

UCCS RHA Humans vs. Zombies Help File

Programmers:
Ben Matson and Ben Lexa

Table of Contents:

1. [Getting Started](#)
 - How to Install
 - Creating a user
 - Logging in
2. [The Dashboard & Joining/Managing your Sessions](#)
 - The Dashboard
 - Logging Out
 - Viewing/Editing Profile Info
 - Joining a Session
 - Leaving a Session
3. [Playing the Game as a Survivor/Human](#)
 - The Survivor List
 - Game Stats
4. [Playing the Game as a Zombie](#)
 - The Kill Box
 - The Starvation Counter
5. [The Game Moderator \(GM\)](#)
 - Becoming a GM
 - Creating a New Session
 - Modifying a Session
 - Deleting a Session

1. Getting Started

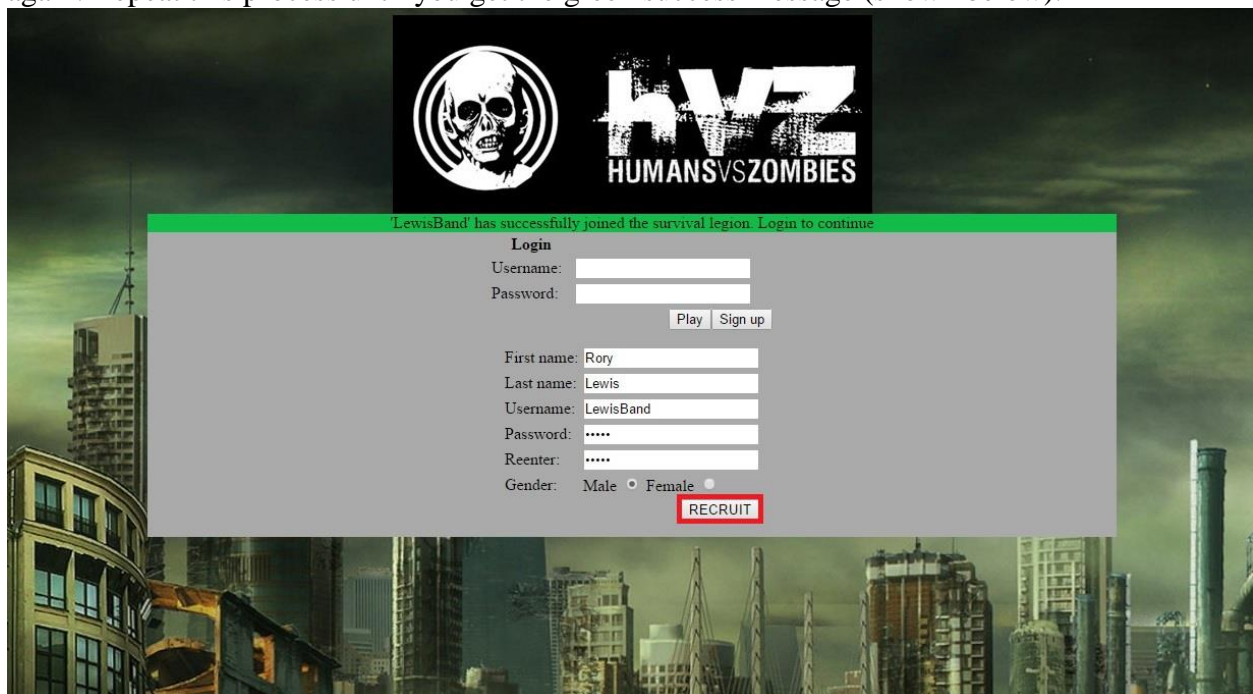
[\[Back to Top\]](#)

How to Install:

You should have received a file called htdocs.zip that contains all the necessary files in it to setup and run the website and database along with this help file. To get the website setup and running first extract the contents of the htdocs.zip file into the C:\MAMP\htdocs folder (/Applications/MAMP/htdocs for Apple users), overwriting everything that is already in there. Then start your servers using the MAMP control panel and open up phpMyAdmin. Create a new database and name it “cs_4420” without the quotes (if it is not named exactly like this it will break the application) and then import the cs_4420.sql file now contained inside the htdocs folder you updated. Once the database is created make sure that you have a pma user account with the password set to “pmapass”. If you do not then you will need to create one. Finally, make sure the pma account has sufficient privileges to the newly create cs_4420 database. Once this is all done you should be able to start using the website and database by going to “localhost” in your preferred browser. Note: This application assumes that your Apache server is running on port 80.

Creating a New User:

To create a new user click on the “Sign up” button. A drop down will extend with a number of text boxes. Then enter the required information in the boxes as show in the figure below. Once you are satisfied with the information you entered, hit the “RECRUIT” button (highlighted in red below) at the bottom right of the entry boxes. Once you hit “RECRUIT” there should be a green message displayed under the HvZ logo signifying your success of joining the survival legion. If a red Message is displayed, that means that your username was already used by someone else. Don’t panic, just enter a different username and hit the “RECRUIT” button again. Repeat this process until you get the green success message (shown below).



The screenshot shows the HvZ Humans vs Zombies registration interface. At the top, there is a logo featuring a skull with sound waves and the text 'HvZ HUMANSVSZOMBIES'. Below the logo, a green message bar states: 'LewisBand has successfully joined the survival legion. Login to continue'. The main form is titled 'Login' and contains the following fields and buttons:

- Username: [text box]
- Password: [text box]
- Buttons: Play, Sign up
- First name: Rory [text box]
- Last name: Lewis [text box]
- Username: LewisBand [text box]
- Password: [text box with masked characters]
- Reenter: [text box with masked characters]
- Gender: Male ☒ Female ☐
- RECRUIT button (highlighted in red)

Logging In:

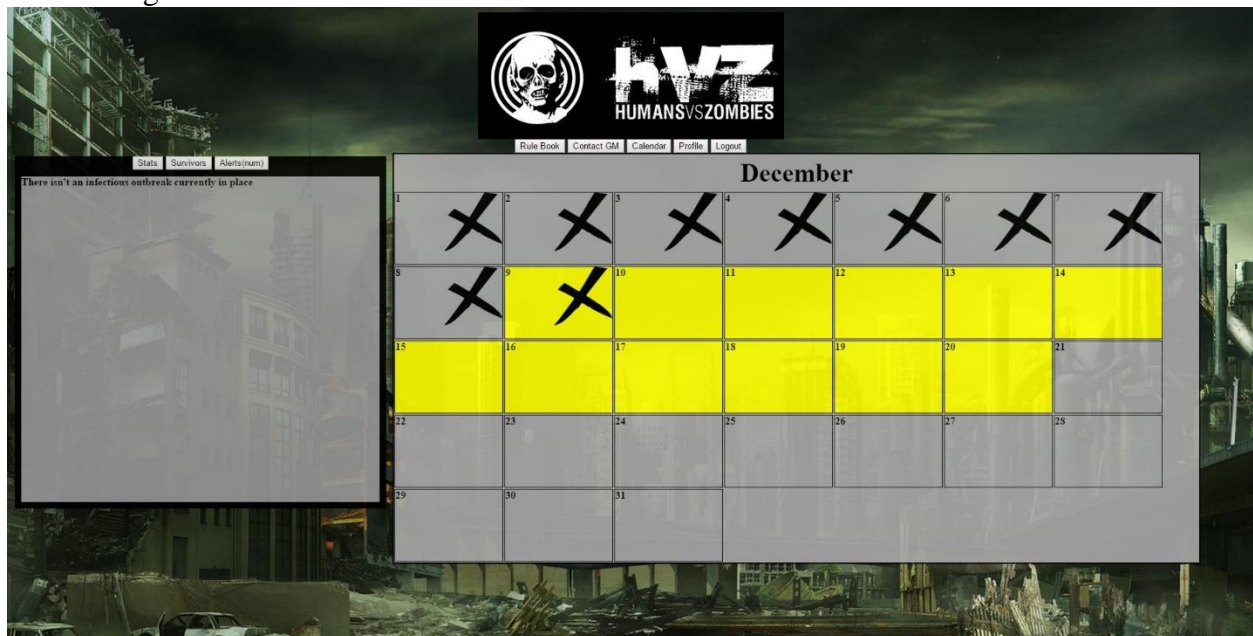
Once you have successfully created a user account enter your username and password in the two boxes under “Login”. Once you have entered your information and verified that it was entered correctly click on the button labelled “Play”. If you did not enter the correct username or password then a message “Invalid Username or Password” highlighted in red, will be displayed beneath the logo. If the login was successful then you will be redirected to what is shown and discussed in section two below.

2. The Dashboard & Joining/Managing your Sessions

[\[Back to Top\]](#)

The Dashboard:

Once you have successfully logged in you will see the dashboard which will function as your home page for your profile and any games that you choose to join (shown below). It is here where all the needed information regarding game sessions (under the Alerts (num) button), your game session stats, the current ongoing game survivor list, the rule book (unimplemented), GM contact info (unimplemented), your profile, and a calendar view of the current month’s scheduled game sessions.



Logging Out:

To logout, simply click the button labelled “Logout” located at the top of the page next to the “Profile” button, which will log you out of the system and return you to the login page.

Viewing/Editing Profile Info:

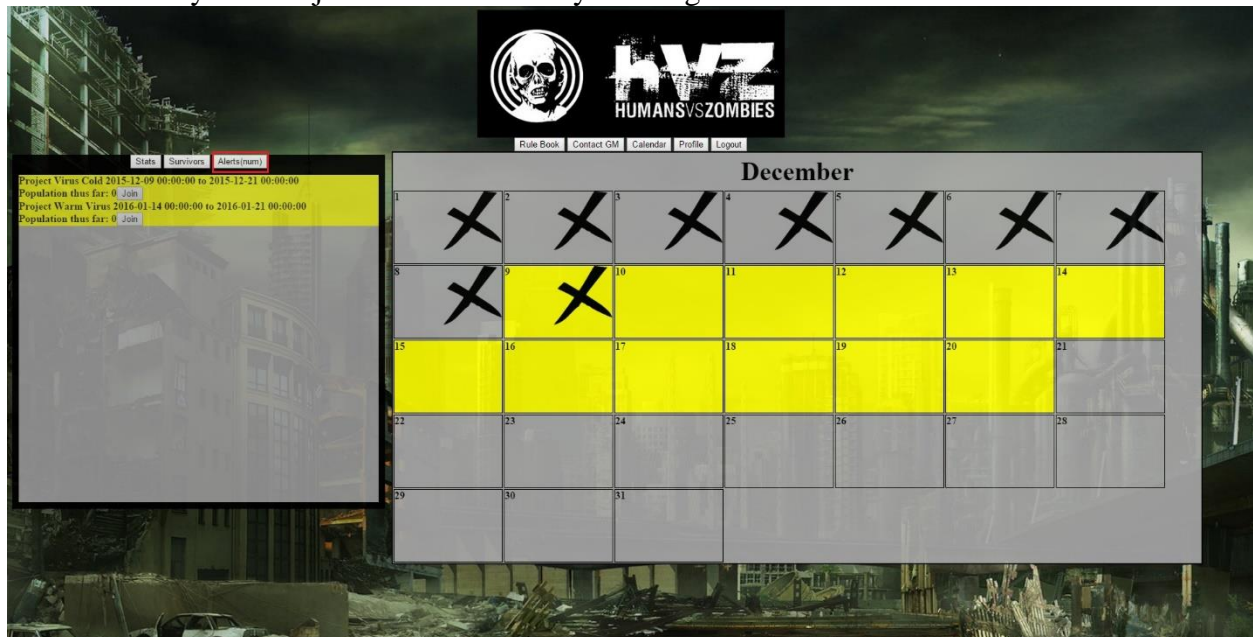
To view your profile click on the button labelled “Profile” on the dashboard (highlighted in red shown below). This will replace the calendar with the profile view (to return to the calendar, simply click the button labelled “Calendar”) which displays all of your profile information, except for your password (due to a security concern and at this time you need to contact a GM in order to change your password). From here you can also delete your profile by clicking “Terminate” or edit your profile information by click “Edit Profile”. Once you have clicked on the “Edit Profile” button you can change any of your information by modifying the information in the text boxes. Once you are satisfied with your modifications click the “Update

Profile” button or if you want to discard any changes click the “Cancel” button which returns you to the profile screen.



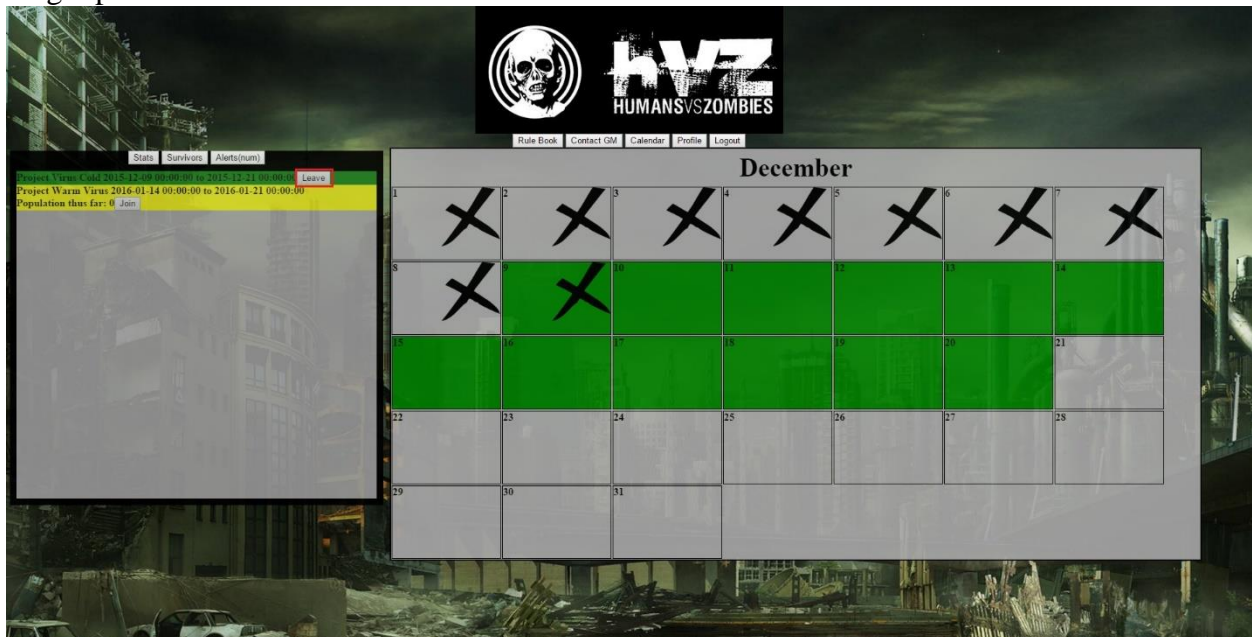
Joining a Session:

To join a session you must first click on the “Alerts (num)” button (highlighted in red below) which will display all the available sessions. Sessions that can be joined are in yellow and those that you have already joined are green. Once you have determined which session you would like to join then click the button labelled “Join” that is next to the desired session. If you successfully joined the session, the session you attempted to join will turn green signifying you are now in that session. The calendar will also reflect this change so that you can see at a glance what sessions you have joined and when they will begin or end etc.



Leaving a Session:

To leave a session it is just as easy as joining one. Once you have joined a session and it has been highlighted in green there will be a “Leave” button next to that session (highlighted in red below). Once you click that you will leave the session and your stats for that game session will be deleted. The session will then change from green to yellow indicating that you are no longer part of that session.

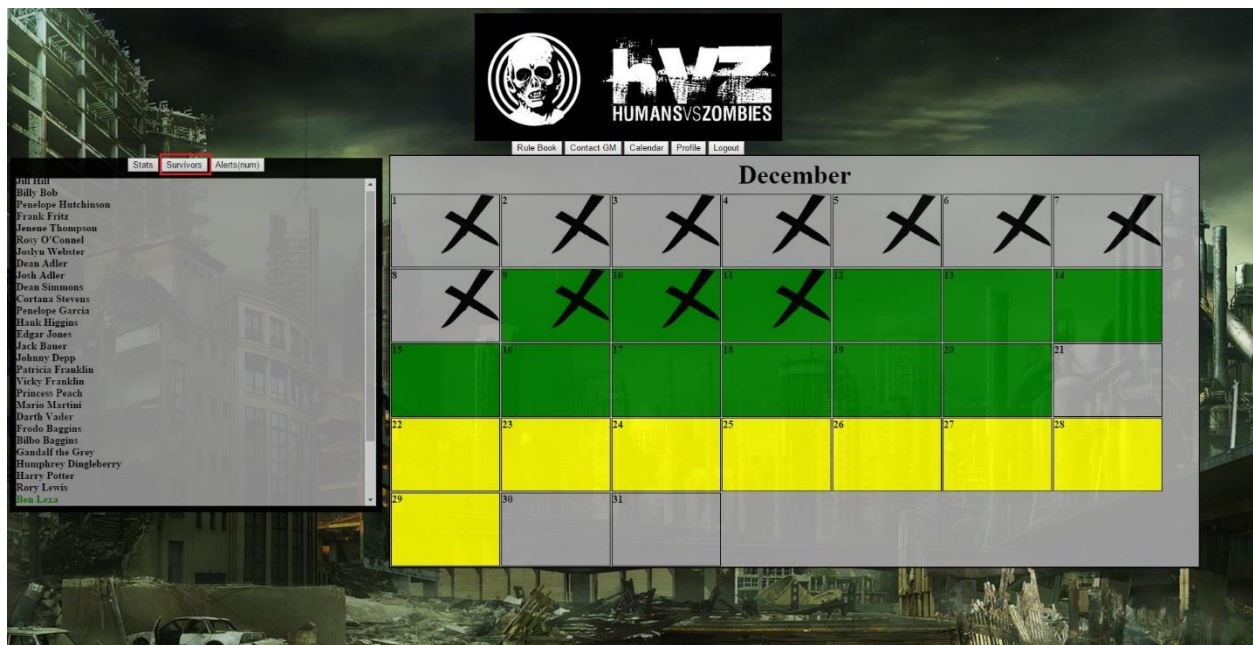


3. Playing the Game as a Survivor/Human

[\[Back to Top\]](#)

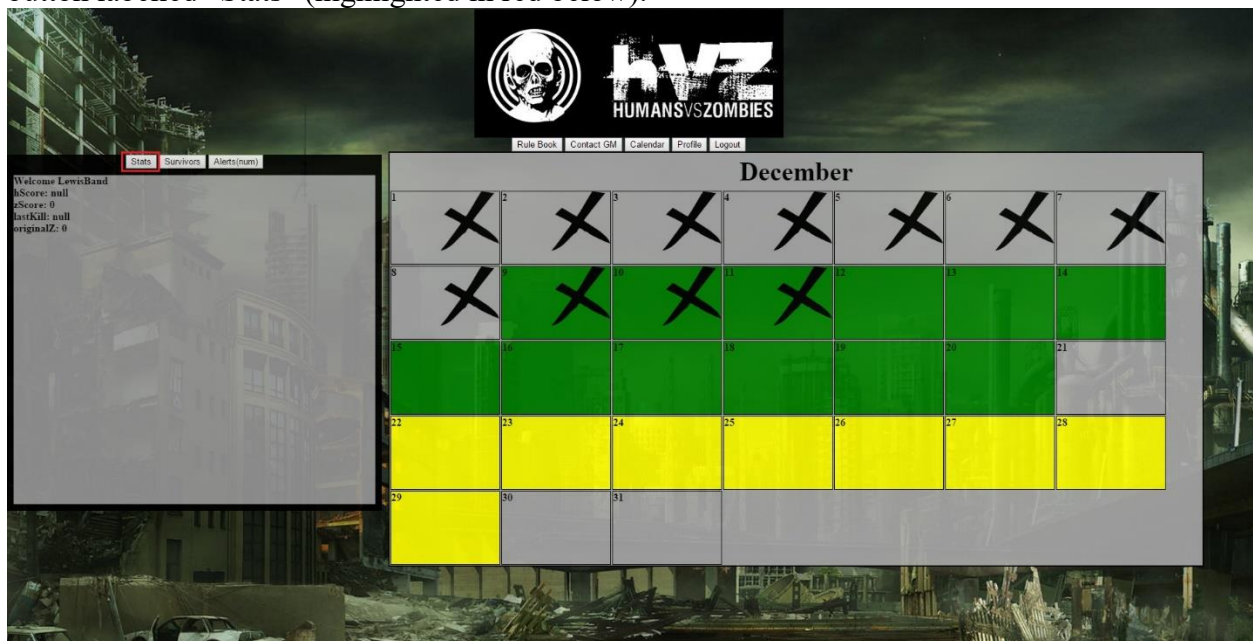
The Survivor List:

For most game sessions you will most likely begin the game as a survivor (uninfected human). The only exception to this is if you are the original zombie or “Patient Zero” which is then responsible for starting the infection. To view the list of everyone in the game, including those that are infected, those infected that have starved to death, and your fellow remaining survivors, simply click on the button labelled “Survivors” (highlighted in red below). This will bring up a list of names of everyone who is in that current game session. Current zombies are highlighted in green, starved zombies (who are no longer in the game) are highlighted in red with a line crossed through the name and finally survivors are listed in just plain black text. The Survivor list also has a scroll bar in the event that there are many players in the game session.



Viewing your Session Stats:

To view your stats for your current joined session, such as your human score (the date you survived till), zombie score (how many humans you have infected when you are a zombie), when your last kill as a zombie was, or if you are/were the original zombie, simply click the button labelled “Stats” (highlighted in red below).



4. Playing the Game as a Zombie

[\[Back to Top\]](#)

The Kill Box:

For your convenience we have created a Zombie account for you to test with. The username is “LewisZombie” and the password is “infect”. Logout if you haven’t already and

then log in with these credentials. Now that you're a zombie it's time to infect others. During a game when you "tag" a human to infect them they will give you their paper confirmation slip which will have their unique badge ID on it as well as their name on it. You then log into your dashboard and in order to confirm and record your "infection" you enter that unique badge ID into the text box at the bottom left of the screen (type into the box: 532541 this is a badge number of another player currently playing the game session). Once you have entered the badge (and confirm it is correct!) then hit the button labelled "Kill" to the right of the text box (highlighted in red below). Now if your sound is on you will hear a notification confirming your successful infection. **Note: In the event that your starvation counter has already run out and you are unable to enter a kill, you will need to modify your "lastKill" attribute to be a datetime within the past 48 hours you are grading this. The lastKill attribute is found in the "gamestats" table.**

The Starvation Counter:

In most, if not all, rulesets of Humans vs. Zombies there is a designated time period in which a zombie has to make a kill or starve to death and is therefore removed from the game. In most games this starvation time is 48 hours. This is represented on the dashboard by the large red counter at the bottom right of the screen that constantly counts down the time until you starve (this can be seen in the screenshot above). Each kill you make as a zombie will reset this counter to 48 hours from the time you entered the kill. If you do end up starving as a zombie then this starvation counter will instead just display "You Are Dead" letting you know that you are no longer in the game, but you can still access the survivor list to watch the progression of the game.

5. The Game Moderator (GM)

[\[Back to Top\]](#)

Becoming a GM:

At this point of this very early implementation of the HvZ system the only way for you to become a GM is to modify the database directly (via phpMyAdmin) and change the "GM" attribute inside the "players" table from 0 to 1. This is necessary in order to be able to access the

GM specific features in this system. For your convenience we have already created a GM account for you. The username is “LewisGM” and the password is “rory”.

Creating a New Session:

As a GM you have the ability to create new sessions for players to join and play. To do this you must click on the button labelled “Sessions” on the button dashboard beneath the Logo to display the current planned or running sessions. To create a new session click on the button labelled “Create a new outbreak” beneath the “Planned Zombie Outbreak” header. This will display a set of text boxes for you to define the Outbreak Title, Starting Date, and Finishing Date (Enter in the dates in this format: Month Day, Year). Once you are satisfied with the entered information click on the “Begin Infection” button (highlighted in red shown below). It will then be displayed in the list of sessions and will be automatically updated to the calendar.



Modifying a Session:

As a GM you have the ability to modify current and upcoming game sessions. To modify a game session you first click on the “Sessions” button to bring up the sessions window. From there you find the session you want to modify and click the button labelled “Edit” found at the bottom of that session as you can see in the screenshot above.

Deleting a Session:

As a GM you have the ability to delete game sessions that are currently running or upcoming. To delete simply go to the Sessions screen as a GM (described above), find the game session you wish to delete and click the “Delete” button found at the bottom of that game session (highlighted in red below). A confirmation pop will be displayed as warning since every player’s data will be removed from that game session. If you are sure, click the “continue” button on the confirmation popup.

