User manual

This is a guide for users and visitors of the D4Games website to help them find their way around this website. Since this website was created in the course of a teaching event at the UAS Technikum Wien, "live server" applications such as "XAMPP" (or similar) and the source code of the website are mandatory, otherwise it is not possible to visit it.
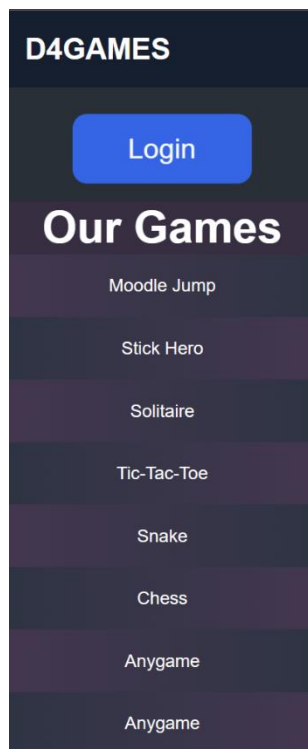
Getting Started:

To visit our website, click on the following link: http://localhost/D4Games/frontend/index.php (when the XAMPP server is started)

Now you will see the start page as a user of the website. At the very top of the screen is the navigation bar, here you can switch between "Home" of the start page, "Sign Up", "Scores", "Imprint" and "Help".

Before the fun can start, log in at the top left using the "Login" button. If you don't have an account yet, you can easily create one in the navigation bar under "Sign Up". Simply fill out the SignUp form and send it using the "Submit" button.

Construction:

Logged in and on the home page, you will now see the available games. On the one hand, these games are listed on the links page or you can scroll through the individual games on the main page. A simple "click" on the desired game starts it.

<u>Scores:</u>

In order to see your points, you can view your score for the respective games in the "Scores" tab, provided you are logged in. If you do not yet have an account with D4Games, you can create an account under the SignUp tab and log in immediately afterwards.
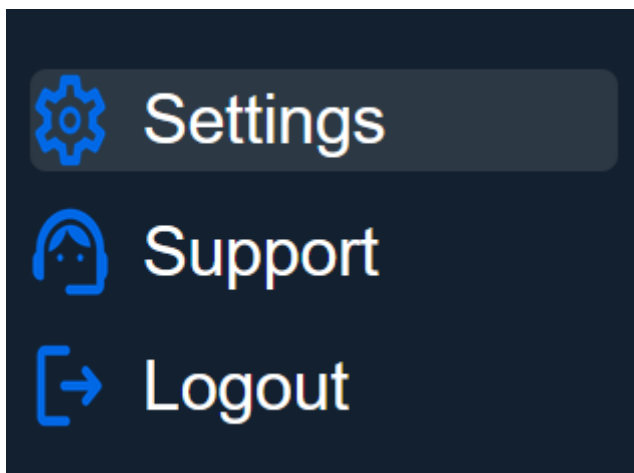
<u>Imprint:</u>

If you have any concerns or need information regarding contact persons, you are welcome to view them under the "Imprint" grid.

<u>Help:</u>

If you need help elsewhere, you will find the most frequently asked questions and the appropriate answers under "Help".

<u>An image that contains text, screenshot, font, graphics. Automatically generated description</u>

If you are logged in and would like to edit your user data, you can do this on the main page using the "Settings" gear. At the bottom left of their user is the gear icon. Also in the same area there is also a logout button to log out of your account. You can also access help here via "Support".

Games

Basically, the inserted games are simple and can be played intuitively, but some still need a simple explanation of the game.

<u>Moodle Jump:</u>

To start the game, simply press the green "go" button. Moodle Jump is based on the mobile classic "Doodle Jump". The goal of the game is to get as far as possible. It is controlled with the help of the arrow keys. As soon as the player picks up an item, it is automatically activated and creates the desired effect. (Star = +4 points; Up arrow = boost; Shield = Creates a shield for a few seconds to defy the fall)

<u>Stick Hero:</u>

Stick Hero is also a popular and widely used game. The aim of the game is to score as many points as possible without falling down. By pressing and holding the left mouse button, the game creates a blank. The longer he holds down the mouse button, the larger the blank grows. If the player drops the blank into the red field of the next column, he gets double the number of points.

<u>Solitaire:</u>

Solitaire is arguably one of the most famous card games on the market. Solitaire is a strategic card game for a single person. The goal of the game is to form four stacks of the same color. The card

values must be sorted in ascending order, from the ace as the smallest card to the king as the highest, with each pile starting with an ace.

This game has several rules, which you can read at the following link: [How to Use Solitaire - wikiHow](#)

Tic-Tac-Toe:

Players alternately choose a field from a 3X3 playing field and claim it for themselves. The aim of the game is to have three squares in a row (diagonally also possible).

Snake:

Snake is a veteran of computer games. It is played with the arrow keys or "WASD" to determine the direction of the snake. The more fruit you eat, the bigger the queue becomes. The goal is to score as many points as possible. Items that speed up or slow down the gameplay provide sufficient fun. There are also different levels of difficulty so that there is something for everyone.

Chess/Chess:

Chess is a complex board game that requires tactics and a lot of thought. Playing style and rules can be found at the following link: [Chess Rules for Beginners | The first 7 steps - Chess.com](#)

Pong:

Pong is also a classic in the gaming world, but it has been changed a bit to make it more fun and varied. After starting the game, the player's board automatically moves with the mouse pointer. On the left side is the player's board and on the right is that of the opponent/computer. The aim of the game is to score as many points as possible without making a single mistake. Items such as lengthening the board (blue arrow), reducing the size of the board (red arrow) or multiplying points provide more variety and fun.

Minesweeper:

The goal of Minesweeper is to find all the bombs without accidentally catching a bomb. The numbers indicate how many bombs are in the immediate vicinity. Right-click on the mouse to mark a field as a bomb field. To change the difficulty level, press the "dropdown" bar at the top center and select the desired difficulty. Depending on the difficulty, time passes faster and the field becomes larger.