How to use the Superuser interface

1   Overview

The Superuser Interface allows easy creation of new configurations which the game can use. The different types of configurations include:

- New carriable items (medicine, food, etc.)

- New conditions (diabetes, renal failure etc.)

- New status effects that are linked to conditions (Blood Sugar etc)

- New customization items (new avatar items or house items)

- New mini-games the users can play

The purpose of the interface is to both allow quick access to the addition and removal of the objects without direct access to the server, but also to allow those without the technical knowledge to navigate the server the ability to still add their own ideas.

2   Connecting

Accessing the Superuser Interface is extremely simple: just add "/superuser.html" to the end of the address of the application and load that page. You will then be required to login (using details that should have been provided separately). This will give you access to the interface.

3   The Superuser API

Add carriable

This adds a new carriable item that users can add to the backpack.
Parameters:

- Name: The name of the item as it appears in game
- Sprite: The image the carriable displays in game. Must be PNG format.
- Effects: A list of effects this item has and how much it affects them by.

Remove carriable

Deletes a carriable item from the game so users can no longer use it. A picture of the currently selected item appears for confirmation.
Parameters:

- Name: Name of the currently selected carriable to be submitted for deletion

Add status

Adds a new status configuration. A status is what is affected by a condition.
e.g. Blood Sugar is a status, which is caused by the condition diabetes.
Parameters (all numbers must be integers):

- Name: the name of the status effect
- Min value: The minimum value the status can take (like "health value" of the status).
- Max value: The maximum value the status effect can take
- Healthy min value: The minimum value this status can take and still be considered healthy
- Healthy max value: The maximum value this status can take and still be considered healthy
- Sprite file: The sprite to use when the value is in an unhealthy range (showing the symptoms)

Remove status

Removes the submitted status configuration file. Parameters:

- Status: The status currently selected that if submitted, will be deleted.

Add condition

Adds a new condition that users can have when they signup/change their conditions. A condition is the medical condition such as diabetes or renal failure. Note that you must specify the statuses that are related to this condition, and therefore you must create the statuses first, and then create the condition. Parameters:

- Name: the name of the condition
- Statuses: the list of all the statuses associated with this condition

Remove condition

Remove a condition so that users cannot select it.
Parameters:

- Name: the name of the condition to be deleted

Add store item

Adds a new item available to buy from the in-game store. These items include avatar items and hub customization items.
Parameters:

- Name: the name of the new item
- Description: a description of the item

- Slot: the slot this item is for
- Price: the price of the item. An item with price 0 will automatically be unlocked for all users
- Sprite: the image the item has in game. Must be PNG format.

Remove store item

Removes an item from the store. These items include avatar items and hub customization items. Parameters:

- Slot: the slot of the item you want to remove
- Item: the name of the item to be removed

Add mini-game

Adds a new mini-game to the server, so that users can play it.
Currently not implemented through the interface.

Remove mini-game

Removes a mini-game from the server, so that users can no longer play it. Parameters:

- Name: the name of the mini-game to delete