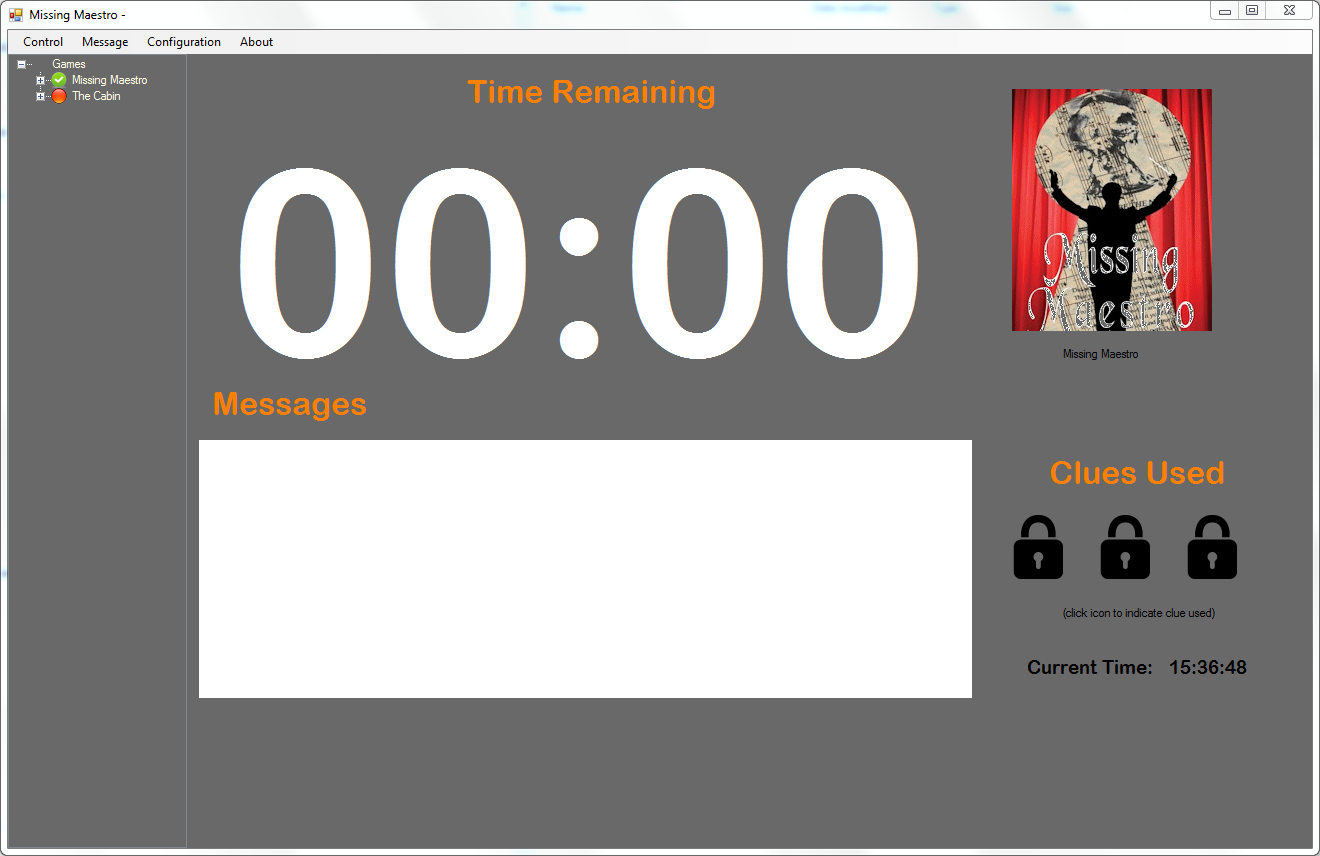
# Controller

Last Update: 12/19/2016



The controller has n main functions.

1. Control the countdown timer.
2. Present the countdown Timer to the game participants.
3. Message (send) clues to the game participants.
4. Keep track of the number of clues used by the game participants.
5. Play background music and clue alert sounds.

The controller is used by the Game Master. The controller is launched at the Game Master’s work station (computer laptop). The Game Master’s station has the same “view” (duplicated display) as the game participants.

## Countdown Timer

The countdown timer is preset to 60 minutes. When started, the countdown will be displayed on the main window of the controller. The timer can be paused and restarted. If needed, the timer can be set to a specific minute value.

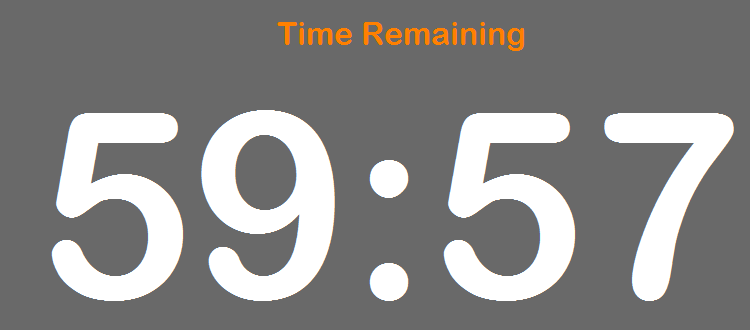


Figure n-n

When the timer starts, the displayed timer font color is green and turns white once the first second tick occurs.

For most of the duration of the timer countdown, the font will be white.

When the timer is paused, the displayed timer font color is yellow to indicate it is paused.

When the timer countdown reaches 15 minutes or less, the displayed timer font color is red to indicate time is running out.

## Timer Controls

All of the timer controls are accessed from the main menu under the [Control] menu. Choose [Timer] and select the appropriate action as seen in Figure n-n.

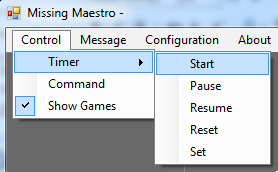


Figure n-n

All of the controls have short-cut keys to allow the Game Master to start/pause/resume without using the menus and mouse. The short cut keys are as follows:

Control-S -🡪 Start

Control-P -🡪 Pause

Control-R -🡪 Resume

Control-T -🡪 Reset

If you just want to reset the time to 60:00, us the [Reset] menu option or shortcut.

If you need to set the timer to a specific Minute:Second time, use the {Set] menu option. Another dialog will pop up for entry of a new time. See Figure n-n.

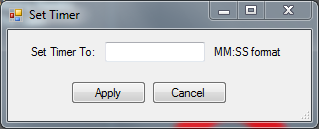


Figure n-n

When the timer counts down to 00:00, another small timer is started and displayed just below the main timer to indicate time “overage”. See Figure n-n.



Figure n-n

The Game Master should pause the timer when the participants finish the game.

## Game Tree

A game tree view (hierarchical collection of labeled items) is displayed on the left hand side of the controller. The game tree is built from the file contents (and hierarchy) found in the game folder. The game folder is configurable.

The controller reads the folder structure of this game folder (root directory) and looks for file naming conventions to build the images, clues, music, and sounds for a particular game. The naming of the folder equates to the game name seen in a tree node. A game can be configured by dropping files in the top level folder.

A sample top level directory is shown below.

…\Documents\Dropbox\TwistedRoomEscapes\jjs\EscapeRoomGames

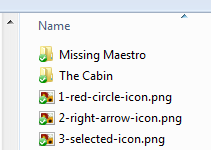


Figure n-n

When the Controller is launched, it will create top level “Game” folder for the top level folders within the root directory. The Controller will remember the computer’s last game and set that game as the select game.

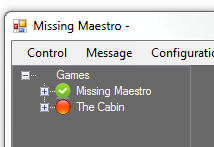


Figure n-n

The tree view can be hidden from view by using the menu option [Show Games] from the Control menu bar. See Figure n-n. It will be advantageous to hide the tree view when the game is in progress.

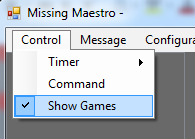


Figure n-n

**Note:** Currently the game folder is located in DropBox. Every computer has DropBox installed and is connected to the same account. DropBox is installed locally so that any files updated in the master folder is synchronized to all other computers. This allows all computers to run with the same configuration. Every computer, should be dedicated to a different game. The Controller will remember, once set, the last game played.

## Selecting a Game

A game is selected by using the context menu on the game node of the tree. Right click on a node and select the [Set] menu option. The icon next to the game node will change from RED to GREEN. See Figure n-n. Once a game is set, it will be remembered next time the Controller is launched.

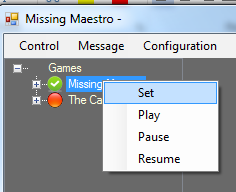
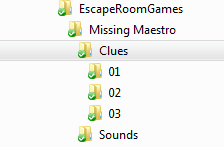


Figure n-n

## Clues

n number of clues can be preconfigured for a game. Within the folder structure beneath every game folder is a “Clue” folder. This folder contains sub folders. Each sub folder contains 1 to n .HTML files.

The sub folder name can be anything, but names will be displayed within the tree view within the Controller and will be ordered sequentially. So there should be some thought into naming conventions. It is suggested to name the sub folders with a number, representing a room number of the room or puzzle the clue pertains to.



Contents of the clue files are read and displayed in an HTML browser control within the main window of the controller. See Figure n-n



Figure n-n

Contents of the clue files can have HTML markup to allow for a stylish presentation of the clue. If there are image references in the HTML markup, prefix them with "{$Base)” and make sure the image file is in the clue directory. i.e

<img src="{$Base}\myimage.png">

This allows the images to be found by the HTML browser control.

The clue directories will placed under the game folder of the tree view within the Controller. See Figure n-n below.

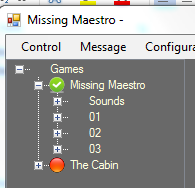


Figure n-n

The clue files contained within each sub folder are .html files. Only files with a file extension of .html will be displayed in the tree structure. Figures n-1 and n-2 show both a screen shot of the directory with files and the tree view control within the controller.

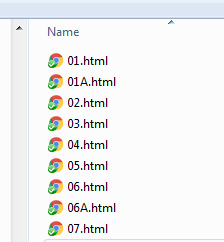


Figure n-1

There is a context menu on each of the clue nodes in clue folder. Right click on a node you will see a [Show] menu item. Click on this to “show” the contents of the HTML file in the game controller.

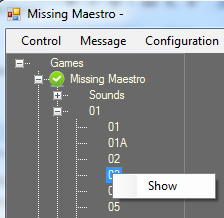


Figure n-2

A clue can also be shown using the command line interface. To use the command line interface, see the section named “Command Line Interface”.

## Clue Sounds

A sound can be configured after a clue is displayed. By default, if there is a .wav file in the clue sub folder (folder with the .html files), this sound file will be played when the clue is displayed. If no .wav file is found in this folder, the parent folder is checked for a .wav file and that file is used.

**Note:** If there are more than one .wav file in the directory, only the first one found will be used.

## Adhoc Sounds

The controller has the ability to show and play adhoc sounds.

Within the game folder structure, a sub folder name “Sounds” can contain .wav files that will be displayed within the tree structure of the controller. These registered sounds can be played using the context menu on the node within the tree or from the command line interface.

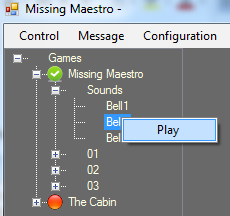


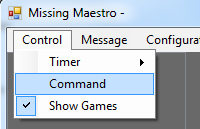
Figure n-n

## Time Triggered Sounds

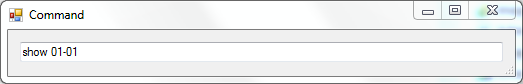
The controller has the ability to triggered a sound at a given minute within the game.

## Command Line Interface

There is a "command" menu option under the "Control" top level menu bar of the Controller. See Figure n-n



When clicked, a small window is presented. See Figure n-n



You can type commands in this window. Hitting the [Enter] key will invoke the command.

Valid commands are

show directory-file

play file

Both are designed to assume file extensions.

To show clue **01.html** in sub folder Clues/01, you would type the command **show 01-01** and press enter.

To play sound **sound1.wav** in the sub folder Sounds, you would type the command **play sound1** and press enter.

If successful, the action is done and the window closes. If there is an error, you should get an error message.

You can use the short-cut **Control-Q** to get to the command window. This should allow the game master to hide the tree control and type Control-Q and show a clue or play a sound with minimal distraction on the shared screen.

**Note:** Before using the command line interface, you need to make sure you set the "game" context. The 'set' command from the context menu on the game node.