TECHNICAL ANALYSIS ROUND (or manche) 1

- GAME CONFIGURATION

The configuration screen will allow the game to be set up automatically, but will allow the presenter to make changes. Each game will be registered in a DB so that there will be no games with already played rounds. There will be a file where the default values will be set.

Entering PLAYERS NAMES

The host will enter the names of the players and their church or town in the appropriate fields.

Name	Type	Default	Editable
name_player_1	TXT	Giocatore 1	Sì
name_player_2	TXT	Giocatore 2	Sì
name_player_3	TXT	Giocatore 3	Sì
note_player_1	TXT	*blank*	Sì
note_player_2	TXT	*blank*	Sì
note_player_3	TXT	*blank*	Sì

TIME configuration

Player time.
time_player
Indicates the **MINUTES** that are allocated to each player at the start of the game.
Set up time_player_1, time_player_2, time_player_3

Name	Type	DefaultEditable	Editable
time_player	NUMBER	15	Sì
time_player_1	NUMBER	*time_player.value*	No
time_player_2	NUMBER	*time_player.value*	No
time_player_3	NUMBER	*time_player.value*	No

Round time.
time_round
Indicates the amount of **MINUTES** that are added to time_player_(n) when the player solves the round.
Set up time_round_1, time_round_2, time_round_3

Name	Type	Default	Editable
time_round	INTEGER	1	Sì
time_round_1	INTEGER	*time_round.value*	Sì
time_round_2	INTEGER	*time_round.value*	Sì
time_round_3	INTEGER	*time_round.value*	Sì

Tempo Sfida.
time_challenge
Indicates the time in **MINUTES** that is **added** or **subtracted** if the challenge is won or lost.

Set Up *time_challenge1_add, time_challenge2_add, time_challenge2_sub*

Name	Type	Default	Editable
time_challange	NUMBER	1	Sì
time_challenge1_add	NUMBER	*time_challange.value*	Sì
time_challenge1_sub	NUMBER	0	Sì
time_challenge2_add	NUMBER	*time_challange.value*	Sì
time_challenge2_sub	NUMBER	*time_challange.value*	Sì

Tempo Tentazione.
time_temptation
Indicates the time expressed in **MINUTES** that is **subtracted** from the player if the TENTATIVE ACTION is assigned to the player.

Name	Type	Default	Editable
time_temptation	INTEGER	2	Sì

Tempo Errore.
time_error
Indicates the time expressed in **SECONDS** that is **subtracted** from the player if he makes a mistake.

Name	Type	Default	Editable
time_error	INTEGER	5	Sì

Tempo Errore RISOLVI.
time_error_solve
Indicates the time in **MINUTES** that is **subtracted** from the player if he makes a mistake following a RESOLVE ACTION.

Name	Type	Default	Editable
time_error_solve	INTEGER	1	Sì

Tempo Slide.
time_slide
Indicates the waiting time expressed in **SECONDS** that elapses during screen change.
This time allows the conductor to operate **OBS** and change scenes.

Name	Type	Default	Editable
time_slide	INTEGER	4	Sì

Tempo Suspance.
time_suspance
Indicates the waiting time expressed in SECONDS before revealing whether the player has received a gift or a temptation, indicates the time to close the modal window if the RESOLVE action has been called, indicates the waiting time after answering a challenge question.

Name	Type	Default	Editable
time_suspance	INTEGER	7	Sì

Tempo Alert.
time_alert
Indicates the time in MINUTES after which the alert icon appears.

Name	Type	Default	Editable
time_alert	INTEGER	1	Sì

Tempo Azione.
time_action
Indicates the time expressed in **SECONDS** within which the player must choose the action to be performed.

Name	Type	Default	Editable
time_action	INTEGER	5	Sì

Tempo Pausa Azione.
time_pause_action
Indicates the time in **SECONDS** during which the action is disabled.

Name	Type	Default	Editable
time_action	INTEGER	5	Sì

Configurazione round 1

m1_sent Sarebbe meglio chiamarlo „m1_sentence" perché in inglese „sent" vuol dire „mandato", che è un po' sconcertante

It contains the mysterious phrase that the players will have to solve. It will be a paragraph title from the Bible. The file Titles new_diodata.txt contains these titles inside the tags <mn1></mn1>.

It must have a minimum of 30 (excluding special characters) and a maximum of 98 (including special characters) characters, titles that do not meet this requirement will not be used. Special characters are separate? So like `a instead of à?

Name	Type	Default	Editable
m1_sent	ARRAY		Sì
m1_min_ch	NUMBER	30	Sì
m1_board_item	NUMBER	98	NO

m1_board

is the display board made up of 98 (m1_board_item) elements of character type.

This array will be populated by m1_sent following a precise positioning order.

The first item will be placed in an index equal to the number of m1_first_card

Name	Type	Default	Editable
m1_board	ARRAY		Sì

m1_sent_length
Contains the number of characters of the mystery phrase

Name	Type	Default	Editable
m1_sent_lenght	INTEGER	*m1_sent.count*	Sì

m1_first_card
Contains the starting number from which to place the mystery sentence on board_1

The default number must be an integer calculated by default.

Name	Type	Default	Editable
m1_first_card	INTEGER	(m1_board_item - *m1_sent_length*) / 2	Sì

m1_space_br
It contains the number of spaces in the mystery sentence. The presenter can decide to turn them into br (new line)

Name	Type	Default	Editable
m1_space_br	ARRAY		Sì

m1_word1 m1_word2 m1_word2
They contain the help words revealed if the player receives a word gift.

These are automatically populated by the 3 longest and most different words contained in the text between </mn1> (closing of the chosen mystery phrase) and <mn1> (opening of the next title) In addition, these three words do not have to be present in the mystery phrase.

Name	Type	Default	Editable
m1_word1	TXT	*Function_m1_word1 value*	Sì
m1_word2	TXT	*Function_m1_word2 value*	Sì
m1_word3	TXT	*Function_m1_word3 value*	Sì