



CS2212A, Section 001
Group Project - User Manual
Date Due: December 3, 2012

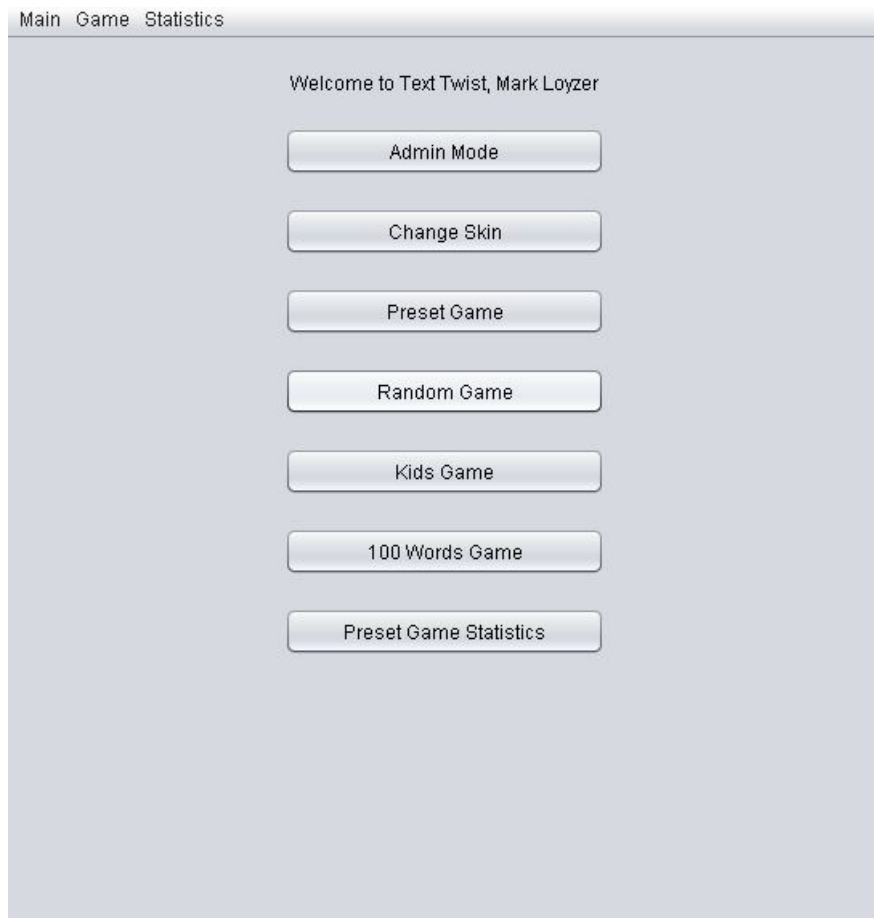
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Text Twist - User Manual

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Welcome Screen



When the user (you) first start the game, the user starts on the welcome screen. (Screenshot currently shows for the user Mark Loyzer). The user can choose from the following options from the buttons on the screen:

- [Admin Mode](#)—The user can enter admin mode. The user will be prompted with a dialog to enter the correct password to gain access to admin mode.
- [Change Skin](#)—The user can change the skin of the game.
- [Preset Game](#)—The user can choose from a list of preset puzzles to play. The user may only play a preset puzzle he/she has not played before.
- [Random Game](#)—The user can begin playing a random puzzle.
- [Kids' Game](#)—The user can begin playing a kid's level random puzzle.
- [100 Words Game](#)—The user can begin playing the 100 most frequent words game.
- [Preset Game Statistics](#)—The user can check the statistics for all the preset puzzles they and their friends have played.

Top Menu Controls



Similar to the welcome, the top menu controls allow user to navigate to different screens of the game. The top menu is available on every screen, allowing user to easily navigate to any screen at any time.

Main:

- [Admin Mode](#)—The user can enter admin mode. The user will be prompted with a dialog to enter the correct password to gain access to admin mode.
- [Change Skin](#)—The user can change the skin of the game.

Game:

- [Preset Game](#)—The user can choose from a list of preset puzzles to play. The user may only play a preset puzzle he/she has not played before.
- [Random Game](#)—The user can begin playing a random puzzle.
- [Kids' Game](#)—The user can begin playing a kid's level random puzzle.
- [100 Words Game](#)—The user can begin playing the 100 most frequent words game.

Statistics:

- [Preset Game Statistics](#)—The user can check the statistics for all the preset puzzles they and their friends have played.

Admin Mode

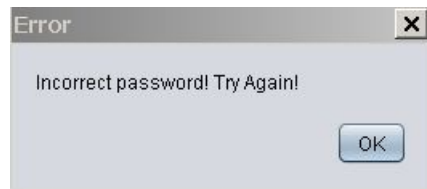
Gaining Access to Admin Mode

After clicking the “Admin Mode” button, the user is prompted to input the password here:

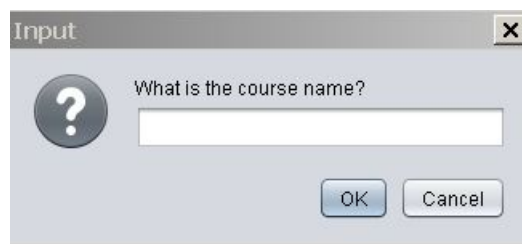
A web form with a header bar containing 'Main', 'Game', and 'Statistics' links. Below the header, there is a label 'Enter Password:' followed by a text input field. To the right of the input field are two buttons: 'Submit' and 'Forgot Password'.

The default password is set as **cs2212** (case sensitive).

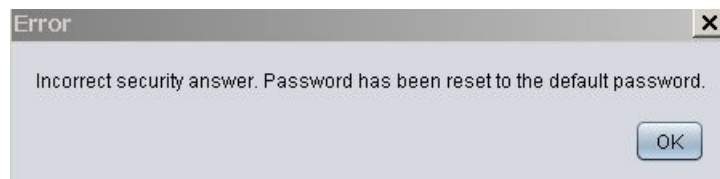
If the user enters the incorrect password, they will get the following message box:



If the user fails 3 times to enter the correct password, they will be prompted to answer the security question:

An 'Input' dialog box with a close button (X) in the top right corner. On the left is a circular icon with a question mark. To its right is the text 'What is the course name?' followed by a text input field. At the bottom are 'OK' and 'Cancel' buttons.

The user may then enter the correct answer to the security question and enter admin mode. If the user enters the incorrect password then the admin’s password will be reset to the default password:



In Admin Mode

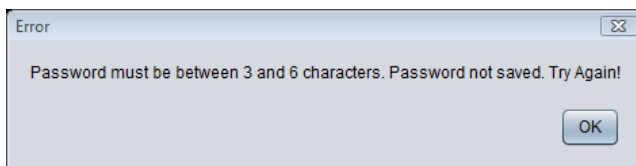
After gaining access to admin mode, the user will be presented with this interface:

The screenshot shows a web application interface for an admin user. At the top, there is a navigation bar with links: "Main", "Game", and "Statistics". The main content area is divided into several sections:

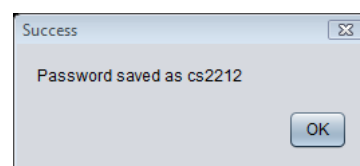
- Password:** Contains a text input field, a "Change Password" button, a dropdown menu with the text "What is the course name?", and a "Change Security Question" button.
- Puzzle:** Contains a text input field, an "Add Preset Puzzle" button, a list box containing the words "latser", "tmsuon", and "fgneri", and a "Delete Selected Puzzle" button.
- Bulk Load:** Contains a text input field with "http://" and a "Bulkload Puzzle File" button.
- Timer:** Contains a numeric input field with the value "30" and a "Set Timer" button.
- Dictionary:** Contains a text input field with "http://" and a "Load Dictionary File" button.

Password:

Change Password—Allows the admin to change the admin's password. The password is case-sensitive AND it must be between 3 – 6 characters long. The admin will be prompted with a message, signifying that the password they entered is valid or invalid:

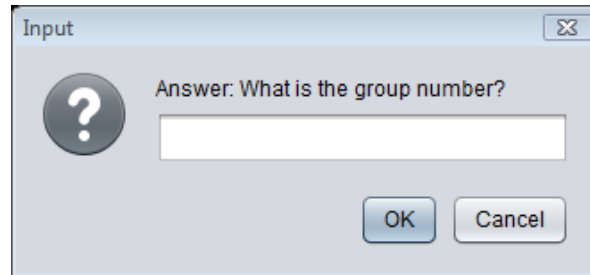


Invalid Password



Valid Password (cs2212)

Change Security Question—Allows the admin to change the selected security question's answer. The answer must be at least 1 character in length, and cannot be greater than 30 characters.



Puzzles:

Add Preset Puzzle—Allows the admin to add a preset puzzle for the Preset Game Mode. A preset puzzle must be 6 characters in length (letters and dash (-) and apostrophe (')). And the preset puzzle must create at least one valid word of length 6.

List of Preset Puzzles – Admin can see the current preset puzzles that users can play.

Delete Selected Puzzle—Allows the admin to delete the currently selected puzzle in the list of preset puzzles. Deleting a puzzle will remove it from the server and players will not be able to play that puzzle anymore.

Bulk Load:

Bulk Load Puzzle File—Allows the admin to load a pre-defined list of puzzles. The list is cross-referenced with the current dictionary to make sure all words in the bulk load file are valid preset puzzles.

Timer:

Set Timer—Allows the admin to set the timer for the preset puzzles. The timer can be any number between 10 and 120 (inclusive). The units are seconds.

Dictionary:

Load Dictionary File—Allows the admin to load a dictionary file (a list of words) to use as the game's dictionary. The dictionary file may only contain letters, dashes (-), and apostrophes ('). If current preset puzzles are no longer valid after a successful dictionary load, they are automatically deleted, while the current preset puzzles that are still valid remain. If the dictionary load is unsuccessful, then the old dictionary persists.

Change Skin



The screenshot shows a dialog box titled "Change Skin". At the top, there is a tab bar with three tabs: "Main", "Game", and "Statistics". Below the tabs, the text "Choose a Skin" is followed by three radio buttons labeled "Metal", "Nimbus", and "Motif". None of the radio buttons are selected.

The user may choose between 3 skins for the game:

Metal:



The screenshot shows the "Change Skin" dialog box with the "Metal" radio button selected, indicated by a black dot in the center of the button.

Nimbus:



The screenshot shows the "Change Skin" dialog box with no radio button selected.

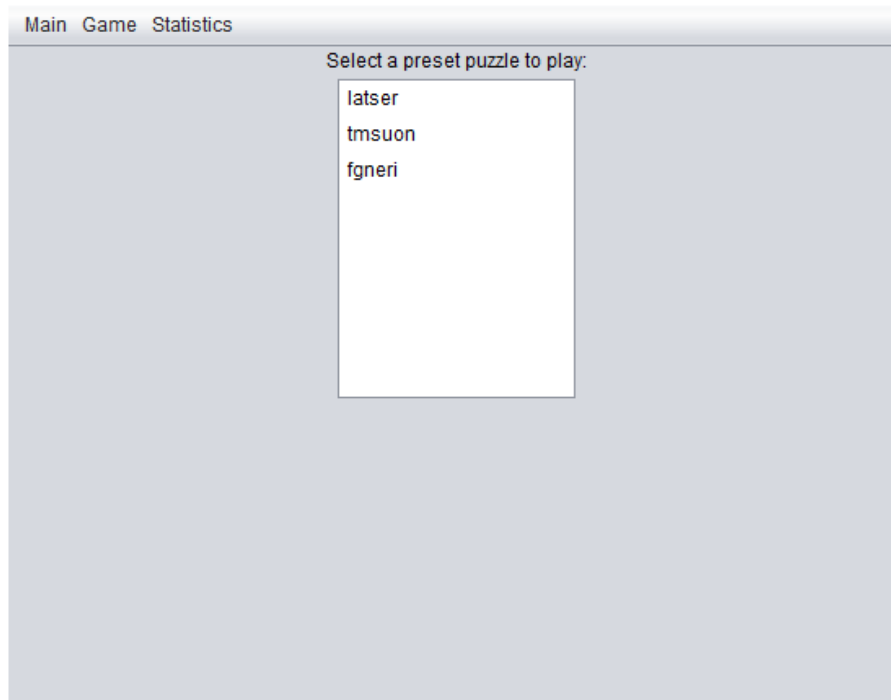
Motif:



The screenshot shows the "Change Skin" dialog box with the "Motif" radio button selected, indicated by a red dot in the center of the button.

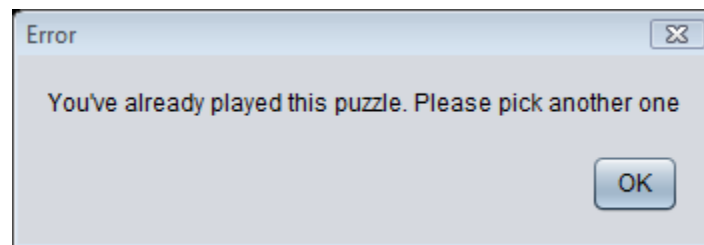
Preset Game

Select a Preset Puzzle to Play



After clicking the “Preset Game” button from the main menu or from top menu, the user is presented with this screen. This screen displays the current preset puzzles in a list for the user to select. The user may click on a puzzle to play it.

If the user has already played a preset puzzle, then when they click to play it again, a dialog will tell them to choose a different puzzle:



Playing a Preset Game

If the user selects a puzzle they have not played, they will be directed to the preset game play:

The screenshot shows a web application window titled "Main Game Statistics". It contains the following elements:

- Puzzle:** tmsuon
- Randomize** button
- Time Remaining:** 00:24
- Score:** 0
- Enter word:** [input field]
- Submit** button
- Solutions** section containing a table:

3-Letter	4-Letter	5-Letter	6-Letter
???	????	?????	??????
???	????	?????	
???	????	?????	
???	????		
???	????		
???	????		
???	????		
???	????		
???	????		
	????		
	????		
	????		

Randomize—Allows the player to randomize the letters of the puzzle.

Time Remaining—Shows the player how much time is left for the player to solve the puzzle.

Score—Displays the player's current score. Each letter is 40 points; finding 6-letter words gives 50 bonus points.

Enter word—Allows the user to type a word they think the puzzle forms.

Submit—Allows the user to submit their guessed word. A message will be displayed to let the player know if their guessed word was correct or not.

Solutions – This table displays placeholders for the correct solutions. As user guesses correct solutions, the table will display them.

When the time runs out, the player will no longer be able to submit words, and all the puzzle's solutions will be displayed:

MainGameStatistics

Puzzle: tmsuon

Randomize

Time Remaining: Done

Score: 0

Enter word:

Submit

Solutions

3-Letter	4-Letter	5-Letter	6-Letter
sum	onus	snout	mounts
sun	most	mount	
ton	outs	muons	
sot	must		
son	unto		
not	tuns		
tun	tons		
nut	nuts		
out	smut		
	oust		
	stun		
	sumo		

Score and time is saved for the preset puzzle. User can view their scores and their friends' scores in the [Preset Game Statistics](#).

Random Game

When the user clicks on “Random Game”, they will be immediately directed to play a random game:

The screenshot shows a web application interface for a word puzzle game. At the top, there's a navigation bar with 'Main', 'Game', and 'Statistics' tabs. Below this, the puzzle is 'nfkagi' with a 'Randomize' button. The 'Time Remaining' is 00:26 and the 'Score' is 0. There's an 'Enter word:' input field and a 'Submit' button. Below these is a 'Solutions' section containing a table with columns for 3-Letter, 4-Letter, 5-Letter, and 6-Letter words. The table currently shows placeholders (question marks) for solutions.

3-Letter	4-Letter	5-Letter	6-Letter
???	????		??????
???	????		
???	????		
???	????		
???	????		
???			
???			
???			

All functions in Random Game are similar to that of Preset Game:

Randomize—Allows the player to randomize the letters of the puzzle.

Time Remaining—Shows the player how much time is left for the player to solve the puzzle.

Score—Displays the player’s current score. Each letter is 40 points; finding 6-letter words gives 50 bonus points.

Enter word—Allows the user to type a word they think the puzzle forms.

Submit—Allows the user to submit their guessed word. A message will be displayed to let the player know if their guessed word was correct or not.

Solutions – This table displays placeholders for the correct solutions. As user guesses correct solutions, the table will display them.

When the time runs out, the player will no longer be able to submit words, and all the puzzle’s solutions will be displayed.

Kid's Game

When the user clicks on “Kid’s Game”, they will be immediately directed to play the game:

Main Game Statistics

Puzzle: isvm Randomize

Time Remaining: 00:27 Score: 0

Enter word: Submit

Solutions

3-Letter	4-Letter
???	????

All functions in Random Game are similar to that of Preset Game, except that the puzzle contains only 4 letters. Thus the solutions must have at least one word of length 4 and with an added restriction that the solutions must also have at least one word of length 3.

Randomize—Allows the player to randomize the letters of the puzzle.

Time Remaining—Shows the player how much time is left for them to solve the puzzle.

Score—Displays the player's current score. Each letter is 40 points.

Enter word—Allows the user to type a word they think the puzzle forms.

Submit—Allows the user to ‘submit’ their guessed word. A message will be displayed to let the player know if their guessed word was correct or not.

Solutions – This table displays placeholders for the correct solutions. As user guesses correct solutions, the table will display them.

When the time runs out, the player will no longer be able to submit words, and all the puzzle's solutions will be displayed.

100 Words Game

When the user clicks on “100 Words Game”, they will be immediately directed to play the game:

[illegible]

Overall Statistics – Displays statistics for the player with the highest score and the most frequent player of this game.

Your Statistics – Displays the user’s statistics. If the player has never played before, the statistics would be 0. After playing a few games, the user will see how frequently they’ve played and their highest score. For example:

Your Statistics

Your have played: 8 times. Your highest score: 7
Your current Score: 0

Enter a word:

Submit

End game - Save my score

if is correct

Correct word submitted

Enter a word:

Submit

End game - Save my score

happy is not a common word

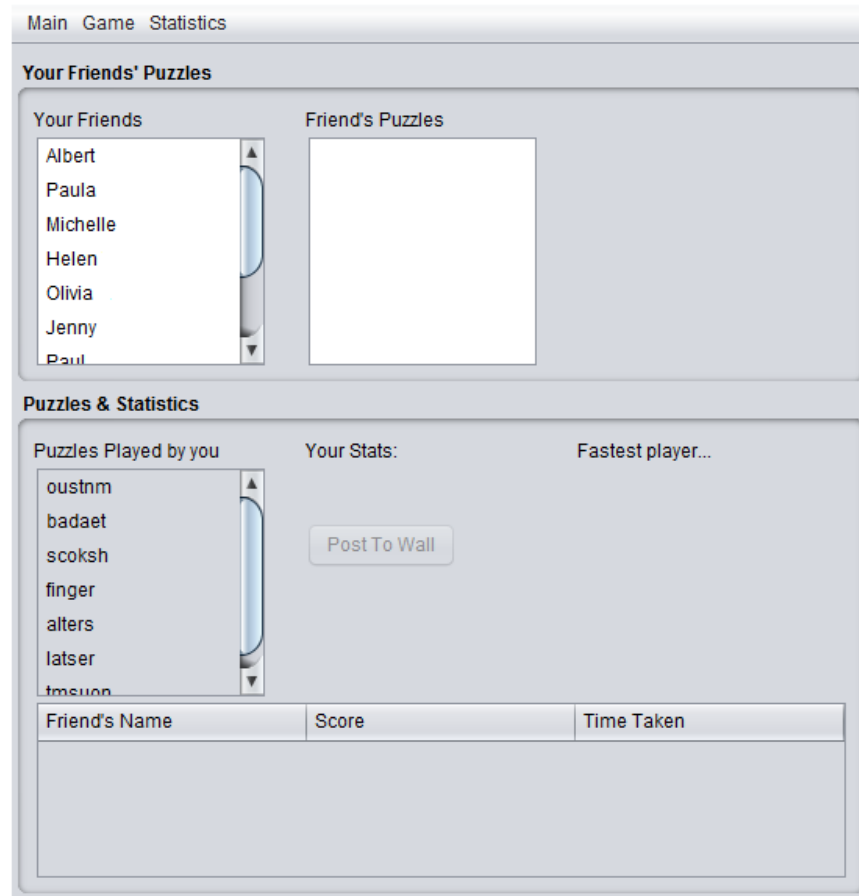
Incorrect word submitted

[illegible]

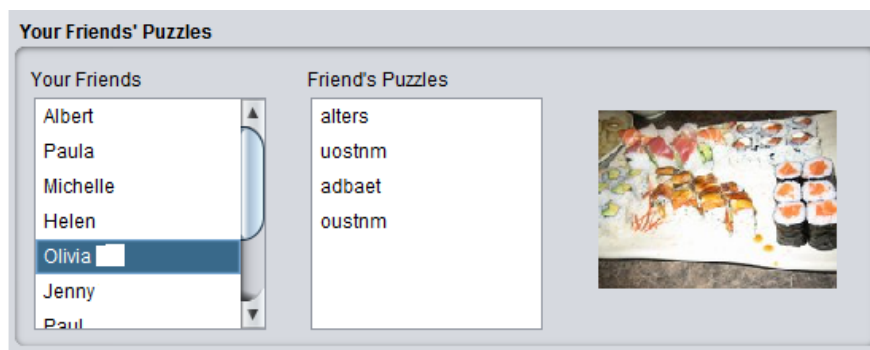
End game – Save my Score—Allows the player to end the game (stop trying to find all the words) and save their score to the server. The updated score will be displayed in the “Your Statistics”.

Preset Game Statistics

The user can view the game statistics of preset puzzles they've played and their friends have played. The last names in the screen shots have been erased for privacy reasons.



Your Friends' Puzzles:



Your Friends – The user can select one of their friends to view the preset puzzles they've played.

Friends' Puzzles – This lists the puzzles the selected friend have played

Picture – This displays the friend's Facebook profile picture.

Puzzles & Statistics:

Puzzles & Statistics

Puzzles Played by you

- oustnm
- badaet
- scoksh
- finger
- alters**
- latser
- tmsuon

Your Stats:

Score: 0

Time: --- seconds

Post To Wall

Fastest player...

Graem

Friend's Name	Score	Time Taken
Michelle	1010	---
Olivia	3170	---
Graem	570	60

Puzzles Played by You – The user can click on puzzles they've played and view related statistics.

Your Stats – Here lists the user's statistics of this puzzle. Time is how long it took the user to find the first 6-letter word of the puzzle.

Post to Wall – Allows user to post the statistics to their Facebook wall. The result of a post of wall:

Christina Isonfb shared a link via Westerntexttwistgroup1. 4 minutes ago Only me

Puzzle: badaet, Score: 120, Time: ---

TEXT TWIST GROUP1 Western

Posting Stats
Played Group1's Text Twist App
This was AWESOME!

Like · Comment · Share

Fastest Player... – Shows who found the 6-letter word first for the selected puzzle; either the user or their friend.

Score table – Shows all friends who have played the selected puzzle. The user can sort the table by the Friend's Name (ascending or descending) or by Score (highest or lowest).

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