User Guide

Intuitive Intel

12/2/2022
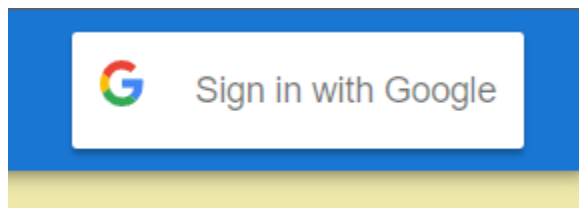
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Accounts

Logging In:

When you visit our webpage, you will likely see this button in the top right corner of the page. Logging in is as simple as pressing this button. It will redirect you towards a google login page where it will ask you to login to your gmail account. After it is done logging you into your google account, you will automatically be logged into our website and can view your past tips and start posting!

Logging Out:
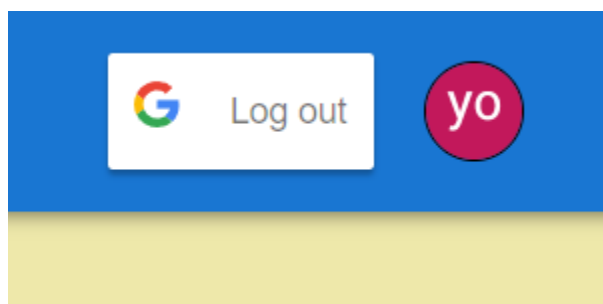
After you have logged in, you may want to log out at some point. The process to do so is again as simple as clicking this button that appears at the top right of the page. When you click on it, it will automatically disconnect your google account from our service and you will again see the button from logging in at the top right of the page.

New Account:

Type your preferred username below to sign up!

Input Username

G Sign up with Google

If you try to log in without having an account with us, you will be redirected to the above page.
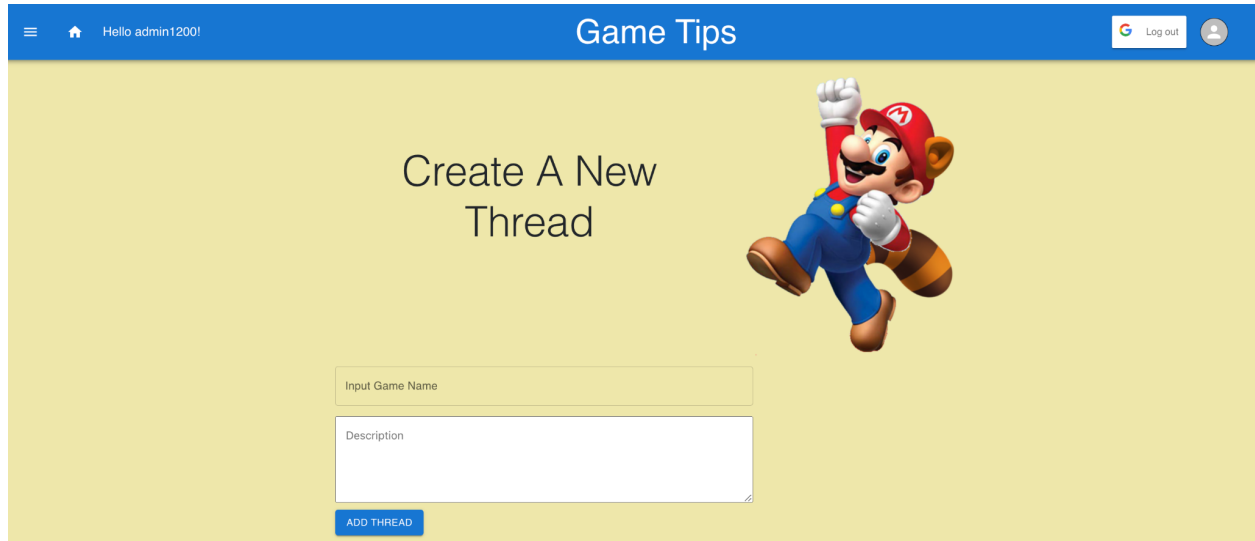
All you need to do to make an account with us is to type in your preferred username and then hit

the button. If that username is already taken, you will be informed to select another one. After

you have finally chosen a username and hit the button, it will automatically make an account

with us and then return you to the home page.

No Google Account?:

If you have no google account to sign up with, you can view this page to receive one. After you

are done making one, you can successfully make an account with us.

Threads

Create a new Thread:

This is a simple webpage here where the users can easily understand how to use the webpage. In the above image you can observe that there is an option for the user to create a new thread where they simply have to enter the following details:

1. Enter the game name they would like to create the thread for

2. Provide a short description regarding what the game is about; what kind of game it is; and other details about the discussion thread

View existing threads:

In the same picture shown in "Creating a thread", users can view the existing thread and also view a thread that they created.

It is very simple to locate the thread the user created, they can simple navigate to the last section of the table and view it. There are also filters to apply on table but we will be proving a search feature to the table in the future.

Posting on a Thread:

Just like how we use a discussion thread, once we create a thread or viewing a different thread we can simply post a message/question/view or post anything about the game. There are some adjustments that needs to be made but we are working on it to make it more user friendly.

Likes and Dislikes:
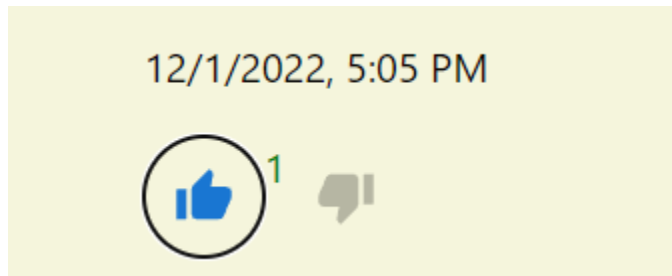
When the User is viewing the comments of each thread, they can either like or dislike the

comments posted by various users. It is a simple way to show that a particular comment is

popular which might contain an image/tip about the game to help the users with their game.
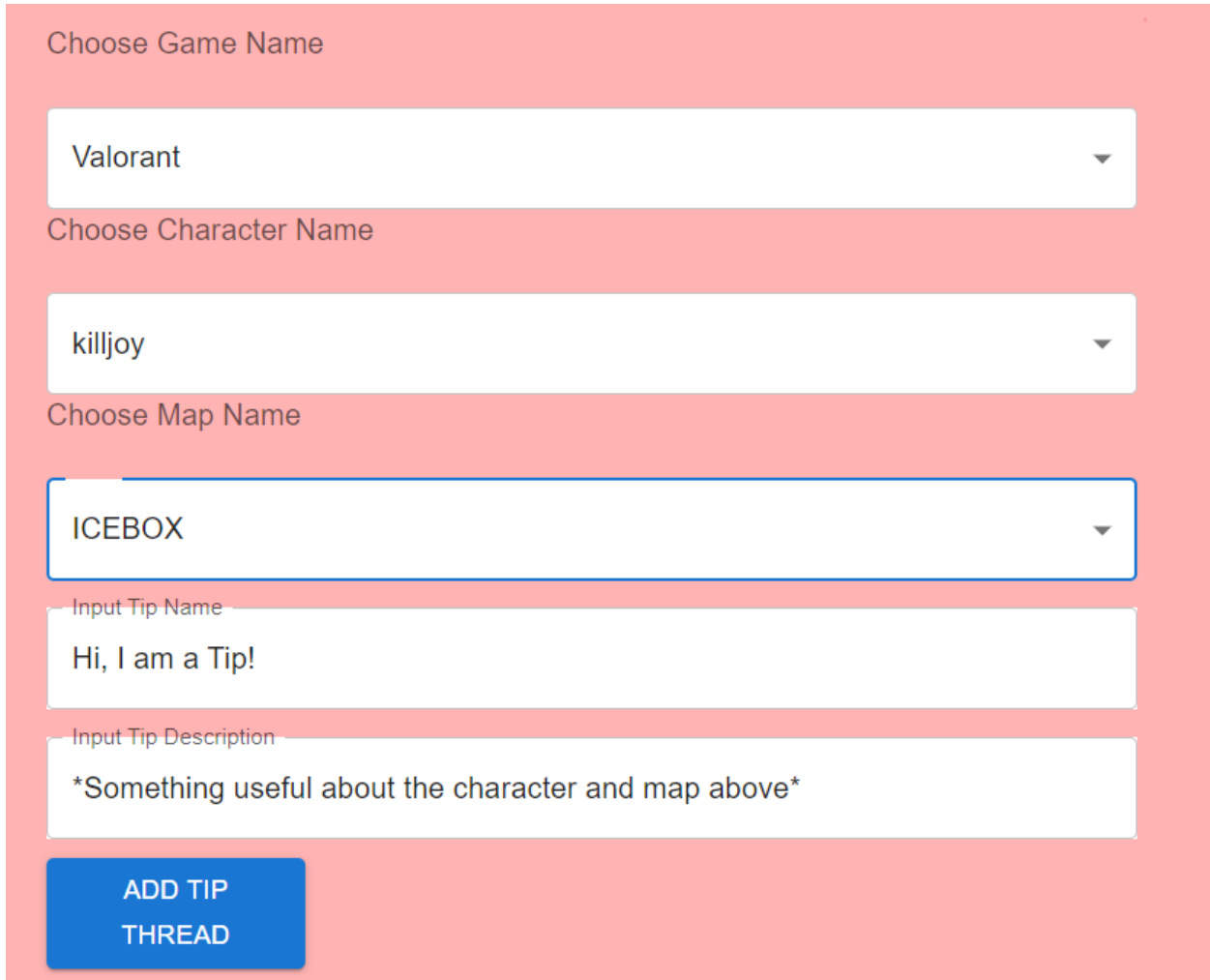
Tips

Post New Tips:

From the forum, you can also post new tips. Doing so you first need to choose the tips option in the chatRooms page.

Then you will see a page like this.

From here, you can insert all of the relevant data about the tip.

Now you can press on the ADD TIP THREAD button and it will add your tip to the database!

View Past Tips:

You can also view all the tips that you have previously posted to our application! To do so, you need to navigate to the menu on the top of your webpage.
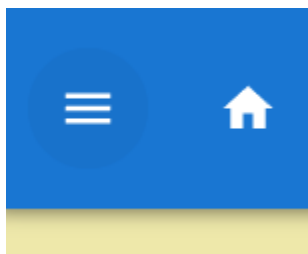
Clicking on the menu button (the three straight lines in the upper left corner) will open up a dialog.
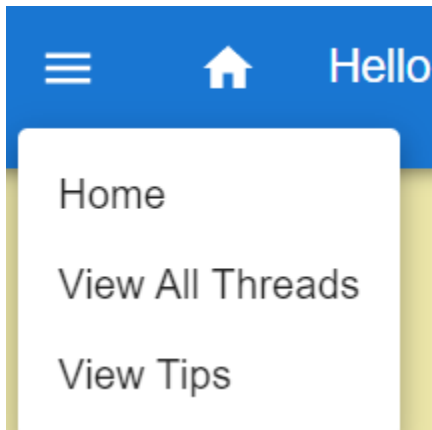
You can now get to the viewing page for all your past tips by pressing on View Tips. This will bring you to the tips page.

Delete Tips:

From the View Tips page, you can now click on the dropdown menu in the top right hand corner of each tip and you will see an option to delete that tip.
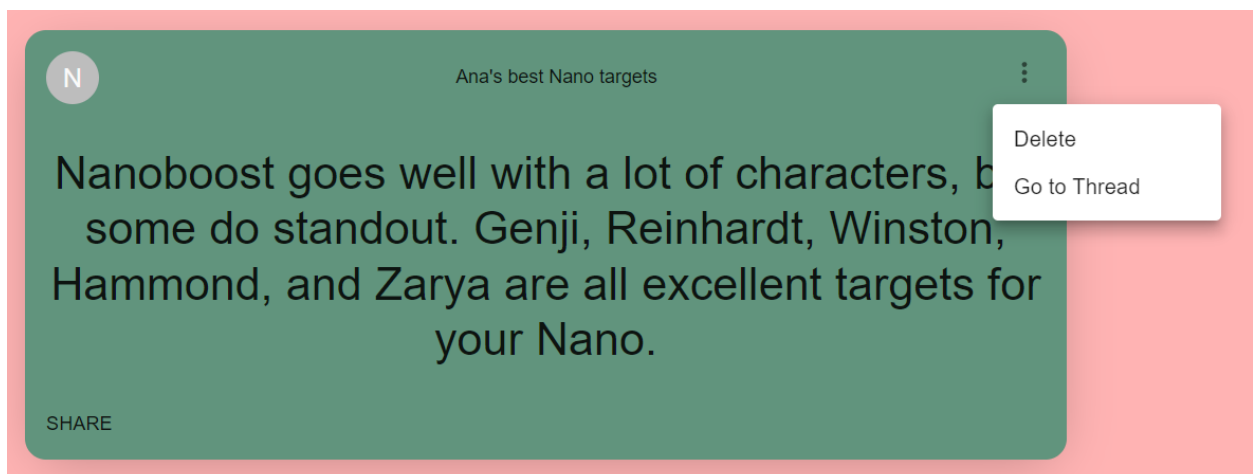
Clicking on that option will remove the tip from the database entirely.

Tip Threads:

When you make a tip, there will be a corresponding thread on it so that anyone who wants to provide feedback on your tip can. You can find your tip thread by clicking on the Go to Thread option in the view tips page (see above image).

App
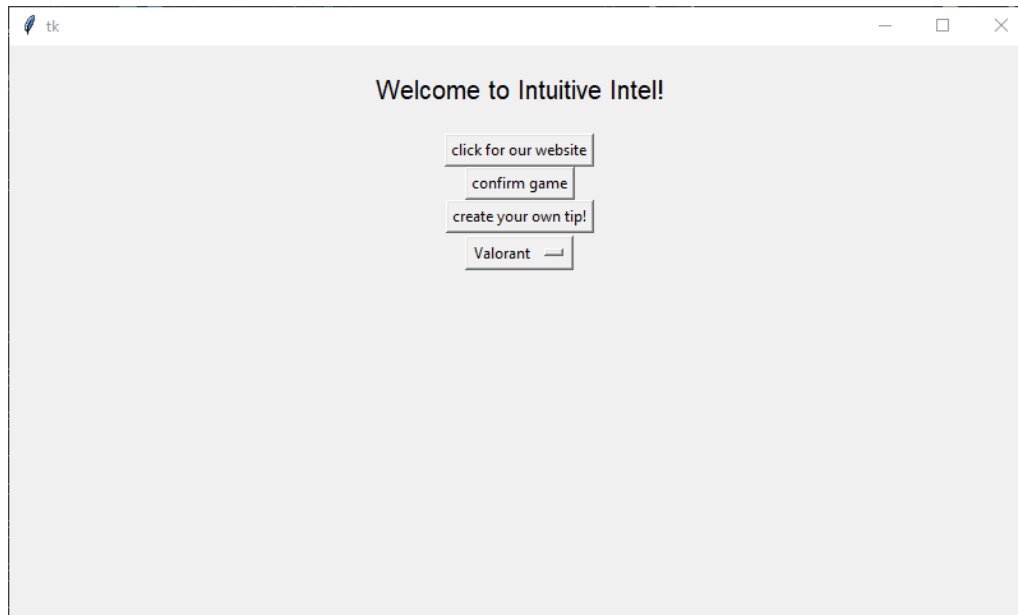
First, you must pick your game from the dropdown "select game". Once you have selected your game, you can either create a tip, or hop into a match and recieve one!
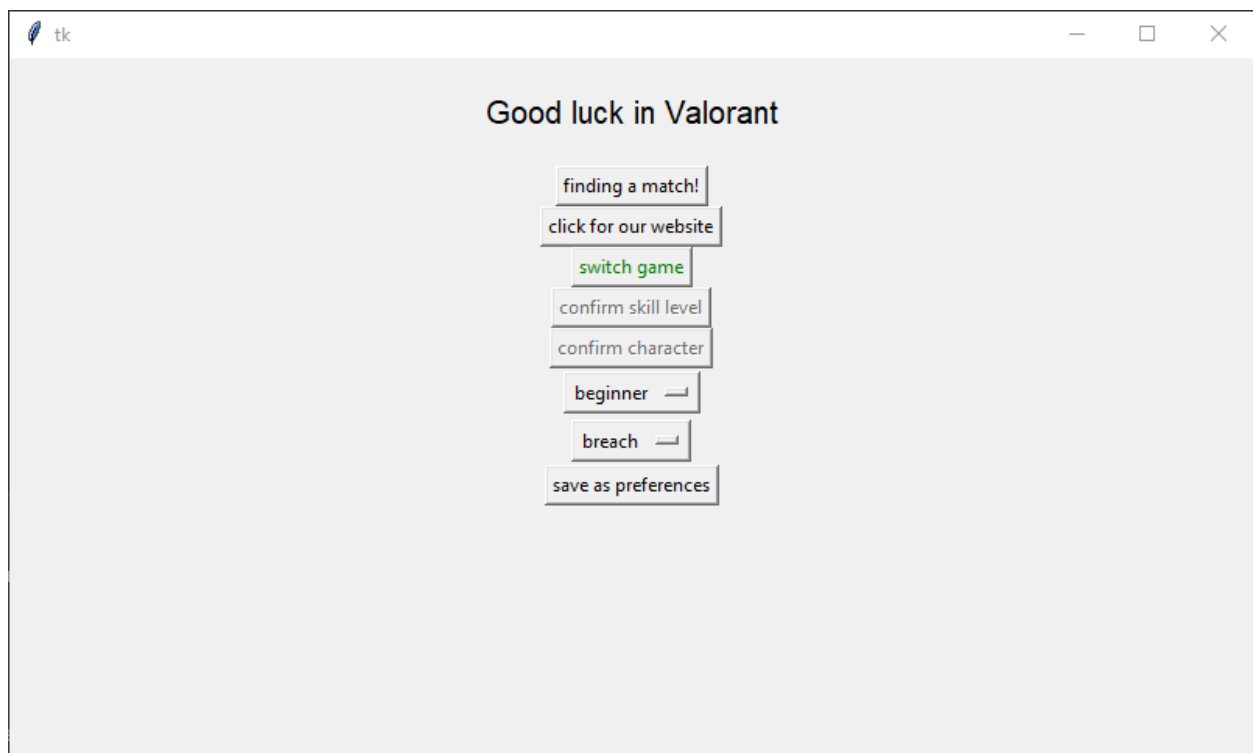
If you want to recieve a tip in-game, click "confirm game". Select your favorite character and skill level, confirm them, and click the "finding a match button".
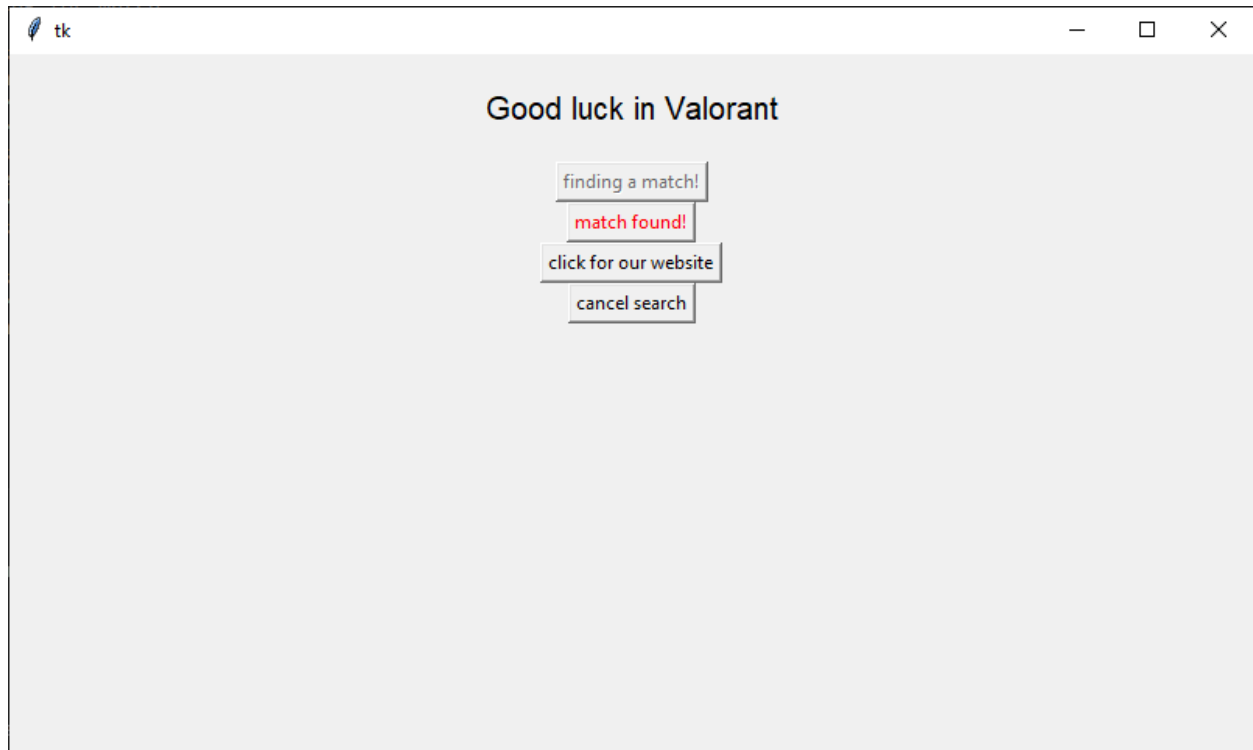
We will automatically detect when you have found a match, and present you with a tip for the options you have selected. If we fail to detect the match, there is an emergency "match found!" button that you can press to manually input the map name.
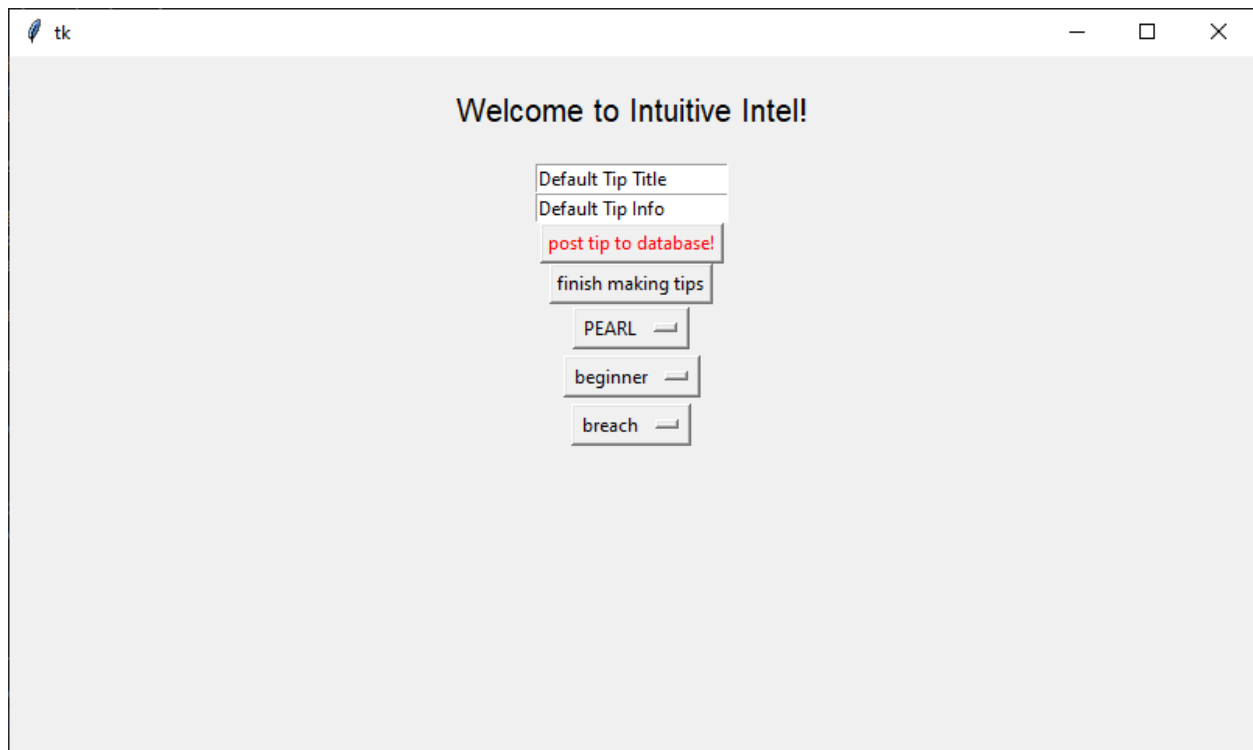
If you want to switch games, simply click the "switch games" button. This will bring you back to the first screen. From here, you can also choose to make your own tip! Make sure that you enter a short, descriptive title and a longer, precise tip-text. If this tip is for a specific character, map, or skill level, make sure to select those from the dropdowns and confirm. When you are satisfied with your tip, post it to our database! Anyone who uses our app and finds a match with your tags may pull it, and use it!

Defense of UG

Our defense on why the UG should live in the forum section of our project is as follows:
- The main reasoning was to have the capability of having a live, web accessible UG that we don't have to worry about as many formatting issues for.
- Since we have a forum web-application as well as a separate UI program that the UG goes over, it makes the most sense to us to have the UG be in some sort of online format, and that is most effectively accomplished through the forum web-application.
- We also considered having separate implementations for both the UI and forum, but ultimately found this to not make sense as it would not allow us to have a single source of truth to reference back to and introduce potential contradictions in either version of the UG.

As far as alternative places for the UG to be hosted:
First considering the alternative of keeping the UG in the app:
- This didn't make as much sense simply because we want the UI to be as uncluttered as possible and trying to implement a full help section in a custom UI would make for extra hurdles that could hinder our development process.
- We can also simply add a help button that redirects to the URL where the UG lives on our forum.

Secondly considering the alternative of keeping the UG completely separate from both:
- This is simply too inaccessible for us to justify; we want to have a UG that people can quickly find and use if they so desire.