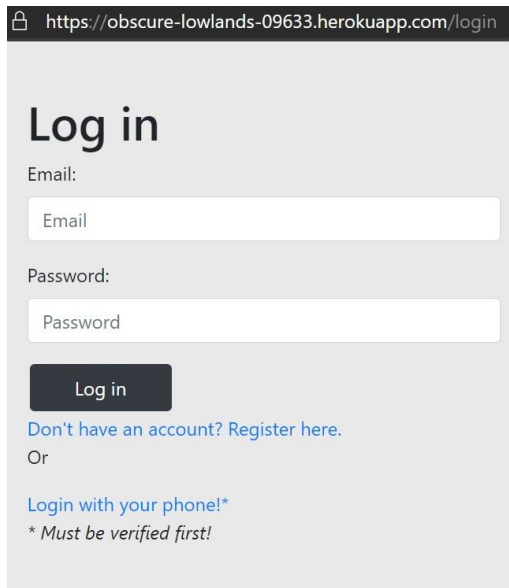


Humans VS Zombies - User Manual

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1. Registration / Authentication / Login



https://obscure-lowlands-09633.herokuapp.com/login

Log in

Email:

Password:

Log in

[Don't have an account? Register here.](#)

Or

[Login with your phone!*](#)

* Must be verified first!

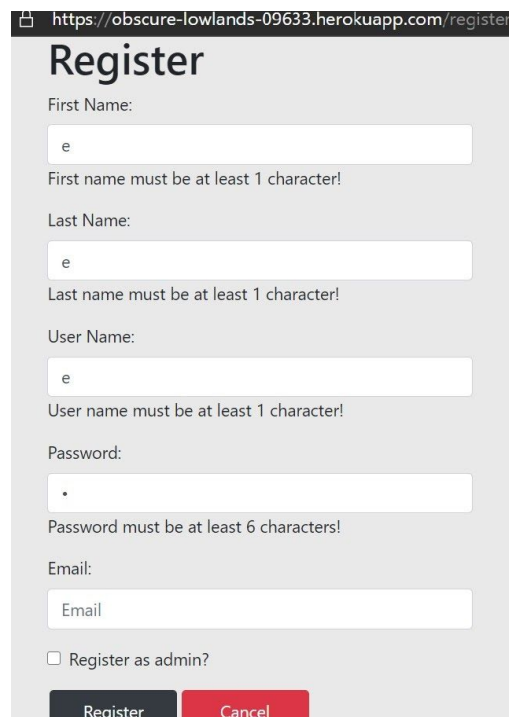
Login

This is the first page of the app.

When you first run the app, you will not have a user account. Please click the link right below the “Log in” button to get to the registration page, as you must register an account before you can proceed.

If you already have registered an account you can simply log in.

If you have already registered, and *verified* an account, you can also choose to log in using your phone. Please click the bottom link to do so.



https://obscure-lowlands-09633.herokuapp.com/register

Register

First Name:

First name must be at least 1 character!

Last Name:

Last name must be at least 1 character!

User Name:

User name must be at least 1 character!

Password:

Password must be at least 6 characters!

Email:

☐ Register as admin?

Register Cancel

Registration

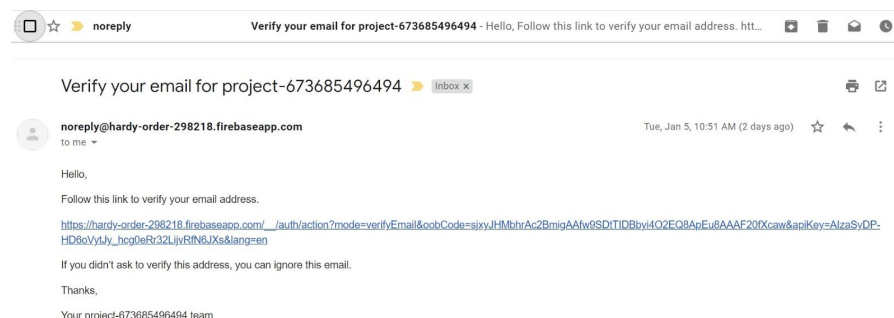
You must fill out all fields in order to register a new account.

There are certain requirements for each field, as can be seen on the image. Aside from those, there are two more requirements in place:

1. The Username must be unique
2. The email address must be unique

To create a *Player User*, simply fill out the form and press “Register”. To create an *Admin Player*, make sure to tick the “Register as admin” box before submitting the form.

The usertype cannot be changed after registration.

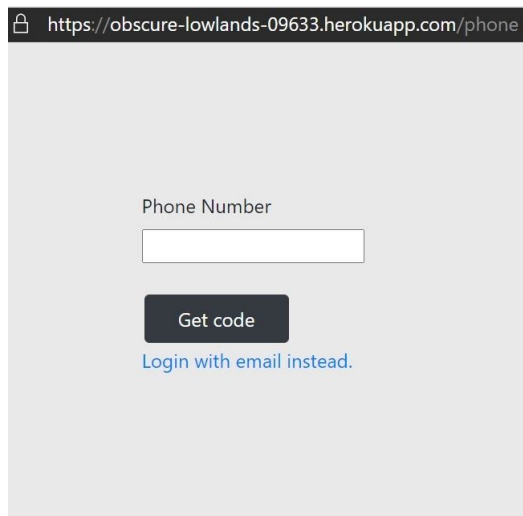


Authentication

When you register a new user account, you will be sent a verification email.

Click the link to verify your account. You can then log in to the app

using your phone.

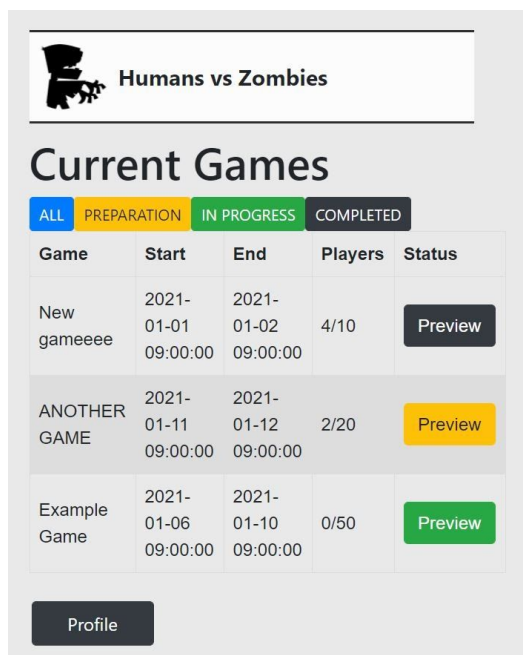


A web browser window showing a login page for 'https://obscure-lowlands-09633.herokuapp.com/phone'. The page has a light grey background. At the top, it says 'Phone Number' above a white input field. Below the input field is a dark grey button with the text 'Get code'. Underneath the button is a blue link that says 'Login with email instead.'

Phone Login

If you choose to log in using your phone, you will be redirected to this page. Enter your registered phone number, press the “Get code” button, and then enter the received code to log into the app.

2. Player User Manual



The interface for the 'Humans vs Zombies' game. At the top, there's a header with a zombie icon and the text 'Humans vs Zombies'. Below this is a section titled 'Current Games'. There are four tabs: 'ALL' (blue), 'PREPARATION' (yellow), 'IN PROGRESS' (green), and 'COMPLETED' (grey). The 'PREPARATION' tab is selected. Below the tabs is a table with columns: 'Game', 'Start', 'End', 'Players', and 'Status'. There are three rows of games. Each row has a 'Preview' button. At the bottom left, there is a 'Profile' button.

Game	Start	End	Players	Status
New gameeee	2021-01-01 09:00:00	2021-01-02 09:00:00	4/10	Preview
ANOTHER GAME	2021-01-11 09:00:00	2021-01-12 09:00:00	2/20	Preview
Example Game	2021-01-06 09:00:00	2021-01-10 09:00:00	0/50	Preview

2.1 Joining Games

Current Games

All current games are listed on this page.

Games can be in one of three states, *Preparation* (yellow), *In Progress* (green), and *Completed* (grey).

You can filter the games according to state by pressing the corresponding buttons over the game list. Players can only join new games that are in the *Preparation* (yellow) state.

A player can play more than one game at a time.

To join a game, press “Preview” to get to that game’s landing/rules page.

Landing / Rules

This is the landing page of a game. It displays the name, description, start and end time, and the rules of the game.

To join the game, simply press the green “Join Game” button.

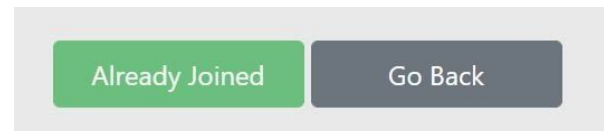
When you have pressed “Join Game”, you must choose which faction you wish to belong to (HUMAN or ZOMBIE).

The choice is final, and you *cannot* change it yourself later.

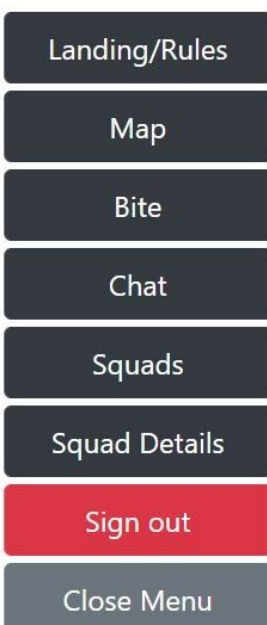


Faction Choice

Your faction choice applies to the current game *only*. If you join another game, you get to choose which faction you wish to belong to in *that* game. And so on.



You can see if you have already joined a game or not by looking at the green button on the game's landing/rules page.



2.2 Player Menu

This is the Player version of the menu.

Landing/Rules: Shows the essential information of the game

Map: Map of the game with different types of markers and missions

Bite: If HUMAN - Displays your unique Bite Code (will be explained in the Bite section)

If ZOMBIE - The page that allows you to either “turn” Humans into Zombies, or to “kill” Human players outright

Chat: A chat page with three different sections, Global, Faction, and Squad Chats.

Squads: A list of all active squads in this game, you can also create new squads from this page

Squad Details: Details about your squad and its members (if you have already joined a squad)



2.3 Squads


Squad List

All currently active squads are listed on this page. To join a squad, press the “Join” button.

There are certain rules for joining a squad:

1. You can only join squads in your faction
2. You cannot join a full squad
3. You can only join one squad at a time

If you wish, you can create a new squad. Press the “Create New Squad” button to do so. You cannot create a new squad if you are already a member of another squad. Leave your current squad before creating a new one.



Humans vs Zombies

Menu

Create Squad

Squad Name

Squad Members (99 max)

ZOMBIE

Create

Cancel


Squad Creation

A new squad must have a unique name, or it will not be created.

There is a maximum limit of 99 squad members.

The faction is determined automatically, and cannot be changed.

You will automatically become the leader of the squad you create. Press the “Create” button to create a new squad.



Humans vs Zombies

Menu

Fellowship of the Bling

Name	Status	Rank
Bibitt	Alive	LEADER

Mark location

Disband Squad


Squad Details

This page displays the names of all the members of the squad, their respective ranks, and if they are still alive or not.

Pressing the “Mark Location” button will place a squad check-in marker at your current location on the map. Only members of your squad can see it.

If you are the leader of a squad, you can choose to disband (delete) it. This *cannot* be undone. If you are just a member however, you can choose to leave the squad instead.

If you have not joined/created a squad yet, this page will only display *Forbidden*.



Humans vs Zombies

Menu

BITE CODE


TLVHY8FI

2.4 Bite Pages

Bite Human

If you are a human player, you will only see your unique *bite code* on the bite page.

If a Zombie tags you, you must give them your bite code so they can identify you correctly.



Humans vs Zombies

Menu

BITE CODE ENTRY

Validate Bite Code

Coordinates:
Latitude: 59.4477056
Longitude: 17.7963008

Turn into ZOMBIE

Kill victim

Bite Zombie

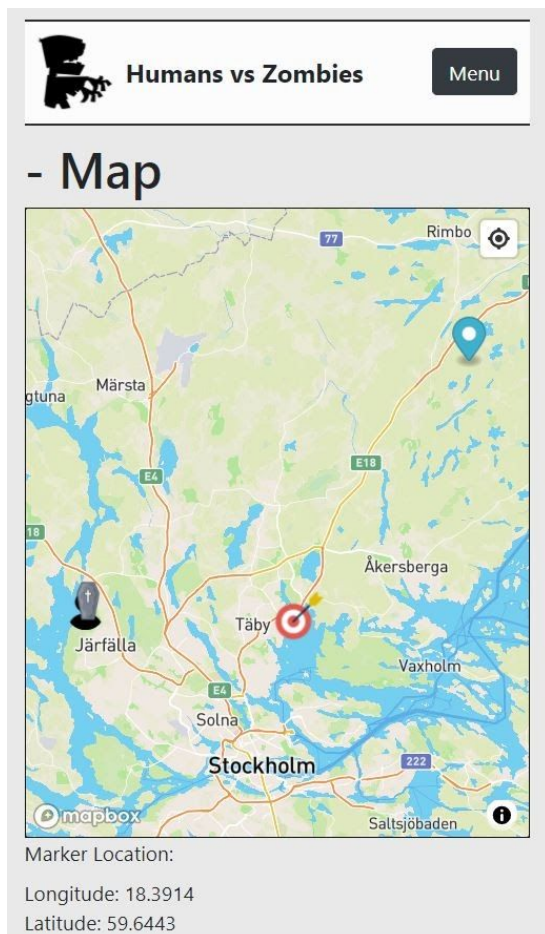
If you are a Zombie player, you will see a *bite code* entry page.

When you “bite” (tag) a Human player, you must ask for their *bite code*. Enter it in the top field, and then press the “Validate Bite Code” button to check if it is valid or not.

If the code is invalid, you will be shown an alert that tells you so. If the code is valid, the two bottom buttons become clickable.

If you press “Turn into ZOMBIE”, the Human player will become a Zombie.

If you wish to “kill” the Human, you must also enter a description of the victim. The coordinates are fetched automatically, and cannot be changed. Then press “Kill Victim” (this will generate a *gravestone marker*).



2.5 Map

Map & Markers

The map will display three types of markers:

1. Mission Markers (bullseye with arrow)
2. Gravestone Markers (grey coffin)
3. Squad Check-In (black symbol)
4. Pointer (blue pointer)

Mission Markers show currently active missions, and if you click on one, it will show the name of the mission.

Gravestone Markers show where Human players have died (been “killed” by a Zombie). Clicking one will show the description of the victim, and the time of death.

Squad Check-In Markers show where members of your squad (if you belong to one) have marked their locations. Clicking one will display the squad member’s ID, and when the check-in was done.

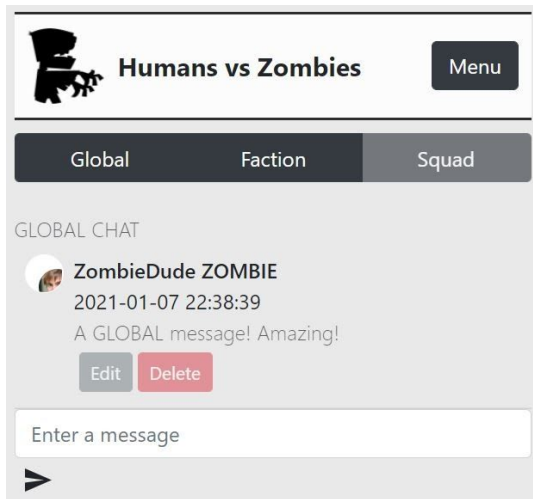
The Pointer will show your current location.

Current Missions

Mission	Description	Faction	Start	End
mission yooo	wertyui	HUMAN	2021-01-01 08:00:00	2021-01-13 08:00:00

Current Missions

The current missions of the game are displayed in a table below the map. Missions can be faction specific (HUMAN or ZOMBIE), or apply to ALL. Everyone can see “ALL” missions, but only Humans can see HUMAN missions, and only Zombies can see ZOMBIE missions.



2.6 Chats

Chat Types

The Global Chat can be accessed by all players in the game, irrespective of faction.

The Faction Chat is faction specific, meaning that Humans can only chat with other Humans, and Zombies can only chat with other Zombies.

The Squad Chat is only available if you have joined a squad. In this chat, you can only speak with other members of your squad.

Messages

To send a chat message, write your message in the text input field at the bottom of the page, then either click the arrow button below the input field, or press “enter” on the keyboard.

To edit one of the messages that you have sent, simply press the “Edit” button below the specific message. Type the new text in the message space, and then press “Update” to save your changes. You can only edit messages that you have sent, you cannot edit other players’ messages.

To delete one of the messages that you have sent, simply press the “Delete” button below the specific message. This cannot be undone. You can only delete messages that you have sent, you cannot delete other players’ messages.

Player Message Info

When sending a message, certain information will be displayed with it depending on which chat room you sent it in.

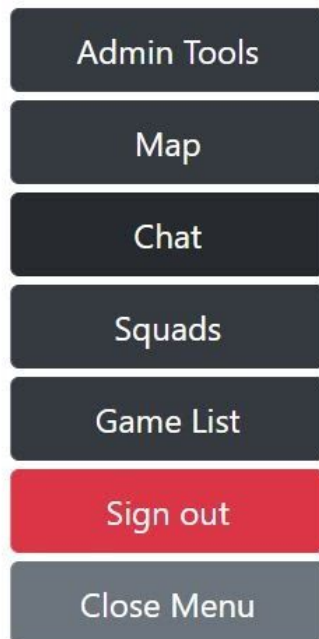
In Global Chat: A player’s username and faction (HUMAN or ZOMBIE), and the time that the message was sent will be displayed.

In Faction Chat: A player’s username, alive-status (for Humans, dead or alive), and the time that the message was sent will be displayed. If an alive Human player sends a message, and then dies, their alive-status will get updated to dead.

In Squad Chat: A player’s username and squad rank (LEADER or MEMBER), and the time

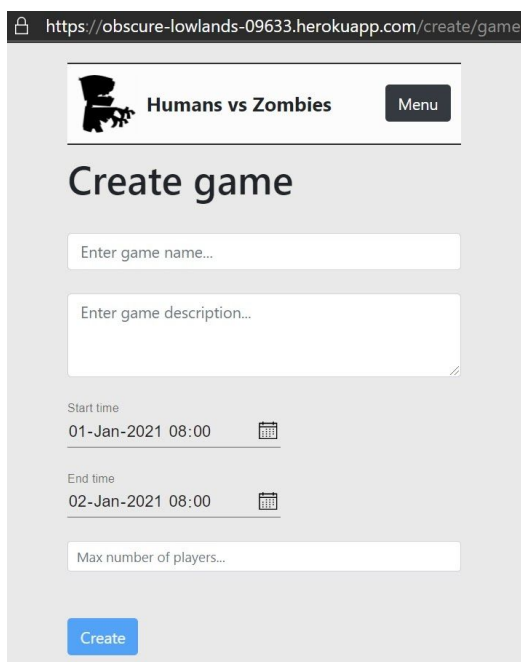
that the message was sent will be displayed.

3. Admin User Manual



3.1 Admin Menu

When an admin clicks the menu button, this list is displayed, which takes the admin to different pages. The admin does not have access to the “Bite” page and “Squad Details” page which a regular user has. The admin can close this menu by clicking the button “Close Menu” or by pressing anywhere on the page.



3.2 Create game

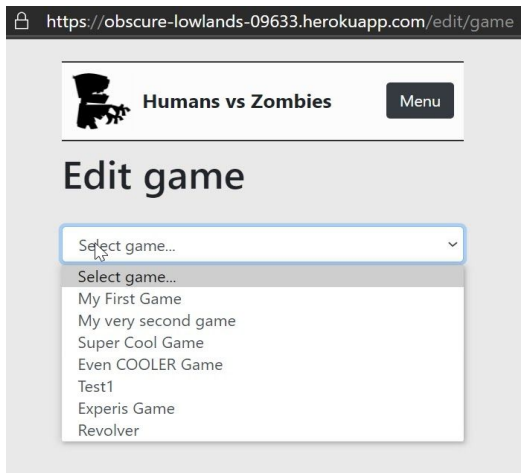
In order for an admin to be able to create a game, the admin must enter different fields. The blue button “Create” is disabled until the admin enters all the required inputs.

Game name must be unique, so the admin should know the name that exists in the system.

The description is an optional text that will show the player which rules exist in this game.

Then the admin has to choose the start and end date and time of the game.

Lastly so the admin has to enter the maximum number of players that can join this game. When the admin has done that he/she will be able to click the blue button



https://obscure-lowlands-09633.herokuapp.com/edit/game

Humans vs Zombies Menu

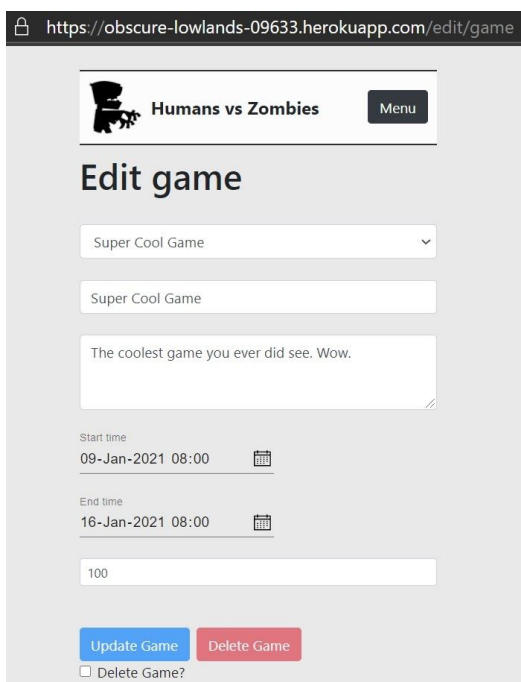
Edit game

Select game...

- Select game...
- My First Game
- My very second game
- Super Cool Game
- Even COOLER Game
- Test1
- Experis Game
- Revolver

3.3 Edit a Game

To edit a game the admin has to select a game.



https://obscure-lowlands-09633.herokuapp.com/edit/game

Humans vs Zombies Menu

Edit game

Super Cool Game

Super Cool Game

The coolest game you ever did see. Wow.

Start time
09-Jan-2021 08:00

End time
16-Jan-2021 08:00

100

Update Game Delete Game

☐ Delete Game?

When a user has selected a game, the page will show different fields that have the existing information of the selected game. (Name, description, start/end date and maximum number of players).

The admin can write or choose the fields that he/she needs to edit.

Lastly the admin can click in the "Update" button to edit the player. The admin can delete a game if so needed. "Delete" button is disabled until the admin mark in the checkbox. When the admin clicked in the checkbox the red button will be enabled and the admin can click on it.

The screenshot shows the 'Edit Player State' page with a dropdown menu open for selecting a game. The menu lists the following options: 'Select game...', 'My First Game', 'My very second game', 'Super Cool Game', 'Even COOLER Game', 'Test1', 'Experis Game', and 'Revolver'.

3.4 Edit Player State

To edit a player the admin has to select a game that player exists in.

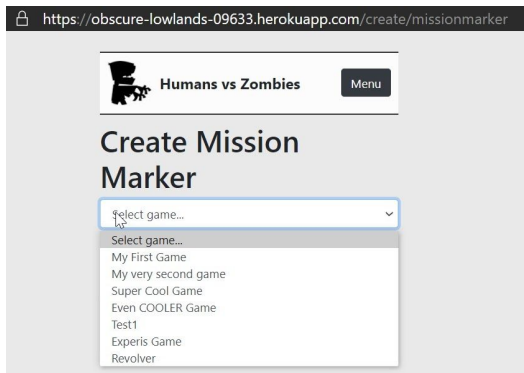
The screenshot shows the 'Edit Player State' page with 'Super Cool Game' selected in the first dropdown. A second dropdown menu, labeled 'All players', is open, showing a list of player IDs: 7, 8, 9, 10, 14, and 11.

When a user has selected a game, the page will show another box that allows the admin to select a player.

The screenshot shows the 'Edit Player State' page with the following fields and buttons:

- 'Super Cool Game' selected in the game dropdown.
- 'All players' dropdown showing '8' selected.
- 'Faction' dropdown showing 'Zombie'.
- 'Zombie squads' dropdown showing 'Ominous Latin Name'.
- 'Is patient zero' dropdown showing 'No'.
- Three action buttons at the bottom: 'Update' (blue), 'Delete' (red), and 'Cancel' (yellow).

When the admin selects a player the page will show different fields that have the existing information of the selected player. (Faction, squad, isAlive or is patient zero). The admin can select the fields that he/she needs to edit. Lastly the admin can click in the "Update" button to edit the player. The admin can also delete a player if so needed by clicking in the red button "Delete". If the admin click on cancel the admin will be redirected to the admin page.



3.5 Create Mission Marker

To create a mission marker you must first choose a game so that the mission is exclusive for that game.

You can add a name, a description, set coordinates and add the starting and end time of the mission.

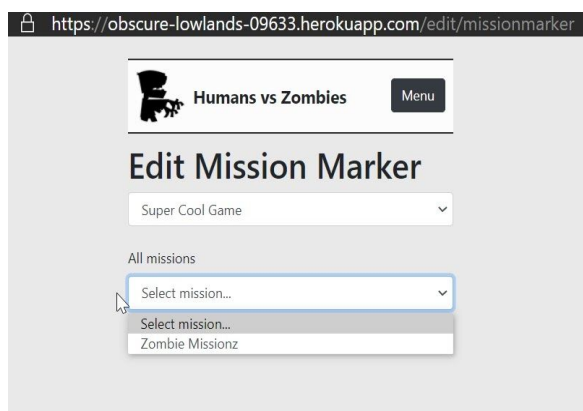
You may choose between HUMANS, ZOMBIES and ALL for the faction. The intention is for those who are joined in said factions can only see their mission based on their factions. Administrators can see all of the faction markers.

To get the coordinates using the maps, the admin must first accept when asked to access location.

Then scroll down to the map and look after the blue marker. (Which is located in the user's current location) You may drag and drop it anywhere in the map to get the coordinates.

The coordinates are saved in the localstorage and to access them you must press on the "Get Coords" button in order to access the latest one as it doesn't dynamically copy the current coordinates.

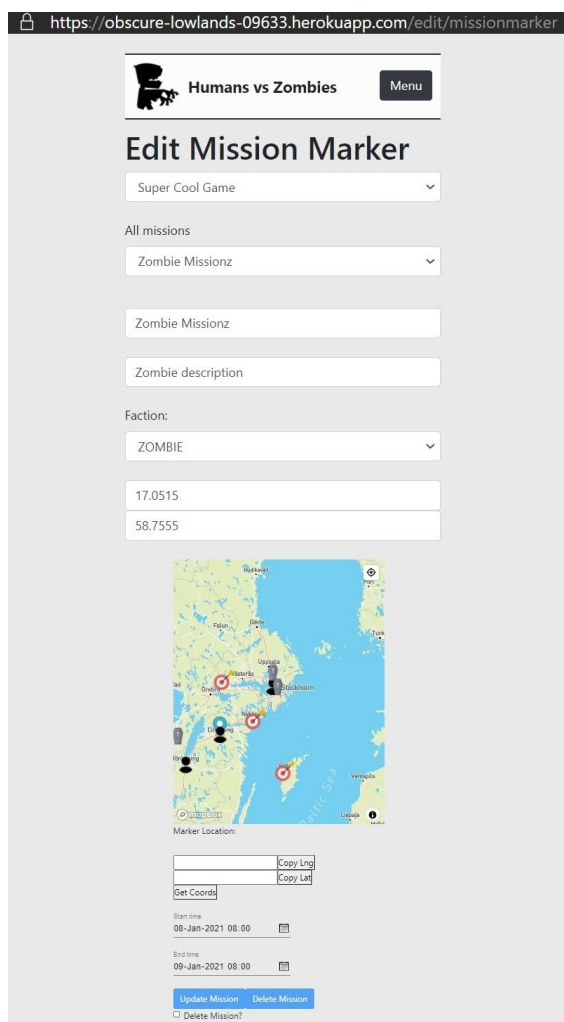
If you are a mobile user, you may press both the "Copy Lat" and "Copy Lng" buttons and paste them in their respective field inputs above the map.



3.6 Edit Mission Marker


To edit a mission marker you must first choose a game in the same fashion of creating a mission marker.

Then you must choose which mission marker you'd like to edit.



The fields are then autofilled with their respective information.

Getting the coordinates works the same as with create mission markers.



Humans vs Zombies

Menu

Choose a Game


Select Game...

ConfirmCancel

Active Squads

Name	Members (Dead Ones)	Faction	
Ominous Latin Name	1 / 10 (0)	ZOMBIE	JOIN
CoolSquadNumeroUNO	2 / 10 (1)	ZOMBIE	JOIN

Create New Squad



Humans vs Zombies

Menu

Forbidden

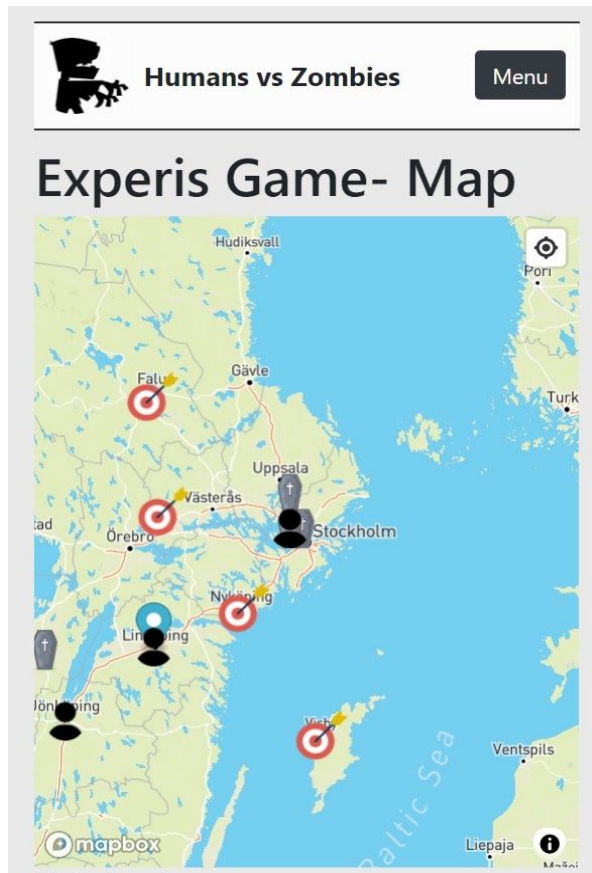
You do not have access to the squad creation page.

3.7 Admin Squads/Map/Chats

To access the Squad page, Map page and Chat page you must press on the “Menu” button.

All of the mentioned pages lets you choose a game first so that you can only view or edit that game’s Squad, Map and Chat pages.

Administrators may choose to view a squad but are not allowed to create or join one.



Administrators are able to see all markers from mission markers, squad checkin markers and gravestone markers.

Squad checkin markers are markers from the user's current locations so that their squad members will be able to find them.

Gravestone markers are markers for humans who were “killed” by zombies in the game.

3.8 Current Games List

Administrators see the same game list as regular users. They have access to the “Admin” and “Create Game” buttons.

Super Cool Game

Description:

The coolest game you ever did see. Wow.

Start Time: 2021-01-09 08:00:00

End Time: 2021-01-16 08:00:00

Join Game

Go Back

Administrators may view games but are not able to join the games.