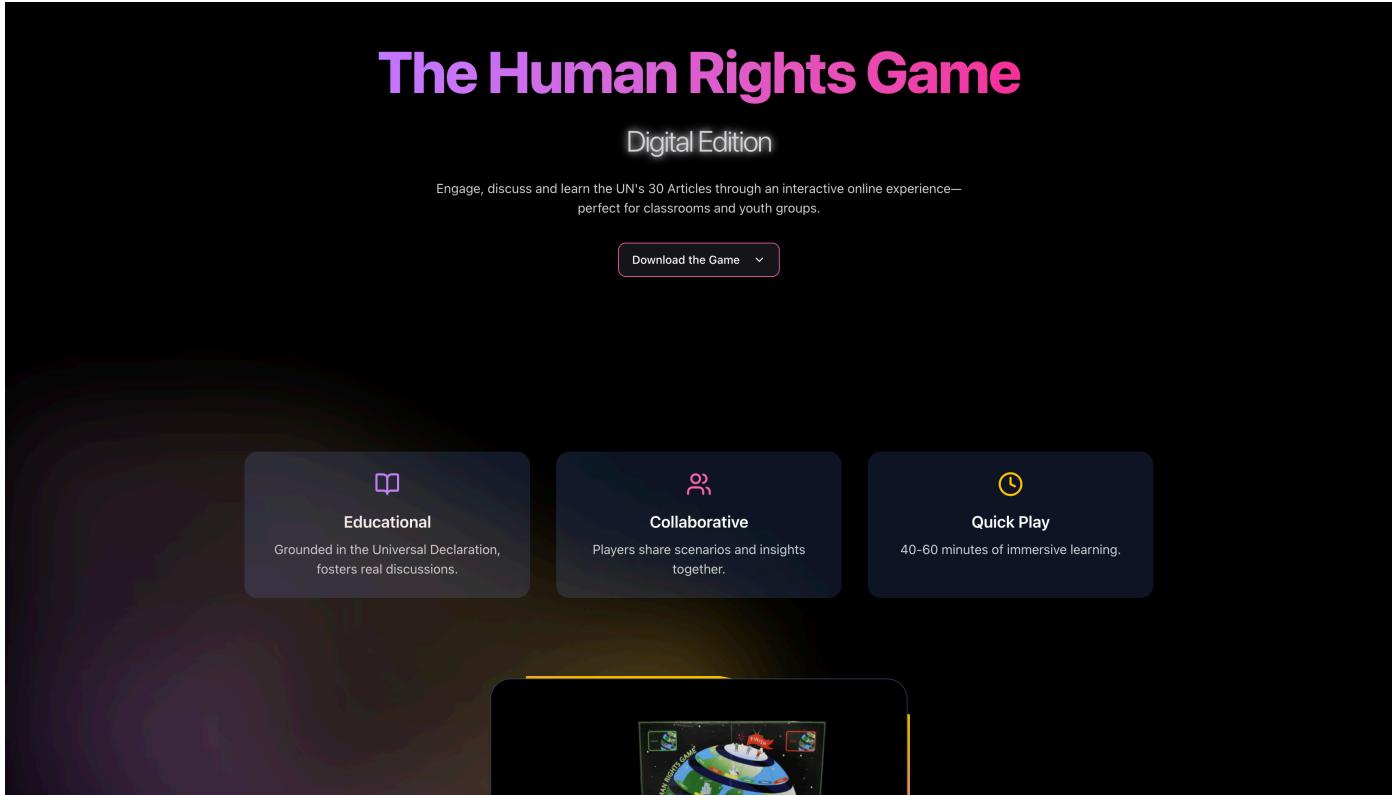


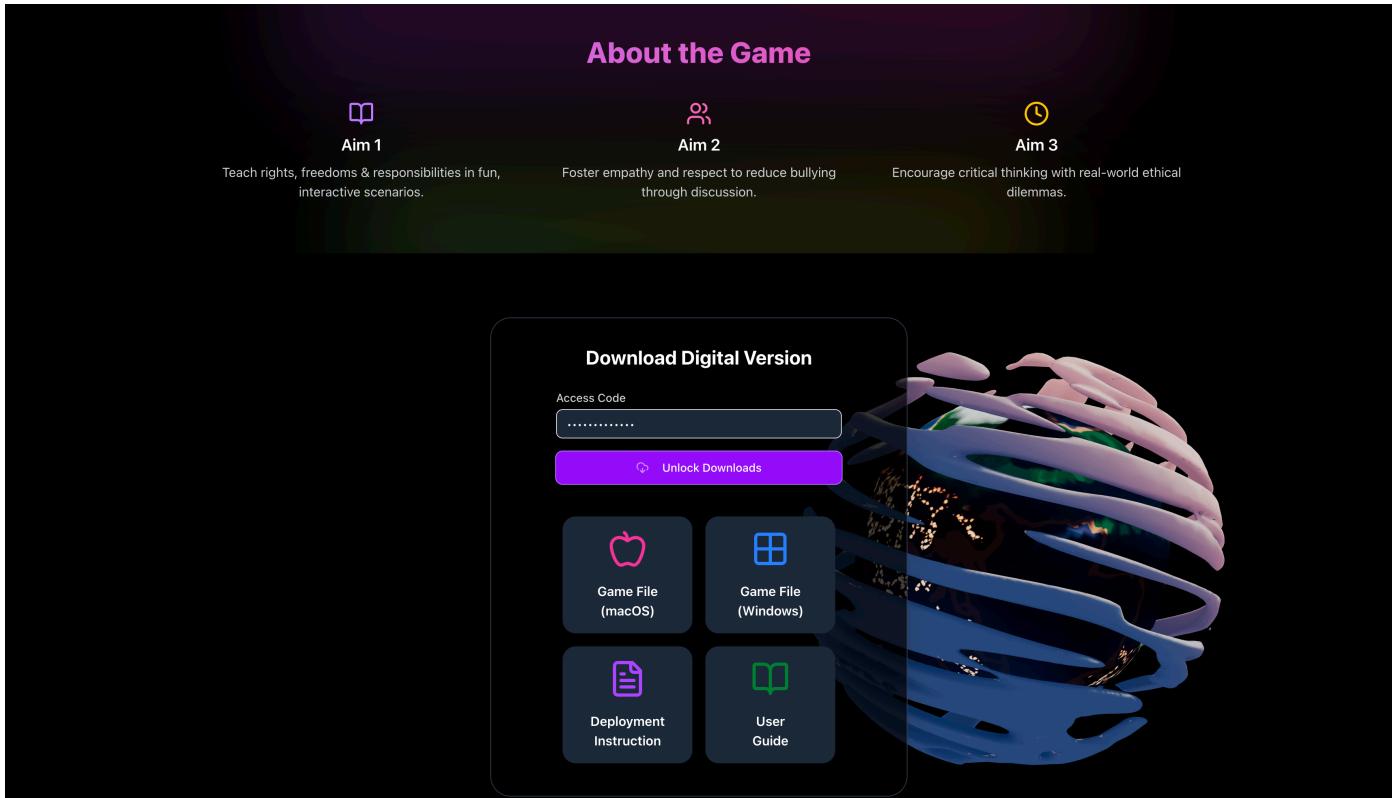
User Guide

Download the Game

1. Download the game from: <https://hrg-delivery.vercel.app/>



2. Click the Button and enter the code: **HRG-PLAY2025!** . Then choose the verison base on your operate system.



How to run?

1. For Windows user:

Download and Unzip

- After downloading the zip file from Google Drive, double-click it to extract the contents.
- Open the extracted windows folder. You will find two folders inside:
 - Student
 - Teacher

Name	Date modified	Type
windows.zip	11/06/2025 8:27 PM	WinRAR ZIP archive

Name	Date modified	Type
Teacher	11/06/2025 8:18 PM	File folder
Student	27/05/2025 11:12 PM	File folder

Starting the Teacher Application

- Open the **Teacher** folder.
- Double-click **MyProject.exe**.

- Two windows will appear:
 - the game's main window (Unity)
 - a small black Command window (system console)

3. Keep both windows open.

- The Command window runs the server in the background; closing it will shut down the game for everyone.

Once the Unity window finishes loading, you can begin configuring or starting your session. (Need to wait around 10 seconds, which is depended on your machine performance)

Name	Date modified	Type
jdk	11/06/2025 7:00 PM	File folder
MonoBleedingEdge	11/06/2025 7:20 PM	File folder
My project_Data	11/06/2025 7:20 PM	File folder
application.properties	27/05/2025 2:31 AM	Properties
GameServer.jar	11/06/2025 7:30 PM	Executable Jar File
My project.exe	11/06/2025 7:20 PM	Application
UnityCrashHandler64.exe	11/06/2025 7:20 PM	Application
UnityPlayer.dll	11/06/2025 7:20 PM	Application extension

Starting the Student Application

1. Open the **Student** folder.
2. Double-click **student.exe**, then the game's main window (Unity) will open and be good to use.

Name	Date modified	Type
MonoBleedingEdge	27/05/2025 11:11 PM	File folder
student_Data	27/05/2025 11:11 PM	File folder
student.exe	27/05/2025 11:11 PM	Application
UnityCrashHandler64.exe	27/05/2025 11:11 PM	Application
UnityPlayer.dll	27/05/2025 11:11 PM	Application extension

Tip – Move the Entire Folder

When transferring the application to another computer, copy the **entire Teacher (or Student) folder**—not just the .exe file. The folder contains all libraries and resources the program needs to run.

2. For MacOS user:

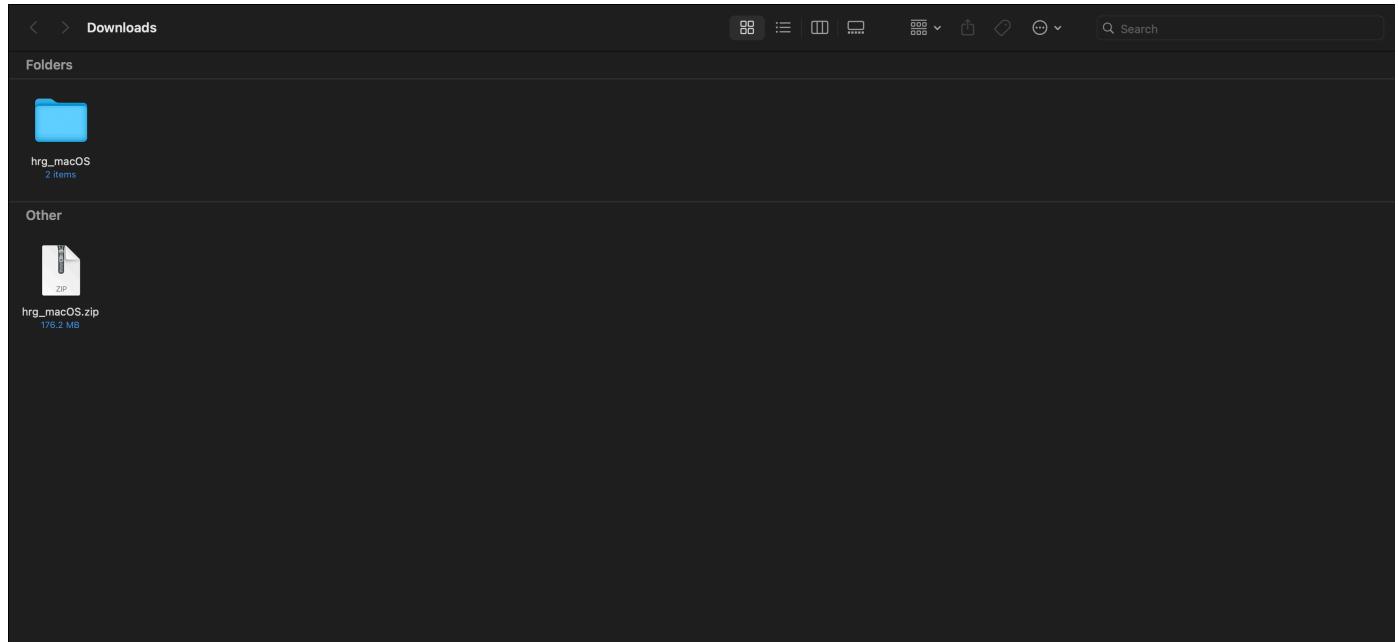
Important Recommendation:

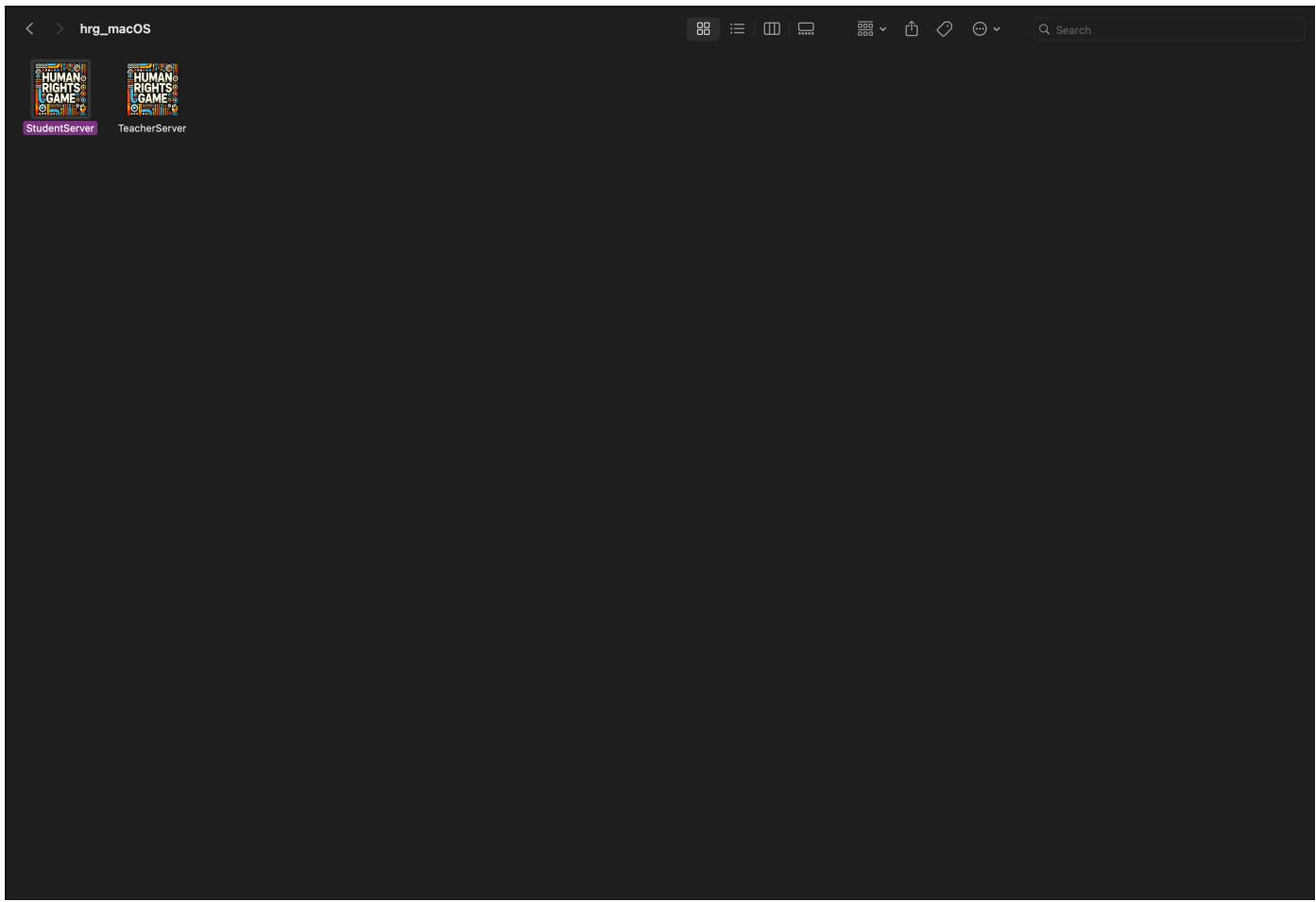
We strongly recommend **not using macOS** to run the TeacherServer. However, StudentServer is way much easier to start. Due to strict macOS security controls, launching and maintaining the server requires additional manual steps and can lead to unexpected issues.

For a smoother experience, we suggest using **Windows** as the host system for the TeacherServer whenever possible.

Download and Unzip

- After downloading the zip file from Google Drive, double-click it to extract the contents.
- Open the extracted hrg_macOS folder. You will find two applications inside:
 - StudentServer
 - TeacherServer





Bypassing Security Restrictions on First Launch

Due to macOS security restrictions, applications that are not distributed via the App Store may be blocked or flagged when first launched. When you open our application for the first time, you may see a warning that "the developer cannot be verified."

Please follow one of the methods below to open the app:

Method A: Right-click and Open

1. Right-click (or hold Control and click) on the application icon and select **Open** from the context menu.
2. A security warning will appear. Click **Open** again to confirm.
3. After doing this once, you can launch the app by double-clicking it normally without any further warnings.

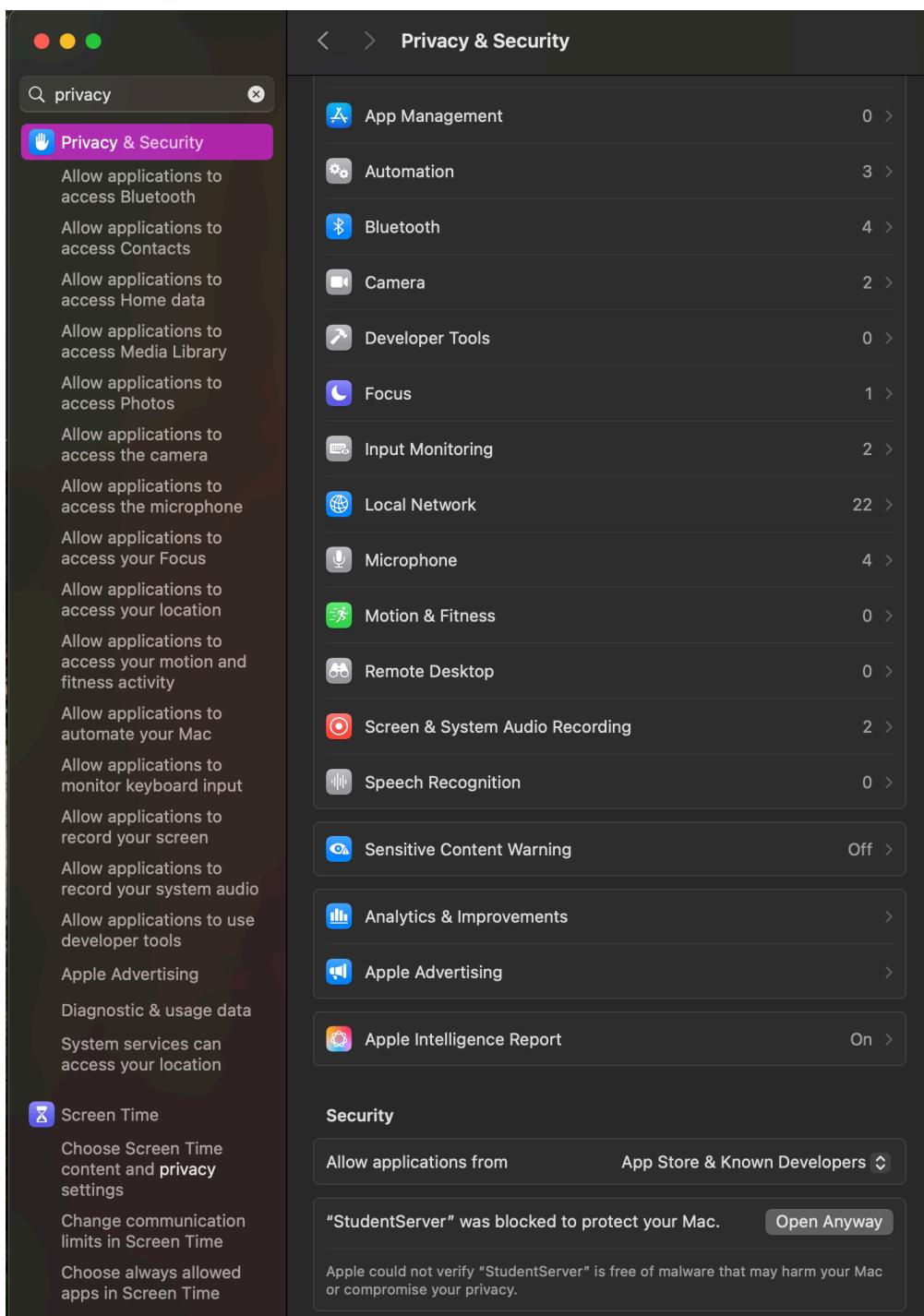
Method B: Allow from System Settings (Recommended)

If Method A doesn't work or you prefer to grant permission through System Settings, follow these steps:

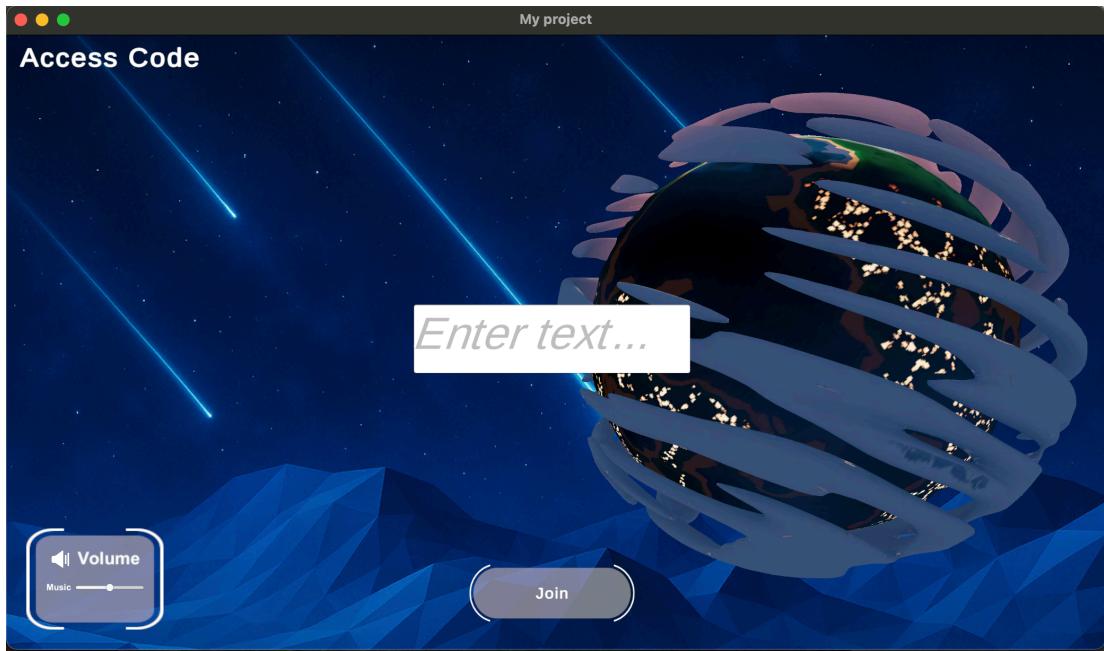
1. Don't click **Move to Bin**
2. Open **System Settings**.
3. Type "**privacy**" in the search bar at the top-left and select **Privacy & Security**.
4. Scroll down to the **Security** section. You will see a message similar to this:

"StudentServer" was blocked from use because it is not from an identified developer.

- Click the **Open Anyway** button next to the message. You may be prompted to enter your password.
- Once confirmed, the application can be launched normally.



Then you successfully open the game(Student Server)!



Teacher Server Manually Start Guide (MacOS)

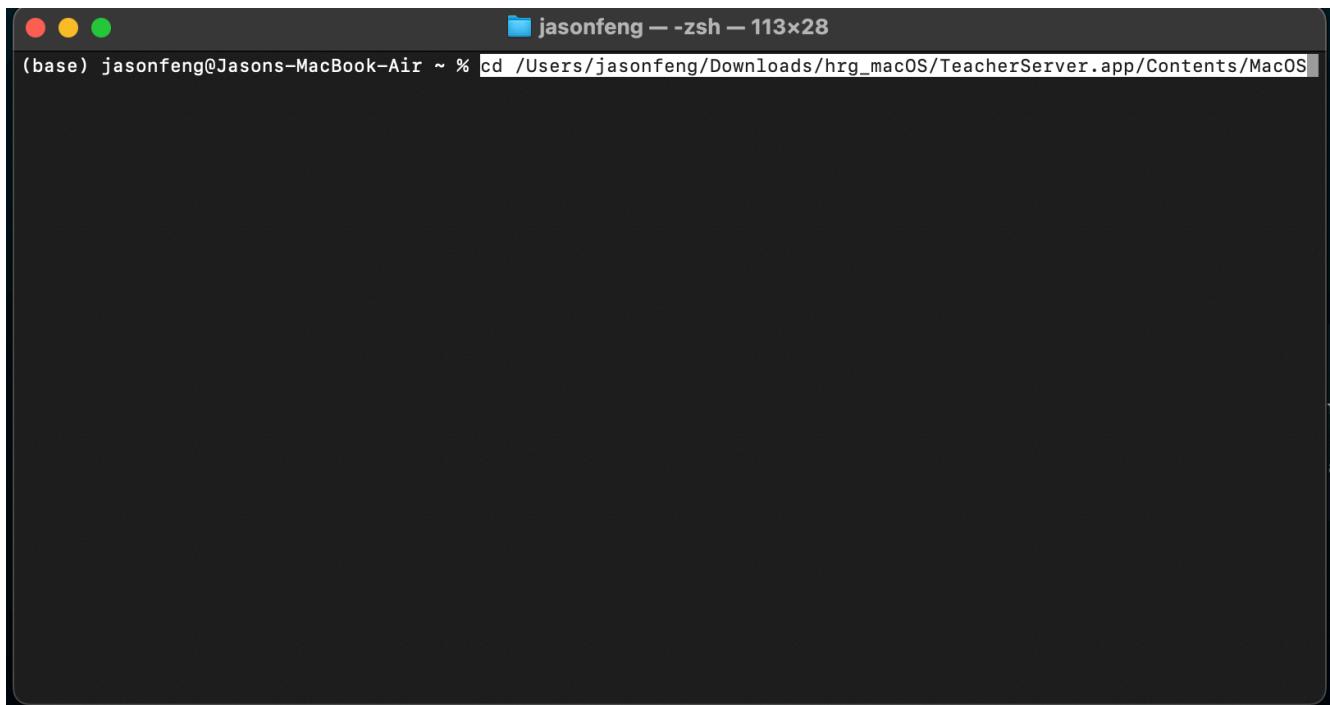
Due to macOS security settings, the **TeacherServer** app may not launch correctly just by double-clicking. If nothing happens or it closes immediately, please follow these steps to start it manually using **Terminal**.

Step 1: Open Terminal

1. Press `Command + Space`, type **Terminal**, and press Enter.



2. You will see a black command window like this:



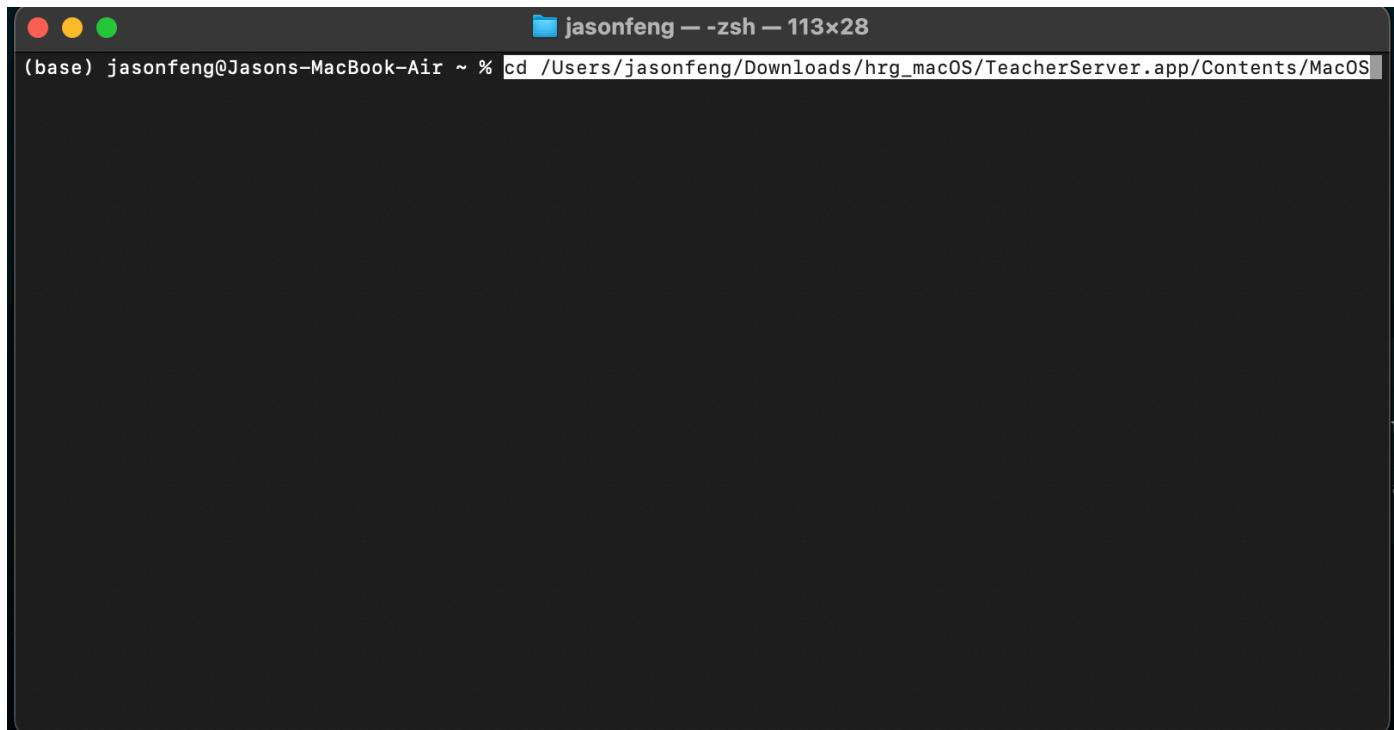
```
jasonfeng -- zsh -- 113x28
(base) jasonfeng@Jasons-MacBook-Air ~ % cd /Users/jasonfeng/Downloads/hrg_macOS/TeacherServer.app/Contents/MacOS
```

Step 2: Go to the Application's Internal Folder

Type the following command and press Enter (replace `YOUR_Name` with your actual macOS username):

```
cd /Users/YOUR_Name/Downloads/hrg_macOS/TeacherServer.app/Contents/MacOS
```

You should now be inside the folder that contains the backend server file.



```
jasonfeng -- zsh -- 113x28
(base) jasonfeng@Jasons-MacBook-Air ~ % cd /Users/jasonfeng/Downloads/hrg_macOS/TeacherServer.app/Contents/MacOS
```

Step 3: Run the Server

Type this command and press Enter:

```
./jdk/bin/java GameServer.jar
```

You will see a lot of text as the server starts. Look for a line like:

Access Code: 1234

Once you see this line, the server is running correctly.

Do not close the Terminal window.

The TeacherServer app depends on this terminal process to stay open. If you close it, the server will stop.

```
(Case) jasonfeng@MacBook-Air ~ % cd /Users/jasonfeng/Downloads/hrg_macOS/TeacherServer.app/Contents/MacOS  
(Case) jasonfeng@MacBook-Air ~ % java -jar "GameServer.jar"  
  
Access Code: 1234  
  
Once you see this line, the server is running correctly.  
  
Do not close the Terminal window.  
The TeacherServer app depends on this terminal process to stay open. If you close it, the server will stop.  
  
:: Spring Boot ::  
(v3.8.3)  
  
2025-04-17T00:28:01.098+08:00 INFO 88772 — [BackEnd] [main.com.example.backend.BackEndApplication : Starting BackEndApplication v0.0.1-SNAPSHOT using Java 17.0.12 with PID 88772 (/Users/jasonfeng/Downloads/hrg_macOS/TeacherServer.app/Contents/MacOS)  
2025-06-11T00:28:01.103+08:00 INFO 88772 — [BackEnd] [main.com.example.backend.BackEndApplication : No active profile set, falling back to 1 default profile: "default"  
2025-06-11T00:28:01.864+08:00 INFO 88772 — [BackEnd] [main.s.d.r.c.RepositoryConfigurationDelegate : Bootstrapping Spring Data JPA repositories in DEFAULT mode.  
2025-06-11T00:28:01.864+08:00 INFO 88772 — [BackEnd] [main.s.d.r.c.RepositoryConfigurationDelegate : Finished Spring Data repository scanning in 131 ms. Found 9 JPA repository interfaces.  
2025-06-11T00:28:01.866+08:00 INFO 88772 — [BackEnd] [main.o.a.b.w.Container : Starting Tomcat/10.1.28 Server : Starting service [Tomcat]  
2025-06-11T00:28:01.867+08:00 INFO 88772 — [BackEnd] [main.o.apache.catalina.core.StandardService : Starting service [Tomcat]  
2025-06-11T00:28:02.247+08:00 INFO 88772 — [BackEnd] [main.o.apache.catalina.core.StandardEngine : Initializing Spring embedded WebApplicationContext : Starting Servlet engine: [Apache Tomcat/10.1.28]  
2025-06-11T00:28:02.266+08:00 INFO 88772 — [BackEnd] [main.o.a.c.c.Tomcat$[] : Root WebApplicationContext: initialization completed in 1127 ms  
2025-06-11T00:28:02.266+08:00 INFO 88772 — [BackEnd] [main.w.s.c.n.ContextLoaderListener : ContextLoaderListener: initParams: default]  
2025-06-11T00:28:02.268+08:00 INFO 88772 — [BackEnd] [main.s.d.r.c.JpaInitialUtil$LogHelper : HHH000412: Hibernate GMW core version 4.2.7.Final  
2025-06-11T00:28:02.268+08:00 INFO 88772 — [BackEnd] [main.org.hibernate.Version : HHH000412: Hibernate GMW core version 4.2.7.Final  
2025-06-11T00:28:02.458+08:00 INFO 88772 — [BackEnd] [main.org.hibernate.cfg.Environment : org.hibernate.cfg.Environment  
2025-06-11T00:28:02.615+08:00 INFO 88772 — [BackEnd] [main.o.h.b.i.BytecodeProviderInitiator : HHH00021: Bytecode provider name : bytecode buddy  
2025-06-11T00:28:02.758+08:00 INFO 88772 — [BackEnd] [main.o.s.o.j.p.SpringPersistenceUnitInfo : HHH000821: Ignoring JPA class transformer  
2025-06-11T00:28:02.784+08:00 INFO 88772 — [BackEnd] [main.com.zaxxer.hikari.HikariDataSource : HikariPool-1 - Added connection org.postgresql.jdbc.PgConnection@2ca903f  
2025-06-11T00:28:03.299+08:00 INFO 88772 — [BackEnd] [main.com.zaxxer.hikari.HikariDataSource : HikariPool-1 - Start completed.  
2025-06-11T00:28:03.544+08:00 INFO 88772 — [BackEnd] [main.o.h.b.i.BytecodeProviderInitiator : HHH000821: Bytecode provider name : bytecode buddy  
2025-06-11T00:28:04.036+08:00 INFO 88772 — [BackEnd] [main.o.h.e.t.j.p.JpaPlatformInitiator : HHH000490: Using JpaPlatform implementation: [org.hibernate.engine.transaction.jta.platform.internal.NoJtaPlatform]  
2025-06-11T00:28:04.036+08:00 INFO 88772 — [BackEnd] [main.j.LocalContainerEntityManagerFactoryBean : HHH000412: Hibernate GMW core version 4.2.7.Final  
2025-06-11T00:28:04.037+08:00 INFO 88772 — [BackEnd] [main.s.d.r.q.QueryEnhancerFactory : HHH000412: Bytecode provider in classpath; If applicable, HQL parser will be used.  
2025-06-11T00:28:04.038+08:00 INFO 88772 — [BackEnd] [main.spring.jpa.open-in-view : Spring.jpa.open-in-view is enabled by default. Therefore, database queries may be performed during view rendering. Explicitly  
configure spring.jpa.open-in-view to disable this warning  
2025-06-11T00:28:04.816+08:00 INFO 88772 — [BackEnd] [main.c.a.c.h.n.Implementation.NettyUtility : {saz.sdk.message}The following Netty versions were found on the classpath and have a mismatch with the versions used by azu  
re-rocketmq-client. Your application runs without issue, this message can be ignored, otherwise please update the Netty version used by your application. For more information see https://akame.saz/sdk/java/dependency/troubleshooting  
NettyVersionConflict.html  
2025-06-11T00:28:04.816+08:00 INFO 88772 — [BackEnd] [main.c.a.c.h.n.Implementation.NettyUtility : {saz.sdk.message}The following Netty versions were found on the classpath and have a mismatch with the versions used by azu  
re-rocketmq-client. Your application runs without issue, this message can be ignored, otherwise please update the Netty version used by your application. For more information see https://akame.saz/sdk/java/dependency/troubleshooting  
NettyVersionConflict.html  
2025-06-11T00:28:04.974+08:00 INFO 88772 — [BackEnd] [main.o.s.b.w.EmbeddedTomcat$TomcatWebServer : Tomcat started on port 8882 (http) with context path '/'  
2025-06-11T00:28:04.974+08:00 INFO 88772 — [BackEnd] [main.o.s.b.w.EmbeddedTomcat$TomcatWebServer : Tomcat started on port 8881 (https) with context path '/'  
2025-06-11T00:28:05.001+08:00 INFO 88772 — [BackEnd] [main.o.e.bkend.config.ServerStartupConfig : Port 8881 is confirmed available  
2025-06-11T00:28:05.001+08:00 INFO 88772 — [BackEnd] [main.o.e.bkend.config.ServerStartupConfig : Port 8881 appears to be available  
2025-06-11T00:28:05.008+08:00 INFO 88772 — [BackEnd] [main.o.e.bkend.config.ServerStartupConfig : Port 8881 is confirmed available  
2025-06-11T00:28:05.009+08:00 INFO 88772 — [BackEnd] [main.com.example.backend.BackEndApplication : Started BackEndApplication in 4.254 seconds (process running for 4.616)  
2025-06-11T00:28:05.013+08:00 INFO 88772 — [BackEnd] [main.c.example.backend.handler.SocketServer : Initializing Socket Server  
2025-06-11T00:28:06.016+08:00 INFO 88772 — [BackEnd] [Thread-1] c.example.backend.handler.SocketServer : Server started on 192.168.50.136:8881  
2025-06-11T00:28:06.017+08:00 INFO 88772 — [BackEnd] [Thread-1] c.example.backend.handler.SocketServer : Access Code: 3288
```

Step 4: Launch the Game

Now you can double-click the **TeacherServer** app icon as usual to open the game interface. Might have same situation like how to start the **StudentServer**, just redo the same process similarly.

Game Process:

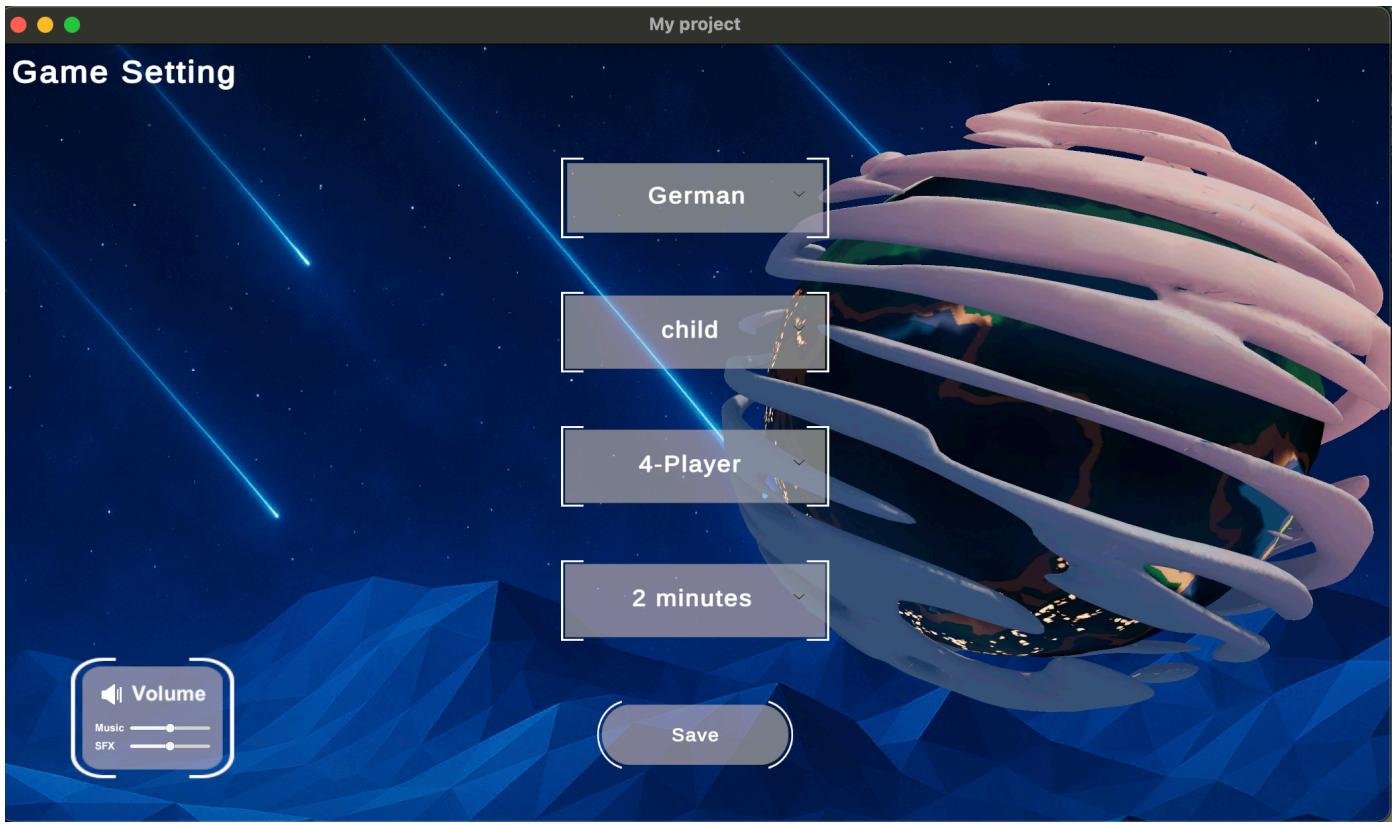
For Teacher:

Prerequisite

Start the Java backend first (same procedure as in the installation section).

Open the Teacher Server

Double-click **TeacherServer**. Wait for the main window to appear; the configuration screen opens automatically on first launch.



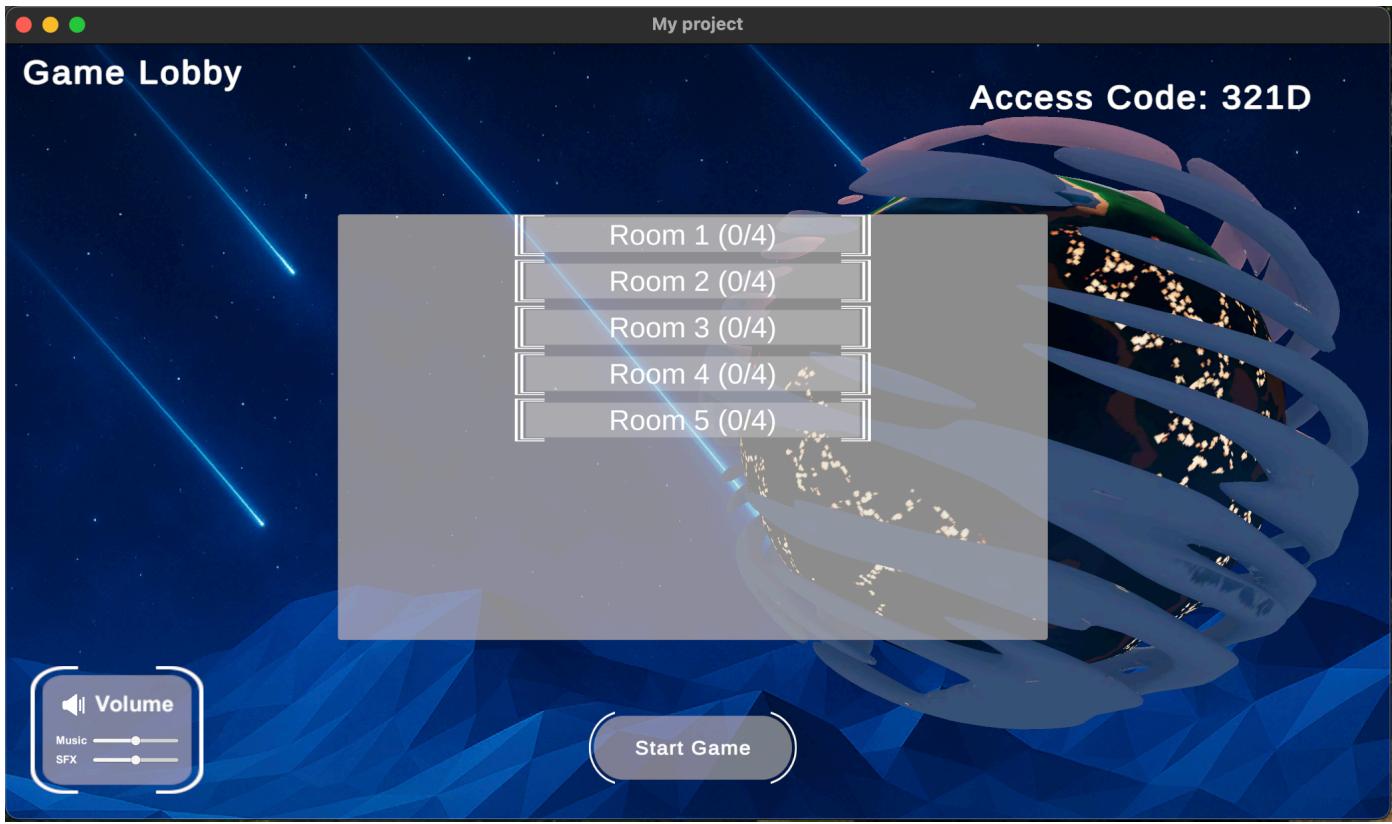
Setting	Purpose	Typical Choice
Language	Interface and card text	English / German
Audience	Age-appropriate scenarios	<i>Child or Teenager</i>
Players per Game	Seats in the room	2 – 6
Discussion Time (per turn)	Countdown for each decision phase	1 – 5 minutes

Adjust each field as required. All settings can be changed until you press **Save**.

Then, Click **Save** button. The application redirects to the **Game Lobby**.

Invite Students

- Locate the **Access Code** in the upper-right corner of the lobby window.
- Share this code verbally or via chat; students enter it on their devices to join the room.
- The participant counter updates in real time so you can see how many students have connected.
- When the number of connected students matches the expected player count, click **Start Game**. The first round begins immediately!



Monitoring the Game (Teacher View)

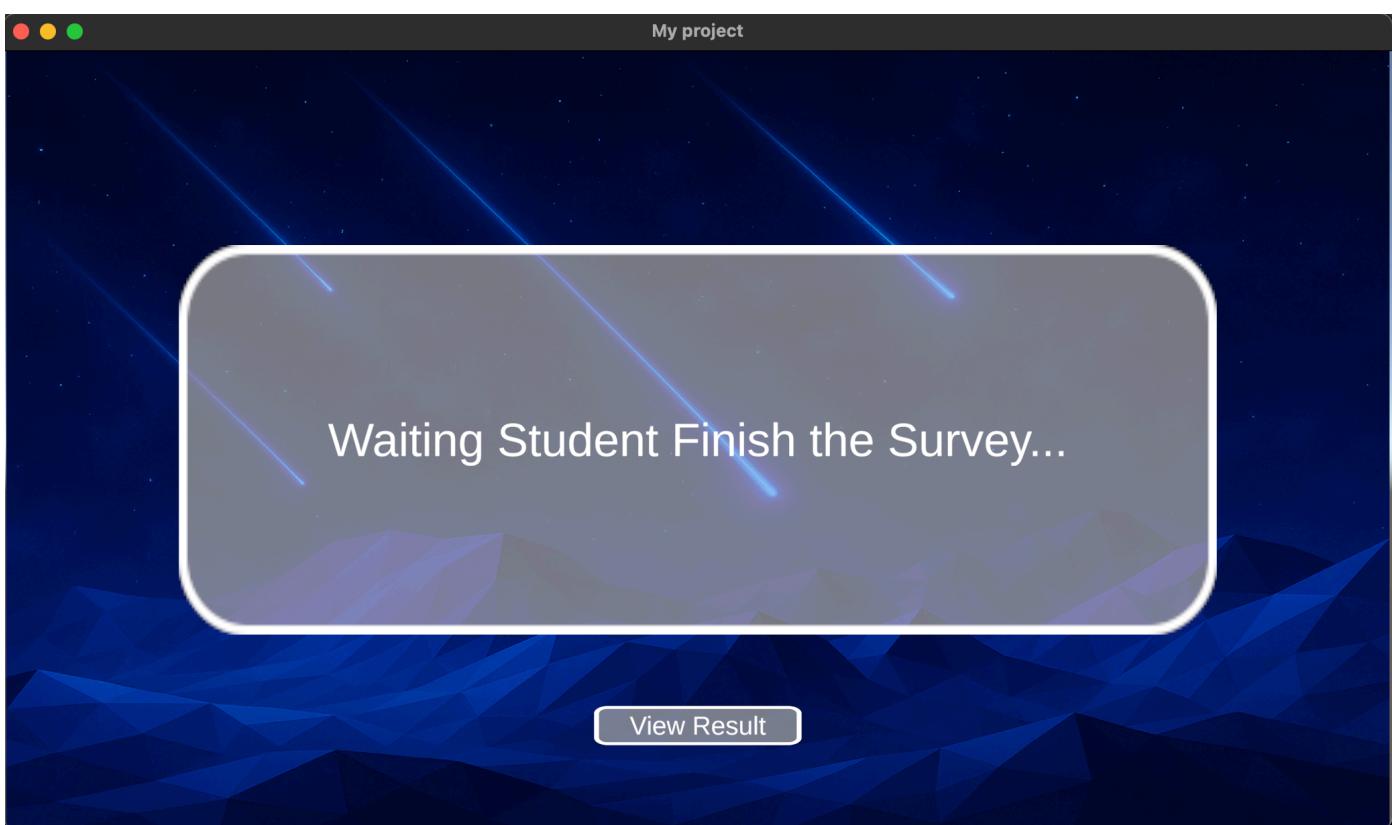
When you click **Start Game**, the interface switches to **Monitor Mode**.

- **Monitor Mode**

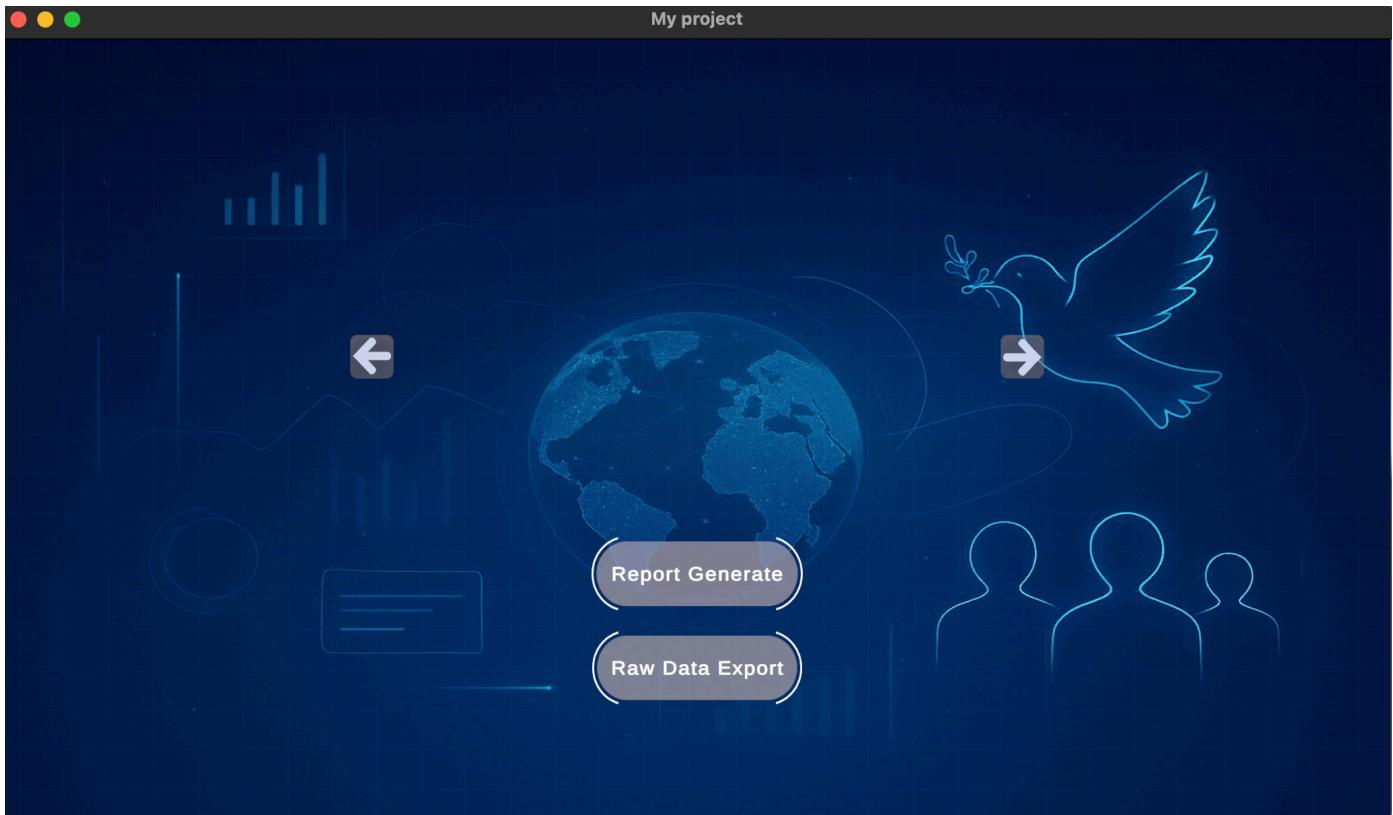
- A list of active rooms is displayed.
- Click any room to enter and observe the live discussion.
- You may participate if guidance or moderation is needed.

- **End Game**

At an appropriate stopping point, click **End Game**. This immediately closes all sessions and returns every student to the post-survey screen.



In this interface, you can check the **report** and all the **data** from the students's survey!



For Student:

Open the Student Server:

Double-click **StudentServer**. The main window opens automatically.

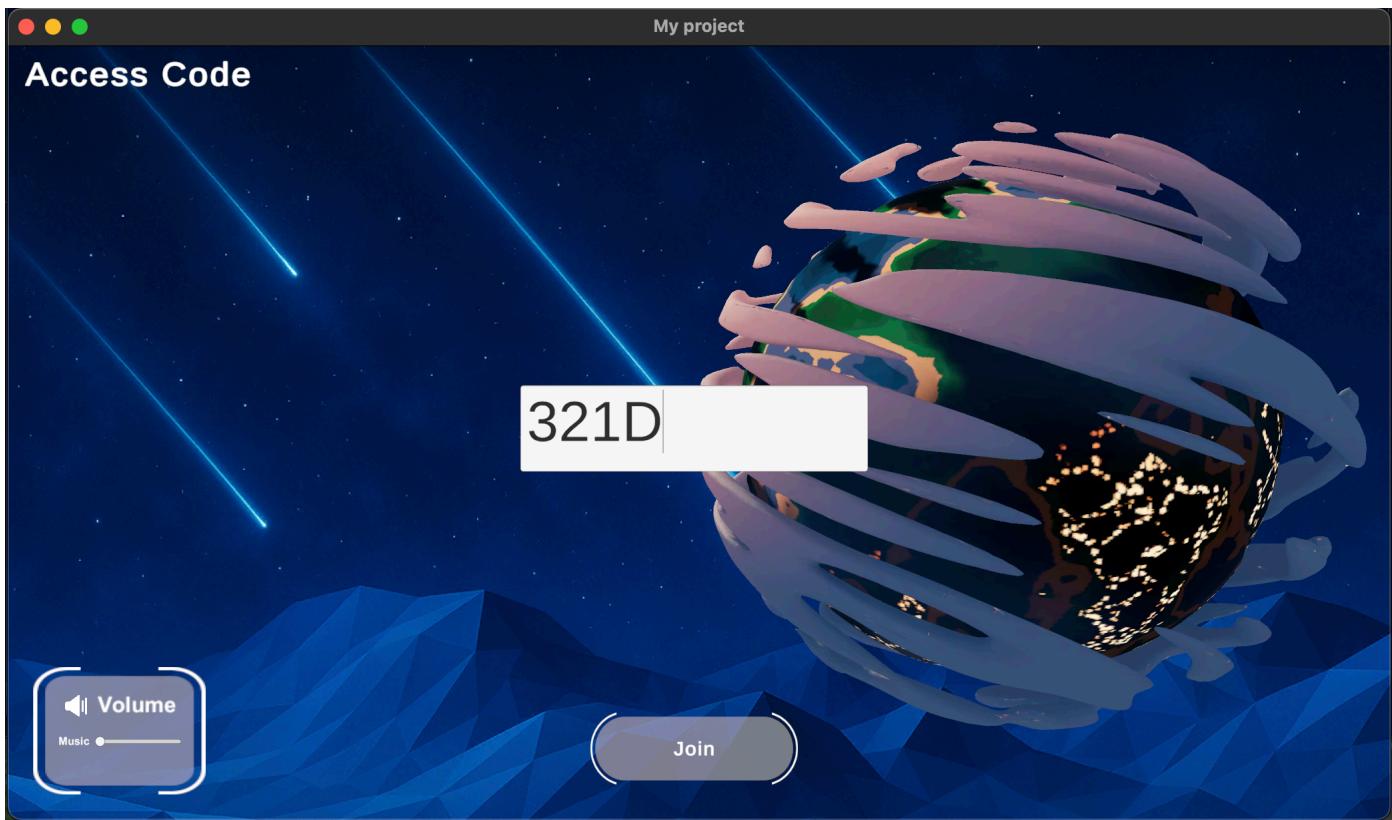
Enter the Access Code

In the "Access Code" box, type the four-character code your teacher has shared, then click **Join**.

1. Wait in the Lobby

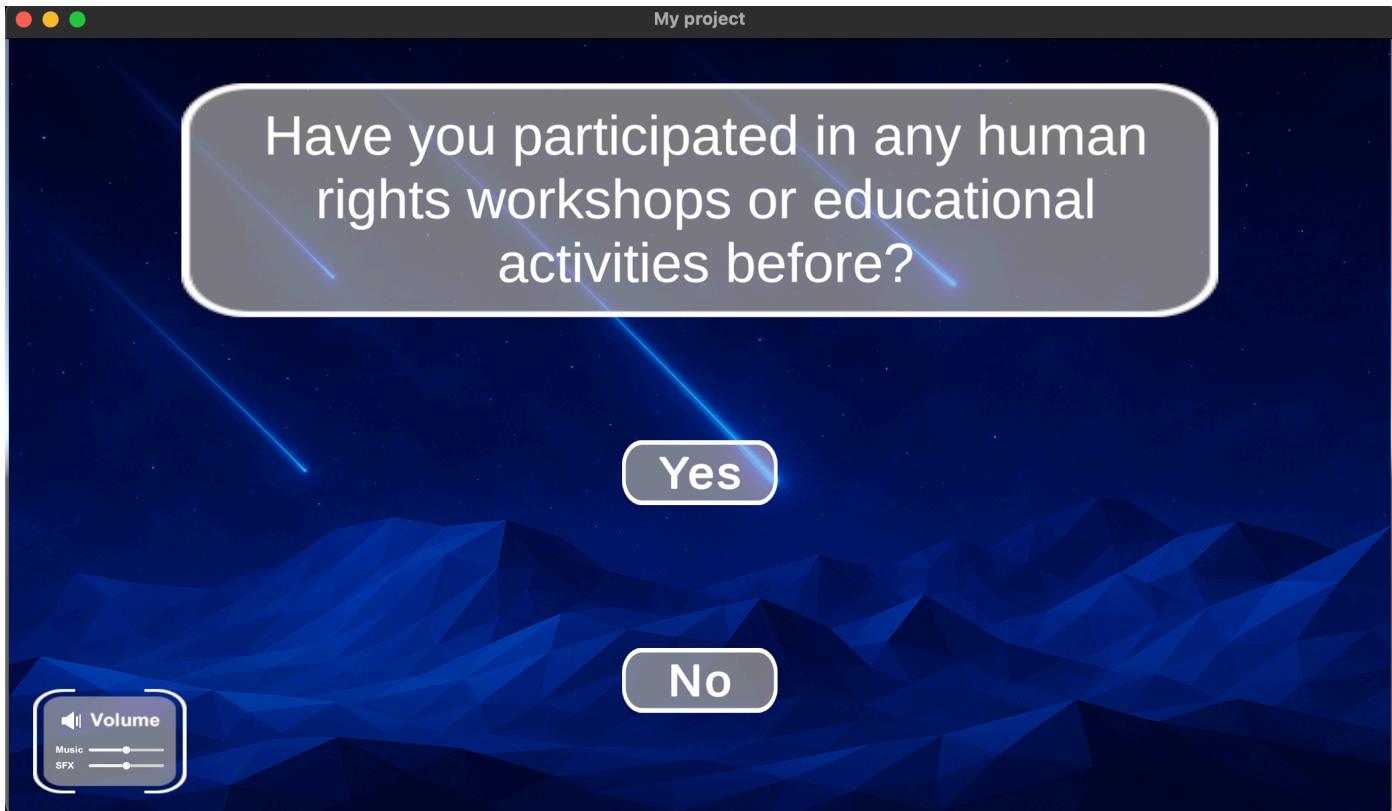
After the survey, you are placed in the lobby screen:

- "Wait for teacher to start the game" banner at the top.
- A list of rooms with real-time player counts (e.g., **Room 1 (1/4)**).
- A progress bar shows how many classmates have joined.
- Remain on this screen until the teacher clicks **Start Game**. The game will begin automatically for all connected students.



Complete the Pre-Game Survey

A short questionnaire appears. Answer every question and show how familiar with the human right topic.



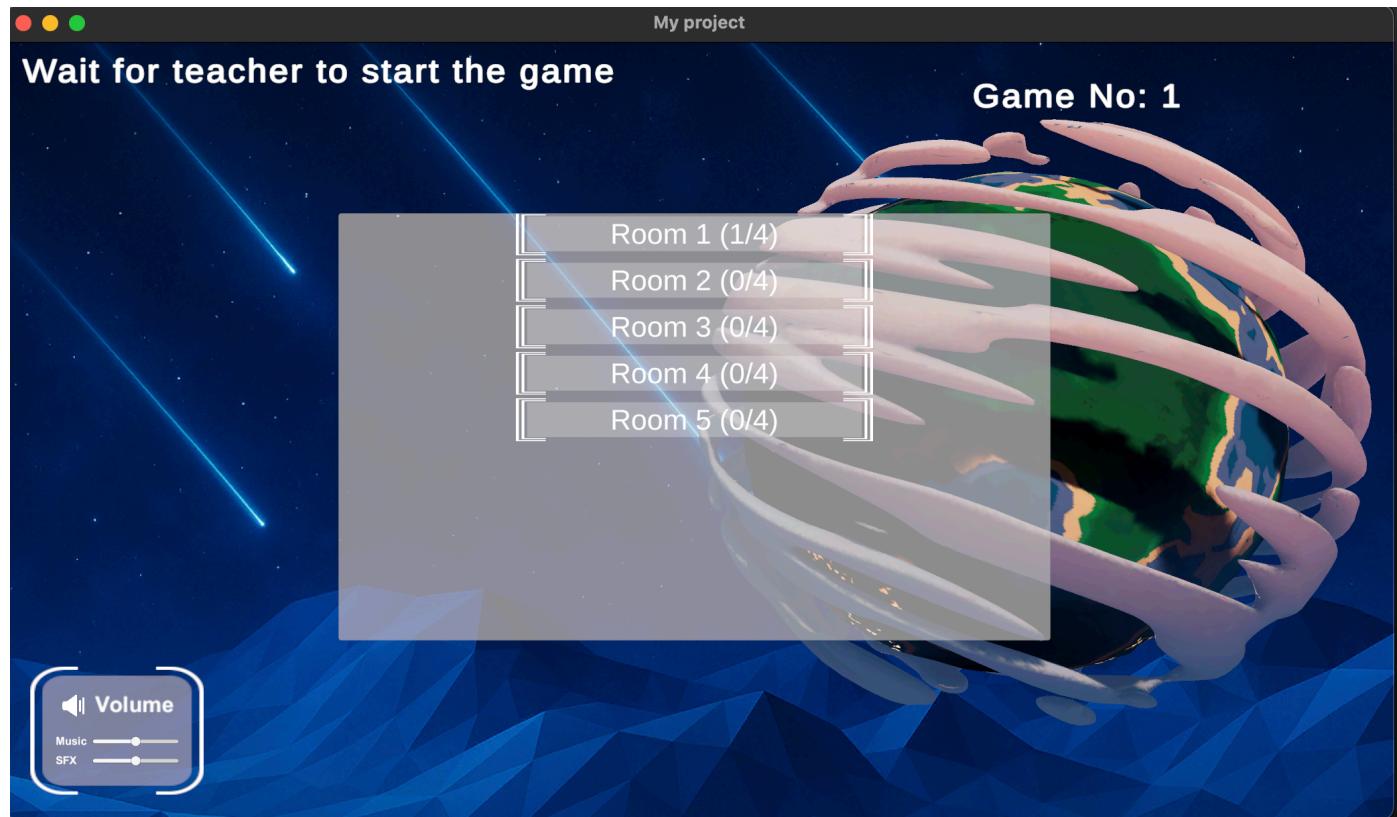
Wait in the Lobby

After the survey, you are placed in the lobby screen:

- "Wait for teacher to start the game" banner at the top.
- A list of rooms with real-time player counts (e.g., **Room 1 (1/4)**).

- A bar shows your game room number.

Remain on this screen until the teacher clicks **Start Game**. The game will begin automatically for all connected students.



Game session:

When it is your turn, you need to click the **Roll Dice**.



In-Game Tips

- **Re-pick Card:** Select **Re-pick** at any time to draw a new card.
- **Start Voice Discussion:** Press the **Microphone** icon to open the group-chat channel.

All other game features are intentionally exploratory—encourage students to experiment and discover them during play.



When teacher end the game for all students, you need to do the post-survey. As long as you finish all the survey, you are good to end the game!

