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USER MANUAL

PROJECT NAME: ARCANE ARCADE

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1 Introduction

The project is called *Arcane Arcade*, which references the esoteric language users will have to use, as well as the gamification aspect.

It is used by employers to determine the level of skills and classification if potential employees.

This document presents the Arcane Arcade system, it's uses and how it is to be put to use.

2 Project Background

This section outlines the background behind the project Arcane Arcade.

2.1 Problems Experienced

The software engineering industry have tried various models over the years to ascertain whether a prospective employee has the required skills or aptitude to be a valuable software developer. These range from automated online screening assessments that pushes the boundaries of the person's intellectual capability, to manually executed proprietary company tests using specific programming languages to test development competencies. Online assessments are popular and easy to execute, but lacks the insight provided by manual and proprietary testing of how the candidate reasons, where manual and proprietary testing is time-consuming and expensive to execute. In addition, company proprietary tests become stale and are leaked into the industry reducing the value tests may have.

BBD have used both approaches over the years and has found that online assessments are adequate when the prospective employee has little to no professional development experience. This is however not enough to demonstrate software development capability for existing professional developers and the company was forced to create a programming test for this group of people. These days, it is becoming difficult to maintain a landscape for an array of different programming languages used by BBD, while ensuring that the quality is maintained.

2.2 Arcane Arcade as the Solution

The candidate is presented with a problem and must use an unfamiliar and custom esoteric programming languages (esolang) to solve the problem. The test must make use of gamification principles such as making new keywords available that can be used in following challenges when a specific challenge is completed.

Each challenge is harder than the previous and all incorporate some programming principle such as general arithmetic, condition checking, iteration, recursion, functions and embedded functions. The platform must have the ability to interpret or compile the esolang and to allow the candidate to “run” the program. The platform must be available on-line or on a tablet device and be secure enough to disallow unauthorized use. The candidate will be emailed a link and a user-name to access the platform.

All the challenges are to be timed and all results and times must be persisted. Once the candidate completes the whole challenge or decides to stop before the last challenge, a final score is shown. The candidate cannot access the challenge again once it reaches this state. In addition to the challenge/game, an administrator must be able to manage users, questions, esolang keywords (dependent on time) and result on-line.

3 System Overview

The project is called the Arcane Arcade and the name references both gaming as well as esoteric (intended for or likely to be understood by only a small number of people with a specialized knowledge or interest, arcane: mysterious or understood by few) programming languages.

4 System Configuration

The system requires a Windows/Unix based host to run the server. This host must have the associated technologies installed (the installation of these technologies will be discussed). The host must be connected to the internet in order to allow any required dependencies to be installed and set up for the operating system environment. The configuration of the server requires an active internet connection to facilitate communication between the system and end users.

The types of data that will be communicated and stored will be in a PostgreSQL database. The challenges that are to be passed to the candidate’s system reside in the database, there will have to be retrieved for display in the pages. The levels and questions that the challenges entail will be stored too. The challenges that the system houses can be added to the home page by the administrator in order to populate the navigation bar and pages. The administrators are the only users who are able to edit any data in the database.

The candidate users will just be able to view the challenges on the page. The user's sign up information will also be stored and will be used on the user's profile page. Each user will only have access to their own information. The administrators, however, will be able to search for users and update their IDs or delete them from the system. The administrators will have access to the challenge history of each user in order to view their attempts and performance.

5 System Usage

Arcane Arcade is primarily accessed through a web browser. The system has different pages that outline the functionalities that the different types of users can access. The users can be either administrators or candidates.

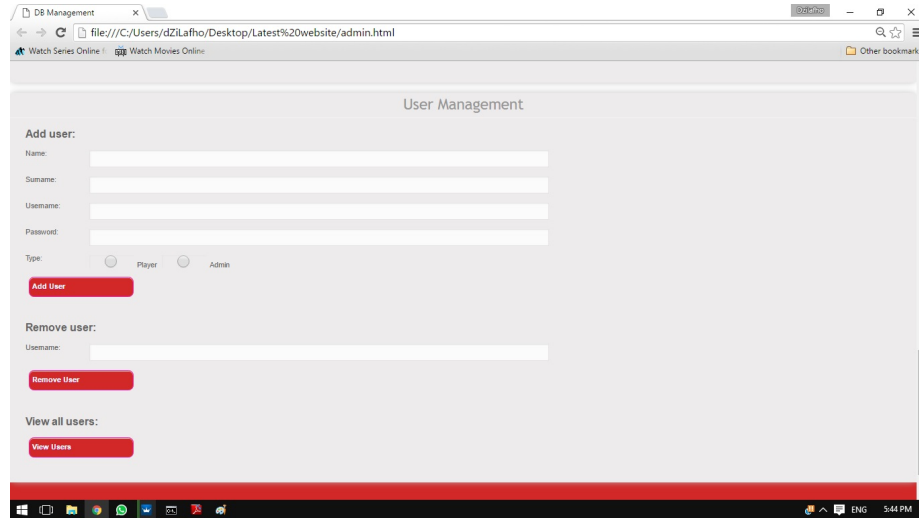
Administrators have global access to the whole system which also grants them management capabilities. The administrators can modify the structure of the challenges and how the candidates interact with the system controlling access, modifying questions, adding challenges, and others.

Candidates only have access to the challenges page and all-sub pages that can be found/clicked from that particular page.

5.1 Administrative Use

Arcane Arcade initially starts with a couple of administrator user accounts. These accounts have access to the management web page which can be used to cater for the following.

5.1.1 User Management

The screenshot shows a web browser window with the title 'DB Management'. The address bar shows the file path 'file:///C:/Users/dZLafho/Desktop/Latest%20website/admin.html'. The page content is titled 'User Management'. It features three main sections: 'Add user:' with fields for Name, Surname, Username, Password, and a Type selector (Player/Admin); 'Remove user:' with a Username field; and 'View all users:' with a button labeled 'View Users'. Each section has a corresponding red button ('Add User', 'Remove User', and 'View Users' respectively). The browser's taskbar at the bottom shows various icons and the system clock at 5:44 PM.

The very first section in the administration page is user management. This is used to manage the user accounts related to the system.

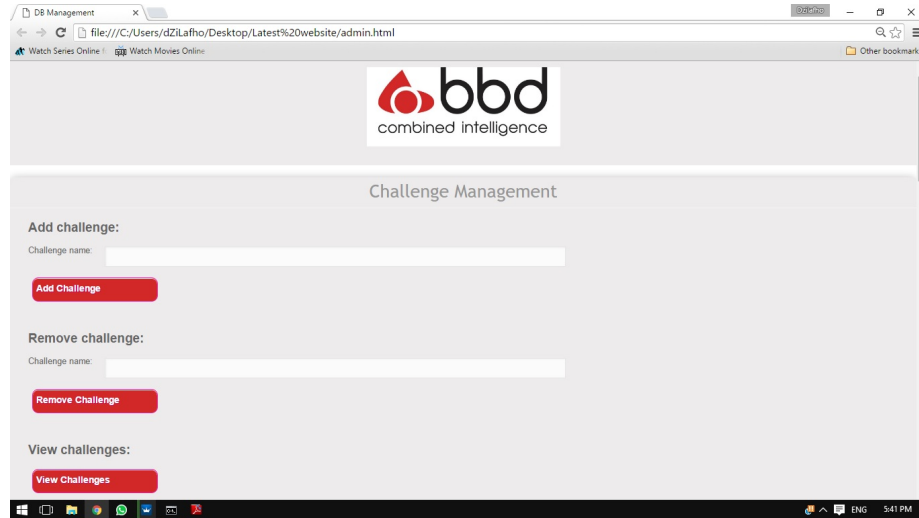
To add a new user into the system, the user's information is registered into a database. The user is registered by completely filling in the form under the Add User heading with the new user's details.

Once the form is completely and correctly filled in and the type of user has been selected clicking on the Add User button creates the user account and the system will display an appropriate response.

To remove an existing user, the administrator simply enters the person's special unique user-name in the field under a Remove User heading. If the specified user-name is associated with an account then the account is removed from the system and access is revoked.

To view a table of all the accounts which have access to the system, one has to click on the View Users button which is under the View all Users heading.

5.1.2 Challenge Management



Challenges are the hosts of the smaller more interactive elements of the system. Challenges house the Levels which in turn house the Questions.

To add a new Challenge you simply specify the Challenge name and click on the Add Challenge button. This creates an empty challenge into which you can add levels.

Removing a Challenge is similar to adding but removing a non-empty Challenge removes also all it's levels and those levels' questions. You enter the name of the challenge to remove and click on the remove challenge button.

To view a list of all available challenges you would click on the View Challenges button.

5.1.3 Level Management

The screenshot displays a web browser window titled "D8 Management" with a single tab. The address bar shows the file path: `file:///C:/Users/dZilafho/Desktop/Latest%20website/admin.html`. The browser's bookmark bar includes "Watch Series Online" and "Watch Movies Online". The main content area is titled "Level Management" and contains three distinct sections:

- Add level:** This section includes a "Level name:" text input field, a "Challenge under:" text input field, and a red "Add Level" button.
- Remove level:** This section includes a "Level name:" text input field and a red "Remove Level" button.
- View Levels:** This section includes a red "View Levels" button.

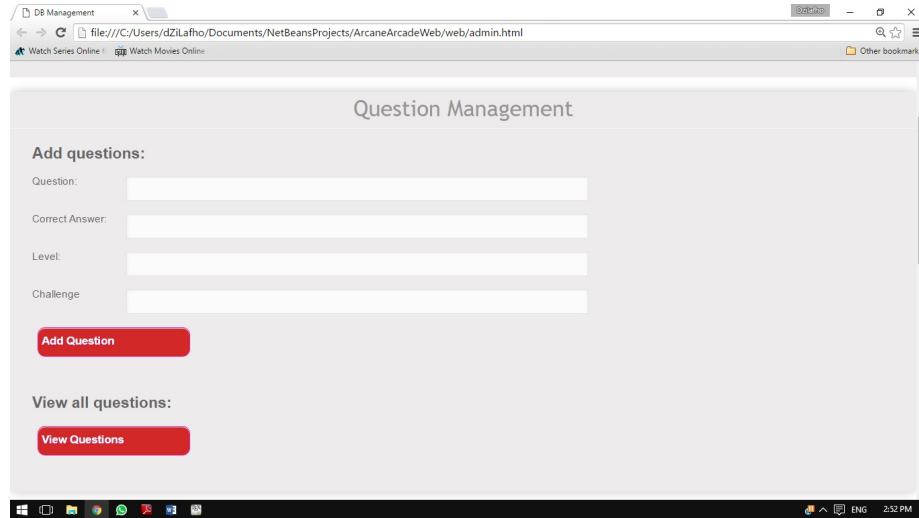
The Windows taskbar at the bottom of the screen shows various application icons and the system clock indicating 5:43 PM.

To add a new Level you fill in the form under Level Management by entering the name of the new Level and the Challenge that it falls under. Clicking the Add Level button adds the Level under the specified Challenge.

To remove a Level you simply specify the name of the level in the form then click the Remove Level button. The level will then be removed from the Challenge which it was under.

To view all the different Levels in table format you simply click the View all Levels button.

5.1.4 Question Management



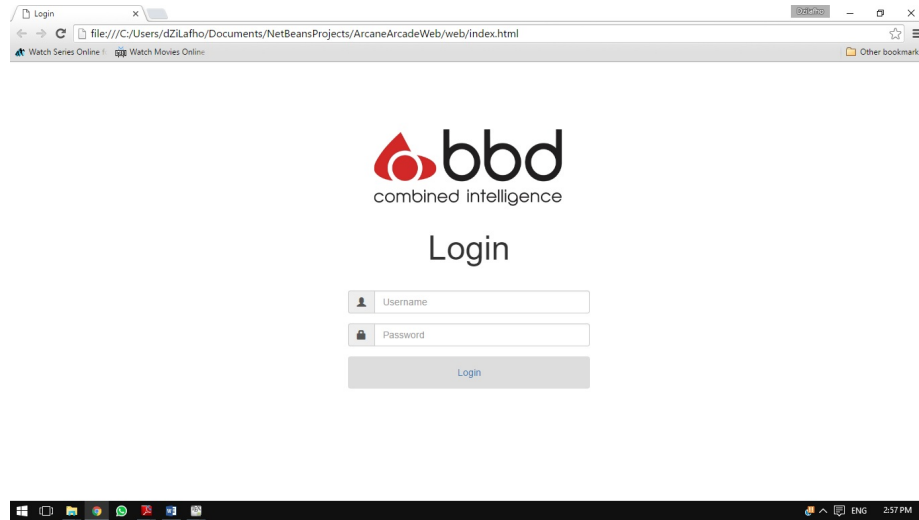
The screenshot shows a web browser window with the address bar displaying `file:///C:/Users/dZilafho/Documents/NetBeansProjects/ArcaneArcadeWeb/web/admin.html`. The page title is "Question Management". The interface is divided into two main sections. The first section, titled "Add questions:", contains four input fields labeled "Question:", "Correct Answer:", "Level:", and "Challenge:". Below these fields is a red button labeled "Add Question". The second section, titled "View all questions:", contains a red button labeled "View Questions". The browser's taskbar at the bottom shows various application icons and the system clock indicating 2:52 PM.

Adding a new question requires completion of the form under the Add Questions heading. The form has to be filled in completely and correctly, this is achieving by providing the Question, the Answer to the Question, the Level under which the question falls and the Challenge. Clicking on the Add Question button then puts it in the system accordingly.

To view the list of all Questions in the system you click on the View Questions button.

5.2 Candidate Use

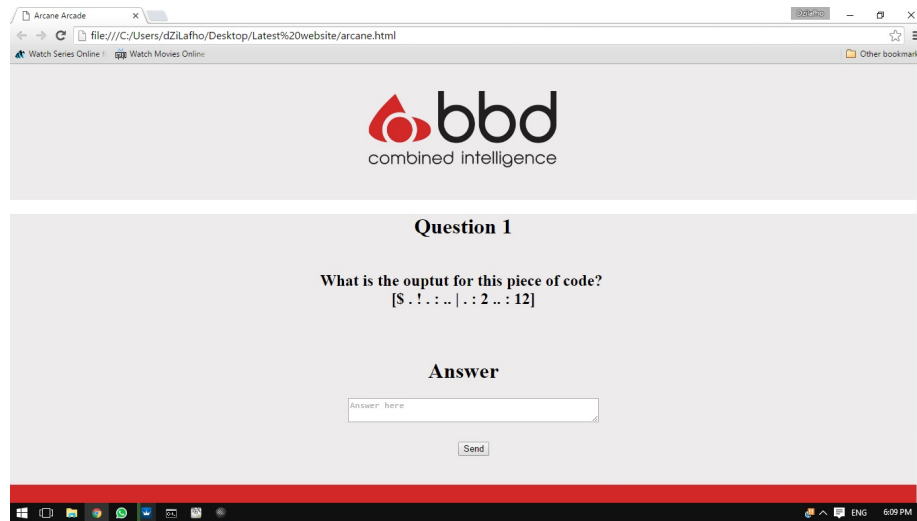
5.2.1 Login



Upon opening the address to the Arcane Arcade system the user is greeted with a login screen. The login screen asks for the user's user-name and password.

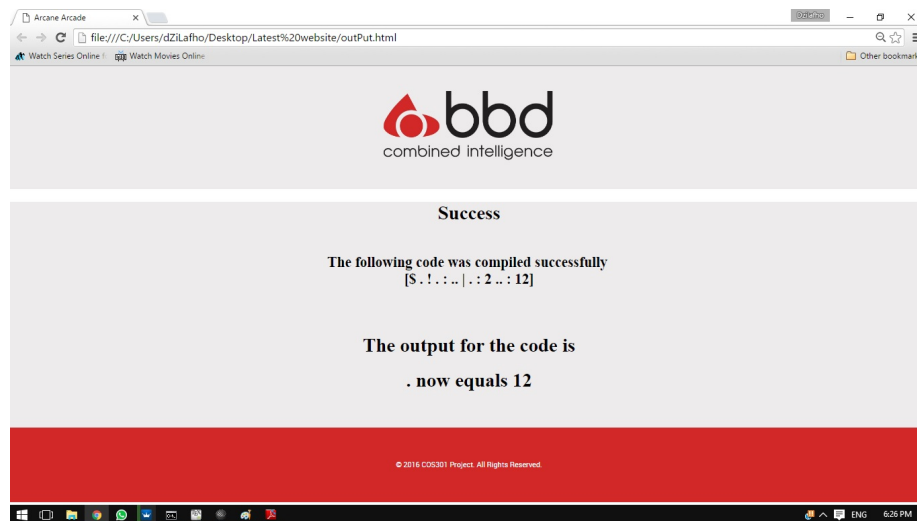
You fill in the two fields with required registered information then click on the Login button to get access to the system.

5.2.2 Answer Question



When the user successfully logs in they are directed to a menu which presents them with a question. The user has to then answer that question as it is used by typing in a series of character that is recognized as the Arcane Arcade esoteric language.

5.2.3 View Code Output



After inserting the question string it gets interpreted and executed. The result page then shows what the esoteric language question means in regular or well known syntax. The user has click on the send button in the middle of the screen.

6 Troubleshooting

6.1 Administrative Problems

6.2 Candidate Problems