

USER MANUAL D-RISK

TEAM INFERNO

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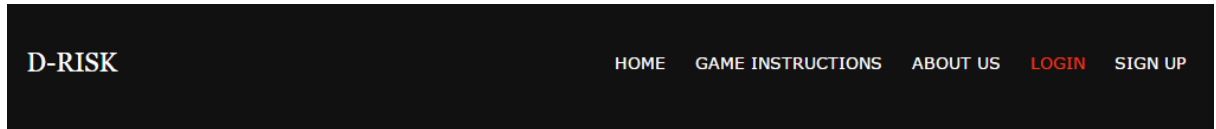
Introduction

DRisk is a highly configurable computer based version of the Risk game. Risk is a board, turn-based game, played on a board depicting a political map of the Earth, divided into a number of territories, grouped into continents. The aim of the game is to achieve a goal, which is assigned to each player at the beginning of the game, and is kept secret from other players. Players control armies, which are deployed in occupied territories (and grouped in continents), and can be used to capture territories from other players. The results of attacks between territories are determined by rolling dice. In DRisk, the users play the game through a website.

This document guides a user through the necessary steps to start and play DRisk online game.

If you have any questions not covered in this user guide, please contact DRisk Team-Inferno.

Login

A light gray rectangular box containing a login form. At the top is a text input field with the placeholder "Your Email". Below it is another text input field with the placeholder "Your Password". Under the password field is a dark blue button with the text "SIGN IN" in white. At the bottom of the box is a light gray button with the text "Sign Up Here" in blue.

Users who have previously registered for the DRisk Web Application must login by: **Name**
Enter the user's name.

E-Mail

Enter the user's e-mail address. E-mail addresses are not case sensitive.

Password

Passwords must be at least eight characters long and contain at least one letter character and one numeric character. Passwords are case sensitive.

Sign In

Click on Sign in to advance to the next screen and begin using the application.

Sign Up Here

Users who have not previously registered for the DRisk Web Application must select "**Sign Up Here**" to access the "**New User Sign Up**" page.

New User Sign Up

D-RISK

HOMEGAME INSTRUCTIONSABOUT USLOGINSIGN UP

User Name

Your Email

Your Password

SIGN ME UP

[Sign In Here](#)

Users will be asked to enter or select the following information (all items in blue are required):

Name

Enter the user's name.

E-Mail

Enter the user's e-mail address. E-mail addresses are not case sensitive.

Password

Passwords must be at least eight characters long and contain at least one letter character and one numeric character. Passwords are case sensitive.

Sign Me Up

Select "Register" to submit the registration information and continue to the next screen.

Home Page

Nickname:

Create Game

Already have game id, Enter Game id !

Nickname:

Game Id:

Join Game

Nickname

Enter the user's nickname.

Create Game

Click on create game if you want to host a new Game.

Game ID

Enter the Game ID, if you wish to join an existing game.

Login as Game Host

The image shows a game interface with two main panels. The left panel, outlined in orange, contains fields for 'Nickname' (with 'Dexter' entered), a 'Create Game' button, a prompt 'Already have game id, Enter Game id !', another 'Nickname' field, a 'Game Id' field, and a 'Join Game' button. The right panel, outlined in blue, displays 'Hi dasadDexter' and 'New game id created: 6361431340'. It includes an invite prompt, five email input fields (with 'abcd@123' and '123@abcd' entered), a 'Complexity Level' dropdown menu (showing 'medium', 'small', 'medium', 'large'), and a 'Join Game' button.

Email Invites

Enter the Email ID's of the players to send invite.(Maximum 5).

Complexity Level

Select the Complexity level of the Game you want to play. The options are according to the Map size as "Small", "Medium" and "Large".

Join Game

Click on join game to advance to the next screen.

Start Game option for Host

The screenshot displays the DRisk game interface with three main panels. The left panel, outlined in orange, is for creating or joining a game. It features a 'Nickname' input field with 'Dexter' entered, a 'Create Game' button, and a section for joining a game with 'Already have game id, Enter Game id !', another 'Nickname' field, a 'Game Id' field, and a 'Join Game' button. The middle panel, outlined in blue, shows the host's view after creating a game. It displays 'Hi Dexter', 'New game id created: 44364', and a list of invited friends with their email addresses: 'Player 1 email: heisenberg@gmail.com', 'Player 2 email: pinkman@gmail.com', 'Player 3 email:', 'Player 4 email:', and 'Player 5 email:'. There is a 'Complexity Level' dropdown set to 'large' and a 'Join Game' button. The right panel, outlined in green, shows the 'Waiting for all players to join. Dexter has joined the room' message and a 'StartGame' button. At the bottom right, there are three icons: a play button, a pause button, and a volume icon.

Left Panel (Create/Join Game):

Nickname:

Create Game

Already have game id, Enter Game id !

Nickname:

Game Id:

Join Game

Middle Panel (Host View):

Hi Dexter
New game id created: 44364

Invite Friends to join the game, Enter their email id's below:

Player 1 email:

Player 2 email:

Player 3 email:

Player 4 email:

Player 5 email:

Complexity Level: large ▼

Join Game

Right Panel (Waiting for Players):

Waiting for all players to join.
Dexter has joined the room

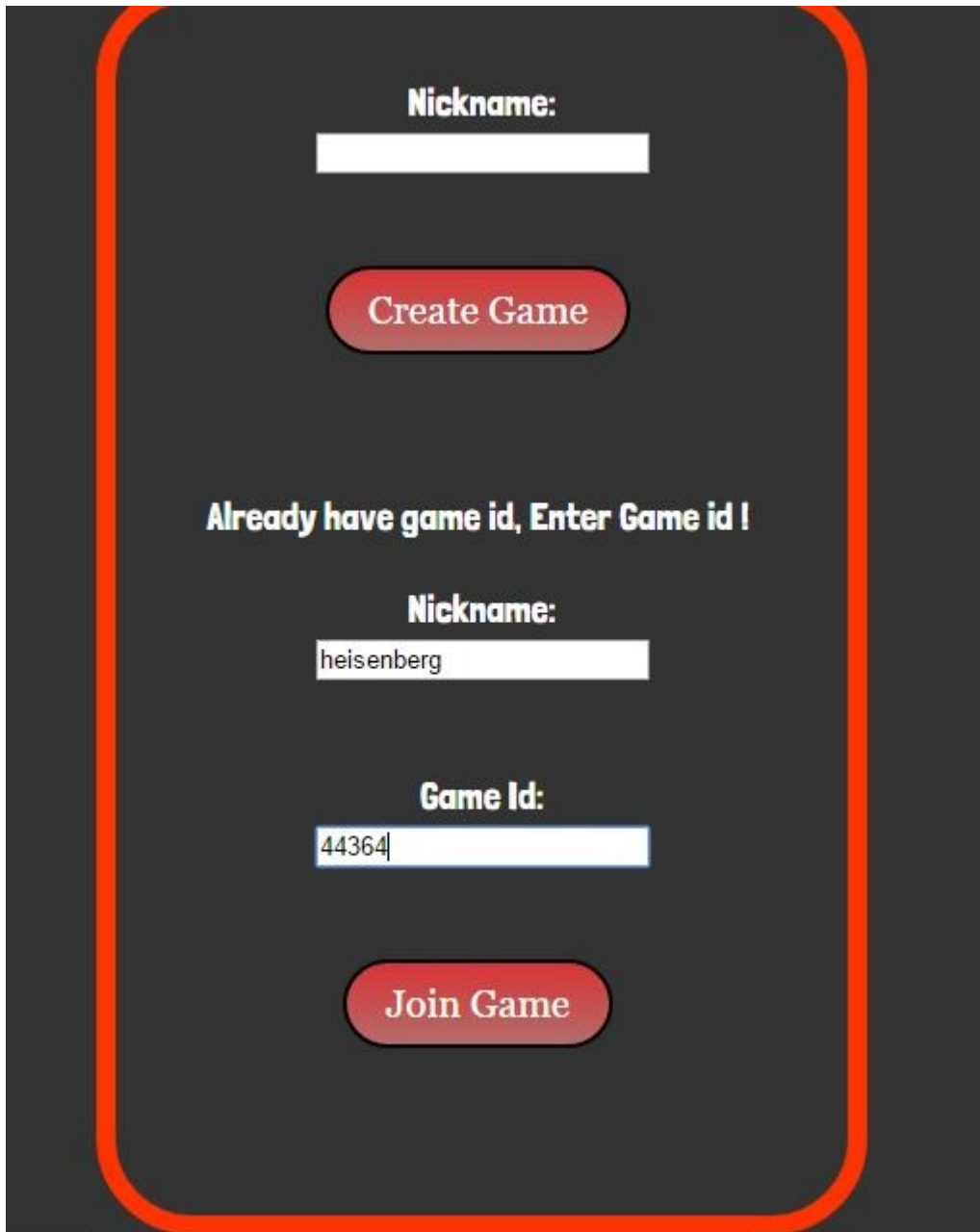
StartGame

Bottom Right Icons: Play, Pause, Volume

Start Game

Click on Start game to begin playing DRisk when all the players have joined.

Join a Multiplayer Game



The image shows a dark gray interface with a red rounded rectangle border. At the top, the text "Nickname:" is above a white input field. Below this is a red button with the text "Create Game". In the center, the text "Already have game id, Enter Game id !" is displayed. Below this, "Nickname:" is above a white input field containing the text "heisenberg". Underneath, "Game Id:" is above a white input field containing the text "44364". At the bottom is a red button with the text "Join Game".

Nickname

Enter the user's nickname.

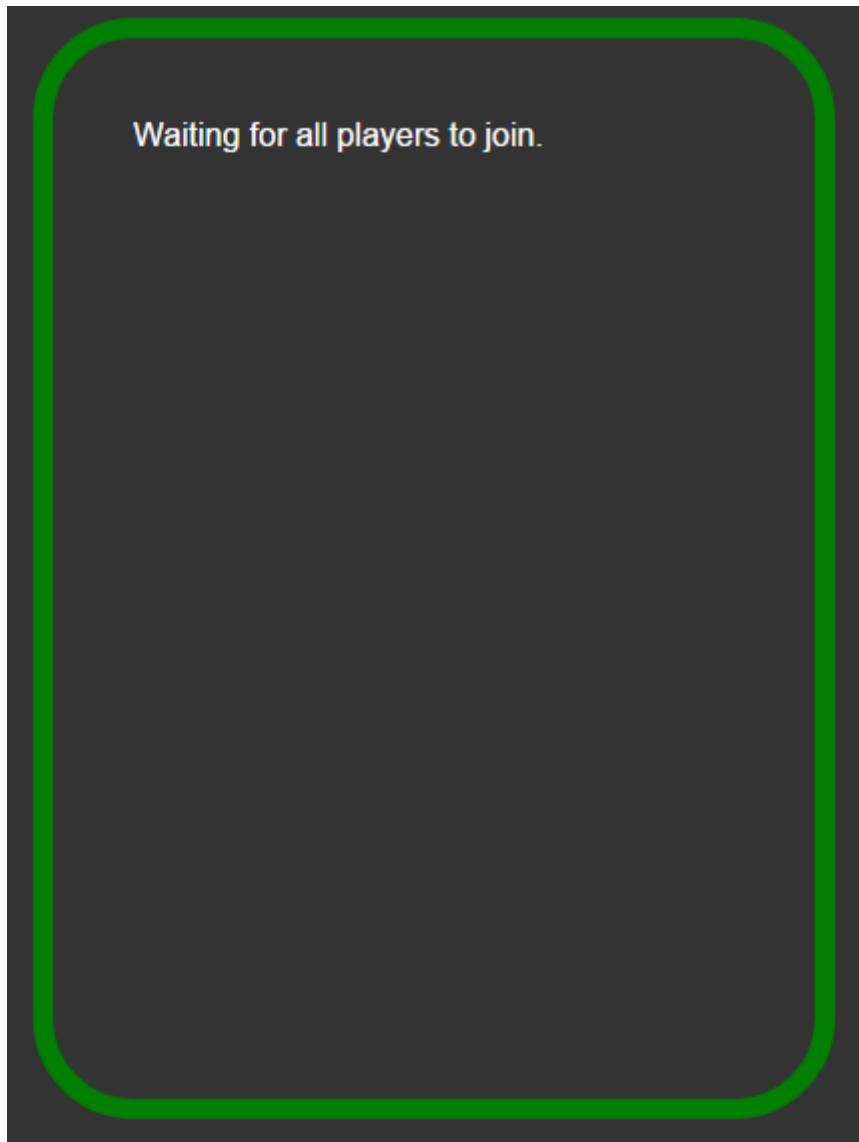
Game ID

Enter the Game ID, if you wish to join an existing game.

Join Game

Click on join game to advance to the next screen.

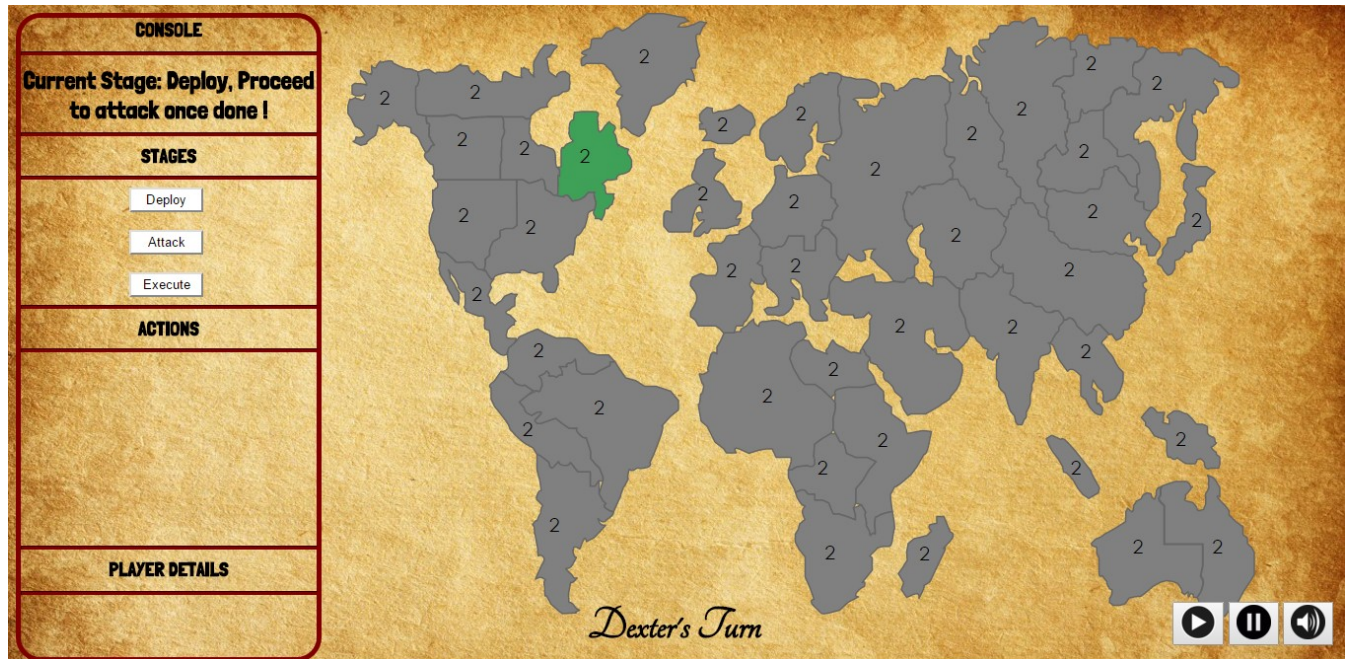
Waiting Lobby



Waiting Lobby

All the players will be displayed this screen until the host chooses to start the Game.

Game Page



Map

The map is the center of attention in a game. The map is simply a collection of territories, where each territory is filled with a color that indicates the player that controls the territory, and a number that indicates how many armies are present on that territory. There are some territories that are neutral and are represented by gray color. The numbers of armies that are present in the neutral territories are two in the beginning and will change as the game proceeds and are occupied by a specific player. All territories controlled by a specific players must keep at least one army on them at all times.

CONTROLS

A player can hover over a specific territory to see which player occupies that territory and how many armies are present in that territory. The name of the territory, the owner and the number of armies will be displayed in the left sidebar at the bottom. DRisk mainly utilizes the left mouse button to do all the actions to control the various phases of the game.

PHASES

Each turn goes through three phases: Deploying Armies, Attack/Transfer, and Execute. These buttons can be seen on the left side of the main map once you start the game.

Deploy is mainly to deploy your armies in the territories. Each turn, you receive new armies that you can add to territories you control. When a player is in a deploying phase he will be given a total of five armies which he can deploy in the territories controlled by him. Once the player reaches the limit of 5 armies he has to move to the next phase by clicking the next phase and then the attack phase to start attacking the neighboring territories. The deploying of the army can be done by the left click of the mouse on the territories the player wants to deploy. Once an army is deployed in the territory the count of the army will increase in that territory by one, which can be seen on the territory as well as on the sidebar by hovering over the territory.

Attack is for attacking the neighboring territories.

Execute is for finalizing your turn. The Next phase has to be clicked whenever you want to move to the next phase i.e. from deploy to attack to commit.