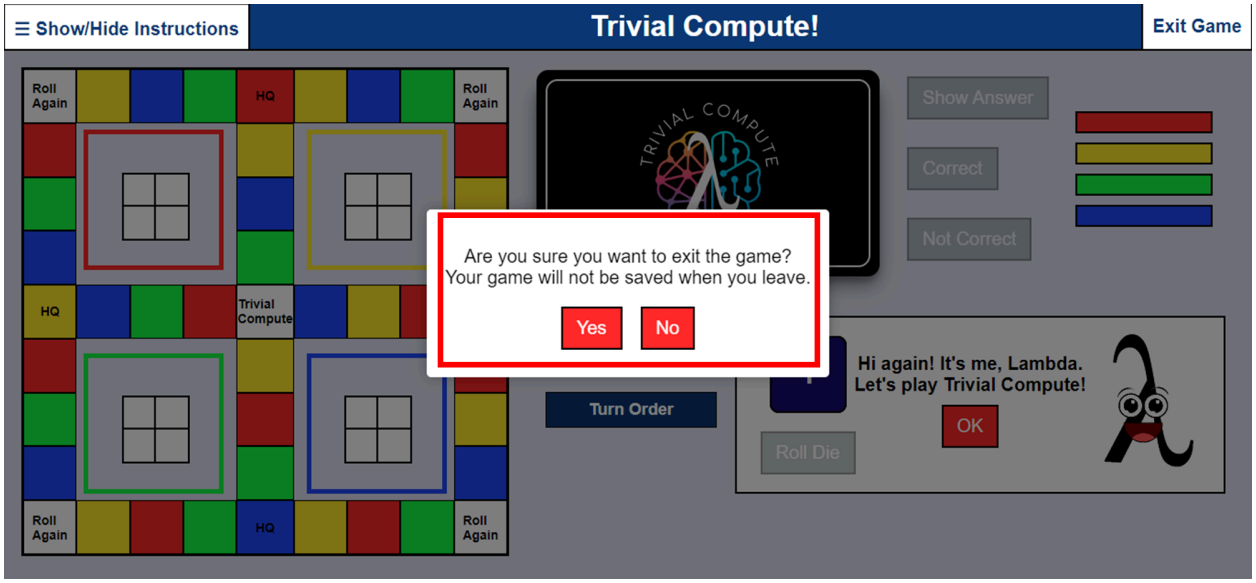
1. Show/Hide Instructions Button: Click the button to expand the set of instructions.
2. Exit Game Button: The user may click this button at any time to exit the game.
3. Game Board: The board where gameplay happens.
4. Score Windows: There are four colored boxes within the game board that have each player's name and are colored according to their token color. When a player answers a trivia question correctly, the corresponding 2x2 square in the score window will change to the color they have earned. This indicates which category colors the player has earned.
5. Tokens: The players' tokens begin in the center of the board. They move around the board to indicate the players' current location.
6. Trivia Card Window: This window shows the trivia questions and corresponding answers when the user lands on the Category HQ or center squares.
7. Trivia Answer Buttons: These consist of:
    a. Show Answer: After the player answers the trivia question, this button flips the card to reveal the answer.
    b. Correct/Not Correct: After the answer is revealed, the players' opponents determine whether the player's answer is correct, pressing one of the corresponding buttons.
    c. Category Buttons: The four category buttons are labeled with the categories selected by the user and are colored according to the categories' assigned colors.
8. Turn Order Window: This table lists each player's name and token color in their turn order. The row corresponding to the current player will be highlighted, indicating whose turn it is.
9. Die: Click the "Roll Die" button when it is enabled to roll the die. The value rolled will be used to determine where the player can move their token.
10. Player Prompt Window: This window displays instructions for the current player at each step of the game.



Game Instructions: The screenshot below shows the instructions that expand when the “Show/Hide Instructions” button is clicked. Unlike the setup screen, in which a small window slides into view on the left of the screen, the instructions drop down from the header, covering the screen. Click the button again to hide the window.



Exiting the Game: When the user exits the game, they will be prompted with a pop-up window confirming their choice. Pressing “Yes” will return them to the home page. Pressing “No” will exit the pop-up and allow the user to return to the game screen. **Note: The game’s progress and player names will not be saved upon exiting the game.**



6. Game Play

On each player’s turn they will click the “Roll Die” button in the Player Prompt window to roll the die and determine how many spaces they will move.

The game will determine which spaces the player can move to based on their die roll and will place stars on those game board squares. The player must click a star to move their token to that square.

Special Logic: Some squares have special logic. These include:

1. Four “Roll Again” squares at the corners of the board. If a player lands on one of these squares, they will be prompted to roll the die again.
2. Four “Category HQ” squares at the midpoints of the board sides. If a player lands on one of these squares, they will be asked a trivia question corresponding to the color of the Category HQ square.
3. Center Square: The center square is the start location. If a player lands on this square during the game, and they have **not** earned all four category colors, they will be prompted to select a category by clicking one of the four Category Buttons. If they **have** earned all four category colors, the Lambda character will prompt the player’s opponents to select a category by clicking one of the four Category Buttons.

Answering Trivia Questions

When the player lands on a Category HQ square or the Center Square, the trivia card window will reveal a question. The player will answer the question orally. The players push the “Show Answer” button to reveal the correct answer. The opponents will decide whether the player answered correctly or not. If correct, the player rolls again. If incorrect, the player loses their turn and the next player takes their turn.

If the player lands on the Center Square and does not have all four categories earned, then they will be prompted to choose a category by selecting one of the Category Buttons. If the player lands on the Center Square and does have all four categories earned, then their opponents will be prompted to choose a category.

Winning the Game

If a player earns all four categories, they should go to the Center Square of the game board. If they land on the square and answer the opponents’ question correctly, they win! If not, they must leave the Center Square on their next turn, then return and try again.

7. Important

- Do not use the back button or refresh the setup screen or game screen, as this can interfere with the game state. Use the navigation buttons and Exit Game button to move between screens.
- When selecting categories in the game setup screen, there is no check to ensure that only categories with questions are included in the drop-downs. Please make sure all new categories entered have at least one question.
- If all questions in a category have been exhausted, the game will recycle them to keep the game going.