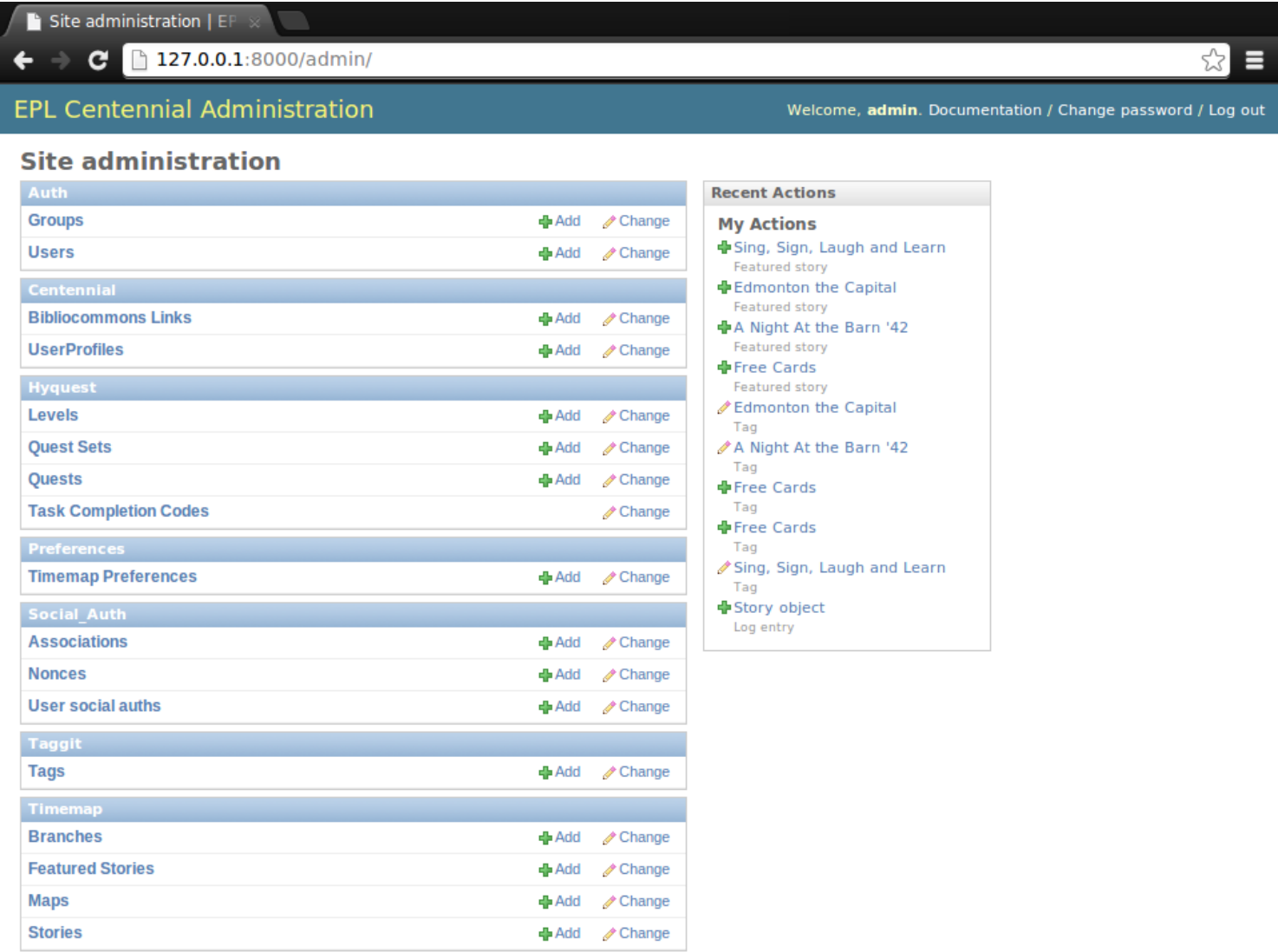# EPL Centennial Administration

The main administration page can be accessed in the `/admin/` URL. The above image shows the main page. Through this page administrators can access stories in order to create new ones, or moderate user submitted content. The Hundred Year Game application is also accessible through here along with multiple global preferences.

Documentation about the individual models exposed in the Administration page can be found by clicking the Documentation link at the top right of the page.

General Administration

Users

Users can be found on the main Administration page, and searched for and edited. Marking a user inactive can be used to disable a problematic User without deleting all of their content, or they can be deleted to wipe out all of their content.

Marking a user as staff and superuser will allow them full access to the administration page. Alternatively they can be marked as staff and provided with a subset of permissions to participate as a moderator.
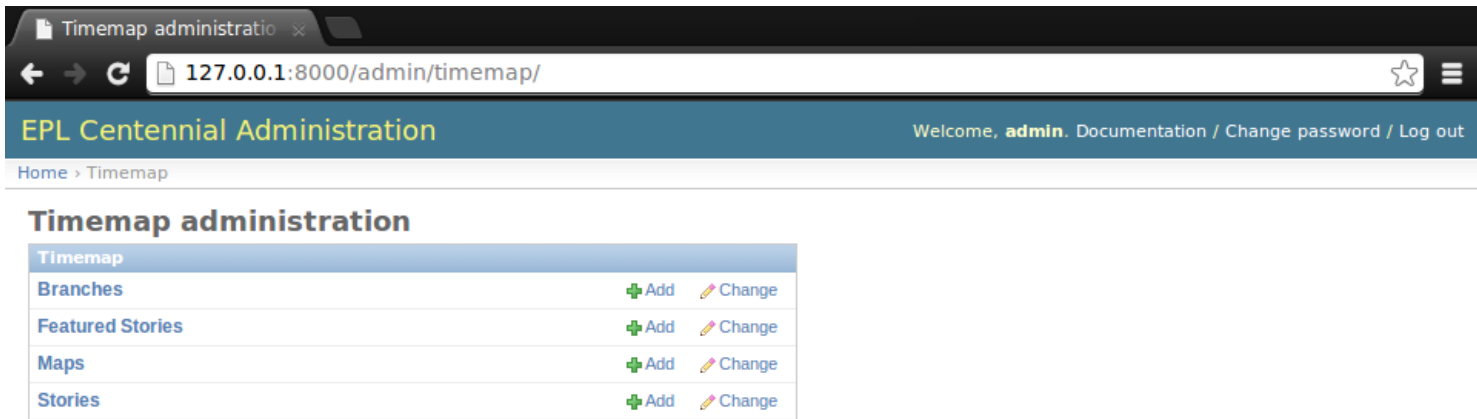
Preferences

The Preferences Admin Pane allows you to configure the start and end dates of the Timeline, as well as the default starting date.

You also must specify in the `Base URL` the actual base URL of the site.

Additionally, the Google Maps API Key and Facebook API Key are specified in the preferences.
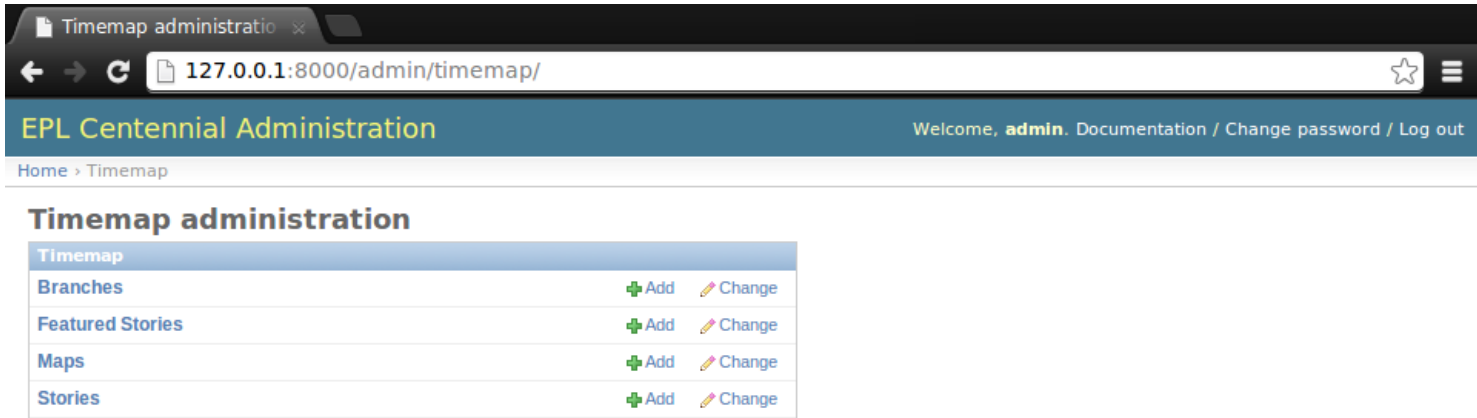
Timemap Administration

Administering the Timemap application is done through `/admin/timemap/`. Here administrators can add/edit/remove information regarding:

- Branches
- Stories
- Featured Stories
- Maps

Branches

Here administrators can view the list of branches available to the timemap application. One can either drilling down into a specific branch to edit it's information or create a new one.

Branches contain information on their temporal and spatial location. The `end_year` can be left blank for branches that are still open, otherwise, it will represent the year the branch was closed.

Stories

The Story Administration page allows administrators to add, edit, remove, and moderate stories. Through the main page stories can be filtered by year, by public approval, or by title through the search.

The above image shows the main interface for adding or editing stories. Through this page stories can be moderated, or new stories created. In order to make stories visible to the public make sure the public approved checkbox is selected and then save the story. When manually creating a story make sure to only fill one of the "Story text", "Link url", or "Media File" inputs. Also note you must correctly set the content type for the story.

Featured Stories

Featured stories can be added at: `admin/timemap/featuredstory/add/`. To do so one must enter the ID of the story. This can be done by clicking on the magnifying glass. This will open a new window (see below) where you will be able to filter stories by name and year. Once the story that needs to be featured is found, simply click on it's title and the ID will fill the form, from there, simply save the new featured story.

Maps

Maps work the same as any other model, the only special field is the `base_folder` which should point to the folder where the tiled map files are located. This has already been setup for all the maps that were accessible, but will have to be done if a new map is added.

Hundred Year Quest Administration

The Hundred Year Quest is administered via `/admin/hyquest`. From the administration page, Quests can be changed, Completion Codes can be generated and printed, and Level boundaries can be changed.

Note: On the front end, the terminology exposed for the Quest structure is Quest >> Challenge >>Task, while for the back end, they are known as Quest Sets >> Quests >> Tasks.

Quest Sets

Quest Sets are ordered by dependancy, and can be filtered to see only active/inactive or featured/unfeatured.

EPL Centennial Administration

Welcome, **admin**. Documentation / Change password / Log out

Home › Hyquest › Quest Sets › A Trip Around Edmonton

Change Quest Set

History

Title:	A Trip Around Edmonton
Description:	Take some time to visit branches old and new
Points:	200

☑ Active

☐ Featured

Depends on: --------- ▼ ✚

Quests

Title	Points	Edit Link	Delete?
A Trip Around Edmonton >> Something old...			
Something old...	40	Edit	☐
A Trip Around Edmonton >> And something new			
And something new	100	Edit	☐
✚ Add another Quest			

✖ Delete

Save and add another   Save and continue editing   **Save**

Quest Sets are the largest unit possible of a particular stream of Quests. They can hold as many quests as desired, though for readability and sanity reasons shouldn't hold more than 3.

If a Quest Set is marked inactive, it will only show up for users who have already completed it. This can be used while developing a new Quest Set, or retiring one that is no longer completable.

All active, featured Quest Sets will show up for all users visiting the Hundred Year Quest, so do not make too many Quest Sets featured at once.

`Depends On` is an optional field allowing intuitive quest progressions. If you select a Quest Set in this field, than the Quest Set you are currently creating will not appear until found accidentally, or the Quest Set it depends on is completed

When all Quests in a Quest Set are completed, a user will be awarded additional points equal to the value filled in above.

From this pane new Quests are also created, and assigned points/descriptions. Once saved, You may press edit to setup specific Tasks for a Quest.

Be wary of editing Quest Sets/Quests/Tasks while active. Although supported, users may not appreciate Quests changing while they're doing them.

Quests

Quests belong to a Quest Set, and contain a set of Tasks. A Quest is worth a Number of points, and contains a number of Tasks. Try not to have more than 5 Tasks in a Quest.

As in Quest Sets, Quest points are awarded as a bonus when all Tasks in a Quest are Completed.

Tasks are worth points, and can be one of 4 types:

Code Completion: Users can enter a pregenerated code to complete the Task. Codes can be generated after saving, and a given code can be used either once, or for as many times as desired.

Bibliocommons Content Creation: Users can visit the catalogue and Comment or Rate various titles. Title must be a perfect match if required, Authors and ISBNs must be a perfect match, though lists of them can be added by putting colons (:) between the different values.

TimeMap Exploration: Users can complete Tasks by visiting constrained sections of the TimeMap. To activate a constraint, first enable it (checkboxes along the left) then select the desired property.

Social Sharing: Users can complete Tasks by sharing pre-selected Stories on Facebook. Select the story that needs to be shared.

Task Completion Codes

Lists of all Task Completion Codes can be found from the main menu, or for a specific Task by editting the Task and clicking the Available Codes. Selected codes can be printed using the Action Bar on top, or deleted the same way.

Levels

← → C 🗋 **127.0.0.1**:8000/admin/hyquest/level/ ☆ ≡

EPL Centennial Administration

Welcome, **admin**. Documentation / Change password / Log out

Home › Hyquest › Levels

Select Level to change

Add Level ➕

Action: [---------- ▼] **Go** 0 of 10 selected

☐	Level name	Required exp ▲
☐	1	0
☐	2	100
☐	3	250
☐	4	500
☐	5	800
☐	6	1200
☐	7	1750
☐	8	2300
☐	9	3000
☐	10	5000

10 Levels

127.0.0.1:8000/admin/hyquest/level/add/

Levels can be changed at any point, and given either textual or numerical names. Any changes to the level structure will be reflected instantly to all users.