

# Code Review Game Users Manual



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## 1. Installation

There is no need for installation. User can access the game from web browsers with an internet connection.

## 2. Login/Sign up

Upon first visiting the website, users see the login/sign up page where they can create an account for themselves and join on the ride. In order to use the full features of the website, a user must be logged with a registered email account. If user has an account, he/she can login to the system by registered email and password.

For the sign up, the user should have a valid e-mail address. After entering username, password and email, user receives verification mail. After verifying the email address, he/she can login to system with username and password.

## 3. Dashboard

Users will be directed to a dashboard when logged in to their Code Review accounts. According to user types, the features will vary.

### 3.1 Instructor

Instructors can post challenges. Instructors will enroll in their classes by using ID's, so that they can post challenges for their classes.

### 3.2 Student

Students can solve challenges. Students will enroll in their classes by token that teacher provided..

## 4. Student Game Modes

From their dashboards, students will be able to start challenges appointed to them by their instructors.

- Pinpoint Defects
- Pick & Unpick Defects

## 4.1 Pinpoint Defects

The goal is to mark defects and to do that the player has to follow some steps. The player has to be sure that there is some code selected in the code area. The player can click the given defect types in Defect Palette. In the code, the excerpt will be highlighted and the defect will be added to the list in the sidebar, having a border with a certain color according to the selected severity and the description equal to the selected type.

Defect Categories:

- Functionality
- Complexity
- Naming
- Comments
- Style
- Consistency

## 4.2 Pick & Unpick Defects

A player simply picks or unpicks a defect according to the available option for the defect that depends on its current state. If the defect is picked, it will be colored on the list and marked on the code in a bright color, with the available option being to unpick. If it's unpicked, it will be gray on the list and marked with a darker color on the code, while the available option is to pick the defect.

After a student is done with their challenge, they can press the "submit" button to complete their submission.

## 5. Instructor Mode

From their dashboards, instructors will be able to create pathways and add a variety of challenges.

- The instructor will upload the code script or create pathway by indicating its programming language and enter the defects into the system.
- Rankings and statistics will be shown in a table and the winner of the challenge will be stated at the end of each challenge. Class results will be visible to all participants of classroom

### 5.1 Create Pathway (Teacher)

The teacher creates pathways that include several challenges in different levels. Teacher will assign created pathways to classrooms. Students won't be able skip a level without solving the current one.

After the deadline, the instructor can review the students' scores.