

# **Nudge RPG Website User Manual**

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## Table of Contents

<a href="#">Table of Contents</a>	<a href="#">2</a>
<a href="#">Account Actions</a>	<a href="#">3</a>
<a href="#">Login</a>	<a href="#">3</a>
<a href="#">Logout</a>	<a href="#">4</a>
<a href="#">Change Color Mode</a>	<a href="#">5</a>
<a href="#">Navigation</a>	<a href="#">5</a>
<a href="#">Profile Page</a>	<a href="#">6</a>
<a href="#">Your Profile Page</a>	<a href="#">6</a>
<a href="#">Change Your Username</a>	<a href="#">7</a>
<a href="#">Follow Another User</a>	<a href="#">8</a>
<a href="#">Remove a Follower Or Friend</a>	<a href="#">8</a>
<a href="#">Character Page</a>	<a href="#">9</a>
<a href="#">Sort Your Characters</a>	<a href="#">9</a>
<a href="#">Print A Character</a>	<a href="#">10</a>
<a href="#">Copy A Character</a>	<a href="#">11</a>
<a href="#">Remove A Character</a>	<a href="#">11</a>
<a href="#">Create A Character</a>	<a href="#">12</a>
<a href="#">Edit An Existing Character</a>	<a href="#">12</a>
<a href="#">Edit Character's General Information</a>	<a href="#">13</a>
<a href="#">Edit Character's Status Effect Information</a>	<a href="#">15</a>
<a href="#">Edit Character's Equipment Information</a>	<a href="#">16</a>
<a href="#">Edit Character's Skills Information</a>	<a href="#">17</a>
<a href="#">World Page</a>	<a href="#">19</a>
<a href="#">Sort Worlds</a>	<a href="#">19</a>
<a href="#">Leave a World</a>	<a href="#">19</a>
<a href="#">Remove a World</a>	<a href="#">20</a>
<a href="#">Create a World</a>	<a href="#">20</a>
<a href="#">View A World</a>	<a href="#">21</a>
<a href="#">View A Member's Information in a World</a>	<a href="#">22</a>
<a href="#">Manage A World</a>	<a href="#">23</a>
<a href="#">Join A World From A Code</a>	<a href="#">25</a>
<a href="#">Administrator Actions</a>	<a href="#">26</a>
<a href="#">Navigate To Database</a>	<a href="#">26</a>
<a href="#">Glossary</a>	<a href="#">27</a>

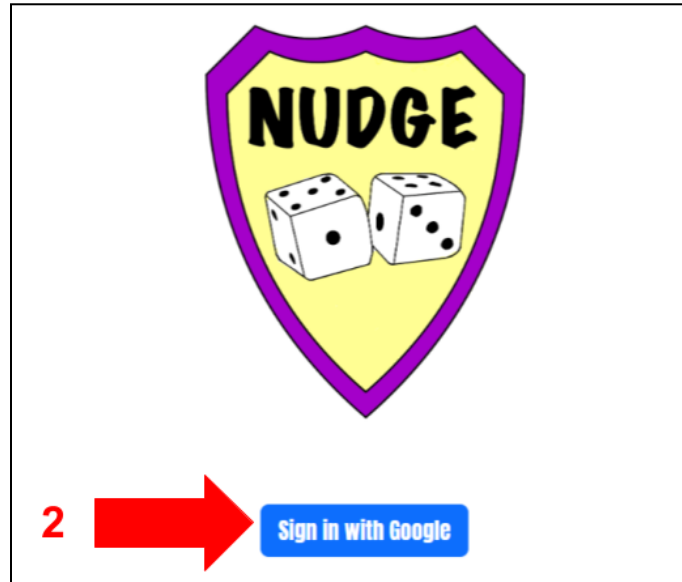
## Account Actions

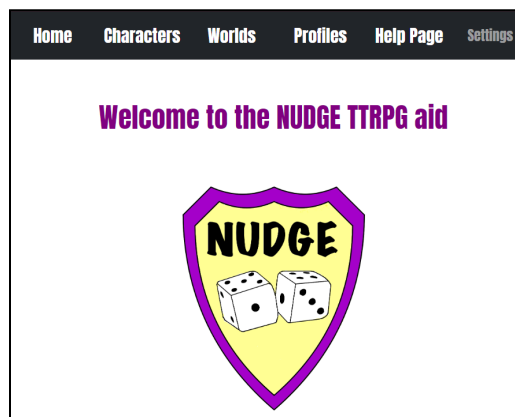
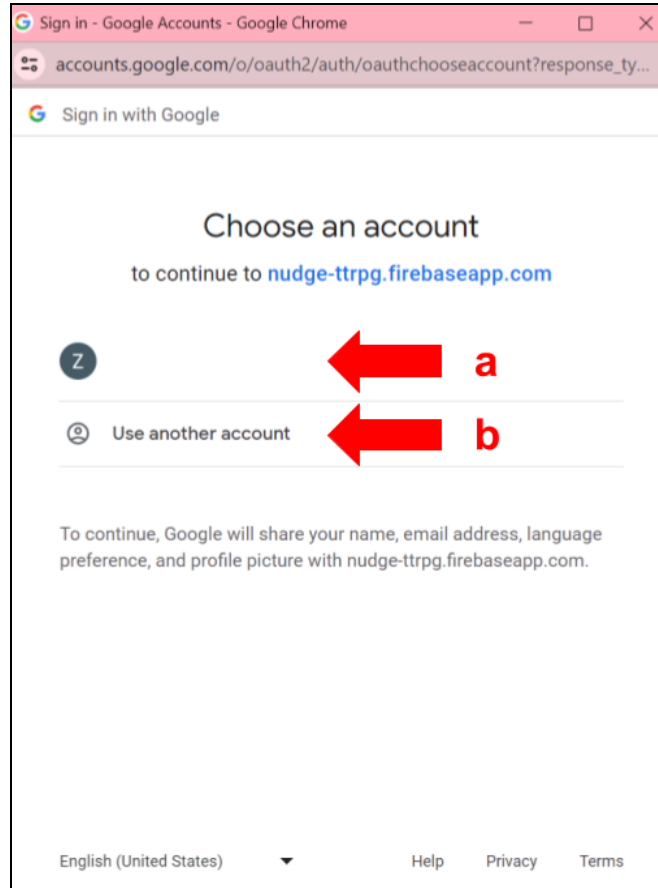
This section will teach you how to log in, log out, navigate the website, and change your color preferences.

### Login

You can log into the website.

1. Navigate to the nudge website, which will bring you to the login screen.
2. On the login screen, click on the login button.
3. When the Google Authentication page appears, you can...
  - a. Click the account you want to sign in with
  - b. Click to sign in with another account.
4. A successful login will bring you to the homepage, where you can begin [navigating](#).





## Logout

You can log out of the website.

1. Click the [dropdown] icon in the [navigation bar](#) at the top of the page.
2. From the options, click the button labeled “Logout”.

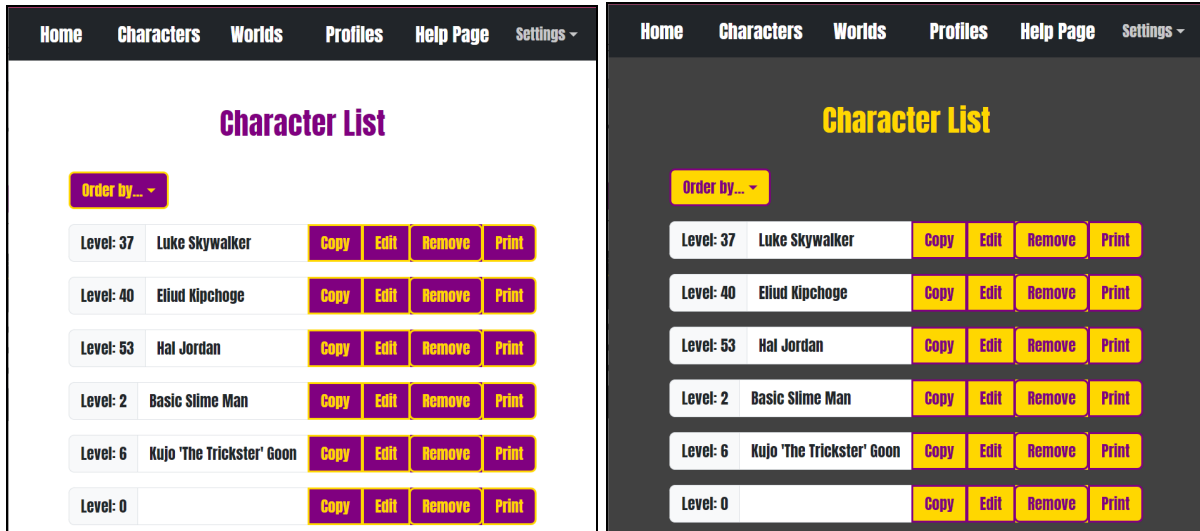


## Change Color Mode

This website has two lighting modes, light and dark. Light mode is yellow and white themed while dark mode is purple and gray themed. You can toggle between these color modes.

1. Click the [dropdown] icon in the [navigation bar](#) at the top of the page.
2. From the options, click the button labeled “Light Mode” or “Dark Mode”, and your color scheme will switch to the other mode.

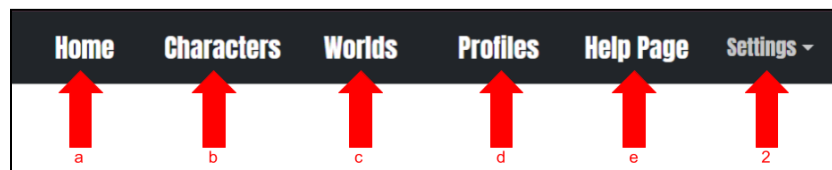




## Navigation

You can navigate the website by clicking on the navigation bar

1. Click on the name of the page you want to go to.
  - a. Home page
  - b. Character page
  - c. World page
  - d. Profile page
  - e. Help page
2. To access additional options for logout and color theme, click the dropdown.



## Profile Page

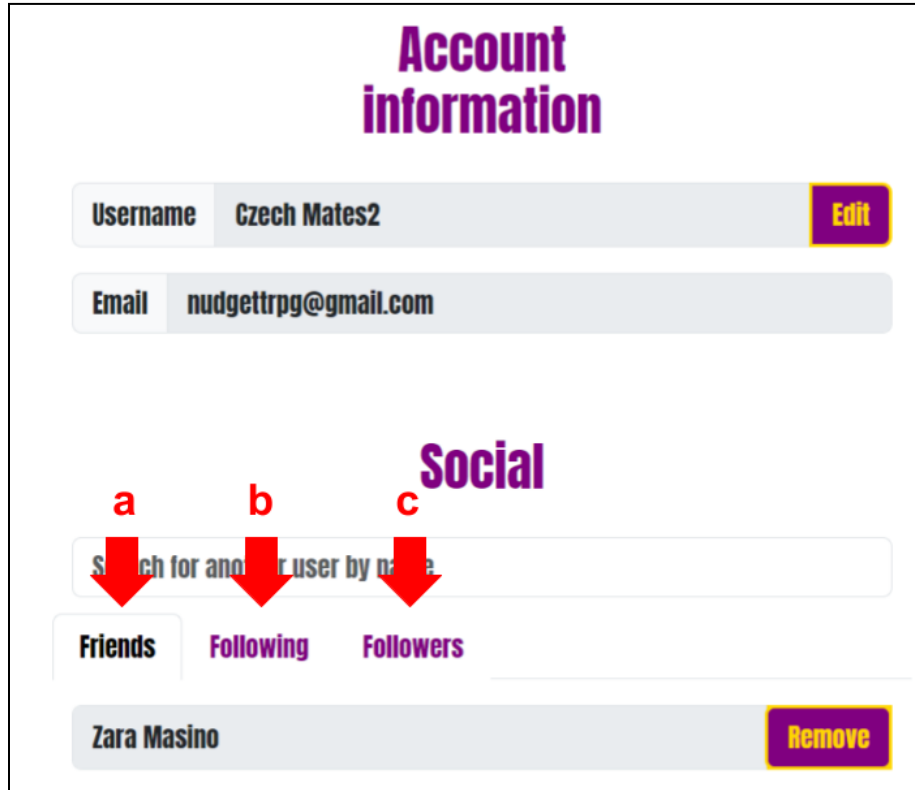
This section will teach you how to use your profile page to change your username and manage your [friends](#), followers, and following.

### Your Profile Page

Your profile has information about your account as well as information on who you are connected with on the website.

1. Click "Profile" in the [navigation bar](#) at the top of the page.

2. Underneath the “Social” section, click through the tab interface to view your:
  - a. [Friends](#) (People who **you follow** and who **follow you back**)
  - b. **Followers** (People who **follow you**)
  - c. **Following** (People **you have followed**)



## Change Your Username

You can change your username on the profile page. Usernames must be unique so you cannot change your name to an already existing username.

1. Click “Profile” in the [navigation bar](#) at the top of the page.
2. Click on the “Edit” button next to your username.
3. Type the name you want into the [text input](#).
4. You are able to cancel at any time by clicking “Cancel”.
5. If a red message appears above the username, then that username is already in use and you should try another name.
6. If a green message appears above the username, then the username is available and you can click “Set” to change your username.

The image consists of three vertically stacked screenshots of a username editing interface, each with a red arrow and a number indicating a step in a process.

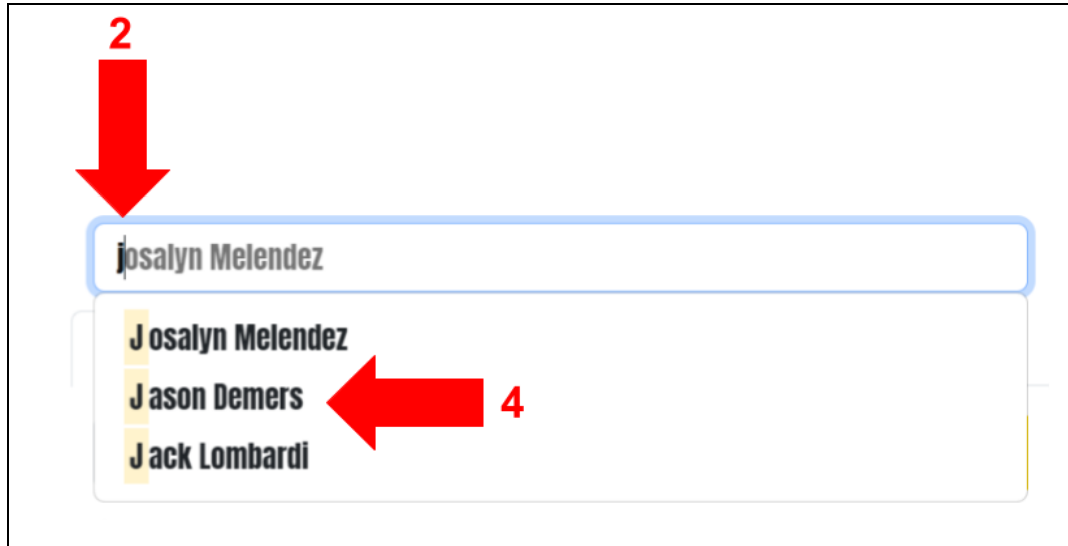
- Top Screenshot:** A red arrow labeled '2' points to a purple 'Edit' button. The interface shows a 'Username' label and a text field containing 'Czech Mates2'.
- Middle Screenshot:** A red arrow labeled '5' points to the text 'This username is taken' in red. Another red arrow labeled '4' points to a purple 'Cancel' button. The interface shows a 'Username' label and a text field containing 'Zara Masino'. To the right of the text field are two buttons: 'Set' and 'Cancel'.
- Bottom Screenshot:** A red arrow labeled '6' points to the text 'This username is available' in green. Another red arrow labeled '6' points to a purple 'Set' button. The interface shows a 'Username' label and a text field containing 'Available Name'. To the right of the text field are two buttons: 'Set' and 'Cancel'.

## Follow Another User

You are able to follow users. This shows that user in your “following” tab and it shows you in their “followers” tab. If two members follow each other, then they become [“friends”](#) and can then interact in each other’s worlds.

1. Click “Profile” in the [navigation bar](#) at the top of the page.
2. Underneath the “Social” section, click on the search bar.
3. Type in the username of the person you want to follow.
4. Click their name in the options when it appears, and they will be added to your following list.

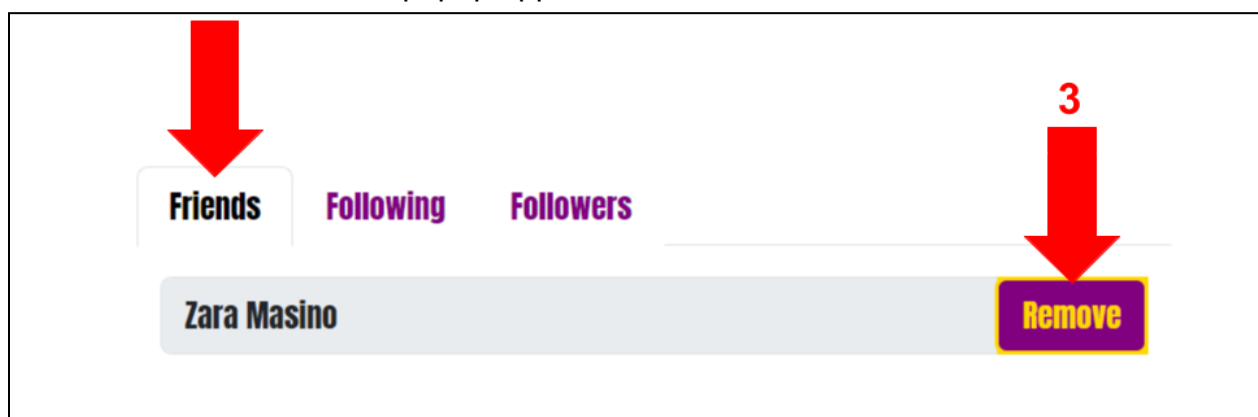


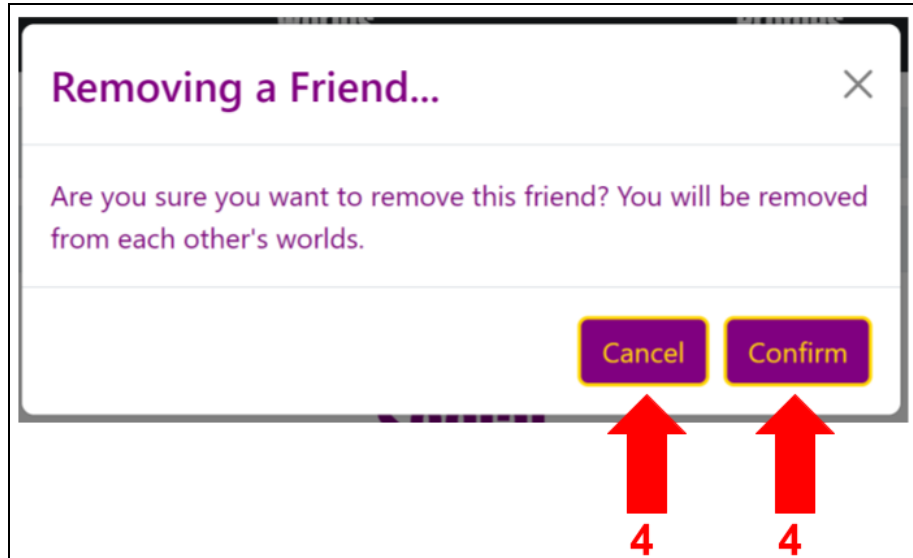


### Remove a Follower Or [Friend](#)

You can remove a follower or a [friend](#) from your respective lists. Note that removing a [friend](#) will remove you from their worlds, and remove them from your worlds since interactions are only allowed between [friends](#). You cannot remove someone who is following you.

1. Click “Profile” in the [navigation bar](#) at the top of the page.
2. Underneath the “Social” section, click the tab for whichever you are trying to remove ([Friend](#) or Follower).
  - a. You cannot remove someone who is following you.
3. Click on the “Remove” button next to their name.
4. When a confirmation popup appears, either confirm or cancel.





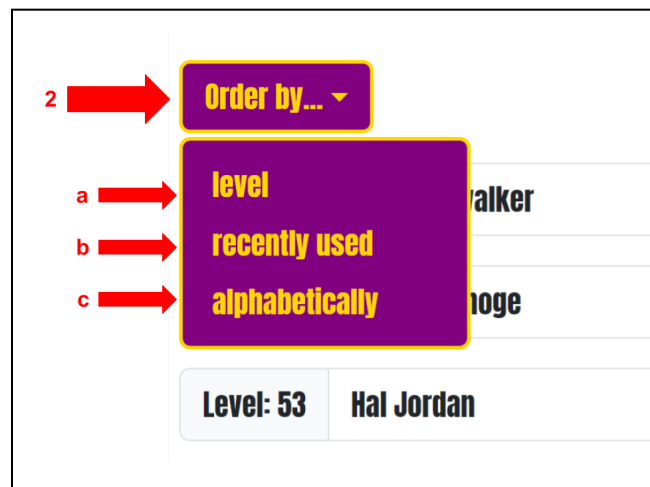
## Character Page

This section will teach you how to interact with your characters. You will learn how to create, delete, and copy characters. You can also print out information for a character to a PDF. You will also learn how to edit your characters general information, status effects, equipment, and skills. You will be able to view your characters attributes as well as a condensed version of all of their information.

### Sort Your Characters

Your characters can be sorted alphabetically, by level, or by recently used.

1. Click "Characters" in the [navigation bar](#) at the top of the page.
2. In the upper left side, select your chosen sorting method with the drop down labeled "Order by..."
3. The methods available are:
  - a. Alphabetical
  - b. Recently Used
  - c. By Character Level

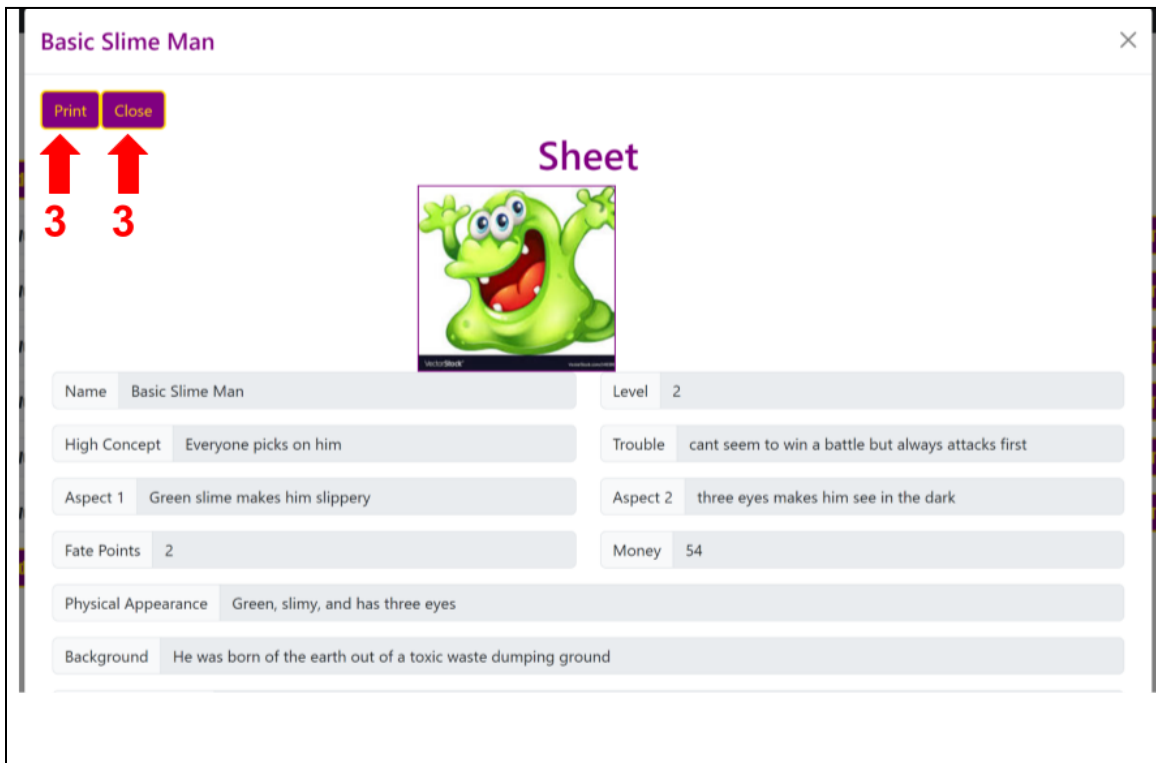
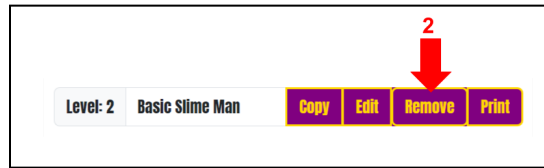


### Print A Character

You can print out the character sheet with all of a character's information as a PDF.

1. Click "Characters" in the [navigation bar](#) at the top of the page.
2. Click the "Print" button that is part of the character you wish to remove.

- When a popup appears with a preview of the printed page, click “Print” to print it or “Close” to cancel.



## Copy A Character

You can create a copy of a character with one click.

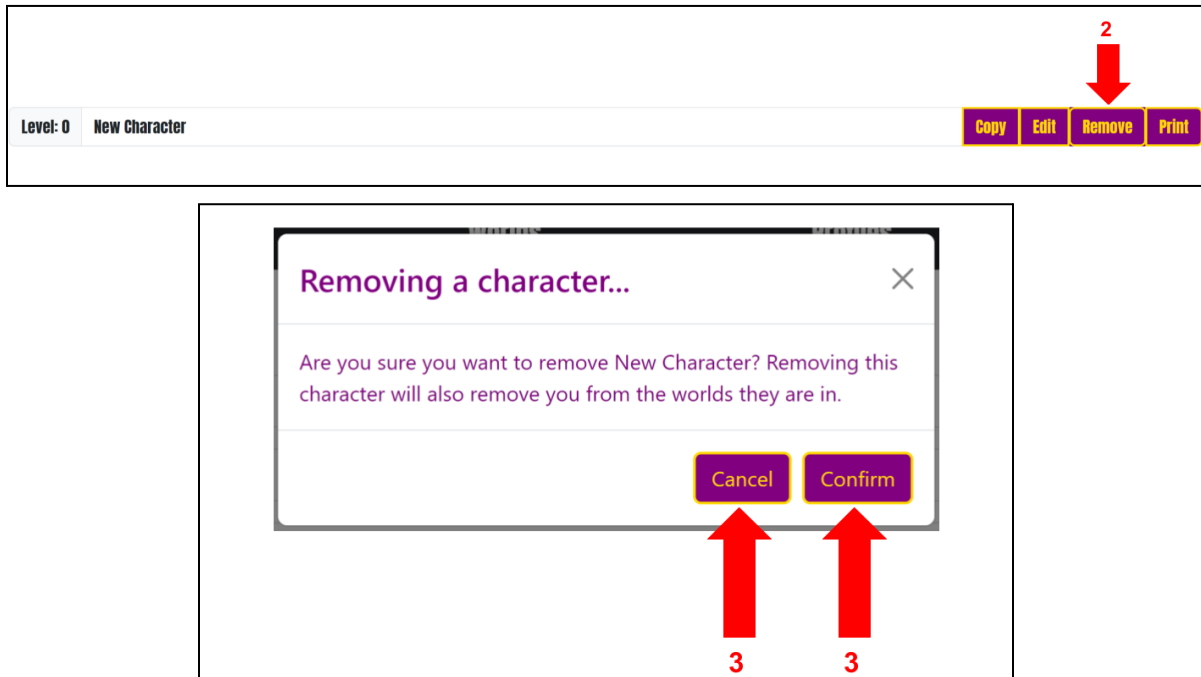
- Click “Characters” in the [navigation bar](#) at the top of the page.
- Click the “Copy” button that is part of the character you wish to be copied, and it will create a new character in your list named [Your Character’s Name] Copy.



## Remove A Character

You can remove a character after confirming that you really do want to remove this character.

1. Click “Characters” in the [navigation bar](#) at the top of the page.
2. Click the “Remove” button that is part of the character you wish to remove.
3. When a confirmation popup appears, click cancel to cancel or confirm to delete the character.



## Create A Character

You can create a new character, and it will open up the editing page for you to start building that character.

1. Click “Characters” in the [navigation bar](#) at the top of the page.
2. At the bottom left of the page, click “Add Character”.

Level: 53	Hal Jordan
Level: 2	Basic Slime Man
Level: 9	Kujo 'The Trickster' Goon
<div>Add Character</div> <div>2</div>	

## Edit An Existing Character

You can edit information on a character after they have been created. The general, equipment, and skill information can be changed. The attributes and sheet are view only because they are either calculated behind the scenes or for display purposes only

1. Click "Characters" in the [navigation bar](#) at the top of the page.
2. Click the "Edit" button that is part of the character you wish to edit.
3. Choose one of the options from the [tabs](#) that appear below the character's name labeled (default is General):
  - a. General
  - b. Status Effects
  - c. Equipment
  - d. Skills
  - e. Attributes (View Only)
  - f. Sheet (View Only)
4. To edit the information, click in the [text input](#) and type.
5. To get back to the character page, either click the "Done" button in the bottom right of the page or click "Characters" in the [navigation bar](#).
6. To move on to the next character information section, click "next".
7. To move to the previous character information section, click "previous".

Level: 0	New Character	<div>2</div> <div>Copy Edit Remove Print</div>
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[General](#)
[Status Effects](#)
[Equipment](#)
[Skills](#)
[Attributes](#)
[Sheet](#)

**General**

Image URL

Name

Level

High Concept

Trouble

Aspect 1

[Background](#)

[Major Relationships](#)

[Other](#)

[Previous](#)
[Done](#)
[Next](#)

## Edit Character's General Information

You can edit most of the general sheet with simple [text inputs](#). You can also upload character art and add status effects with little slider toggles. Note that level is not modifiable, as it is calculated behind the scenes.

1. Click "Characters" in the [navigation bar](#) at the top of the page.
2. Click the "Edit" button that is part of the character you wish to edit.
3. To add character art, click the text input on the left side and type in or paste the url to an image.
4. Level is not directly modifiable

Level: 0

[Copy](#)
[Edit](#)
[Remove](#)
[Print](#)

General Status Effects 3 Equipment Skills Attributes Sheet

Image URL Enter the Image URL

Name Enter the Name

Level 0

High Concept Enter the High Concept

Trouble Enter the Trouble

Aspect 1 Enter the Aspect 1

### Edit Character's Status Effect Information

You can edit most of the general sheet with simple [text inputs](#). You can also upload character art and add status effects with little slider toggles. Note that level is not modifiable, as it is calculated behind the scenes.

1. Click "Characters" in the [navigation bar](#) at the top of the page.
2. Click the "Edit" button that is part of the character you wish to edit.
3. Click "Status Effects" in the [tabs](#) below the character's name.
4. A blank toggle represents a status effect that is not in effect, and you can click it to turn it on.
5. A blue toggle represents a status effect that is in effect, and you can click it to turn it off.
6. To view more information on a given status effect, hover over the desired effect and a [tooltip](#) will appear with more details.

Level: 0 New Character

Copy Edit Remove Print

**Status Effects**

<input type="checkbox"/> Affame (X)	<input type="checkbox"/> Drunk	<input type="checkbox"/> Inoculated	<input type="checkbox"/> Shielded (X)
<input type="checkbox"/> Asleep	<input type="checkbox"/> Empowered	<input type="checkbox"/> Nerve Damaged	<input type="checkbox"/> Silenced
<input type="checkbox"/> Blinded	<input type="checkbox"/> Enraged	<input checked="" type="checkbox"/> Poisoned (X)	<input type="checkbox"/> Slowed
<input type="checkbox"/> Can't Move	<input type="checkbox"/> Exhausted	<input type="checkbox"/> Protected	<input type="checkbox"/> Targeted (X)
<input type="checkbox"/> Charmed	<input type="checkbox"/> Frozen	<input type="checkbox"/> Radiant	<input type="checkbox"/> Vampiric
<input type="checkbox"/> Confused	<input type="checkbox"/> Gunked Up	<input type="checkbox"/> Re-Life	<input type="checkbox"/> Vulnerable
<input type="checkbox"/> Cursed	<input type="checkbox"/> Hasted	<input type="checkbox"/> Regenerating (X)	<input type="checkbox"/> Weakened
<input type="checkbox"/> Deteriorating	<input type="checkbox"/> Impervious	<input type="checkbox"/> Resistant (X)	<input type="checkbox"/> Weakness (X)
<input type="checkbox"/> Distracted	<input type="checkbox"/> Infused	<input type="checkbox"/> Returning	<input type="checkbox"/> Weightless

Previous Done Next

**Gunked Up**

A character whose weapon is Gunked Up has half the RANGE value, rounded up. This also applies to weapons with Melee range.

☐ Gunked Up

## Edit Character's Equipment Information

You can edit the equipment information for your character by selecting equipment from dropdowns or by typing in their modifications. You can also type into the inventory.

1. Click "Characters" in the [navigation bar](#) at the top of the page.
2. Click the "Edit" button that is part of the character you wish to edit.
3. Click "Equipment" in the [tabs](#) below the character's name
4. To select a weapon, click on the dropdown to the left in the "Weapon" section and click on the option you want.
5. To select a shield, click on the dropdown to the left in the "Shield" section and click on the option you want.
6. To select armor, click on the dropdown to the left in the "Armor" section and click on the option you want.
7. Modification slots are on the right side of each section, and they can be modified by typing in the input field.
8. To edit the Inventory, type into the text area.



Level: 0
New Character

Copy
Edit
Remove
Print

General
Status Effects
Equipment
Skills
Attributes
Sheet

## Equipment

Weapon
Epic Healing Staff

Weapon Modification Slots

Slot 1
Enter the Slot 1

Slot 2
Enter the Slot 2

Slot 3
Enter the Slot 3

Shield
Shield

Shield Modification Slots

Slot 1
Enter the Slot 1

Armor
Chain Magic Armor

Armor Modification Slots

Slot 1
Enter the Slot 1

Slot 2
Enter the Slot 2

Inventory

Previous
Done
Next

## Edit Character's Skills Information

You can edit the skills for a character with the up and down arrows next to the desired skill. Learned attributes can be changed by typing directly into it.

1. Click "Characters" in the [navigation bar](#) at the top of the page.
2. Click the "Edit" button that is part of the character you wish to edit.
3. Click "Skills" in the [tabs](#) below the character's name
4. To modify a skill, click on the up or down arrows next to the skill you wish to change.
  - a. Skills cannot go below 0 or above 8
5. To change the Learned Abilities, type into the text area.

6. To view more information on a given skill, hover over the desired skill and a [tooltip](#) will appear with more details.

Level: 0

New Character

2

Copy

Edit

Remove

Print

General

Status Effects

Equipment

2

Skills

Attributes

Sheet

Skills

Alchemy	up	0	down	Hunting	3 <div>up</div>	0	4 <div>down</div>
Arcana	up	0	down	Lore	up	0	down
Athletics	up	0	down	Physique	up	0	down
Burglary	up	0	down	Rapport	up	0	down
Deceive	up	0	down	Shooting	up	0	down
Empathy	up	0	down	Stealth	up	0	down
Engineering	up	0	down	Survival	up	0	down
Fight	up	0	down	Will	up	0	down

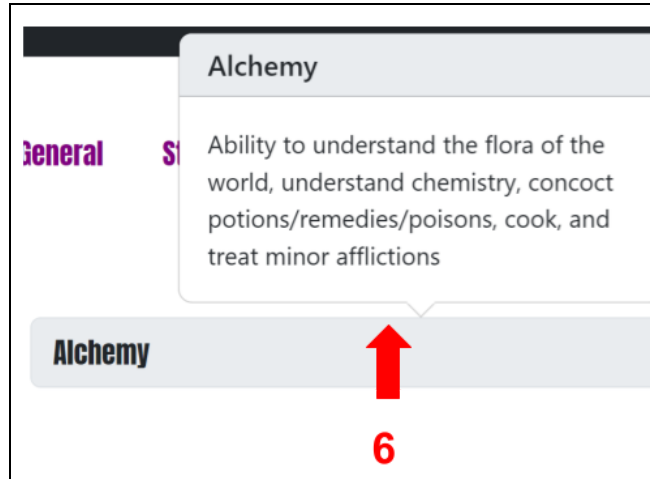
5

Learned Abilities

Previous

Done

Next



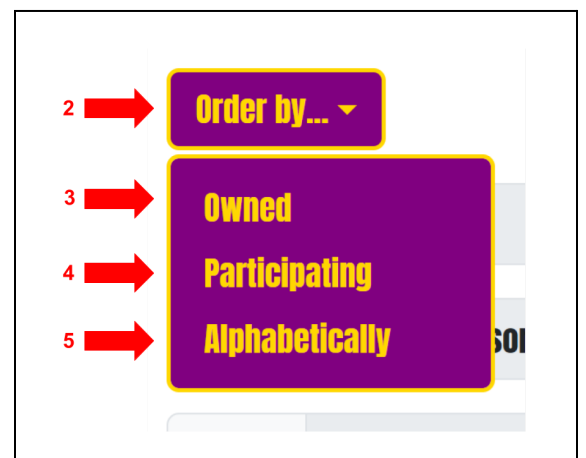
## World Page

In this section, you will learn how to interact with your worlds. You can only interact with worlds that you create or that your [friends](#) have created and you have joined. You will learn how to sort worlds, create a new world, join a world, view a world, and manage a world. You will also be able to view member information within a world, and remove or leave a world.

### Sort Worlds

Worlds can be sorted alphabetically by name, by worlds you own, or worlds you have joined.

1. Click “Worlds” in the [navigation bar](#) at the top of the page.
2. In the upper left side, select your chosen sorting method with the drop down labeled “Order by...”
3. The methods available are:
  - a. Alphabetical
  - b. Owned (Worlds you have created)
  - c. Participating (Worlds you have joined)

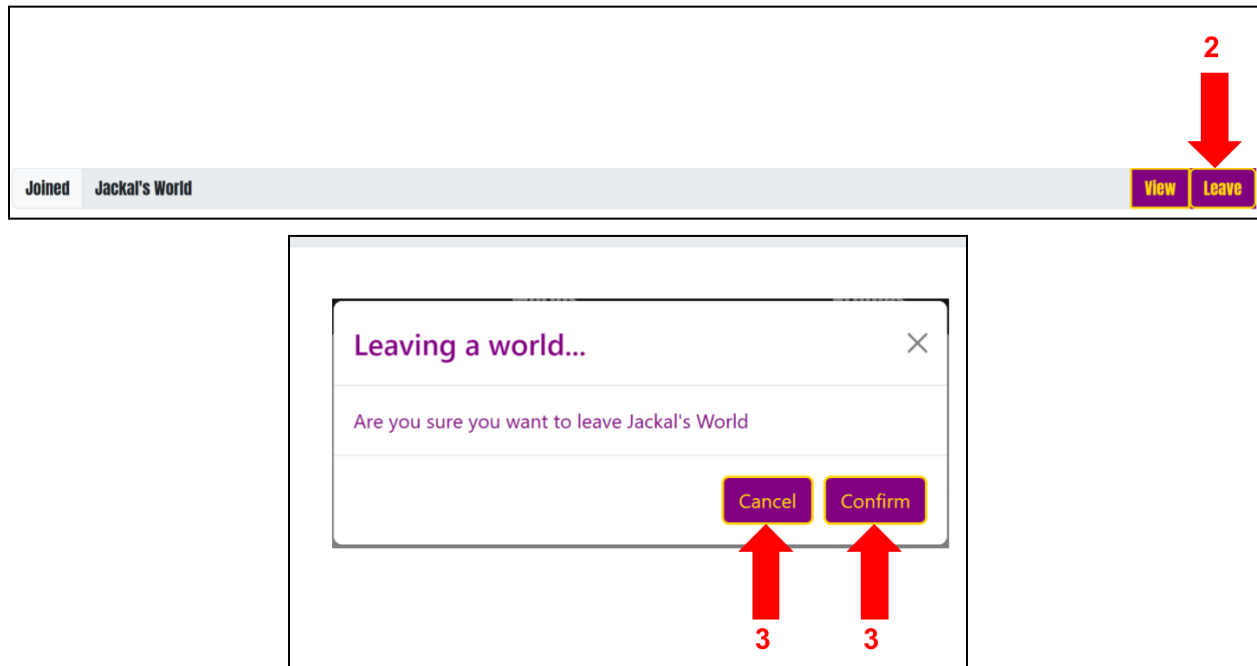


### Leave a World

You can leave a world that you have joined by clicking the leave button.

1. Click “Worlds” in the [navigation bar](#) at the top of the page.
2. Click on the “Leave” button that is part of the world you wish to leave.
  - a. You can only leave worlds that you joined.

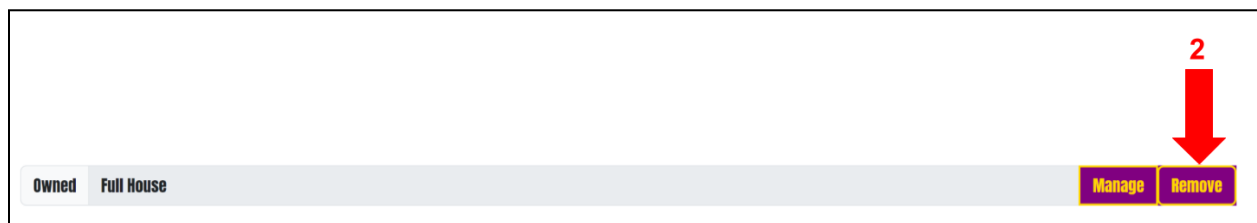
3. When a confirmation popup appears, either confirm or cancel.



## Remove a World

You can remove a world that you have created by clicking the remove button.

1. Click "Worlds" in the [navigation bar](#) at the top of the page.
2. Click on the "Remove" button that is part of the world you wish to remove.
  - a. You can only remove worlds that you created.
3. When a confirmation popup appears, either confirm or cancel.

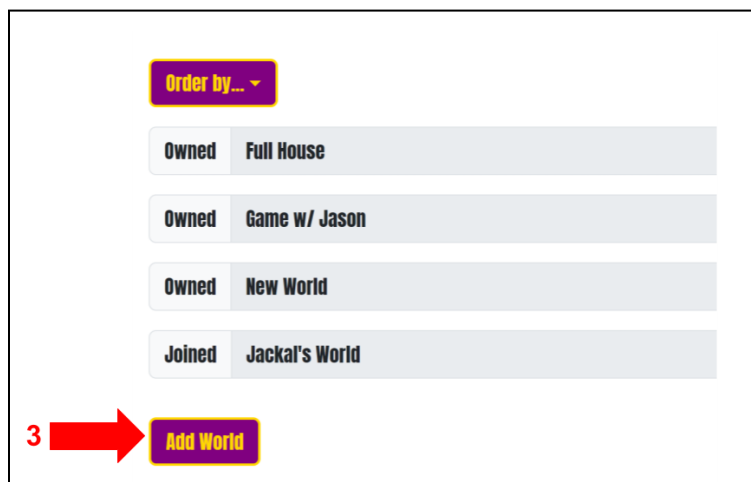




## Create a World

You can create a world by clicking the add world button, which pops up a world managing popup for you to fill in information.

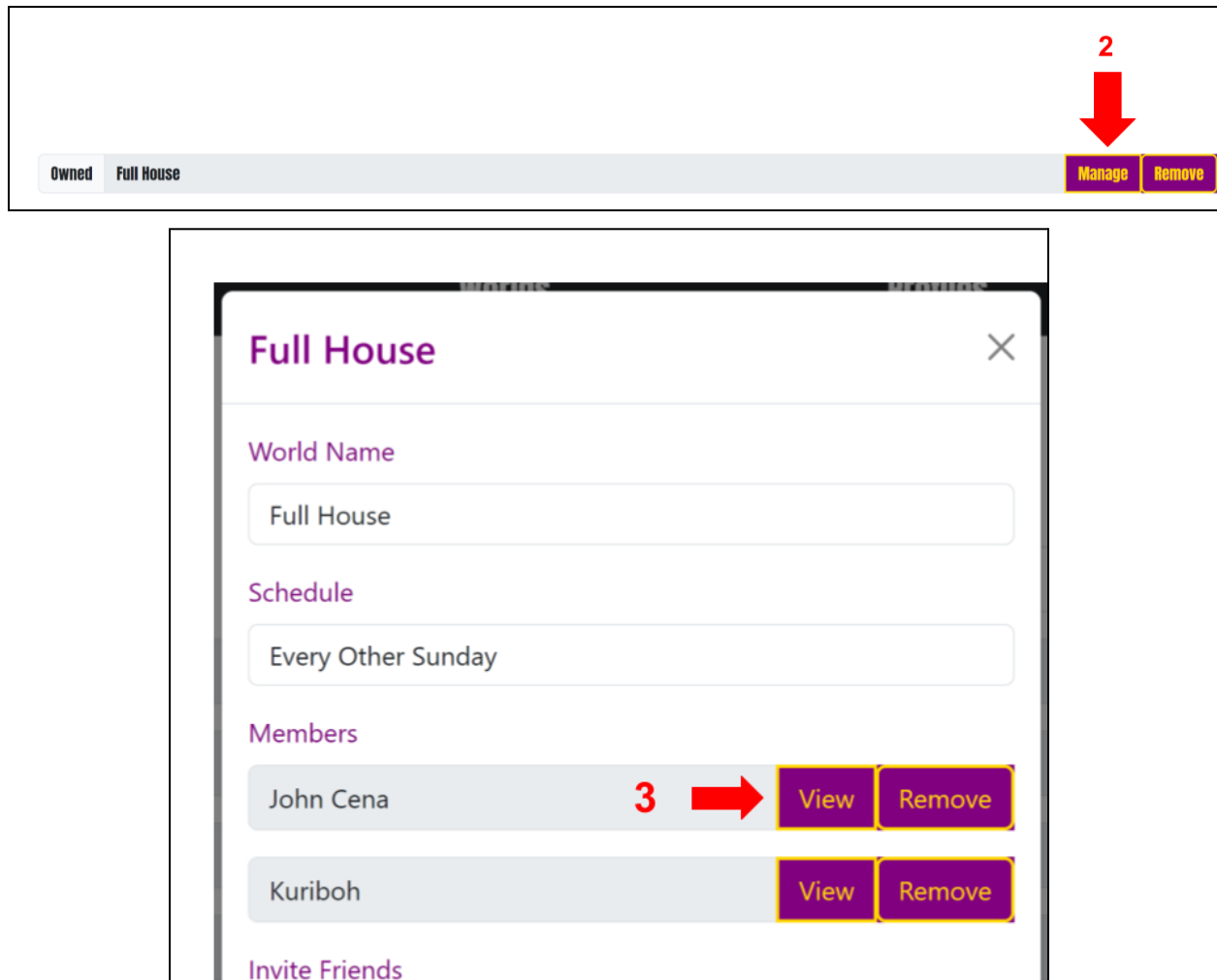
1. Click "Worlds" in the [navigation bar](#) at the top of the page.
2. At the bottom left of the page, click "Add" and a popup will appear for you to manage the world (See Manage A World).



## View A World

You can view a world that you have joined by clicking view on it. There is information about the world and the members in the world.

1. Click "Worlds" in the [navigation bar](#) at the top of the page.
2. Click on the "View" button that is part of the world you wish to view.
  - a. You can only view worlds that you joined.
3. To close the popup, click "Close" or anywhere outside of the popup.



## View A Member's Information in a World

You can view a world that you have joined by clicking view on it. There is information about the world and the members in the world.

1. Click "Worlds" in the [navigation bar](#) at the top of the page.
2. Click on the "Manage" or "View" button, depending on if you own the world or not.
3. To view a member's character information, click the "View" button next to their name.
4. Click on the x in the top right or anywhere off of the popup to close the member information.

Owned

Full House

2  
↓  
ManageRemove

Full House

×

World Name

Full House

Schedule

Every Other Sunday

Members

John Cena3 → ViewRemove

KuribohViewRemove

Invite Friends

Full House

×

World Name

Full House

Schedule

Every Other Sunday

Members

John CenaViewRemove

KuribohViewRemove

Invite Friends


Choose a friend to invite

Invite Code

264258Copy

John Cena4 → ×

Sheet



NameJohn Cena

Level14

High ConceptYou cant

TroubleCant envision v

Aspect 1Movie Star

Aspect 2Loves to wrest

Fate PointsEnter the Fa

MoneyEnter the Mone

Physical AppearanceEnter the Physical Appearance

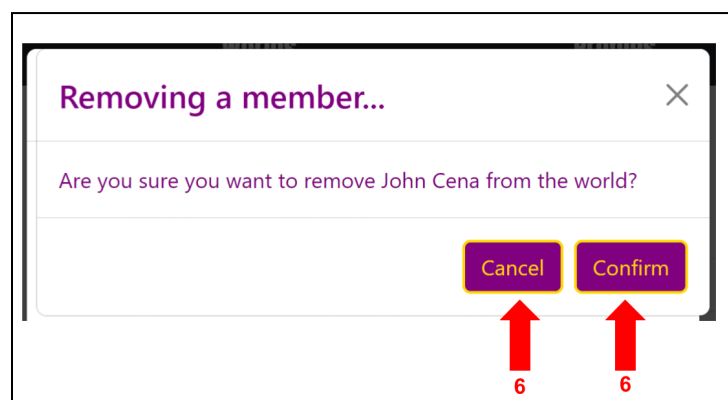
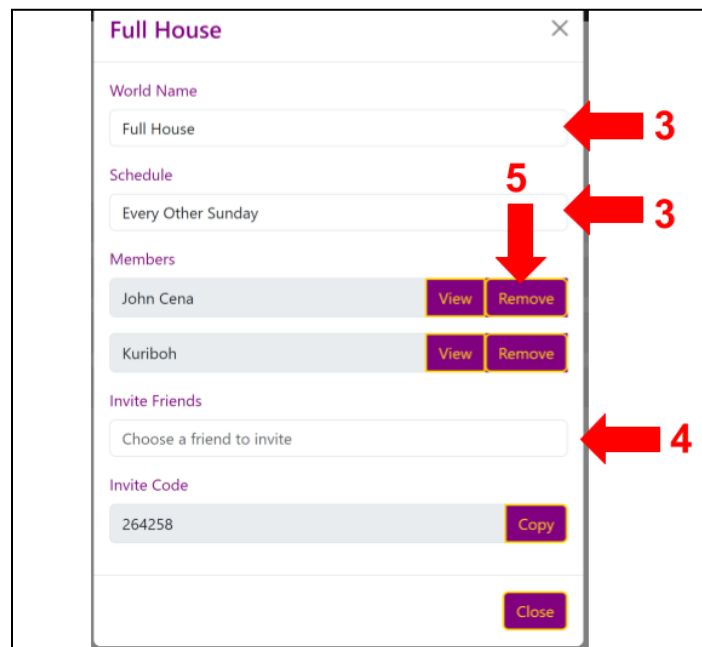
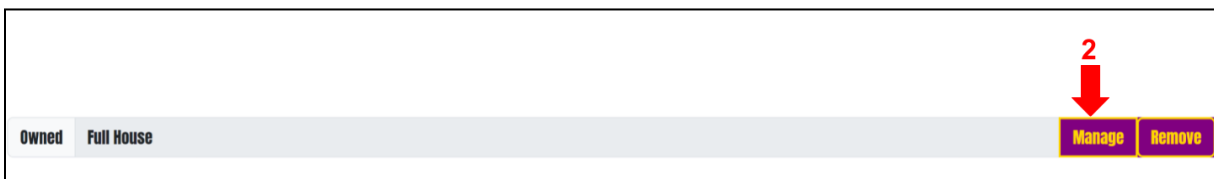
BackgroundEnter the Background

Major RelationshipsEnter the Major Relationships

## Manage A World

You can manage a world that you have created by clicking the manage button. You can edit the world information or look at the information related to the world members. When you invite a member to the world, an email will be sent to their account with the join code. Alternatively, you can send them the join code displayed at the bottom in some other method.

1. Click “Worlds” in the [navigation bar](#) at the top of the page.
2. Click on the “Manage” button that is part of the world you wish to manage.
  - a. You can only manage worlds that you created.
3. To change the name or schedule of the world, type in the appropriate [text input](#).
4. To add a member, search for their username in the search bar and click on their name when they appear.
  - a. You will only be shown people who are your [friend](#)
5. To remove a member, click the “Remove” button next to their name.
6. When a confirmation popup appears, either confirm or cancel.

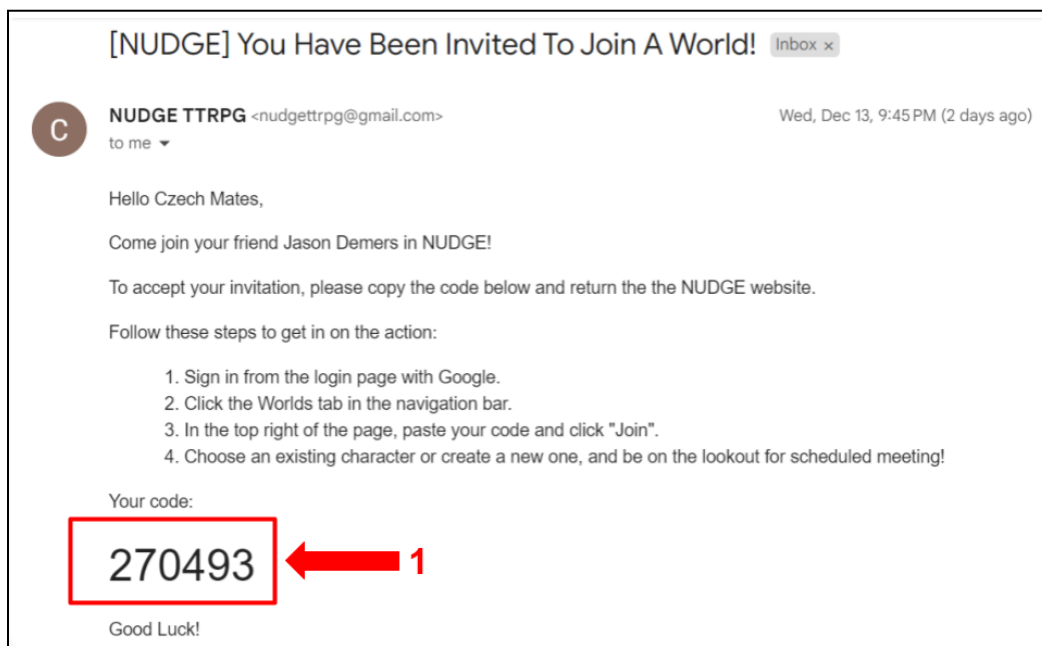




## Join A World From A Code

You can join a world from a code that you have either received in an email or been sent from a [friend](#). You get to choose either an existing or new character to play in the world. Note that you will only be able to choose from existing characters that are not already in a world.

1. Check your email for a message from [nudge email], and copy the code from the email.
2. [Navigate back to NUDGE's website and login.](#)
3. Click "Worlds" in the [navigation bar](#) at the top of the page.
4. In the top right, put your code into the [text input](#) labeled "Invite Code" and click "Join", after which you will be informed that the code is invalid or the character selection popup will appear.
5. When a popup appears you have two options for character selection:
  - a. Choose an existing character to join the world from the dropdown.
  - b. Create a new character for the world by clicking "Create New", which will bring up an edit page for you to fill in for that character.
6. If you want to cancel, click "Cancel", or click "Confirm" to join the world with that character.





## Administrator Actions

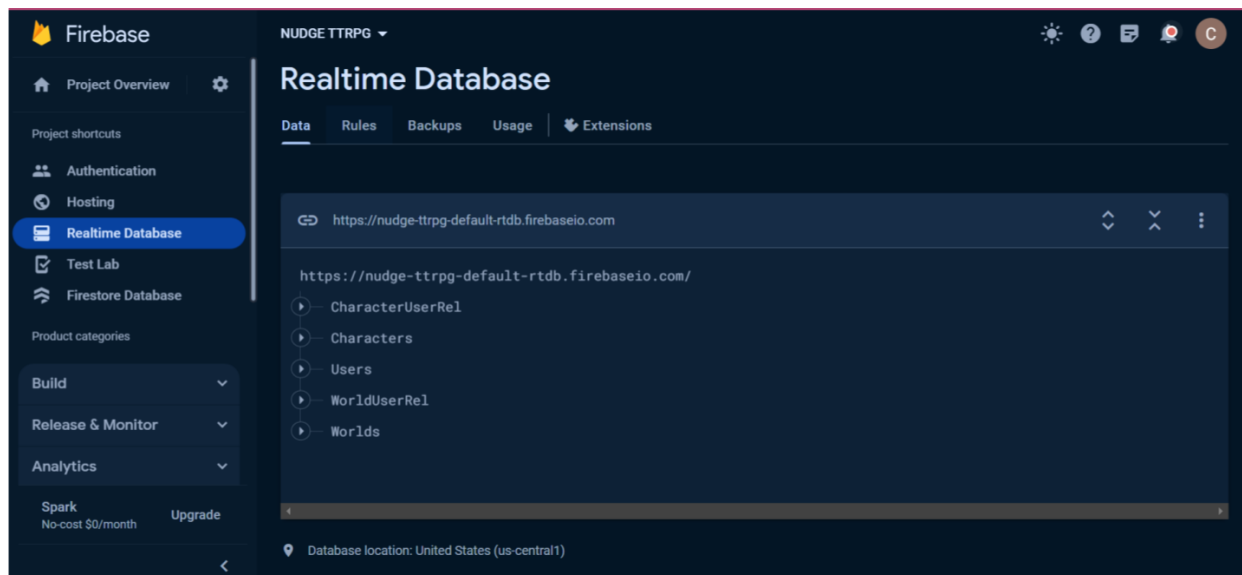
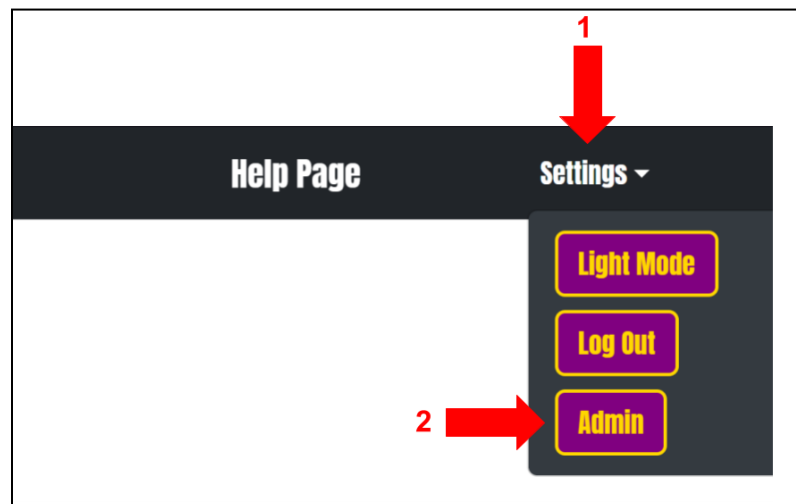
This section is only applicable for admins for NUDGE. They will learn how to go to the console for the database.

## Navigate To Database

The admin can access the database directly by clicking on the admin button. They will be redirected to the firebase console and can then edit the database from there.

Non-admin users will not be given this button.

1. Click the [dropdown] icon in the [navigation bar](#) at the top of the page.
2. Click the “Admin” button, and you will be redirected to the Firebase database console.
3. For more information, go to the firebase realtime database website <https://firebase.google.com/docs/database>



# Glossary

- **RPG** - A type of game in which players assume the roles of characters in a fictional world (Role Playing Game).
- **Friends** - Users who mutually follow each other on the platform.
- **Tooltip** - A message that appears when you hover over an element on the page.
- **Tab** - A display element that allows multiple panels to be on one screen, with tabs to switch between them.
- **Text Input** - An element on the screen that you can type into.