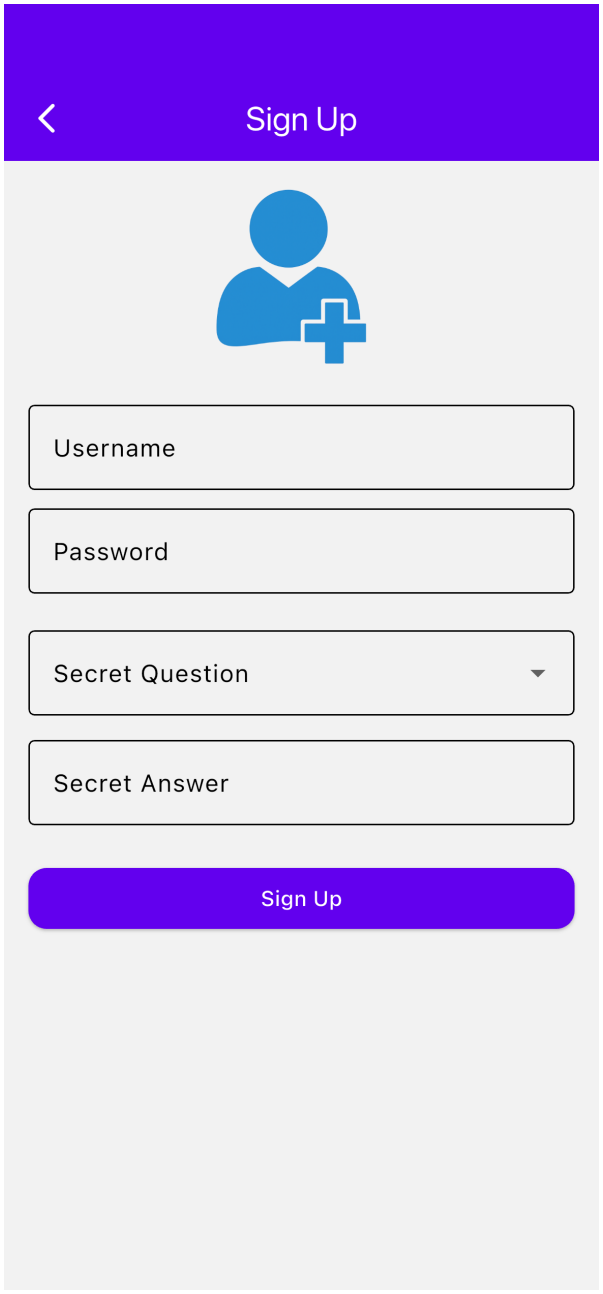
Crack The Code League – User Guide

Crack The Code League is a logic-based puzzle game where players race against time to unlock a safe protected by a random 3-digit numeric code.

Each game presents a new puzzle, challenging players to analyze clues and crack the code as quickly as possible. Players are ranked on the Crack The Code League Leaderboard based on their performance.

To ensure fair competition and reduce the effect of luck, scores are calculated using the average of the player's last 10 completed games. To enter the League, players must complete at least 25 games.

Detailed game rules and ranking explanations can be found inside the app under the Crack The Code Leaderboard section.

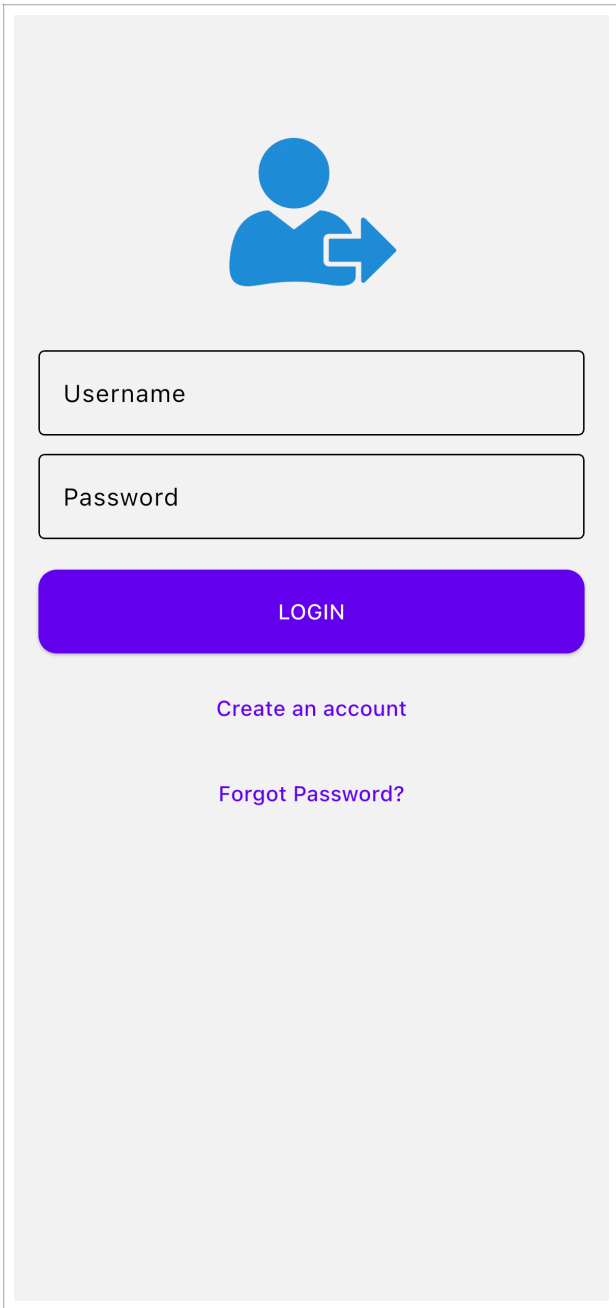


Sign Up Page

This is the user registration screen.
Players can choose any username they like; however, the username must not be already used by another player.

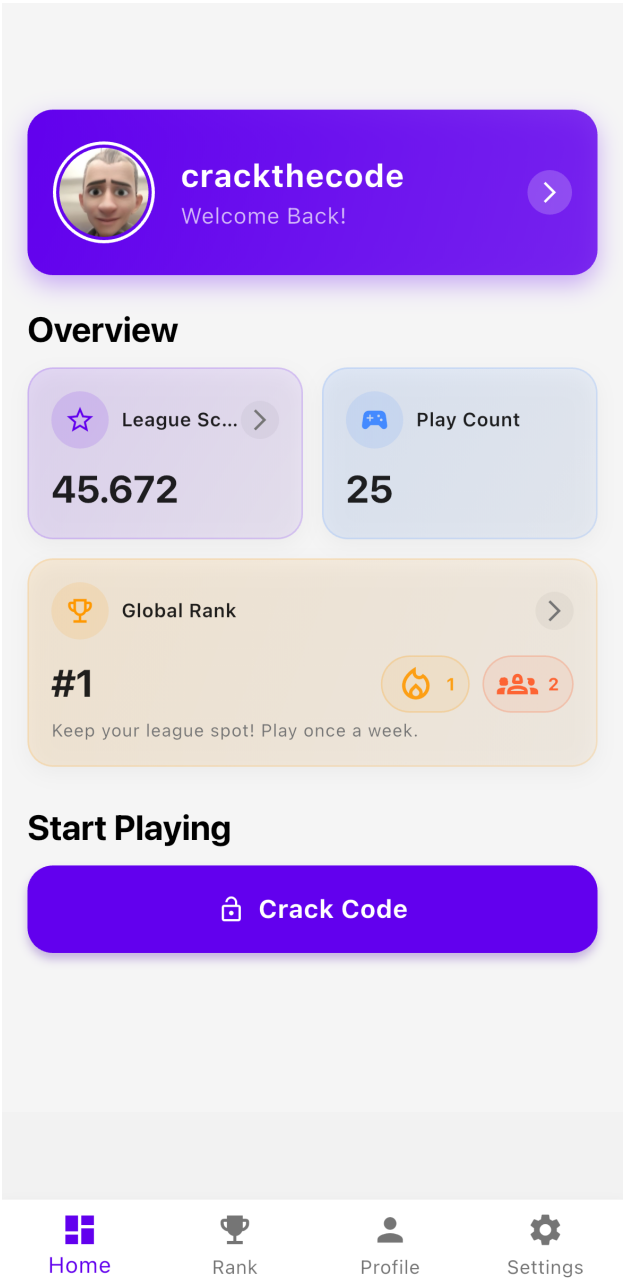
After entering a username, password, secret question, and secret answer, players can tap the Sign Up button to create an account.

Registration and gameplay are completely free.



Login & Password Recovery

Players can start playing the game after entering their username and password correctly.
Playing the game without registration is not possible.
If a player forgets their password, a new one can be created by selecting Forgot Password and entering the required information correctly.



Dashboard Page

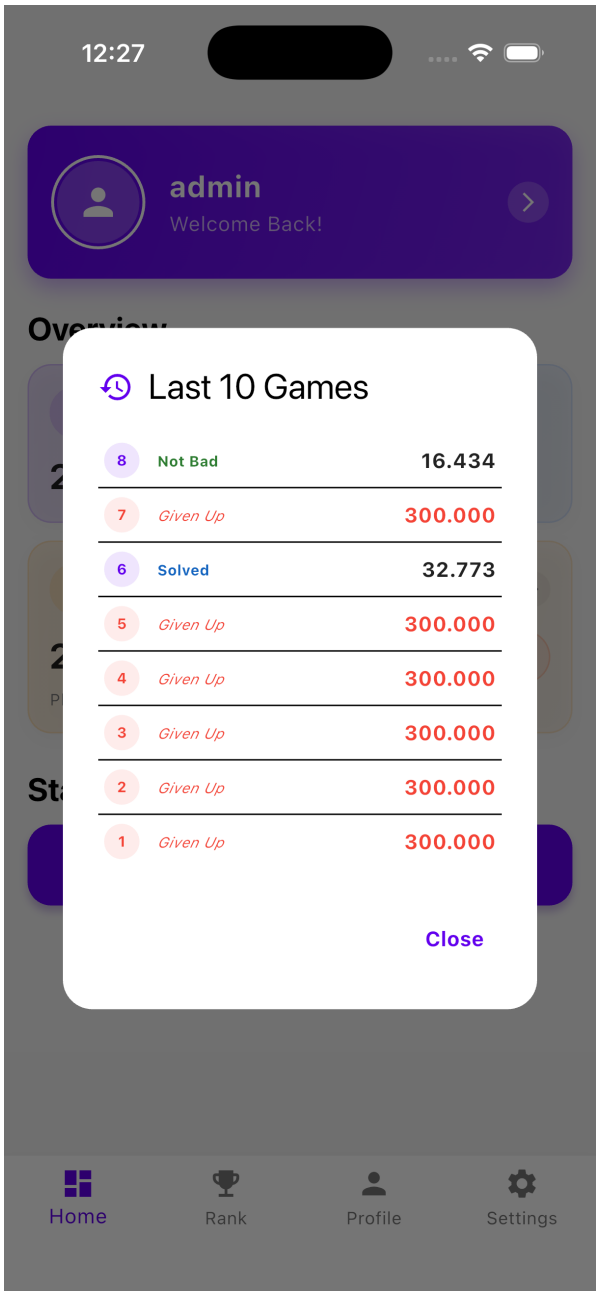
The Dashboard page contains three main cards that provide an overview of the player's progress.

- League Score Card
  Displays the player's league score.
  By tapping this card, players can view the results of their last 10 games.
- Games Played Card
  Shows the total number of games played by the player.
- Leaderboard Card
  Displays the player's global ranking.
  It also shows how many players are registered in the game and how many of them are active.

Tapping the Global Ranking card opens the full Leaderboard page.

At the bottom of the Dashboard, a menu bar allows quick navigation to different sections of the app.

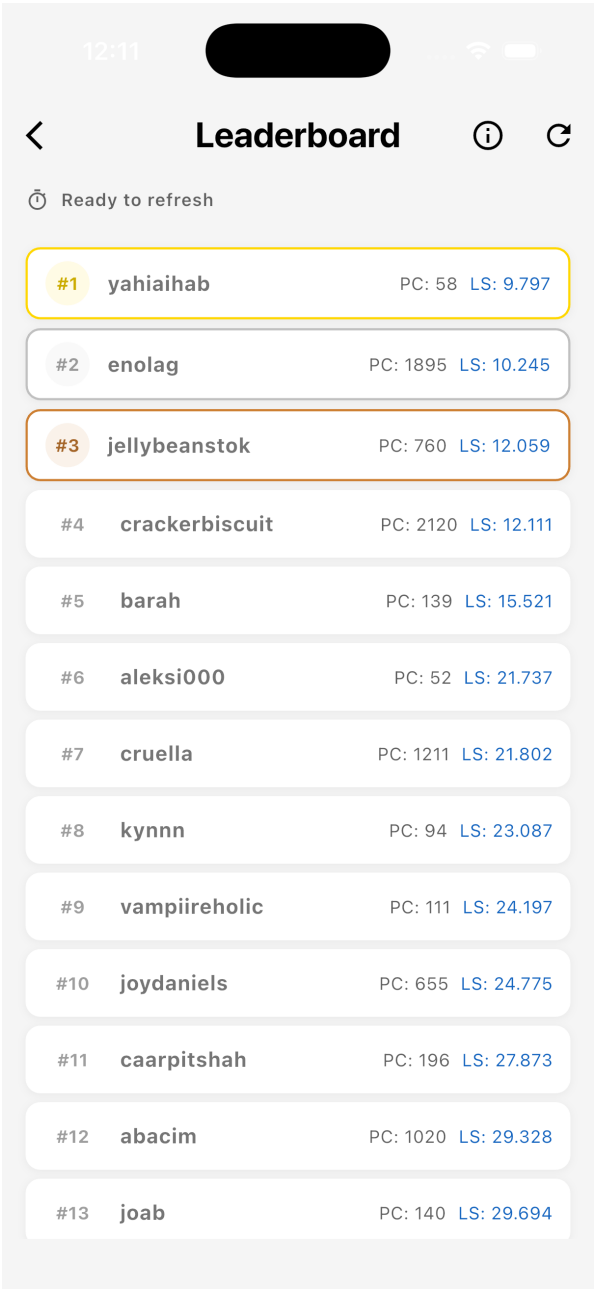
Press the Crack Code button to start a new game.



Last 10 Games Page

When the **League Score** card is tapped, the player's **last 10 completed games** are displayed on this page.

If a game was started but not completed, the **5-minute penalty** applied to the player is also shown on this screen.



Leaderboard Page

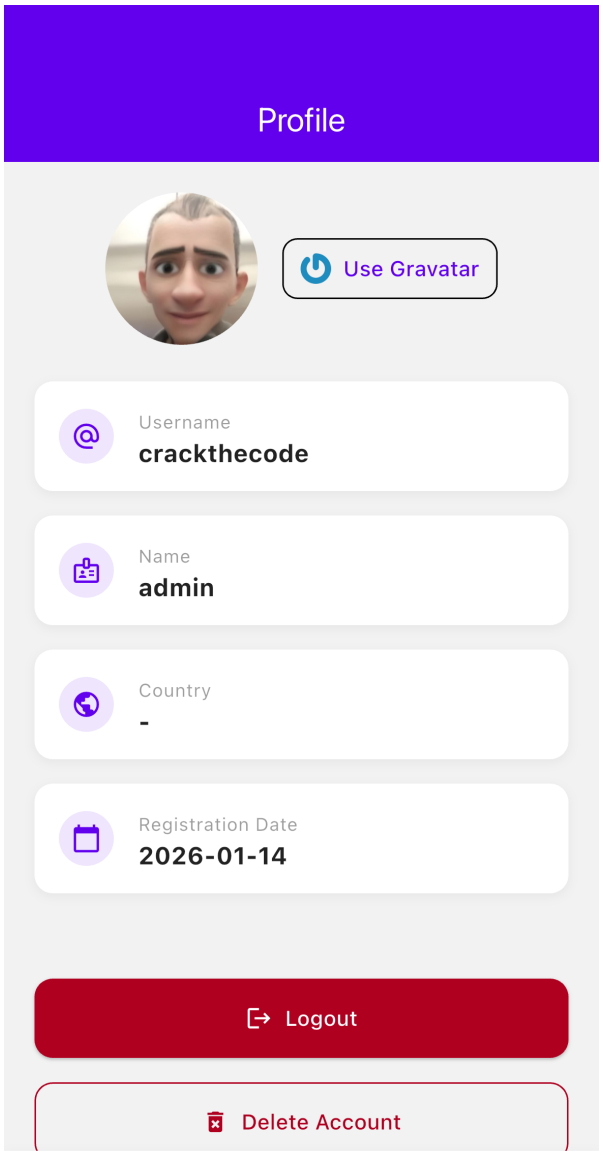
Only players who have completed **at least 25 games** are eligible to appear on the Leaderboard.

The **top 150 players** are displayed on the Leaderboard. In upcoming versions of the game, if a player is not within the top 150, the scores of the players **ranked directly above and below** will also be shown.

Unfinished games do **not increase the total number of games played**. However, each abandoned game results in a **5-minute penalty** added to the player's score.

On the Leaderboard page, the following information is displayed for each player:

- Username
- Number of games played
- League score
- Current league ranking



Profile Page

The Profile page displays the player's username and registration date.

At the bottom of the screen, a menu bar allows direct navigation to other pages within the app by tapping the menu icons.

- Tap Logout to sign out of the game.
- Players may permanently delete their account and all associated game data at any time by tapping Delete Account.

Once confirmed, all user data and game scores are immediately removed from the server.

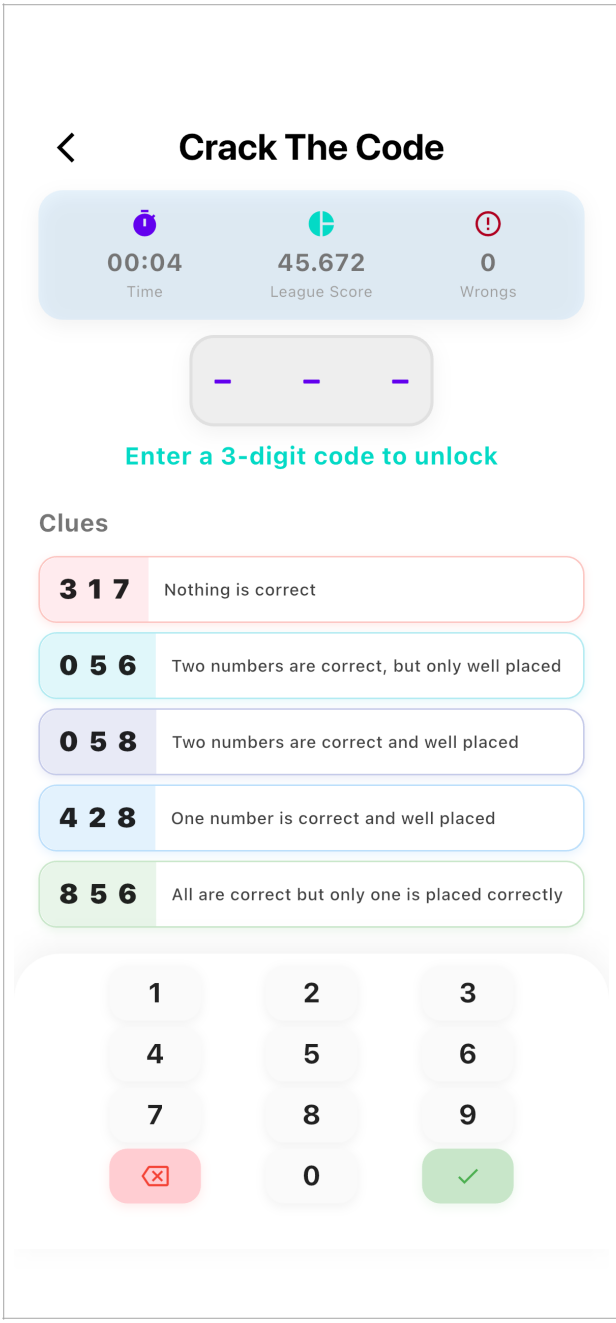
Avatar (Gravatar)

Players may optionally set a profile avatar.

By entering their **Gravatar email address**, players can display their avatar in the app. The email address is **never stored or saved** in any form.

If the player wishes to stop using an avatar, **Gravatar can be disabled from the Settings page**.

The avatar image is **visible only to the player**.



Crack The Code – Game Page

The game starts when the **Crack Code** button is tapped on the Dashboard page.

The puzzle is played **against time**. Five clues are displayed on the screen to help the player determine the **3-digit numeric secret code**.

Once the correct code is found, the game is completed.

The time spent solving the puzzle is added to the player's **Last 10 Games** list using a **first-in, first-out (FIFO)** logic.

If more than 10 games have been played, the oldest game is removed from the list.

The player's **League Score** is then calculated as the **average of the last 10 game scores**.