User manual – HvZ

Table of Contents

1. Landing Page

When accessing the web application for human vs. zombies, you will be meet by the screenshot on the right.

This is the landing page, where you can see all the games, current games, previous games and future games.

Elements:

1: The title of the game.

2: The list of all games.

3: One specific game (click-able).

4: The title of the game.

5: the end time of the game

6: The amount of player registed in the game

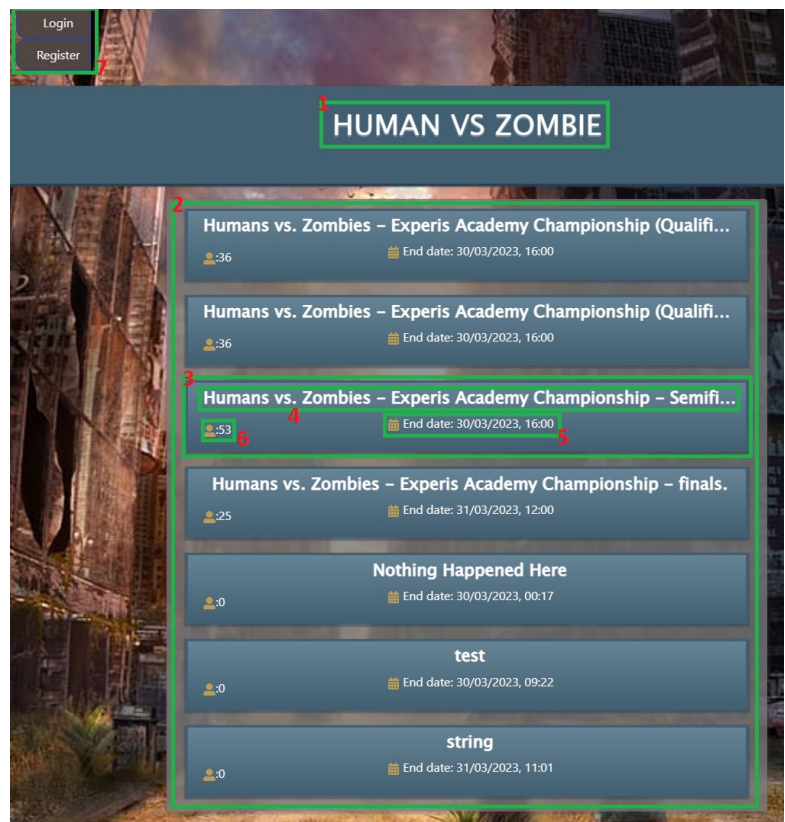**7:** The Login for user and admin. There is also possible to register as user.

OBS!! When clicking on a game, the user will be redirected to the game lobby, but it is needed for the user to registed and login.
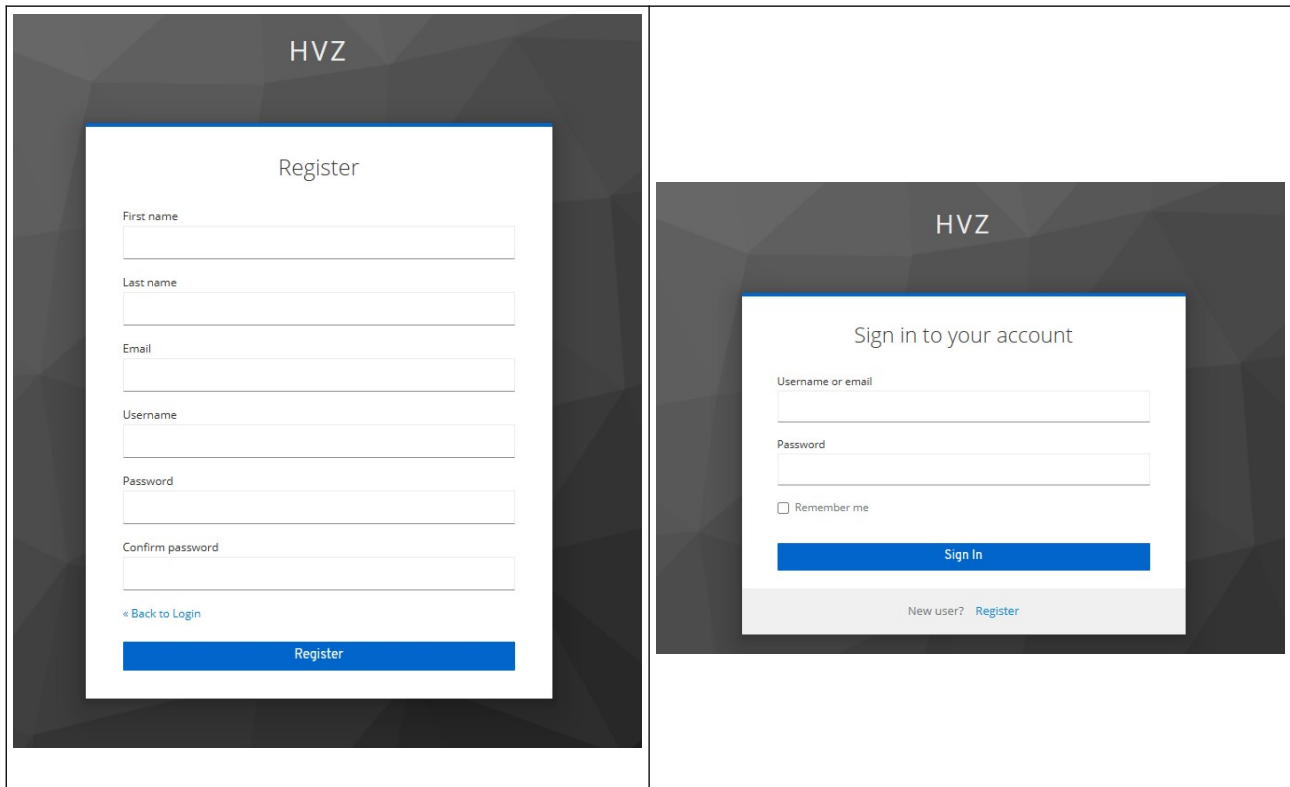
3: **Game lobby** → Go to Section **3. Game Lobby**

7: **Login/registe**r → Go to Section **2. Login/register**   **Admin login** → **8. Admin login**

OBS! When open the web application, the user should agree to the web page use the user's camera.

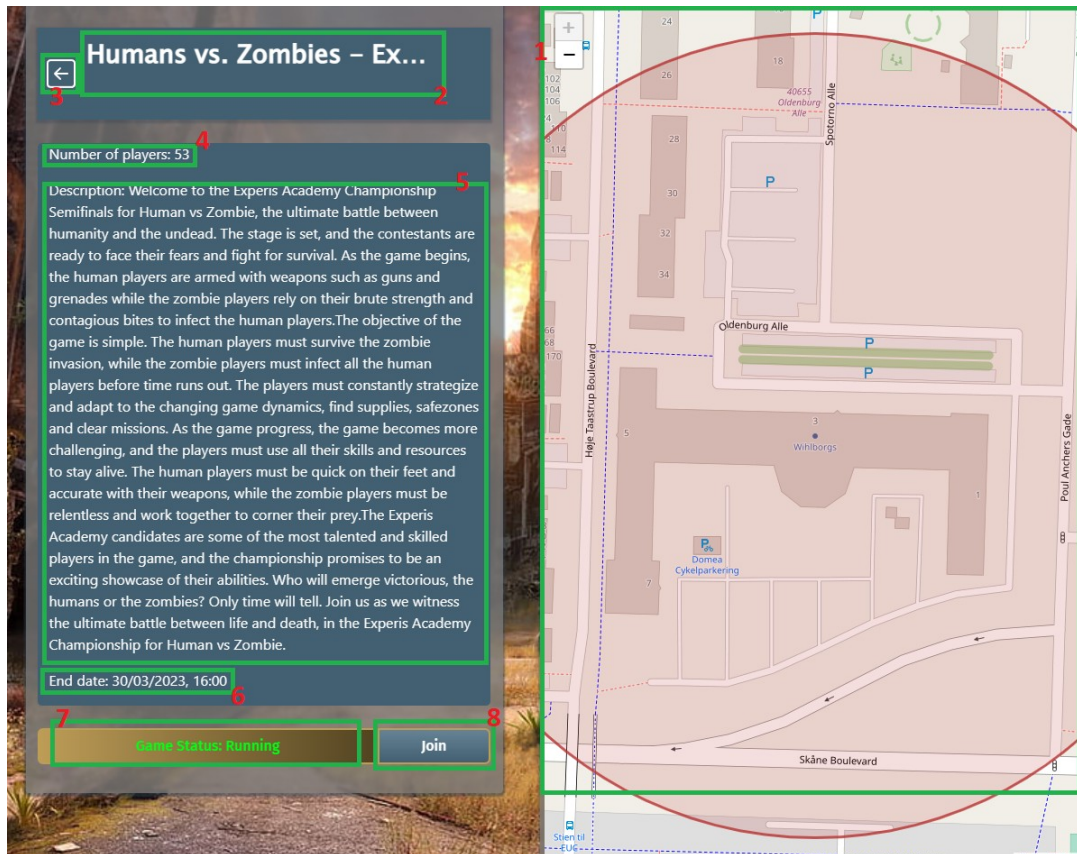# 2. Login/register

The register and login forms is provided by Keycloak. The User fill out the forms and thereby ready to join game and play.

3. GameLobby

Here in game lobby, the user can get more detailed information on the specific game and join it by clicking the "Join" button.

Elements:

1: The map for the specific game and the corresponding boundaries, but without map elements.

2: The title of the specific game.

3: Back button to the Landing page.

4: How many players are attending.

5: The description of the specific game.

6: The end date and time for the specific game.

7: The state of the game, which can be:
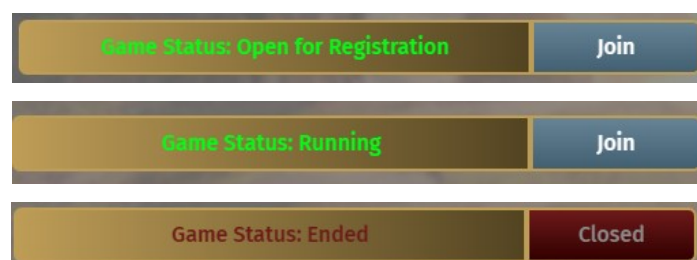
8: Button for joining game → redirect to game page, **4. Game page**

4. Game page

At the point the user should be playing the game in the physical world. On this page, the user can use the map to see current location in the game, where other players at, where to find safezone, missions, supplies and where people got killed by zombies indicated with gravestones.

The player can utilize the chat to be able to coordinate with own faction, squad or to all particants.

Elements:

1: Now the map have all different markers: missions, supplies, safezones, gravestone and player.

2: This is the chat, where at the examples is minimized and will fold out by pressing.

3: At the block will be a QR code or QR scanner depending on the state of the player (human/zombie). The QR code is the player's BiteCode, which a zombie need to verify/register the kill of that given player.
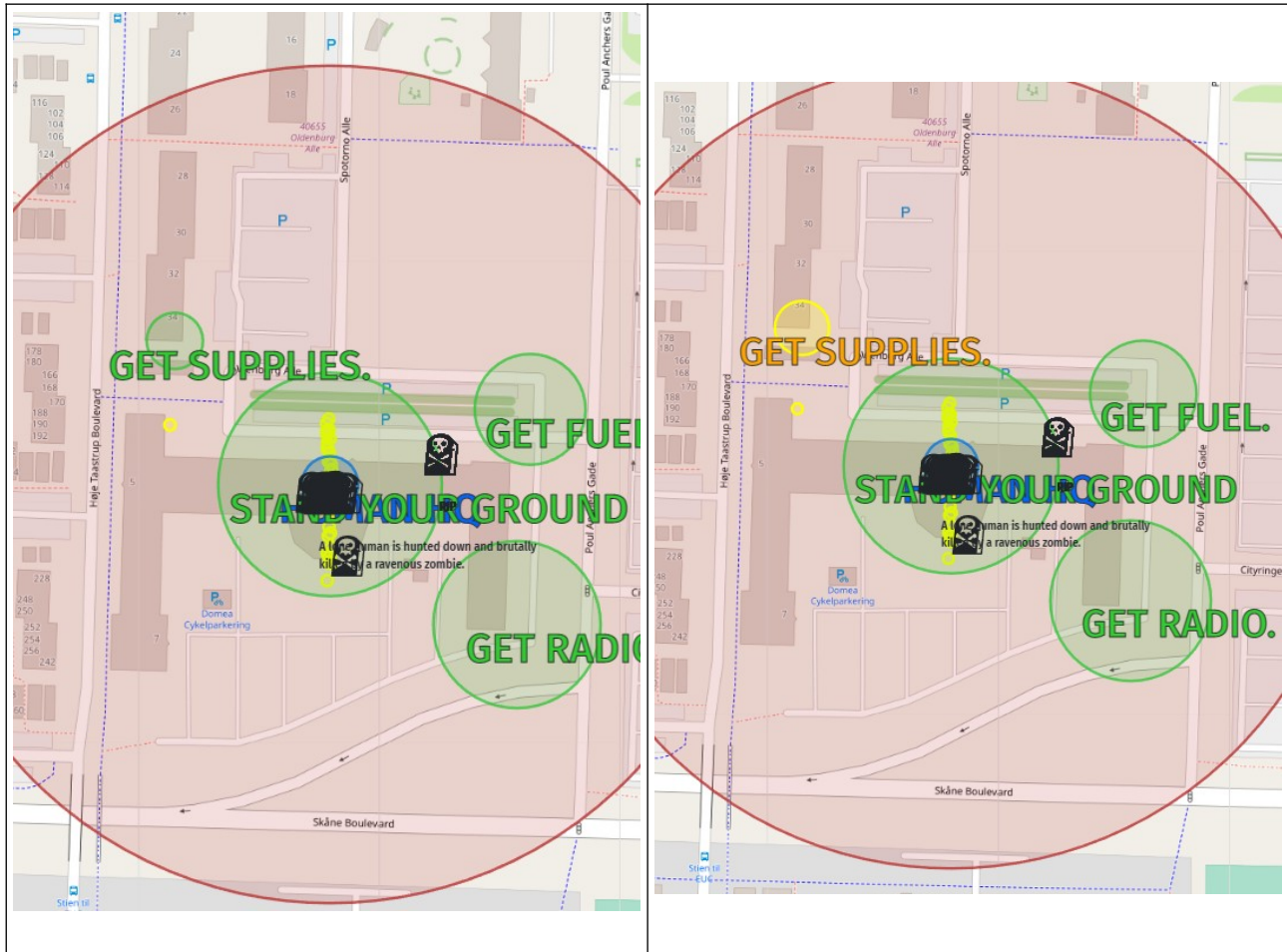
More information:

      Map → **5. Map Details**

      Chat → **6. Chat**

      QR   → **7. QR Code and Scanner**

5. Map Details

As mention in earlier section, the map contain:

- Safezones: Blue circle

- Missions: Green circles

- Gravestone: Tomestones

- Players: Small yellow circles

The screenshot on the right show the "Get Supplies" mission is yellow circle and orange text. This is tiggered by the player pressing the mission and thereby selected the mission for extra details.

Under the description of the game, the details will appear:

6. Chat
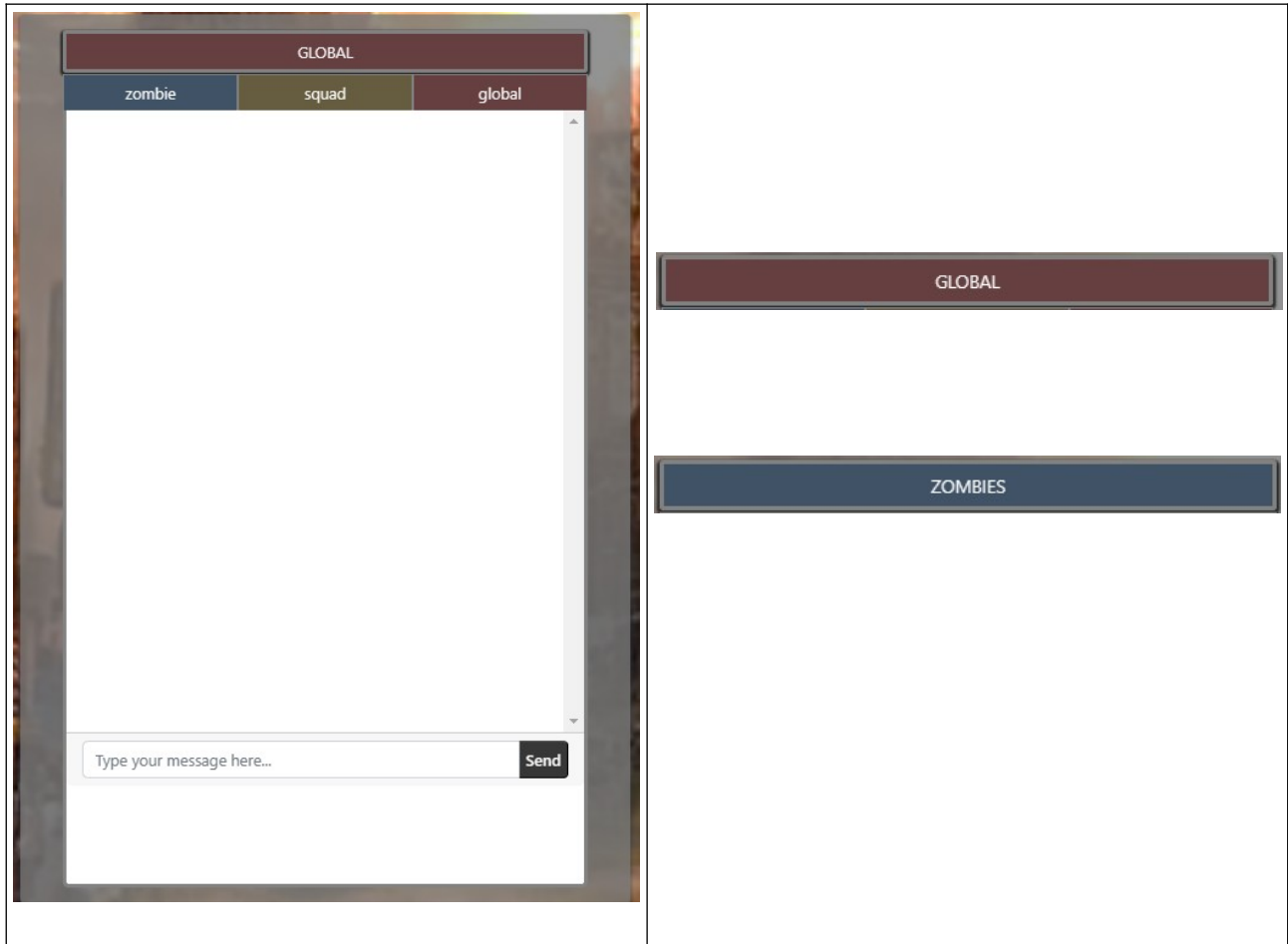
After the player have pressed the chat, it will fold out to the screenshot. There three tabs, Zombie, squad and global. By pressing one of those tabs, will result in the player will post to that channel and only get message from player chatting on that channel.

OBS! When changing the channel, it will not remove allready existing message in the chat from other channel. But, The message will be color coded according to the tabs.

7. QR Code and Scanner

The area on the Game page is depending on the state of the player (human vs. zombie).


The user should have accepted usage of camera to the web page. If the player is human, this part will be as the screenshot on the right, where the player's bitecode is illustrated as a QR code. If the player is a zombie, this area is a QR scanner like the screenshot on the left.

When a zombie tag a human player in the game, the zombie need to scan the human player's QR code to register and verify the kill.

If the code is verified, the human player turn to zombie. Meaning, the state of this block is change to have a QR scanner instead of QR code and player is banned from squad, if were part of one at the time of turning.

8. Admin login
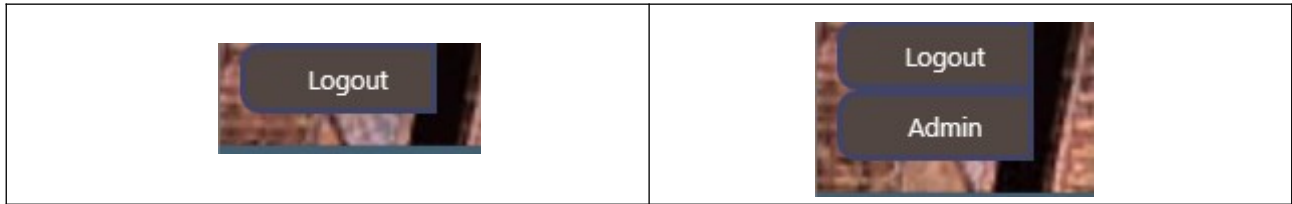
On the Landing Page, upper left corner is the login and register button if not login. When login, it will be like the **left** screenshot if **user** and like **right** screenshot if **admin**.

When Pressing the admin button, it will redirect to Admin page. The admin page contain:
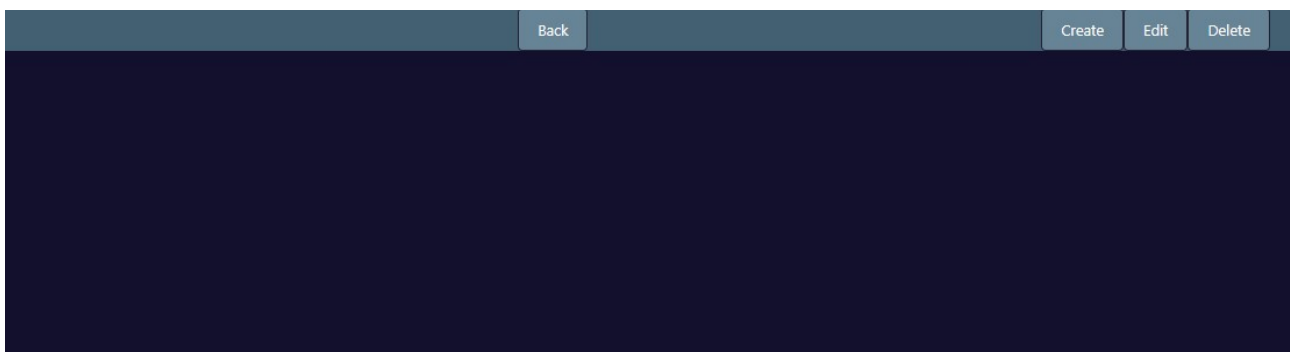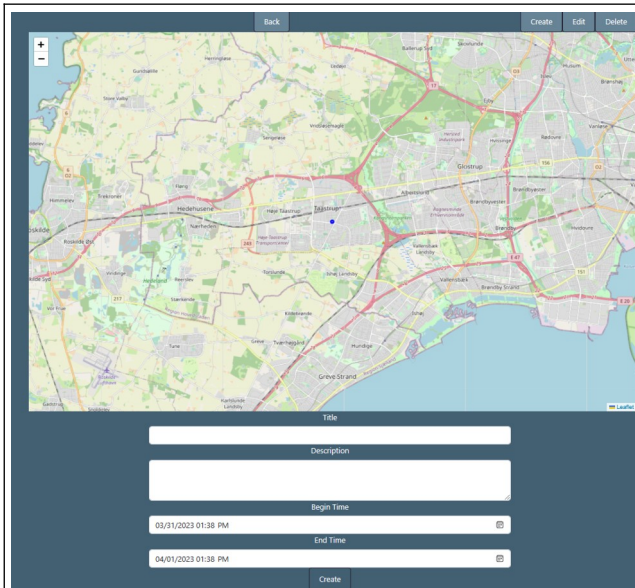

Four buttons:

- "Back" → redirect back to landing page   **1. Landing Page**
- "Create" → redirect to to Creation page   **9. Admin – Creation Game/map**
- **"**Edit"   → redirect to Edit page   **10. Admin – Edit Game/map**
- "Delete" → redirect to Delete page   **11. Admin – Delete Game/map**

9. Admin – Creation Game/map

Step 1.

Step 2

Step 3.

Step 4

When Admin is login and want to creat a game, there is just these four steps.

1. Shows also how the web page is when accessing "Create". The admin can move around on the map and utilize zoom to find the right location.

2. When found the right location, the admin press on the map to indicate the center of the game. When pressing, a pop-up will apppear to take some information (name, description and radius).

3. When the admin press the button "Create" in step 2, the map will appear like in the screenshot for step 3.

4. There is additional form for the game under the map, which the admin need to fill out before pressing create.

# 10. Admin – Edit Game/map
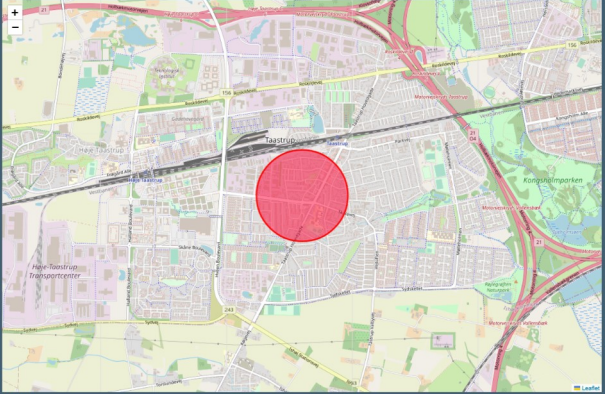
When Admin want to edit a game, the admin will be meet of the list of all games, like shown in the screenshot on the left. When pressing on one of them, the admin will be redirect to the page as shown in the screenshot on the right.

On this page, the admin have all the information on the game and map. The admin need to adjust one parameter at a time. Meaning when changing a parameter, there will be appear a check box to be pressed for updating. The map give also option to change the location by pressing, just like when creating a game.

11. Admin – Delete Game/map

At the Delete page for admin, there is just two option: Maps or Games. The work similar and therefore here is only for Maps.
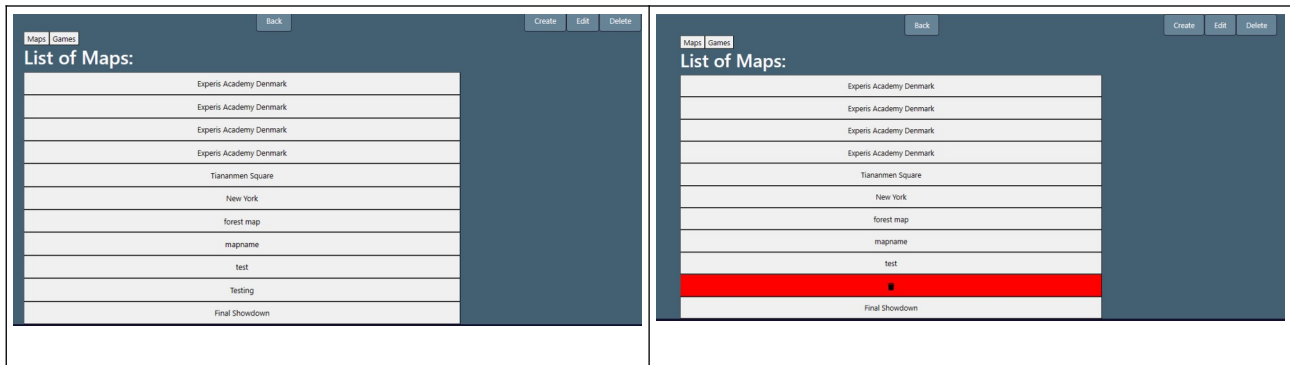
The admin will get the list of maps as shown in screenshot on the left. The admin chose which map to delete by pressing on it. The choosen game will now appear with red back ground and trash can icon instead of name, just like in screenshot on the right. The admin need to press on the trash can to confirm deleting the game.

After confirming the map will no longer appear on any of the lists, admin page or landing page.