CS2212A, Section 001
Group Project - User Manual
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Group 1
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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.

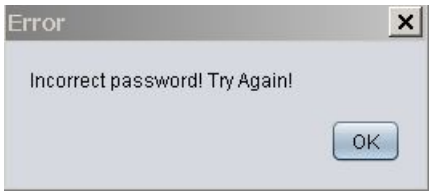
Admin Mode

Gaining Access to Admin Mode

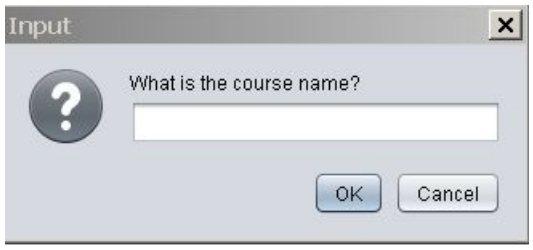
After clicking the "Admin Mode" button, the user is prompted to input the password here:

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

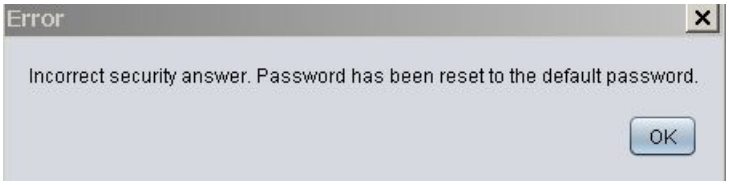
If the user enters the incorrect password, they will get the following message box:



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

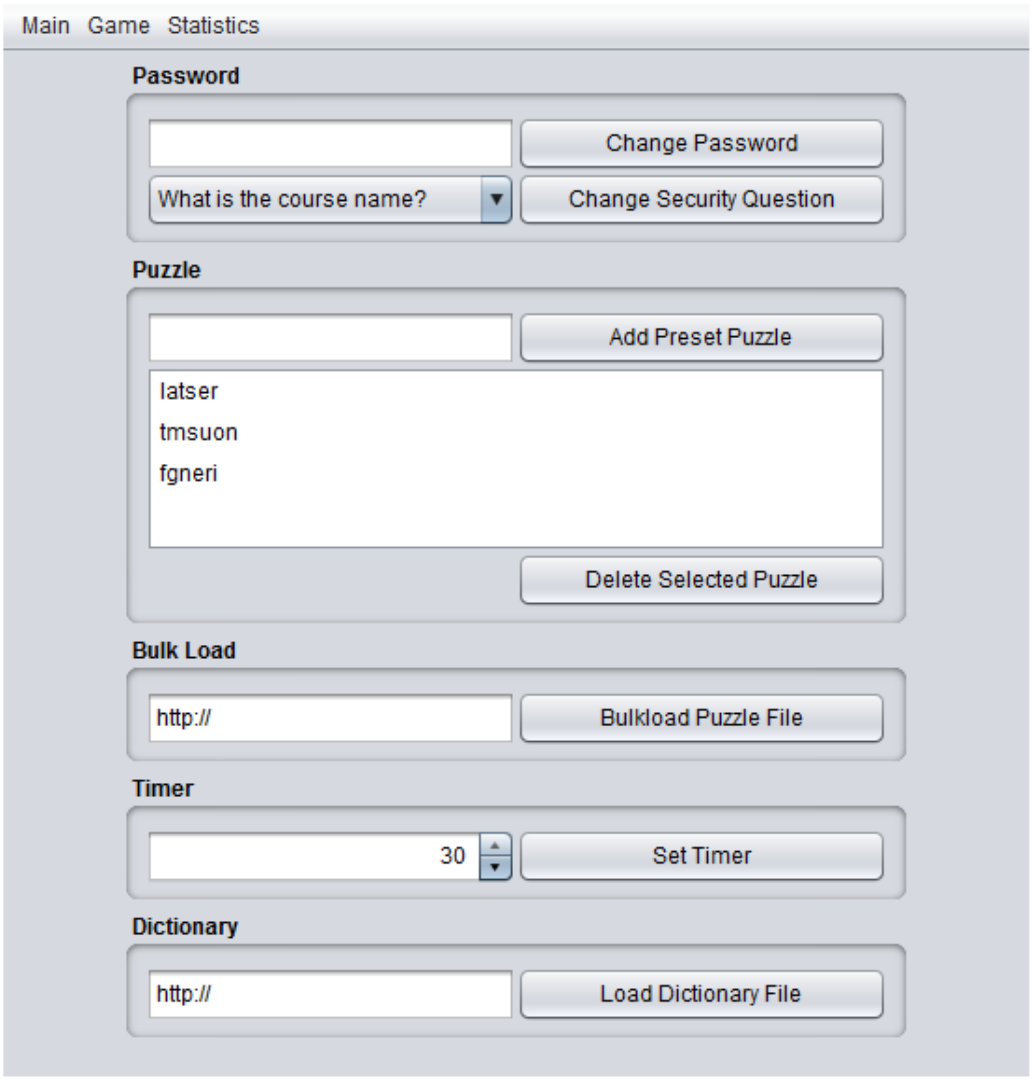


The user may then enter the correct answer to the security question and enter admin mode. If the user enters the incorrect password then the admin's password will be reset to the default password:



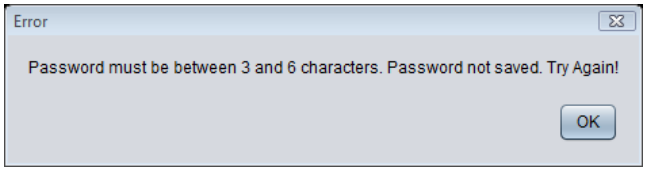
In Admin Mode

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

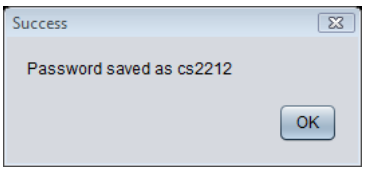


Password:

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:

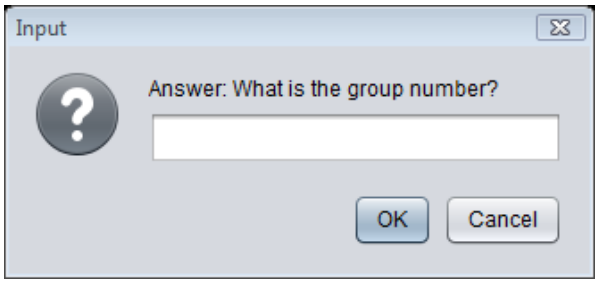


Invalid Password



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.

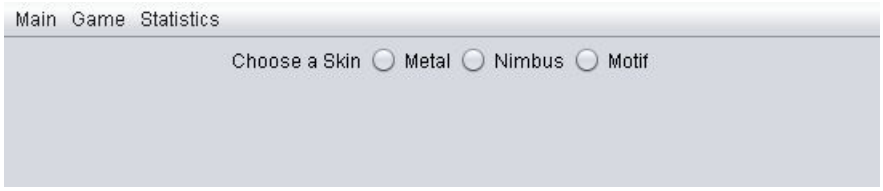
Timer:

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 user may choose between 3 skins for the game:

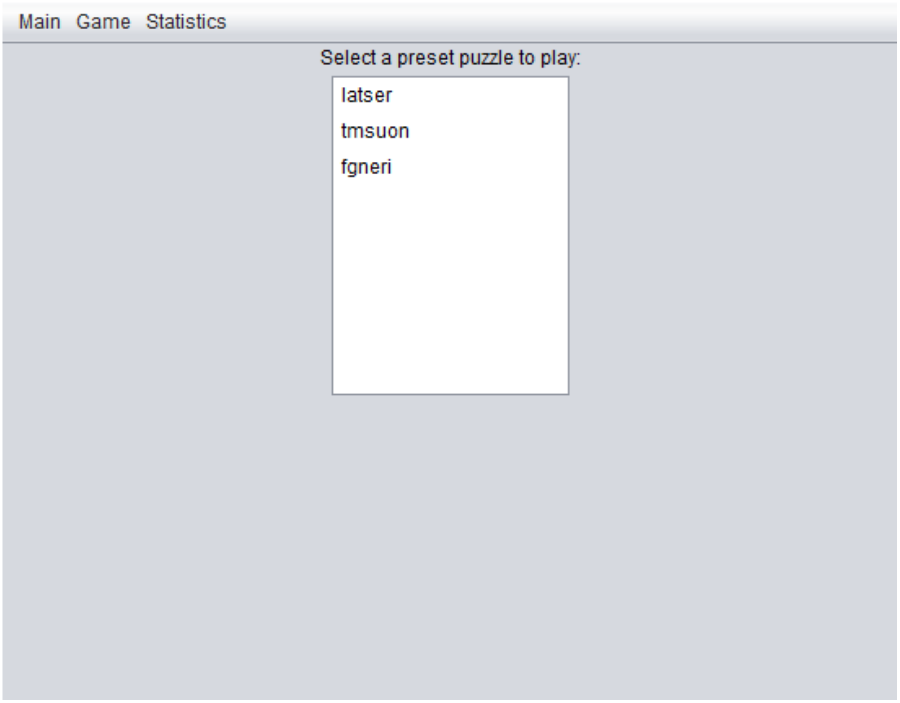
Metal:

Nimbus:

Motif:

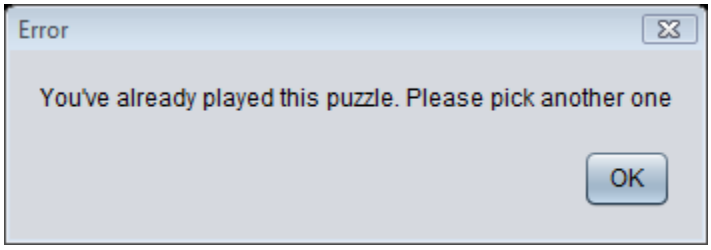
Preset Game

Select a Preset Puzzle to Play



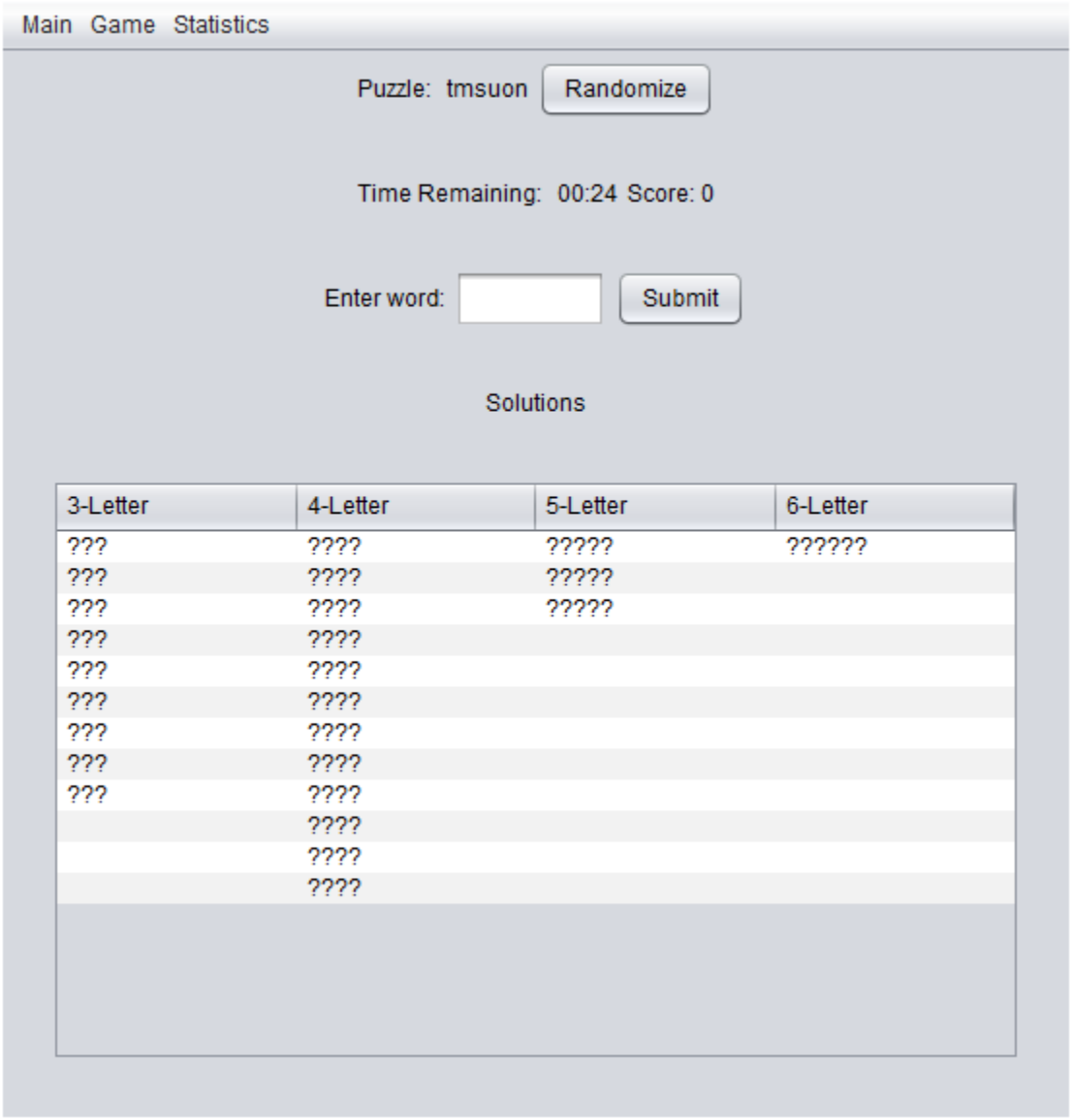
After clicking the "Preset Game" button from the main menu or from top menu, the user is presented with this screen. This screen displays the current preset puzzles in a list for the user to select. The user may click on a puzzle to play it.

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:



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.

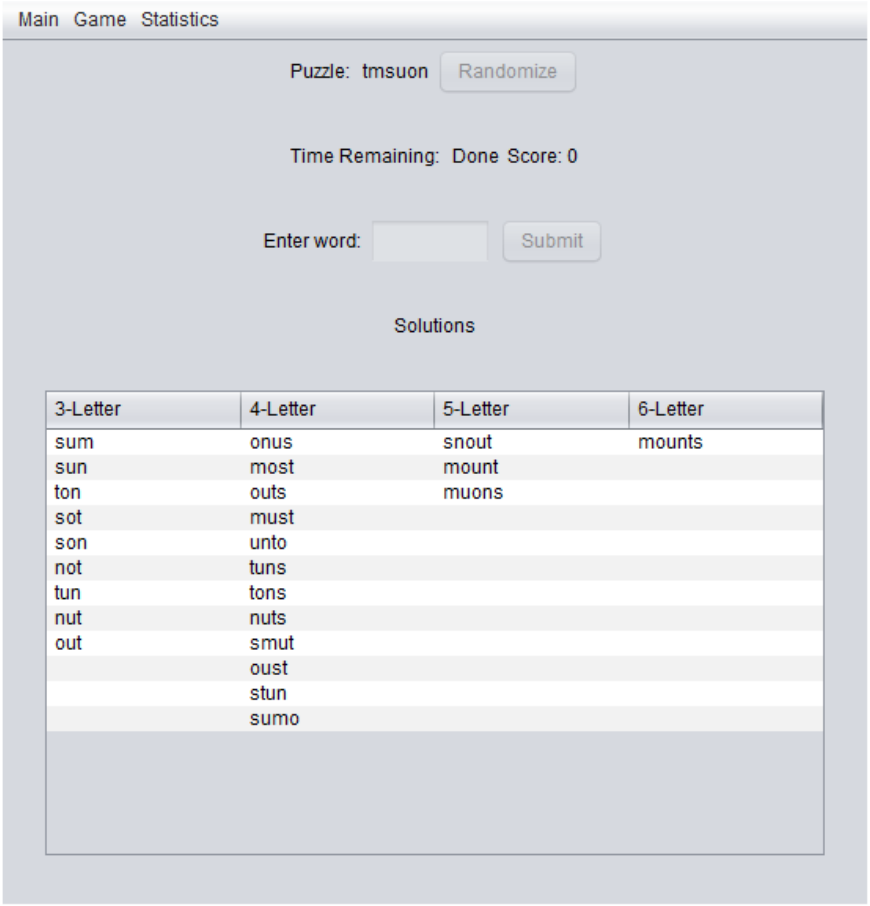
Score—Displays the player's current score. Each letter is 40 points; finding 6-letter words gives 50 bonus points.

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.

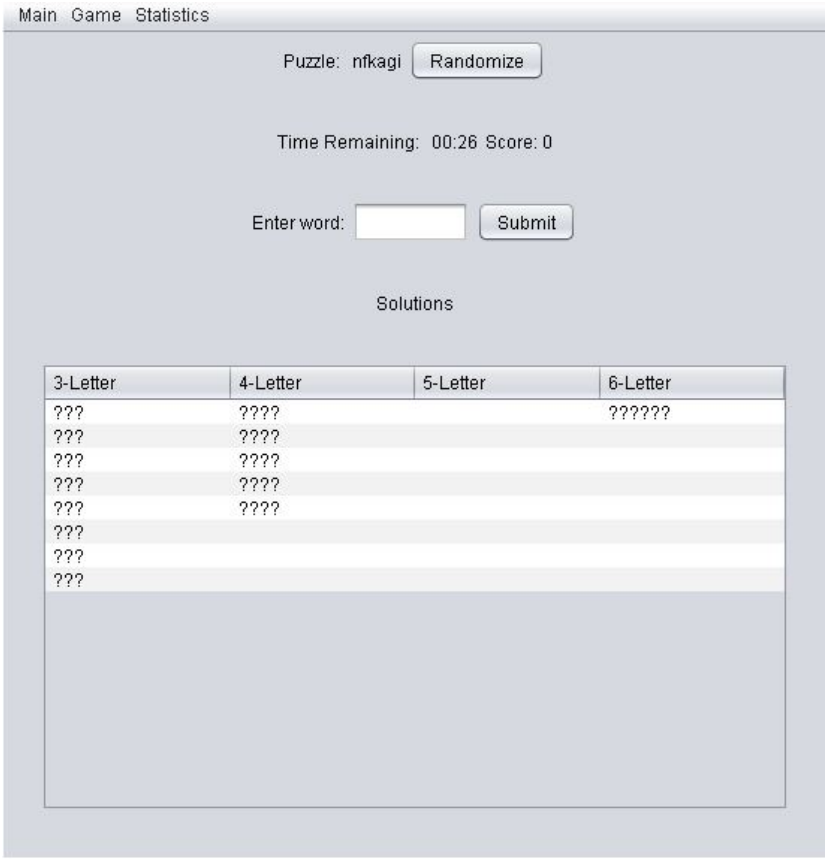
When the time runs out, the player will no longer be able to submit words, and all the puzzle's solutions will be displayed:



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:



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.

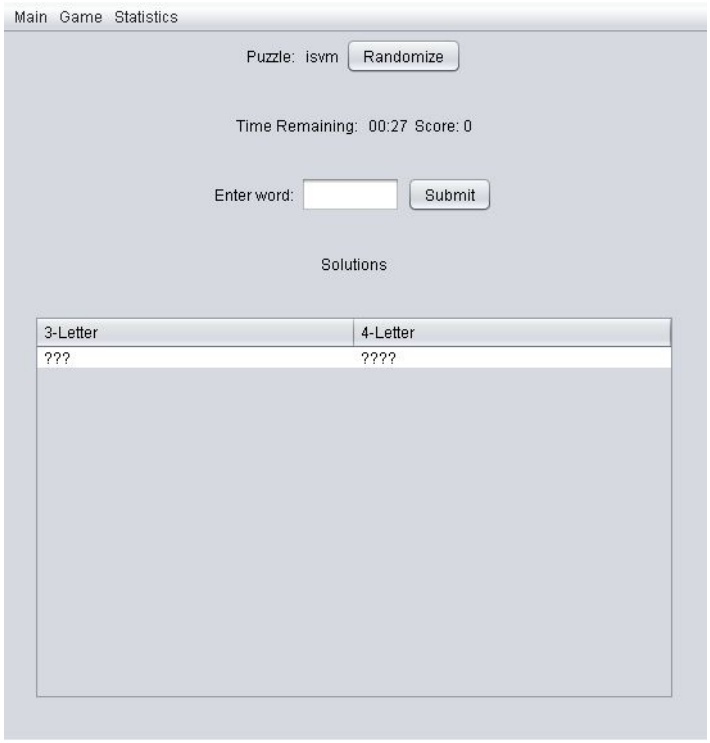
Submit—Allows the user to submit their guessed word. A message will be displayed to let the player know if their guessed word was correct or not.

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:



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.

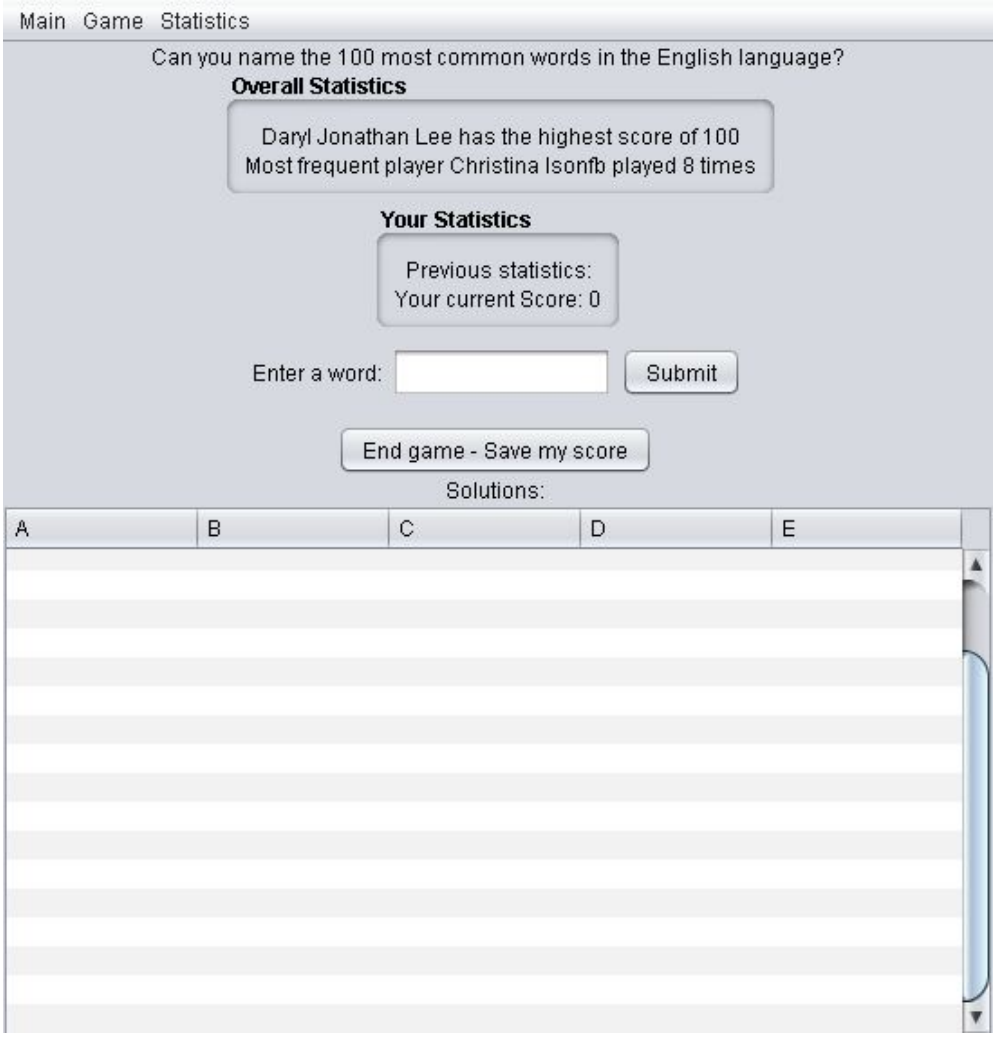
Submit—Allows the user to 'submit' their guessed word. A message will be displayed to let the player know if their guessed word was correct or not.

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.

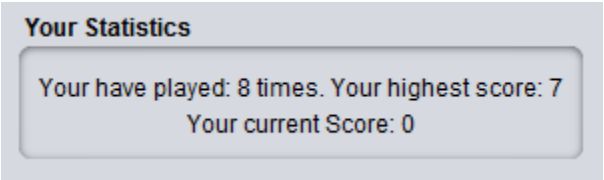
100 Words Game

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

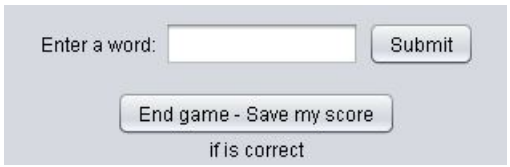


Overall Statistics – Displays statistics for the player with the highest score and the most frequent player of this game.

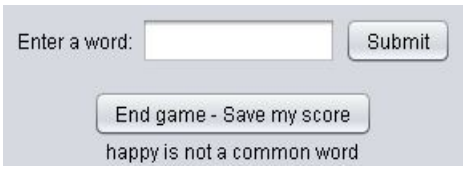
Your Statistics – Displays the user's statistics. If the player has never played before, the statistics would be 0. After playing a few games, the user will see how frequently they've played and their highest score. For example:



Submit—Allows the player to 'submit' their guessed word. A message will be displayed to let the player know if their guessed word was correct or not. Each word found is worth 1 point of score.

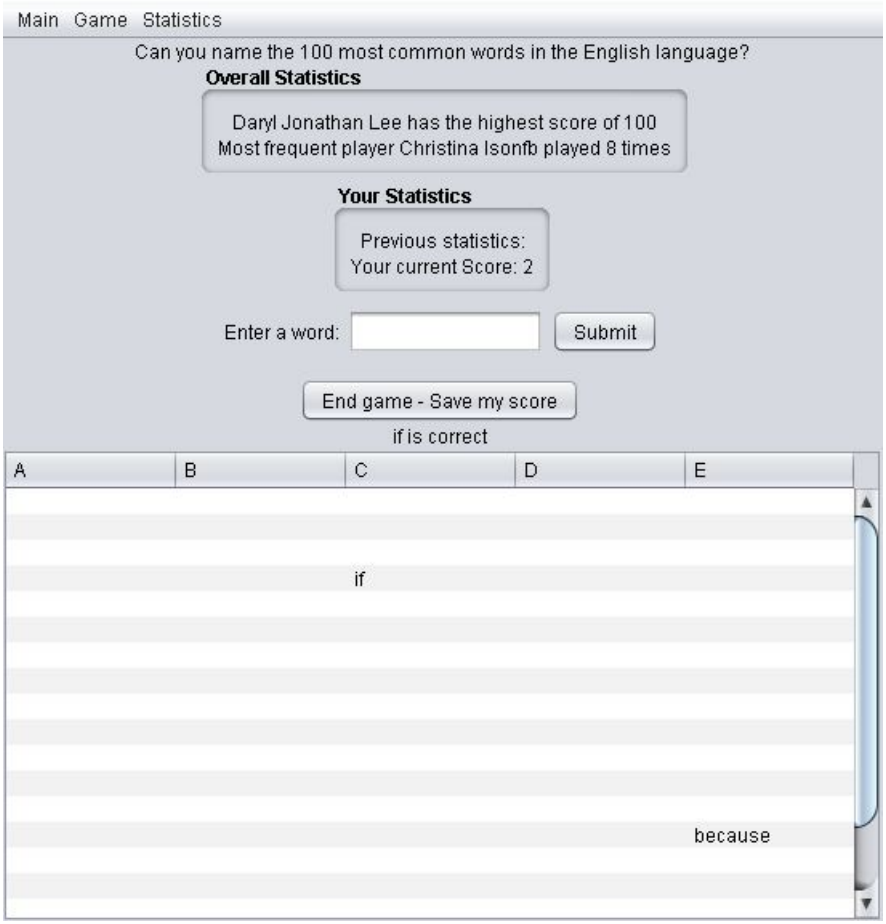


Correct word submitted



Incorrect word submitted

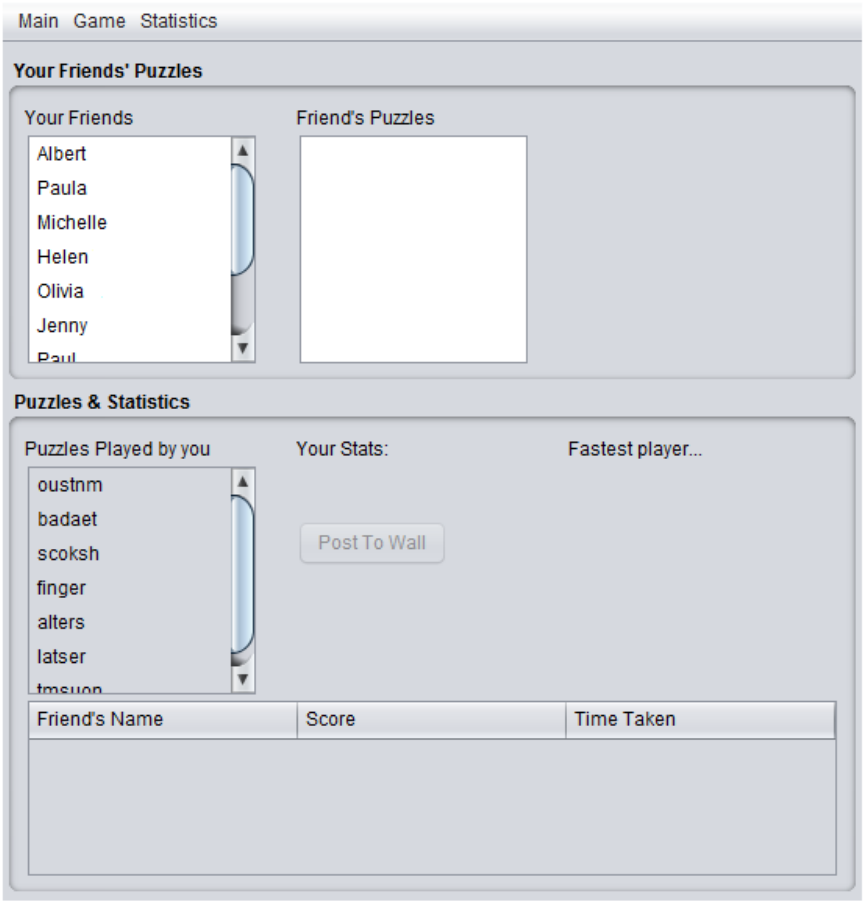
All words the player has found will be showed in the table:



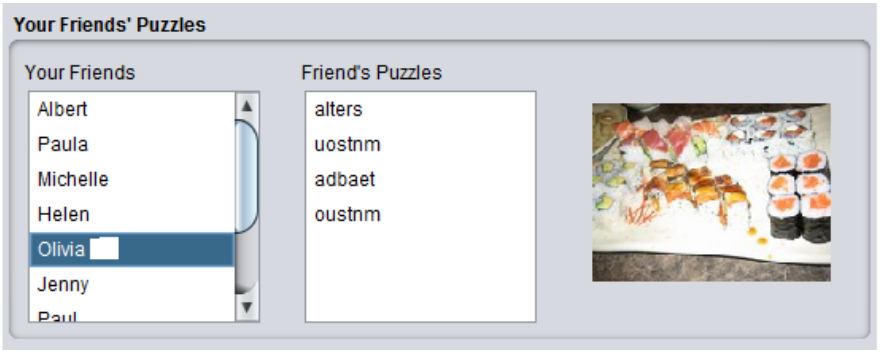
End game – Save my Score—Allows the player to end the game (stop trying to find all the words) and save their score to the server. The updated score will be displayed in the "Your Statistics".

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:

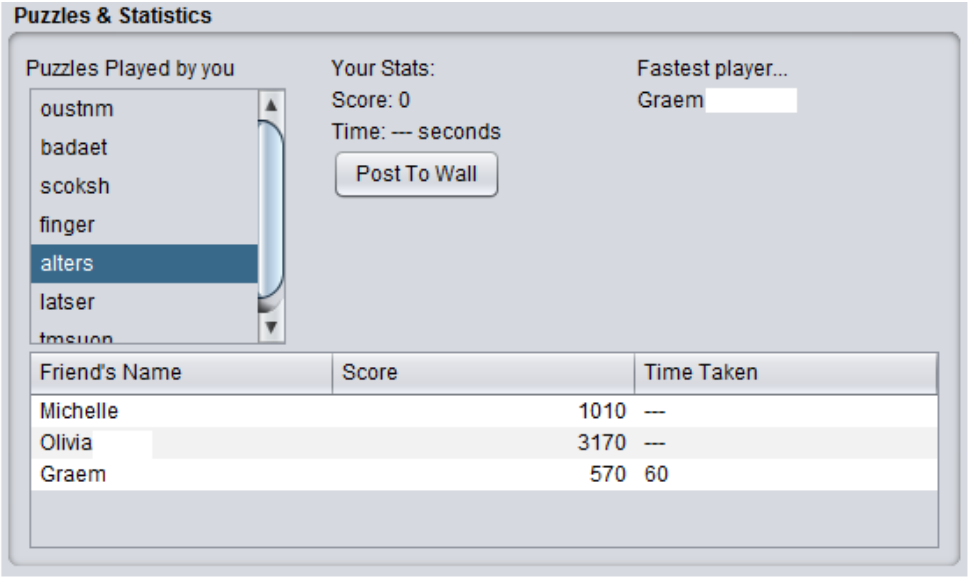


Your Friends – The user can select one of their friends to view the preset puzzles they've played.

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

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

Puzzles & Statistics:



Puzzles 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:

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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