User Manual for Flash Version

14th October 2011
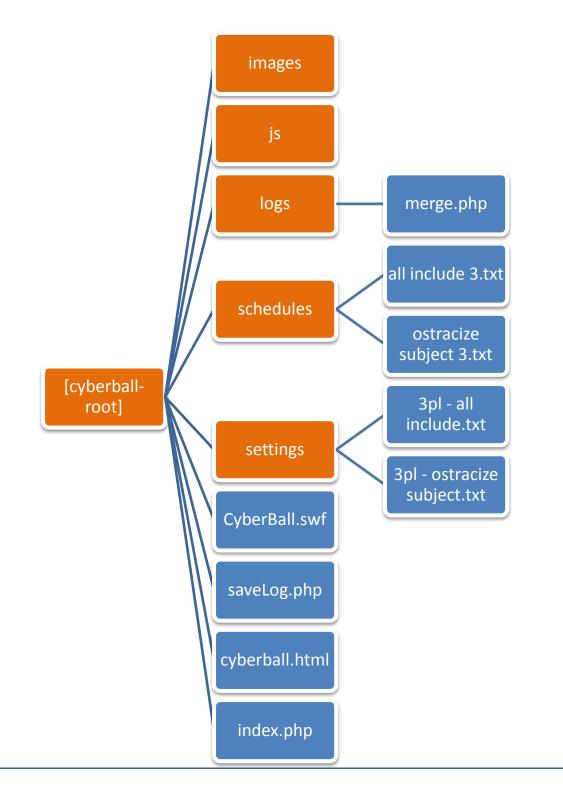
Contents

File structure on the Server

The file structure on the web server should be as follows in order for the game to work.

```
[cyberball-root]
    ├── images
    ├── js
    ├── logs
    │       └── merge.php
    ├── schedules
    │       ├── all include 3.txt
    │       └── ostracize subject 3.txt
    ├── settings
    │       ├── 3pl - all include.txt
    │       └── 3pl - ostracize subject.txt
    ├── CyberBall.swf
    ├── saveLog.php
    ├── cyberball.html
    └── index.php
```

The blue boxes represent files. The others represent directories/folders.

Contents and function of each folder/file

The contents and function of each folder is as below:

- Images – Contains images used on the title/intro screen.
- Js – Contains javascript files needed to embed the *swf* in html
- Logs – All the user logs are uploaded to this folder after the game is over. It also contains the following files other than csv logs. The PHP server process needs to have write permissions to this folder in order to be able to save the logs.
  - Merge.php – This file is used to merge all the logs currently present into a single *.csv* file.
- Schedules – Contains the Schedule files which will be used by the computer players for each setting of the game. The files are:
  - all include 3.txt
  - ostracize subject 3.txt
- Settings – Contains the Settings files that are to be used for each type of game. The game uses only the values of **Total Throws** and **Schedule** from these files. The game ends after the ball has been thrown for the number of times specified by **Total Throws.** The value of **Schedule** if used to fetch the Schedule file from the server. The settings files are:
  - 3pl - all include.txt
  - 3pl - ostracize subject.txt
- CyberBall.swf – The main game file.
- saveLog.php – This file is used to send user log data from flash to the server. It saves the log data to the logs directory in the format *<userid_timestamp>.csv*
- index.php – Used as the title/intro screen
- cyberball.html – Used to embed and play the game swf file. Title screen links to this file.

URL Parameters

The various parameters used in the URL are as follows:

No.	Parameter	Valid Value(s)	Invalid Values	Description
1	userid	Any string of characters.		This value will be used to create the log csv file.
2	settings	1. 3plos 2. 3pall	Any other	The game will fetch the respective settings and schedule from the server
3	pics	true	Any other	If set to **true,** the game will display images besides the player cartoons.
4	pic1	Any valid image URL		The URL of the image to be displayed besides player one's cartoon
5	pic3	Any valid image URL		The URL of the image to be displayed besides player three's cartoon
6	chat	true	Any other	If set to **true,** the game will display a chat box in which the user can enter messages.
7	p1name	Any string of characters		This value will be shown as the name of player one
8	p3name	Any string of characters		This value will be shown as the name of player three

Event Timing

Various timed events in the game are:

1. The "Connecting to other Players" screen is displayed for a random number of **seconds** between **5** and **7**.
2. Player One sends the chat message "Hey!" after a random number of **seconds** between **3** and **5** after the game starts.
3. The computer players throw the ball after a random number of **seconds** between **0** and **4** once they have the ball in hand.
4. The game timed to end once **2 minutes** have passed since the start.

Merging the Logs

To merge the logs, make sure that the file named merge.php is in the logs folder as stated previously and then enter its URL in the browser's address bar. For example:
http://thesite.com/cyberball/logs/merge.php

All the log files will be merged and a single file will be provided as a download.

Merging the Logs

Playing the Game

Open the URL of the game(such as http://somesite.com/cyberball) in the browser.

You will be presented with the following screen.

Click on the "Start Playing Now" link. The game will now start and will connect to other online players playing cyberball. Once connected, you will be taken to the following screen.

You can throw the ball by clicking on the name or picture of another player

The actual screen you see may vary depending on the server settings and the game version.

You can send messages to other players using the chat box.

The ball can be thrown to any other player by clicking on their image or on their cartoon.