

Humans vs. Zombies



User Manual

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1 Purpose of the Application

Humans vs. Zombies is an application for managing a game of tag called 'Humans vs. Zombies' or 'HvZ'. It offers tools for players to register themselves in games and complete actions during the game. For game administrators, functions for tracking and managing individual games and the players in each game are offered. Each game also has a chat through which players and administrators can communicate. The main purpose of the application is to reduce the amount of manual work for game administrators so that they are free to focus on improving the game itself.

Game Rules

1. The game begins with one or more "Original Zombies" (OZ) or patient zero. The purpose of the OZ is to infect human players by tagging them. Once tagged, a human becomes a zombie for the remainder of the game.
2. Human players are able to defend themselves against the zombie horde using Nerf weapons and clean, rolled-up socks which may be thrown to stun an unsuspecting zombie.

Many variants of the game rules exist which introduce additional rules and activities into the game; for example, the Rhodes University variant introduces a web-based game map where markers appear showing the location of missions and supplies. The appearance of supplies forces humans to leave their safe zones and risk being turned.

2 Start View

You can enter the application at <https://humans-vs-zombies.vercel.app/>. The main page displays a list of games in the system. You can see the name, description and status (Registration, In progress or Completed) and number of registered players for each game.

All application pages also show a header with a 'Login'/'Logout' button and a 'Games' link to return back to the game list.

Humans vs. Zombies

GamesLogin

Games

Friday HvZ

The game will start on Friday at 10 am.

Completed

Players: 3

New York HVZ

New York are you ready for the Zombies?

In progress

Players: 3

Park HvZ

The game will finish once all human players have been turned into zombies!

Registration

Players: 0

Log in to see more details and play the game!

Game overview

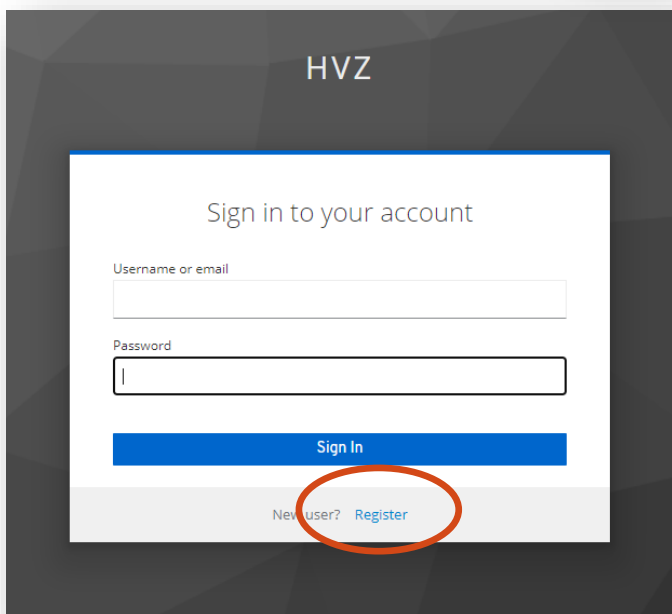
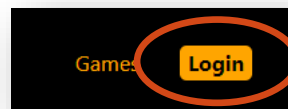
Human vs. Zombies is a game of tag. All players begin as humans except one player who is randomly selected as the Original Zombie. Zombie players tags human players and turns them into zombies by using the Bite Code. When tagged by a Zombie, a Human is required to distribute their Bite Code. Game is over when all human players have been tagged and turned into zombies.

See the specific rules by register to the game.

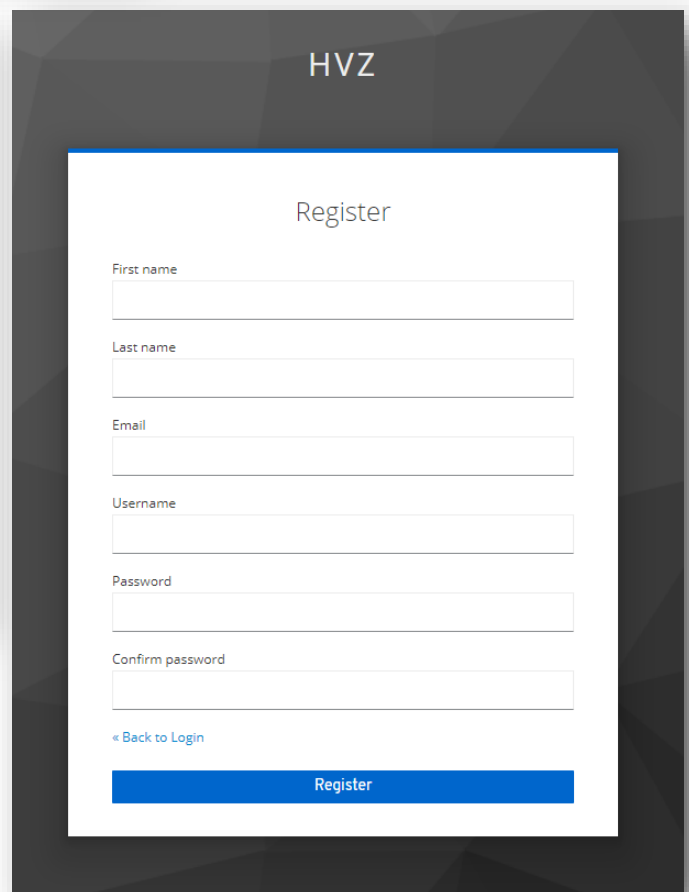
3 Registration and Login

You can log in by clicking the 'Login' button in the top-right corner of the start view. Also, if you click any game on the game list while not logged in, you will be directed to the login form. On the login form, you should enter your username and password and click the 'Sign in' button.

If you need to create a new account, you can click on the 'Register' link in the bottom of the login form. Enter your details and click the 'Register' button, after which you will be able to use the application. The next time you log in, you can use the username and password you created.



The image shows a login form titled 'Sign in to your account' on a dark background with the 'HVZ' logo at the top. The form has two input fields: 'Username or email' and 'Password'. Below these fields is a blue 'Sign In' button. At the bottom of the form, there is a link that says 'New user? Register', where the word 'Register' is circled in orange.



The image shows a registration form titled 'Register' on a dark background with the 'HVZ' logo at the top. The form has five input fields: 'First name', 'Last name', 'Email', 'Username', and 'Password'. Below the 'Password' field is a 'Confirm password' field. At the bottom left, there is a link that says '« Back to Login'. At the bottom right, there is a blue 'Register' button.

Note for game administrators:

Please contact your system administrator after registering if you need administrator privileges.

4 User functions

After clicking on a game, you are taken to a page with game details. In addition to the name and description of the game, you can see the game state and a map of the game area as well as the rules of the game.

Humans vs. Zombies

GamesLogout

Friday HvZ

Description

The game will start on Friday at 10 am.

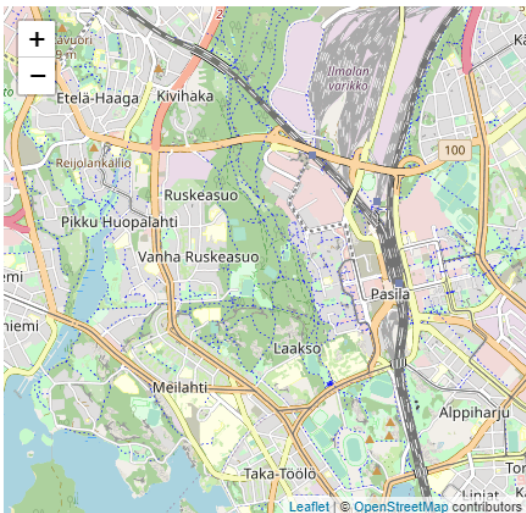
Your player name

Join
Game is not started yet

Rules

Humans can defend themselves using blasters or clean, rolled-up socks which may be thrown to stun an unsuspecting zombie. A stunned zombie may not interact with the game in any way on 15 minutes. Blasting non-players is a bannable offense.

Location



Game state

Registration

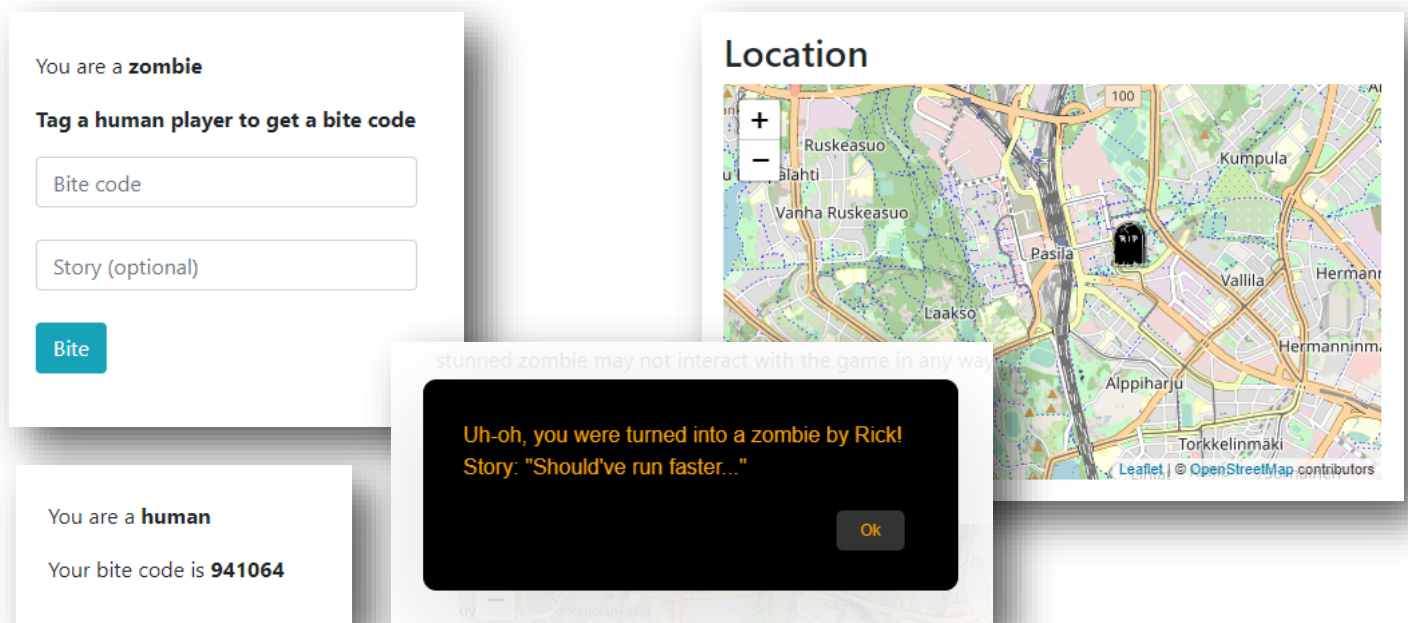
4.1 Registering for a game

If the game is in 'Registration' state, you can join the game by entering your player name and clicking the 'Join' button. You can then wait until the administrator starts the game. If you need to leave the application before the game starts, you remain registered and can re-enter the game from the game list in the main view. No new registrations are accepted after the game has been started, i.e. its status is 'In progress'.

4.2 Player status and registering a kill

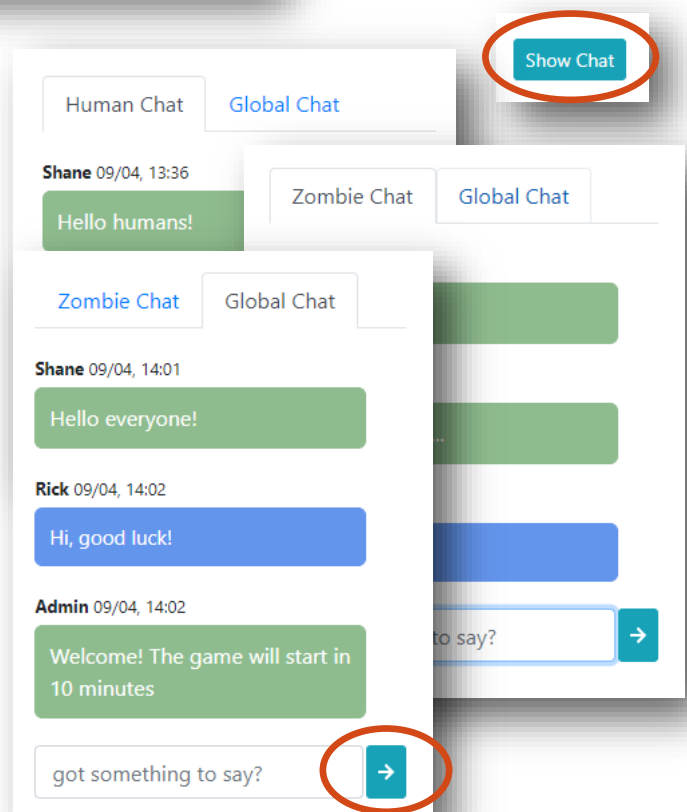
Once the game is started, an 'Original Zombie' will be chosen at random. You can see your status on the game detail page: it will state either 'You are a zombie' or 'You are a human'.

Humans can see their bite code on the screen. Once a zombie tags a human, the human player will need to give their bite code to the zombie player. The zombie can then register the kill in the system by entering the bite code and, optionally, a brief story of how the kill happened and clicking the 'Bite' button. If the bite code is correct, the killed human player will receive a notification and a gravestone marker will appear on the game map in the place where the kill took place. A bite code form appears for the killed human player so that they can start tagging the remaining human players as a zombie.



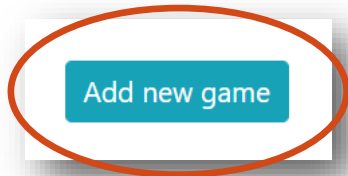
4.3 Using the chat

You can open the chat by clicking the 'Show chat' button. The chat has two tabs: a Human Chat or a Zombie Chat (depending on your current status) and a Global Chat. The Human/Zombies shows messages from players who have the same status as you. Once your status changes, also your chat view changes to match your new status. The Global Chat has messages from players with any status as well as administrators. You can write on either chat by selecting the respective tab, entering your message in the input box below the chat and clicking on the arrow button or pressing enter.



5 Administrator Functions

Once you are logged in as an administrator, the components needed for adding new games and managing individual games become visible for you. This section gives you instructions on how to use those components.

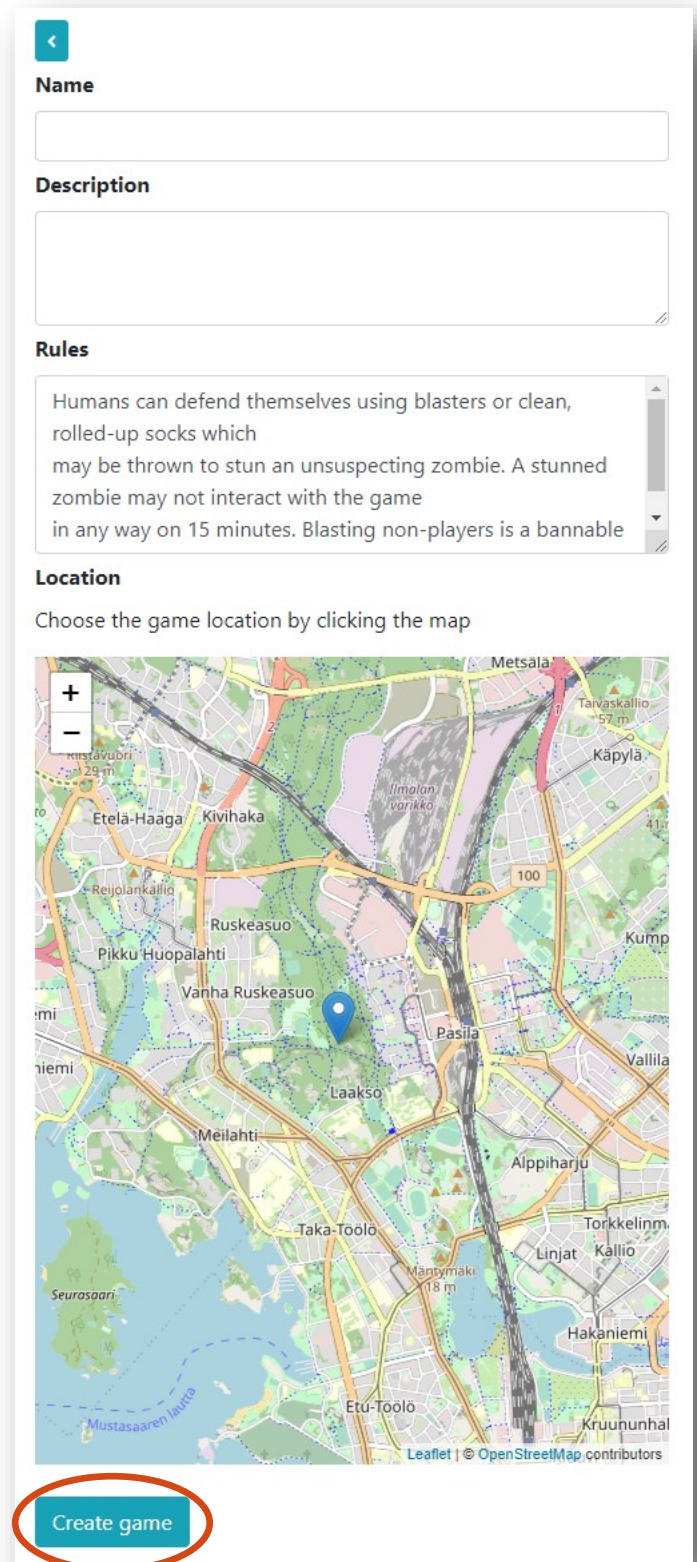


5.1 Adding a game

You can start a new game by clicking on the 'Add new game' button in the top-right corner of the main page, just below the header bar. A form will appear, where you can enter a name and description for the game. You should write important information for the players, such as the starting time, in the description.

In the 'Rules' field, you can modify the rules or leave them as-is to use the standard rules. You should also select the game area on the map by clicking on the center of the game area, which will create a pointer marker at that point. If needed, you can move around on the map using your mouse (or fingers if you are on a mobile device).

Once you have entered all information, you can click 'Create game' and the new game will appear on the game list for you and any other users. The game is in 'Register' state and new players are able to register for the game.



Name

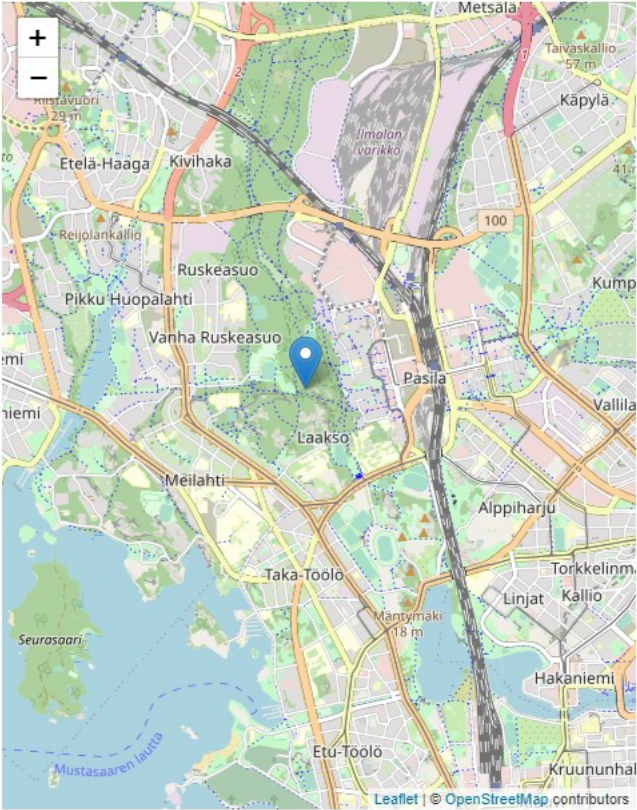
Description

Rules

Humans can defend themselves using blasters or clean, rolled-up socks which may be thrown to stun an unsuspecting zombie. A stunned zombie may not interact with the game in any way on 15 minutes. Blasting non-players is a bannable

Location

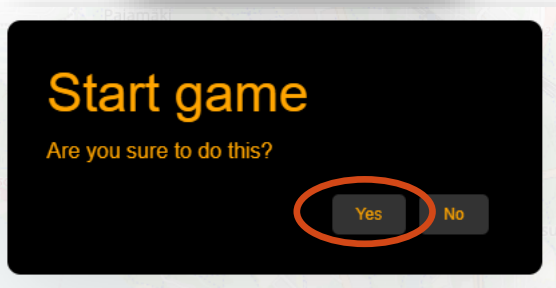
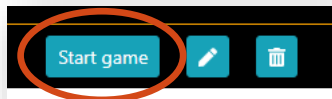
Choose the game location by clicking the map



Create game

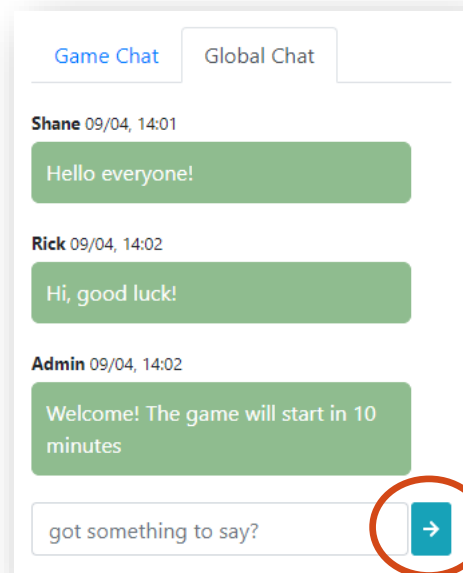
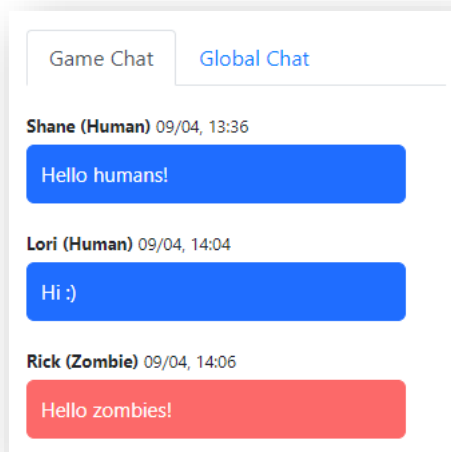
5.2 Starting a game

You can enter the page of an individual game by clicking in the game list on the main page. In the header, you have three administrator-specific buttons. Once the expected number of players have registered for the game, you can start the game by clicking on the first of these buttons, the 'Start game' button. Select 'Yes' in the dialog box that opens and the game is started. After this point, no new registrations for the game are allowed.



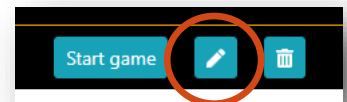
5.3 Using the chat

The chat for administrators has two tabs: the Game Chat and the Global Chat. In the Game chat you can see messages from the players from both the Human Chat and Zombie Chat. Next to the player name, you can see if the message is from the human chat or the zombie chat. In the Global Chat, you can see messages that are visible for all players. You can send messages to this chat by writing your message to the input box below the chat and clicking the arrow button or pressing enter. You should use the Global Chat to e.g. pass important messages to the players.



5.4 Modifying game details

The button with the pen symbol in the administrator view opens a form through which you can modify the name, description and rules of the game. The modifications are stored when you click the 'Update' button.



Friday HvZ

Description

Rules

Humans can defend themselves using blasters or clean, rolled-up socks which may be thrown to stun an unsuspecting zombie. A stunned zombie may not interact with the game in any way on 15 minutes. Blasting non-players is a bannable offense.

5.5 Updating player status

On the game page, you can view a list of players registered for the game. While the game is in progress, you can also see the individual player statuses (human or zombie). If you need to change the status of a player, you can click on the 'Turn into a human'/'Turn into a zombie' button next to the player's details and then click 'Yes' in the dialog box that opens. These buttons should not be needed in normal game run, but can be used if necessary to turn zombies into humans and vice versa. If a zombie is turned back into a human, the kill that created the zombie is deleted from the system.

Players

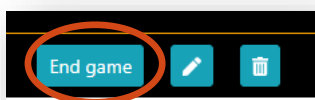
Player **Rick**: zombie

Player **Shane**: zombie

Player **Lori**: human

Turn player

Are you sure to turn Liam into a human



Finish game

Are you sure to do this?

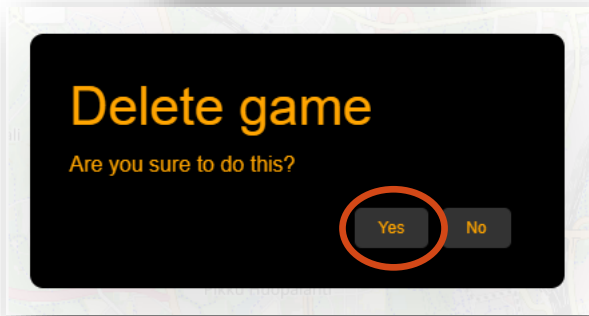
5.6 Ending a game

You can end a game that is in progress by clicking on the 'End game' button in the administrator header and clicking 'Yes' in the dialog box that opens. After this, you and anybody on the game page will be directed to the completed game view and no further actions on the game are allowed.



5.7 Deleting a game

You can delete a game by clicking the button with the rubbish bin icon in the admin header and clicking 'Yes' in the dialog box that opens. It is not possible to restore a game once it has been deleted.



6 Completed Game View

Once a game is completed, a view with statistics about the game becomes visible. You can see who performed the biggest number of kills, who was the original zombie, the total number of players in the game, the number of kills performed during the game as well as the number of humans and zombies at the end of the game. The map shows gravestone markers in the locations where the kills occurred. By clicking a marker, you can view the story related to the kill. The page also shows a list of kills that occurred during the game.

Friday HvZ

Most kills:

Rick with 1 kill

Original Zombi:

Rick

Game in numbers:

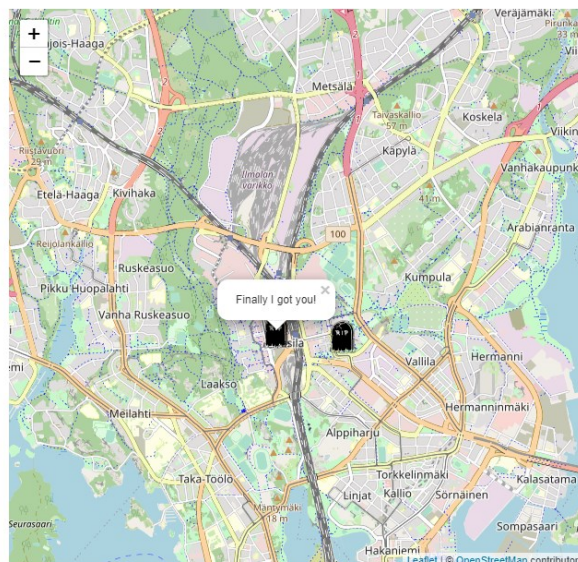
Players in the game: 3

Kills in the game: 2

Amount of humans: 0

Amount of zombies: 3

Kills in the map:



Game state

Completed

Kills:

Rick killed Shane at 09/04, 13:41

Shane killed Lori at 09/04, 15:03

7 Logout

You can log out from the application by clicking the 'Logout' button in the top right corner of any page.

