

# User Documentation

*Alpha Game Builder*

# Summary

*This paper aims to present the simple, clear and affordable functionalities of the Alpha Game Builder.*

*It includes a summary of the project and user, installation and uninstallation guides. It also lists all known bugs and has a FAQ to answer questions for the more generic users.*

### *Document description*

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<b>Version du modèle</b>	<b>1.0</b>

### *Revisions*

<b>Date</b>	<b>Auteur</b>	<b>Section(s)</b>	<b>Commentaire</b>
<b>25/05/2013</b>	<b>Bruno QUILGHINI</b>	<b>All</b>	<b>Redaction</b>
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## I. Introduction

User documentation was created on the project Alpha Game Builder in the context of Epitech Innovative Projects (EIP) promotion EPITECH 2014.

### I. a. EIP Summary

The EIP is the final project of the course students EPITECH. Conducted over two years, it allows students to apply all the skills learned in their training, both technologically and in terms of project management. Involving a minimum of six students, this project is made with a professional approach.

The EPITECH, school innovation and IT expertise, training differs from other computer by its practical approach to problems encountered by students. Whereas the appreciation of a student is not in knowledge but in its ability to innovate and find solutions in a real situation, training EPITECH enjoys strong popularity among businesses.

### I. b. Project description

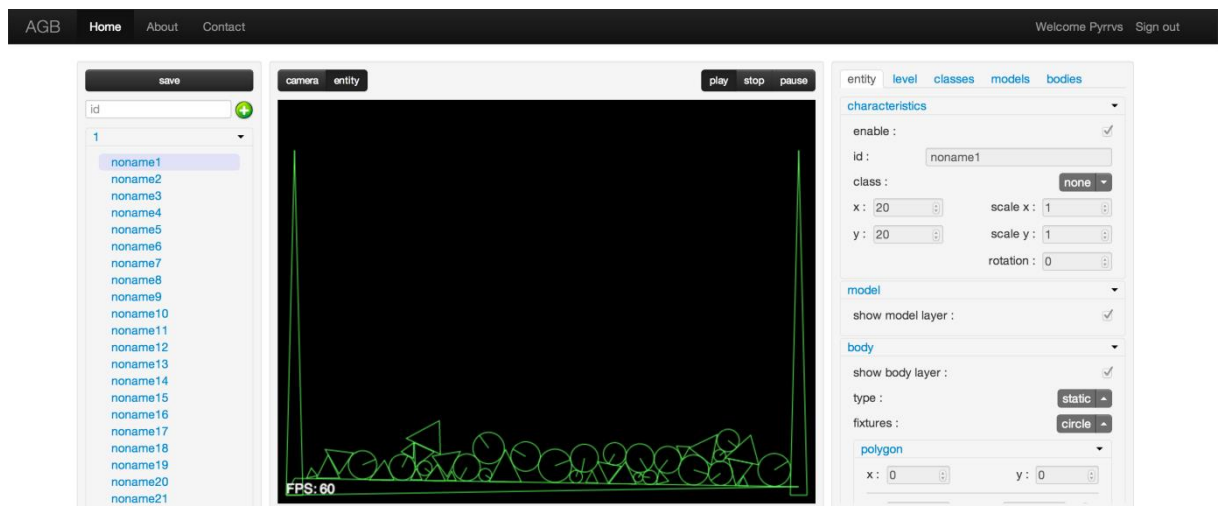
The Alpha Game Builder is intended to allow its users to dramatically reduce their development time on using online tools, based on a library HTML5/Javascript.

The project's objective is to encourage the creation of 2D games PC browsers in HTML5 to create a true community platform between developers and players both to learn, test, play and share with other users. The library is truly supporting the implementation of the web platform, in this sense.

Free use, there is no team entrepreneurs wishing to simply produce a demo, young programmers to learn programming videogame and advanced developers optimize their creation time.

## II. User Guide

### II. a. World Maker



The aim of the World Maker is to allow rapid creation of a game environment. To do this, the user can create entities via the menu on the left he will appoint.

Once an entity is created, it can use the right side menu to set properties. He can connect his body to a class, define its position, size scaling, rotation, layer potential and its properties.

Via this menu, the user can test in real time the results of its changes through the center window. He can also use the contents of this central window to update the properties of its entities in the wake of the execution.

### II. b. Web Platform

Arriving on the home page, the user is prompted to create an account to access the platform.

localhost:3000 - AGB

AGB Home About Contact

Username Password Sign In Sign Up

## Welcome to AGB!

Fill your informations.

Pyrivs

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pyrrvs@agb.com

Sign Up

Once registered, the connection is made via the box "username" and "password" on the button located next to "sign up". In case of error, the user is immediately notified in the connection box.

localhost:3000 - AGB

AGB Home About Contact

Eip \*\*\*\*\* Sign In Sign Up

## Welcome to AGB!

Fix the following error(s) !

E

is too short (minimum is 3 characters)

..

is too short (minimum is 6 characters)

\*\*\*

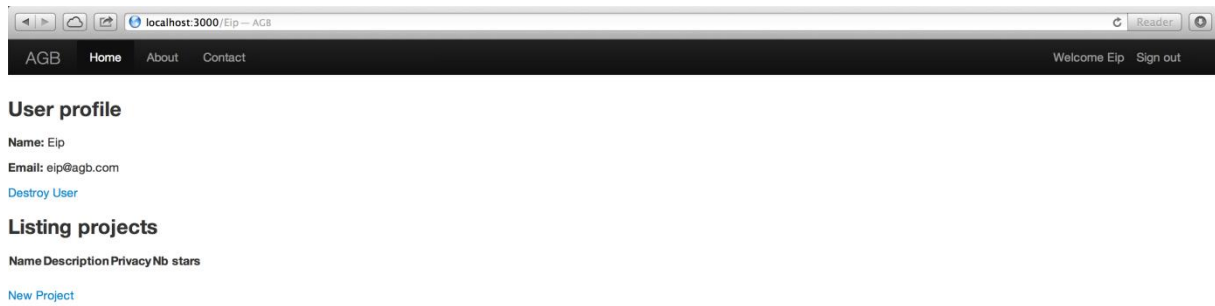
doesn't match confirmation

test

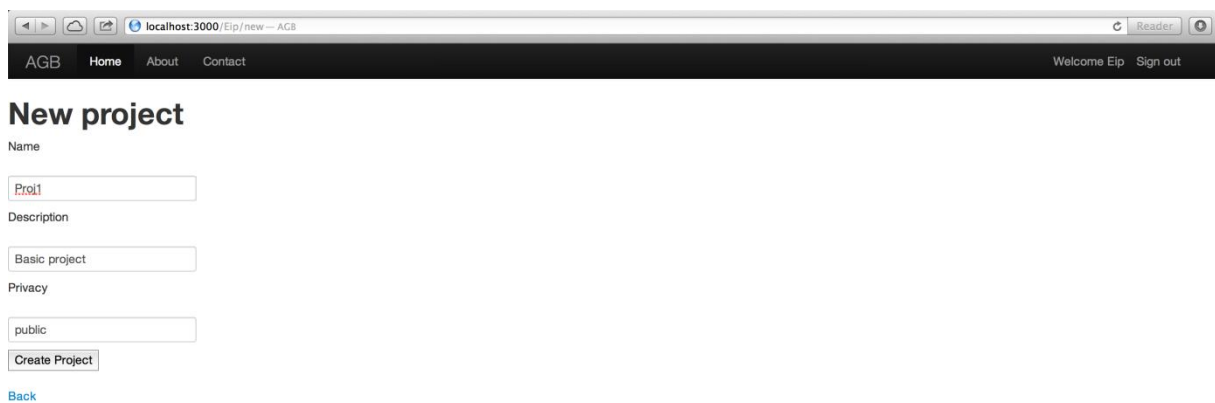
is not an email

Sign Up

Once connected, the user can now access his profile to get an overview.

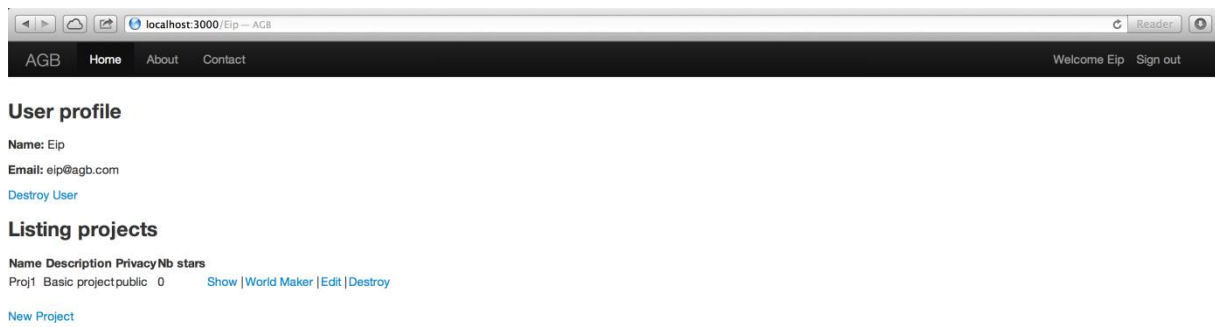


Beyond consulting his profile, the user can also create a new project. For this it is sufficient to specify a name, description and a level of privacy.





Once the project is created, the user can access via their profile.



### III. Installation / uninstallation

The project consists essentially of a web client, the user has nothing to install or uninstall to use the Alpha Game Builder.

## IV. Well known bugs

So far, there is only one known bug, that bug compatibility between browsers at the World Maker menus. They do not unfold when used with Internet Explorer or Firefox.

## V. FAQ

*Q: "Can I access my data stored on the Alpha Game Builder from two different computers? "*

A: Yes, the goal of our solution is to provide a working tool based exclusively on the net so that the user can move and access to his workstation where he wants.

*Q: "I created a project and I want to delete. How? "*

A: Project Management can be accessed directly via the user profile.

*Q: "I don't want to use development tools and only use the templates generated code. Is it possible? "*

A: Yes!