

# Ecomon User Guide

## Premise:

Ecomon is a game where users join a team and use cards to battle against other teams, or against the main enemy Team fossil fuel, to gain control over recycling gyms. Cards are acquired by opening packs. The teams consist of Reduce, Reuse, and Recycle. Each of these teams have their own perks. To battle other teams you need to be in range of a recycling gym and scan its QR code. These gyms will be assigned to recycling bins around your campus. Every day team fossil fuel regains control over the recycling gyms. The Ecomon website can be found at [www.ecomon.org.uk](http://www.ecomon.org.uk).

## Getting Started:

### Login / Signup:

On opening the ecomon site you will be brought to a “signup page” page like so:

The screenshot shows the Ecomon sign-up interface. At the top is the Ecomon logo, which includes a stylized recycling symbol above the word "ECOMON". Below the logo is a "Sign Up" button. The form itself has five input fields: "Username", "Email address", "Password", "Confirm Password", and "Select your team". There is also a checkbox labeled "I agree to the [privacy policy](#)". At the bottom of the form is a large green "Sign Up" button, and below it, a smaller link that says "Already have an account? [Login](#)".

To create an account fill in each of the corresponding details. The password must satisfy the requirements:

- Can't be too similar to other user information
- A password must contain at least 8 characters
- Must not be a commonly used password
- Cannot be entirely numeric

The email must be in the format: [xyz@xyz.xyz](mailto:xyz@xyz.xyz)

When selecting a team you should consider the benefits of each:

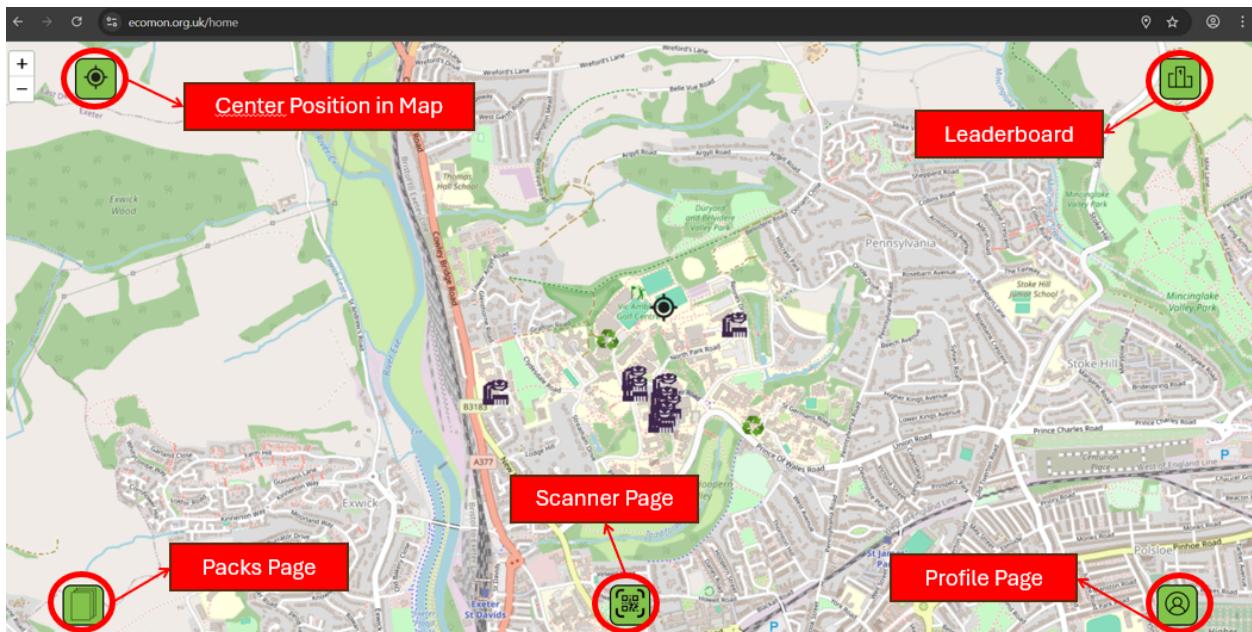
- Team Reduce takes 5 less damage per turn.

- Team Reuse preserves the cards for longer before they degrade.
- Team Recycle gains bonus attack stats on Recycle themed cards.

Finally, tick the privacy policy tick box in order to agree to our GDPR compliant policy to manage the data you have entered appropriately.

Once you click the signup button if the data you have entered is valid you will be moved to the home page.

## Navigating The Home Page:



After logging in, you will be taken to the home page, as seen above, this is the main navigation page of the app. This page contains the map, and buttons leading to the Packs, Scanner, Profile and Leaderboard Pages. The top left button is used to center your position into the middle of the screen. This is very useful if you get lost whilst navigating the map! On the map, bins can be found with a custom icon determined by which team owns that bin. Typically, the evil team fossil fuel owns the bin and it's up to players to fight back!

## Opening packs:

To open your first pack, navigate to the Packs page by clicking on the packs page button. Once you are in the pack page, you should have two free starter packs, which you can open by clicking open pack! These cards will automatically be stored in your inventory which you can view in the profile page.

You can pack three types of cards: Plant Cards, Recycle cards, and Plastic Cards. Each of these cards will degrade at different rates, Plant Cards will disappear after 3 uses, Recycle Cards disappear after 5 uses, and Plastic Cards disappear after 8 uses.

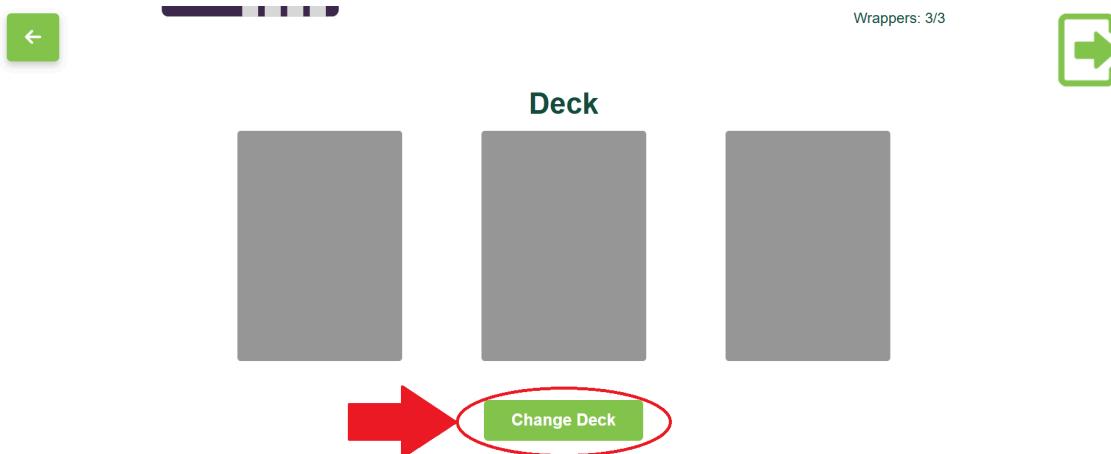
## Changing deck:

Now you are back on the home page after opening a pack, navigate to the earlier highlighted profile page accessed by clicking the profile button in the bottom right. This will take you to a page like so:

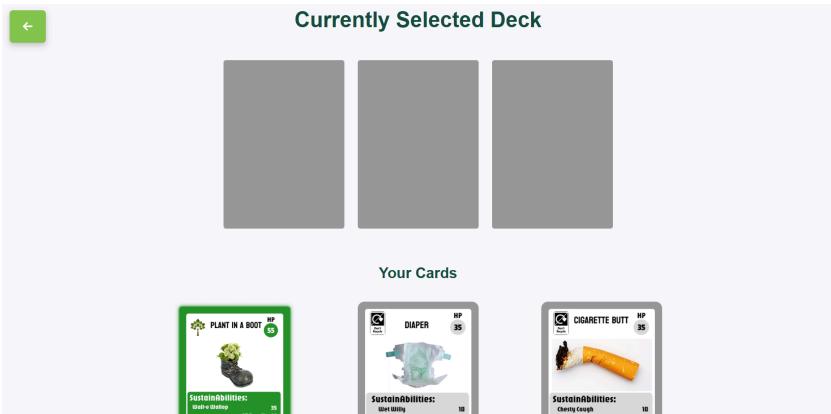


### Deck

In case you need to log out, or change account you can click the button in the top right. In order to play the game, and be able to battle at a gym, scroll down until you see this button:



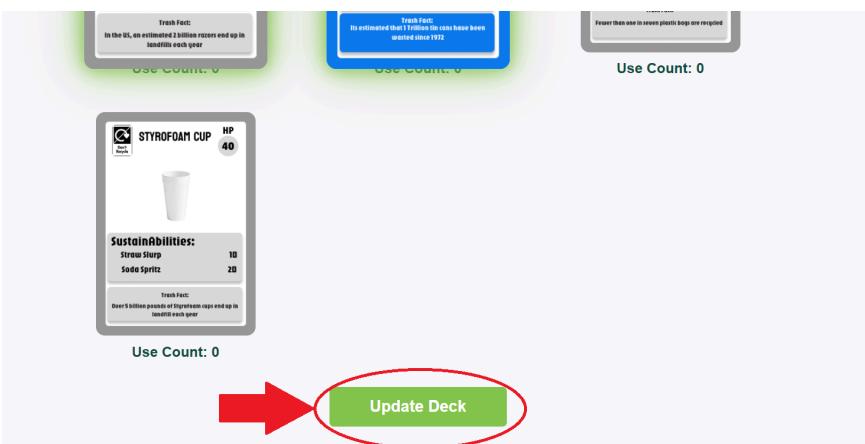
Click this button. This will take you to the changing deck page which looks like so:



In this page you should select 3 cards you wish to use in battle, they will glow green like demonstrated below:



Then scroll down to the bottom of the page and click the update deck button.



After this navigate back to the home page using the back button in the top left corner.

## Finding and battling a gym:

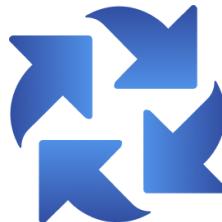
On the maps page, you may see the following team icons:



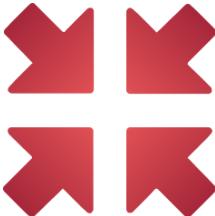
Fossil Fuel



Recycle



Reuse



Reduce

These icons represent the teams that own the gym/bins. Navigate to those bins, which represent the location in real life and get ready to battle! If you tap on the bin marker you can see the radius which you need the player icon to be within in order to be close enough to scan the QR code to battle the gym. If you click on the button in the top left (the locate button) it will center the map on the player icon and you can check if you are within the radius. Once you are close enough and have the QR code click on the scanner button and you will be taken to this page:



Click whichever method you are using to scan the code and either upload or show the corresponding code to the camera. This is an example of the QR code you might scan if you were to battle in the SWIOT building:



The QR codes check your proximity to the location the bin is located. In order to battle at this SWIOT gym, please move to the relevant building

## Taking over a gym:

**ECOMON**

Gym Name: INTO Building  
Owning Team: Fossil Fuel  
Owner Player: fossil\_fuel

Gym Fact: The INTO Academic Building for University of Exeter is designed to create a dynamic and inspirational learning environment.

Your Current Deck Loadout:

- STRAW** HP: 35
- TOOTHBRUSH** HP: 35
- BATTERIES** HP: 35

Start Battle Edit Deck

Once you have scanned a gym, you will be taken to this page where you will have the option to start the battle by clicking the start battle button (if you want to change your deck you will be redirected to the change deck page from earlier). Once you click the start battle button you will be taken to this page, there will be a coin flip to decides who goes first:

**Lorenzo's Active Card:**  
**Straw**  
**HP: 35**

**fossil\_fuel's Active Card:**  
**Common Ash**  
**HP: 55**

Battle Log:

VS

Slot 1: EM (Lorenzo's Bench)

Slot 2: STRAW (Lorenzo's Bench)

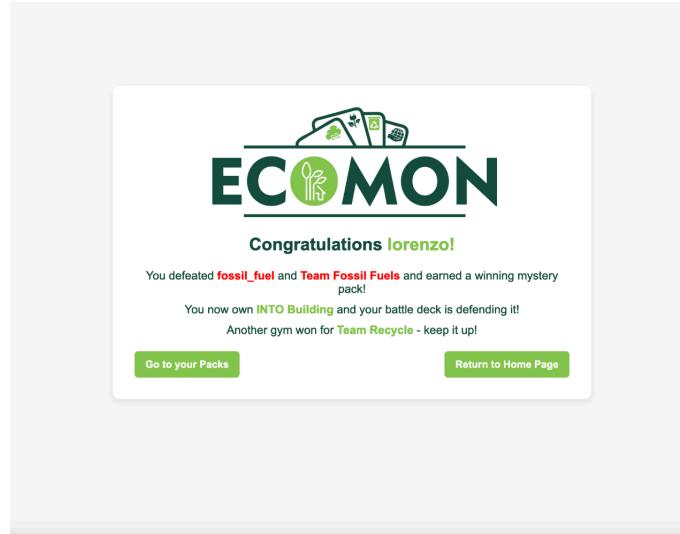
Slot 1: Common Ash (fossil\_fuel's Bench)

Slot 2: BATTERIES (fossil\_fuel's Bench)

Action Buttons:

- Blow Out: 10 Damage
- Turtle Torment: 30 Damage
- Retreat Straw for Bench Card 1
- Retreat Straw for Bench Card 2

To play out the battle choose your move option each turn and wait for the AI opponent to make their move until battle finishes. At that point you will either have won or lost and will be taken to a screen like so:



If you win you will be awarded a pack and take over the gym on the map with the cards you used to attack it. These cards will not be usable until that gym is defeated or resets at the end of the day. Then click the button to navigate to the page you wish to move to.

## Play after initial battle:

### Getting more packs:

If the last time you received an automatically allocated pack was more than 3 days ago, you will be automatically given a pack. Additionally, every time you take over a gym you receive another pack.

Keep in mind, each time you open a pack you get a wrapper. If you get three packs you can no longer open anymore packs. To empty your wrapper bin you must battle any recycling gym.

### Using the profile page:

This game also has achievements. Navigate to the profile and scroll all the way down, past the card collection to find them. Improving these statistics will allow you to unlock the medals.



## Leaderboard:

Once you have navigated to the leaderboard page you first see the 'Team Statistics'. This leader board shows how many gyms each team owns and how many cards, of a certain type, are guarding the team's gyms.

**Team Leaderboard**

	Reduce	Reuse	Recycle
Currently Owned Gyms	3	2	2
Recycle Cards in use	3	2	1
Plant Cards in use	0	3	1
Plastic Cards in use	6	1	4

Additionally, there is a player leaderboard you can navigate to using the button in the top right. This page shows users, their team, the amount of gyms they own, the amount of battles they've won, the amount of bins they've emptied, the amount of packs they've opened, the card types they own and their total collection.

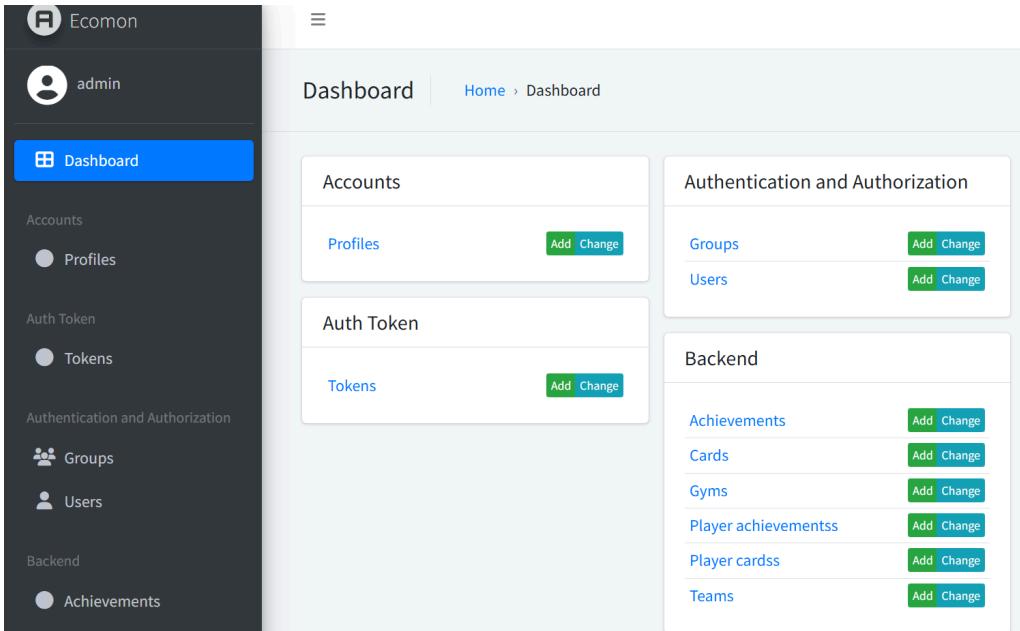


## Player Leaderboard

Username	Team	Owning Gyms ↓	Battles Won	Bins Emptied	Packs Opened	Card Types Owned	Collection Total
adamo	Recycle	2	0	0	1	4 10 6	20
caloomi	Reuse	2	57	12	26	1 7 4	12
asdfasdf	Reduce	2	0	0	1	0 2 0	2
Jake	Reduce	1	0	0	45	5 18 8	31
lorenzo	Recycle	0	0	0	0	1 7 4	12

## Admin Controls:

If you are an admin and are trying to set up the project for another area or edit the current system head to the URL, '<https://www.ecomon.org.uk/admin/login/?next=/admin/>' ,and login with the admin details (username = 'admin', password = 'admin'). From here you can simply select the objects you would like to change on the left side of the page to add, remove or modify existing objects. This is only relevant to you if you would like to set up the app for a different location or be an administrator for the app in the current location.



The screenshot shows the Ecomon Admin Dashboard interface. On the left, there is a sidebar with navigation links for 'Dashboard', 'Accounts' (Profiles), 'Auth Token' (Tokens), 'Authentication and Authorization' (Groups, Users), and 'Backend' (Achievements). The main content area is divided into several sections: 'Accounts' (Profiles), 'Authentication and Authorization' (Groups, Users), 'Auth Token' (Tokens), and 'Backend' (Achievements, Cards, Gyms, Player achievements, Player cardss, Teams). Each section contains 'Add' and 'Change' buttons for managing the respective objects.