

User Manual

Ivy Chepkwony, 2431951
Jacques Coetzee, 2302312
Mikyle Fourie, 2492832
Eden Neave, 2546984

I. INTRODUCTION

THE purpose of this user manual is to guide users in using the web application. The user manual will highlight any specific requirements before the user uses the application, a description of the interface, and an FAQs section to help the user with troubleshooting should they encounter any problems.

II. GETTING STARTED

A. *System Requirements*

The web Application requires the following system specifications:

- Operating System: Windows 64-bit operating system OR MAC OS OR Linux
- Browser: Mozilla Firefox OR Microsoft Edge OR Google Chrome

B. *Installation Instructions*

III. SYSTEM INTERFACE

From a high level perspective, the user is able to Register and/or Log-in before being able to select a Quiz from a list.

Should only a single User join a quiz, they will be presented with a series of 10 questions.

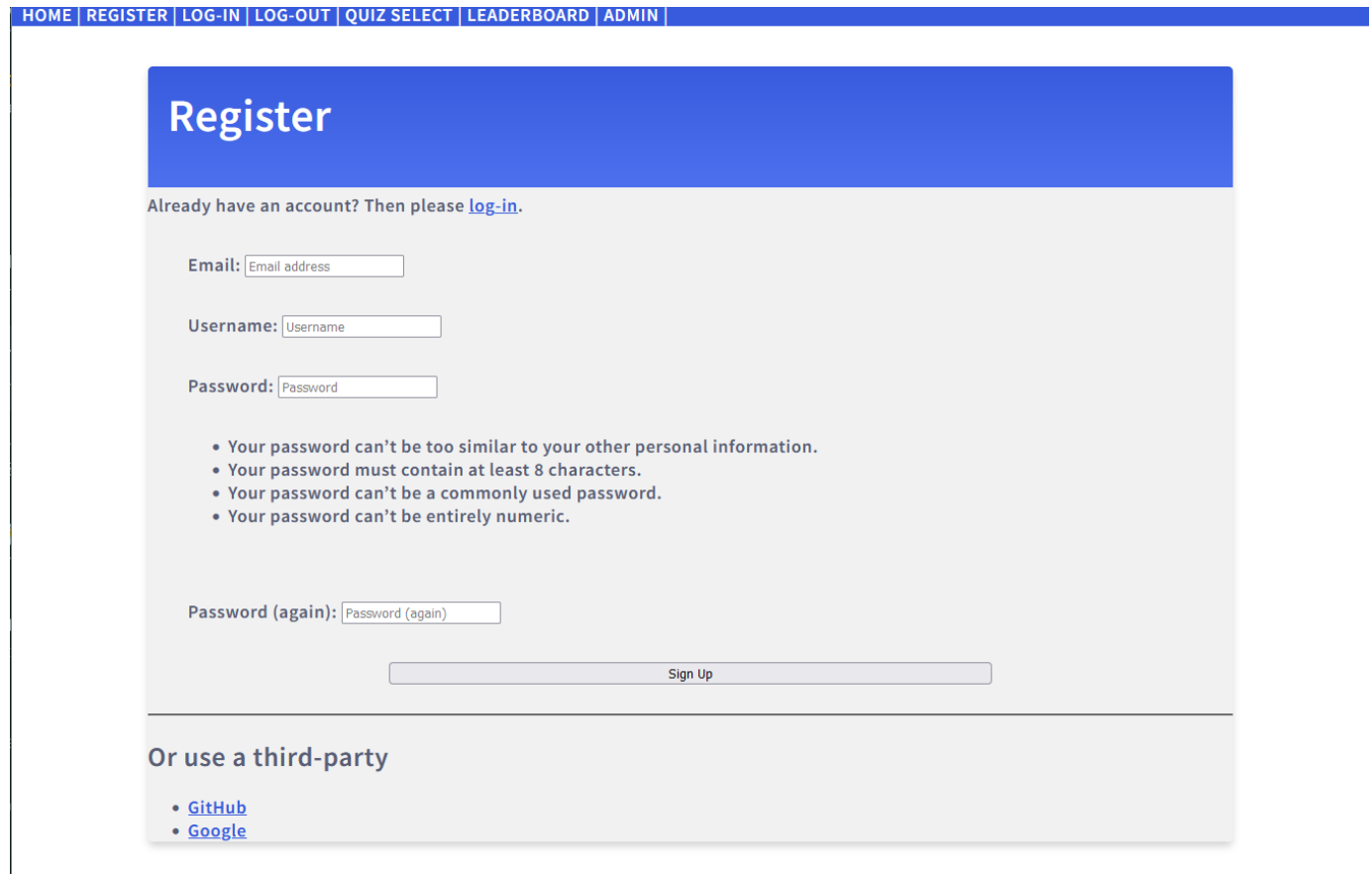
They can only select 1 answer before moving to the next question automatically. If they choose the correct answer, they earn a point.

Should multiple Users join simultaneously, they will be presented with the same series of 10 questions, but will only progress to the next after all users have selected an option.

IV. FEATURES

A. Register

All first time users must register first to be able access the quizzes. Users have the option to register with their own email address, through Google or through GitHub. The user when registering will be required to share their email address, create a username, and a secure password (according to the security requirements). The username will be displayed during quizzes and on leaderboards. If the user chooses to create an account through an External party, their username will correspond with the name provided by that party.



The image shows a web application's registration page. At the top is a blue navigation bar with links: HOME, REGISTER, LOG-IN, LOG-OUT, QUIZ SELECT, LEADERBOARD, and ADMIN. The main content area has a blue header with the word "Register" in white. Below this, a link says "Already have an account? Then please [log-in](#)." The form contains three input fields: "Email:" with placeholder "Email address", "Username:" with placeholder "Username", and "Password:" with placeholder "Password". Below the password field is a list of four password requirements: "Your password can't be too similar to your other personal information.", "Your password must contain at least 8 characters.", "Your password can't be a commonly used password.", and "Your password can't be entirely numeric." Below these is a "Password (again):" field with placeholder "Password (again)". A "Sign Up" button is at the bottom of the form. Below the form, a section titled "Or use a third-party" lists two options: "GitHub" and "Google", both with blue links.

HOME | REGISTER | LOG-IN | LOG-OUT | QUIZ SELECT | LEADERBOARD | ADMIN

Register

Already have an account? Then please [log-in](#).

Email:

Username:

Password:

- Your password can't be too similar to your other personal information.
- Your password must contain at least 8 characters.
- Your password can't be a commonly used password.
- Your password can't be entirely numeric.

Password (again):

Or use a third-party

- [GitHub](#)
- [Google](#)

Fig. 1. Login Screen

B. Log in & Log Out

Users are given the option to log-in or log-out of the session. The log-in and log-out buttons are indicated in the top left corner of the website. When logging in, a user is given the option of resetting their password if they forget it by sending a reset link to their email address. If a user forgets their password to their social account, they will have to reset it via the corresponding social account. When logging out, the user is prompted to confirm whether or not they want to sign out.



The login screen features a blue header with the text "Log-In" in white. Below the header, a message states: "If you have not created an account yet, then please [register](#) first." The login form includes a "Login:" label followed by a text input field containing the placeholder "Username or email". Below this is a "Password:" label followed by a text input field containing the placeholder "Password" and a blue link labeled "Forgot your password?". A "Remember Me:" label is followed by an unchecked checkbox. At the bottom of the form is a "Sign In" button. Below the form, the text "Or use a third-party" is displayed, followed by two bullet points: "• [GitHub](#)" and "• [Google](#)".

Fig. 2. Login Screen



The sign out screen features a blue header with the text "Sign Out" in white. Below the header, a message asks: "Are you sure you want to sign out?". At the bottom of the screen is a "Sign Out" button.

Fig. 3. Sign out Screen

C. Quiz Select

In the 'Quiz Select' section of the application (Refer to Figure 4), the player will be able to select which quiz they want to play. Some example quizzes include; Art Quiz, Sports Quiz, History Quiz etc. After selecting a quiz they will be redirected to the 'Quiz' section of the application. Currently, only the Art and Sport quiz are implemented.

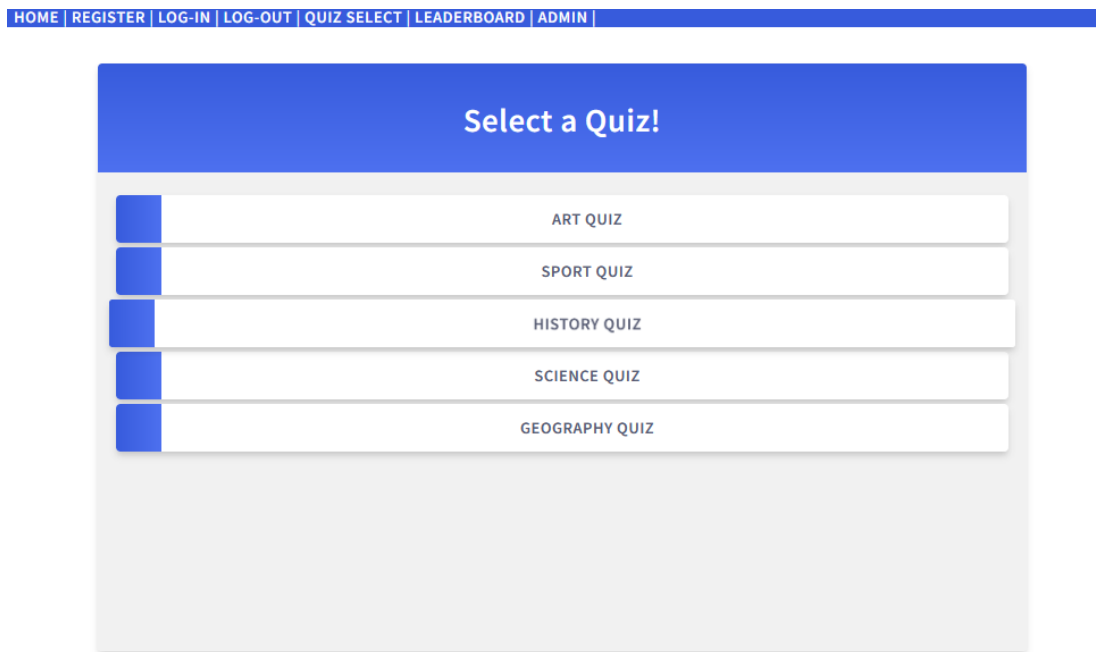


Fig. 4. Quiz Selection Screen

If there are no open sessions, the user should refresh the page to create a new one.

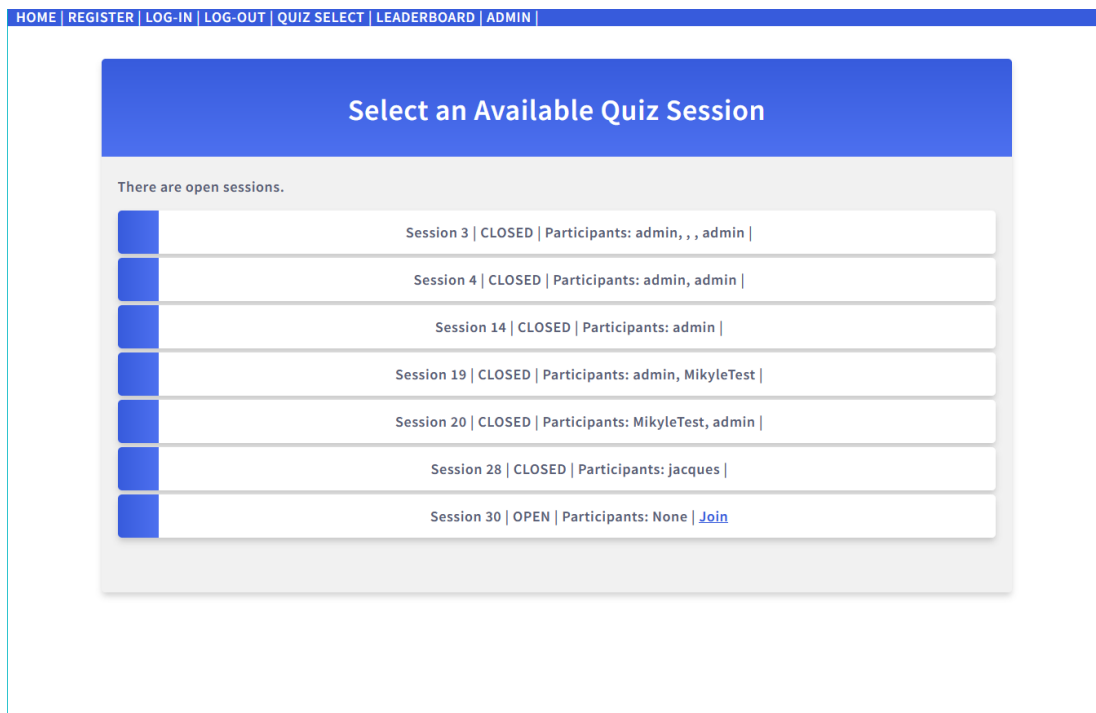


Fig. 5. Quiz sessions

D. Quiz

The quiz application can be played solo or multiplayer. In Figure X one can see that the player will be able to see at the utmost left of the screen how many players are currently connected and playing the quiz. They will also be able to see the usernames of the currently connected players along with the players' associated scores.

Players will be faced with a series of questions related to the category of the quiz they have chosen. This category can be seen in the centre top of the screen. There is an associated colour scheme for each category which also assists in recognising which category of quiz the player is in. In Figure X the player is in an art question indicated by the red gradient. The player will also be able to see the total number of questions in the quiz and the current question they are answering. The system currently provides ten questions per quiz. Every time the user plays a quiz the ten questions will be randomly retrieved, making replayability possible.

Players will either be faced with a Multiple Choice Question (MCQ) with four options, or a true or false question. The questions are randomly ordered. Each question has a different difficulty of either beginner, intermediate or advanced that can be seen at the top centre of the screen. If a player gets a Beginner question correct they will receive 0.5 points, Intermediate 1 point and Advanced 1.5 points. Each question has a fifteen second timer that can be seen roughly in the middle bottom screen. The player will need to select their choice by pressing on the corresponding option. Once an option is selected, the choice cannot be changed. When a user has selected an option, their username turns green on all player's screens. After all players in the session have selected an answer and the timer runs out, the answers are collectively checked, the new scores are displayed and the next question is loaded. This process will repeat until the players have completed the final question of the quiz. Once the players complete all the questions of a quiz, they will be redirected to a results page.

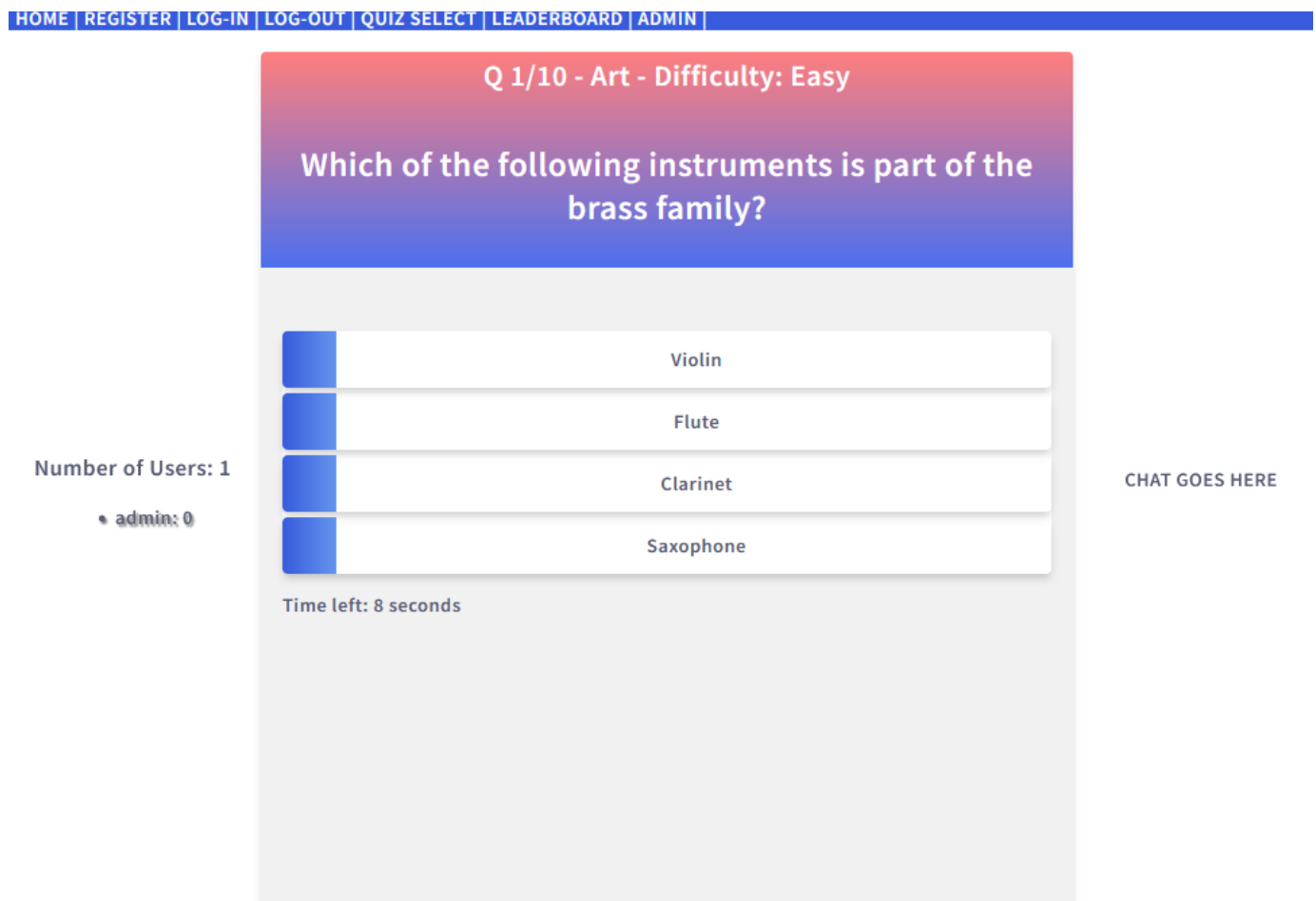


Fig. 6. Question screen while the quiz is active

E. Leaderboard

The Leaderboard is a visual representation of the lifetime scores of players. It is updated every time a user achieves a new high score (no matter the quiz). Users are also assigned a rank. Some users might have the same high score and hence will be given the same rank.

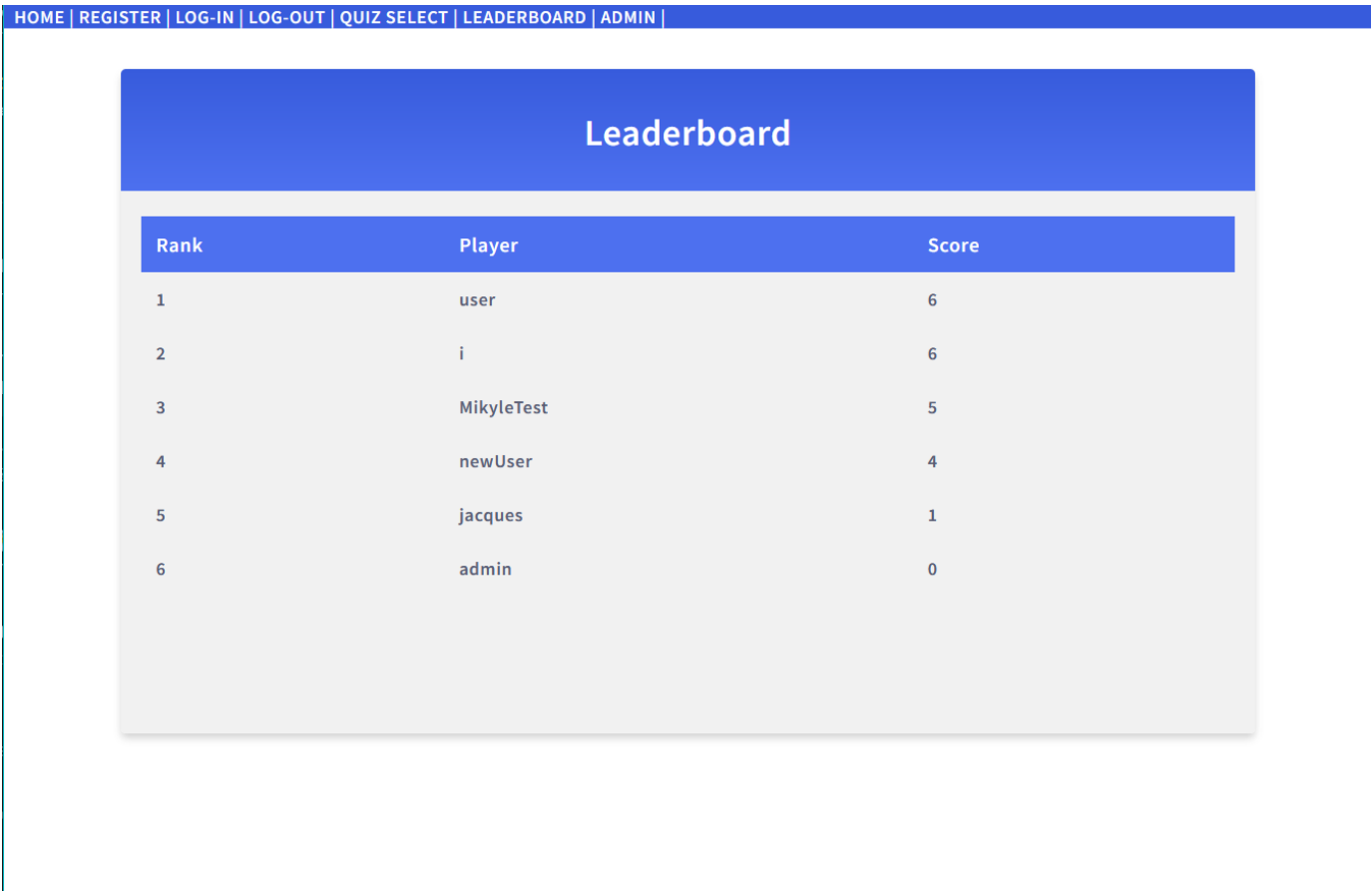


Fig. 7. Leaderboard screen

V. FAQ, TROUBLESHOOTING & HELP

A. Troubleshooting

1) User FAQs:

1) Can I use my google account when registering?

Yes! You can register and log in using your google account. In addition, if you have a GitHub account, you can use this as well. If you have neither, you can simply register and log in with Django's built-in authentication.

2) Can I view my results?

At the moment, you can only view your score in the box on the left next to your username realtime. As you answer, the score will change (+1 point as you get it correct, +0 point when you get it wrong). You can also see your best score of all time on the leaderboard screen.

For future iterations of the web application, it will be possible to view a record of all your game sessions which includes your final scores for each game play.

3) Can I change my answer once I've clicked one?

No! Once you have chosen an answer, the question will automatically change, there is no possibility of changing the answer you select, so choose wisely!

4) Can my password be reset if I created my account through Google/GitHub?

No, we do not have access to the authentication of those accounts. You will have to reset your password through the respective channels provided by Google or GitHub.

B. Contact

If you have any additional questions or concerns, please contact the team by emailing any of the following team members:

- Mikyle Fourie: 2492832@students.wits.ac.za
- Ivy Chepkwony: 2431951@students.wits.ac.za
- Jacques Coetzee: 2302312@students.wits.ac.za
- Eden Neave: 2546984@students.wits.ac.za