Freshmen Gameboard — Setup Guide

PART A — Google Sheet (the brain)

1) Open the provided SheetTemplate.xlsx and upload it to Google Drive.

2) Open it in Google Sheets and rename the file (e.g., Freshmen Gameboard Master).

3) Keep 8 tabs (Counselor1..Counselor8). You can rename tabs to real counselor names later.

4) Each tab has columns: Student Name, Login Code, then Mission1/Code1...Mission20/Code20.

5) Add a student name + login code; the codes will auto-generate after Part B (Apps Script).

PART B — Google Apps Script (auto-codes + API)

1) In Google Sheets: Extensions → Apps Script.

2) Paste the entire contents of AppsScript.txt and Save.

3) Deploy → New deployment → Select type 'Web app'.

4) Who has access: 'Anyone with the link'. Deploy and copy the URL.

PART C — Connect the web app

1) Open the project folder and edit config.js.

2) Paste the Web App URL into both SHEET_JSON_URL and SHEET_UPDATE_URL.

3) (Optional) Customize the mission names in config.js if needed.

PART D — Upload the app (no terminal)

Option 1: Vercel

 - Go to vercel.com → New Project → 'Import' → Drag-and-drop the folder contents.

 - It will deploy as a static site automatically.

Option 2: Netlify

 - Go to app.netlify.com → Add new site → Deploy manually → Drag-and-drop the folder.

PART E — Counselor workflow

1) Counselor adds student to their tab with a unique Login Code.

2) Codes auto-fill (5-char letter/number).

3) When a student earns a mission, send them the corresponding CodeX.

4) Students log in and unlock tiles in any order; board flips to color on success.

Tips

- You can freely rename counselor tabs; the app reads all tabs automatically.

- Students only see their own board after login (name + login code match).

- If images look swapped, simply swap missionN_locked/unlocked in /assets.