

skirmesh.net

Device Status Guide

June, 2021

This document outlines the different device and gameplay modes of the Skirmesh System. Use this document to decipher what the lights and statuses mean for the devices.

Player and Team Registration Modes

1. Player Query Mode

Player Query Mode Query mode gives the Team and Health status of an RFID wristband. We don't expect Player Query Mode to be used during gameplay, rather it be rarely used as a troubleshooting mode to see how a wristband is registering in the system. For example, if a player's wristband is not receiving an expected response during gameplay, you can check the wristband's status in Player Query Mode to see how the wristband is registering in the system.

When in Player Query Mode, the upper right light will be illuminated, as shown in Figure 1. To check the status of a wristband, hold the wristband against the device until all of the lights illuminate, from left to right, with a TEAL appearance as shown in Figure 2.

Once the lights are fully illuminated, there will be a short 3 second response from the device, then it will indicate their Team and Health (dead or alive) status.

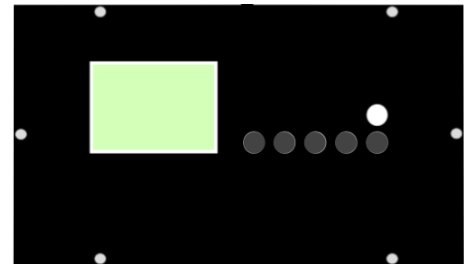


Figure 1

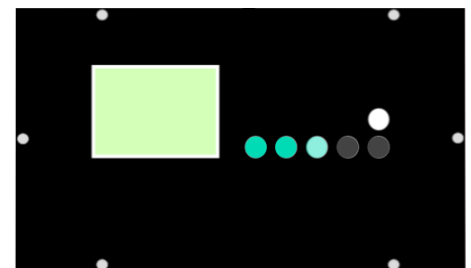


Figure 2

The first three lights indicate the team and the fifth light indicates the health status. In the case of the device in Figure 3, the player is on the BLUE team and is DEAD.

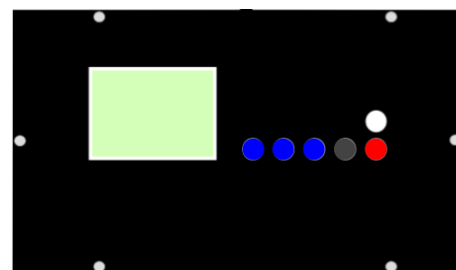


Figure 3

2. Team Registry Mode

Prior to the beginning of every game, every wristband being used by a player in the upcoming game must be registered to a team so that the player's points are counted to the correct team. This process must be repeated prior to every game. Registering a wristband to a team is accomplished by placing a device into Team Registry Mode then holding the player's wristband against the device designated for the team. Use two or more devices in Team Registry Mode to register each player to their respective team prior to gameplay.

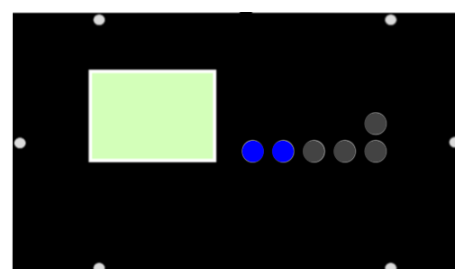


Figure 4

Devices conFIGured to register players to a particular team are identified by the first two illuminated lights. An example is indicated in Figure 4.

Holding a player's wristband on a device in Team Registry Mode will instantly register the wristband to the corresponding team. An indication of success will be both a brief "chirp" and illumination of the rightmost two lights in the color of the team to which the player is registering.

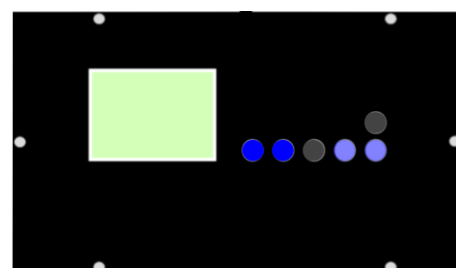


Figure 5

Swiping the wristband takes only a fraction of a second and is the most important part of any game. Player wristbands not properly registered to a team associated with the game mode in play will not be able to participate in gameplay. This is the most common cause of incorrect responses from devices during the day - ensure players register onto a team at the start of every game.

Game Play Modes

1. Medic Station

Medic Station is a game play mode that allows players to declare themselves dead and then become healed. Users declare themselves dead then wait to be healed by using their wristband to interact with a device in Medic Station Mode. A device in Medic Station Mode can be identified by a single lit light in the upper right corner as indicated in Figure 6. A Medic Station will typically be placed at a team's spawn point.

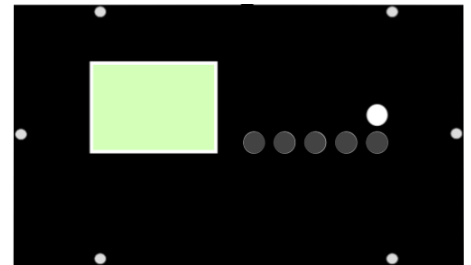


Figure 6

A player interacts with a device in Medic Station Mode by holding their wristband against the device until all of the lights illuminate, from left to right, with a TEAL appearance as shown in Figure 7.

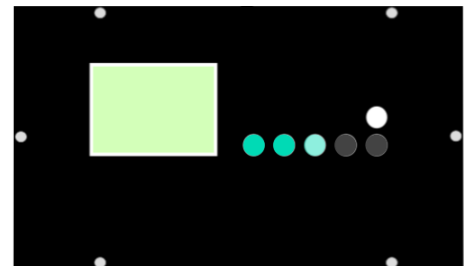


Figure 7

When a healthy player is hit, they report to their team's Medic Station then declare themselves dead by "checking in" as DEAD at the Medic Station. A healthy player declares themselves DEAD by holding their wristband against the device until they receive all RED lights. The DEAD player must wait the predetermined amount of time before they are considered healed and can return to gameplay. A player waiting to be healed can scan their wristband on the Medic Station to see how much time is remaining to be healed; time remaining to heal will be displayed by the lights in a fraction. All RED lights indicate that you were just killed and have the full heal time remaining. Four out of five lights mean that the player has 80% heal time remaining, and so on.

A player will know that they are fully healed and ready to return to gameplay ONLY when they receive ALL GREEN lights in response to checking their Medic Station, as indicated in Figure 8.

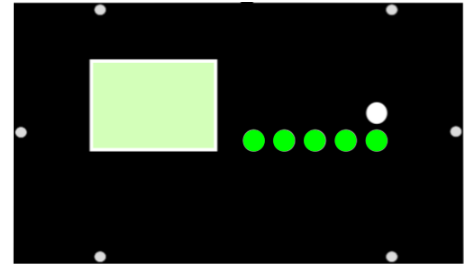


Figure 8

WARNING: If you check your medic status after receiving ALL GREEN, the system will think you are checking back in because you were killed and you must wait another cooldown cycle before resuming gameplay.

2. Bomb

Bomb is a game playmode that allows players and teams to plant and disarm bombs. A device in Bomb Mode can be identified by all lights in an ORANGE color, as indicated in Figure 9.

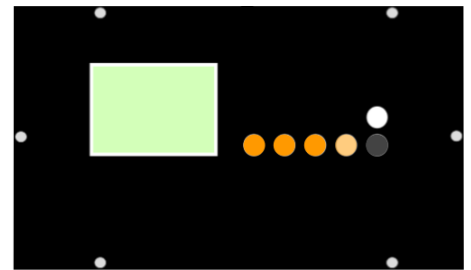


Figure 9

Typically, one or more bombs will be placed in the field where one team will try to arm/detonate the bomb(s) and the opposing team will try to disarm the bomb(s).

When the arming team interacts with a device in Bomb Mode, there will be a brief chirp and RED lights will illuminate - the Bomb is now considered armed. The lights will illuminate from the right to indicate the timer reaching detonation over the predetermined amount of time.

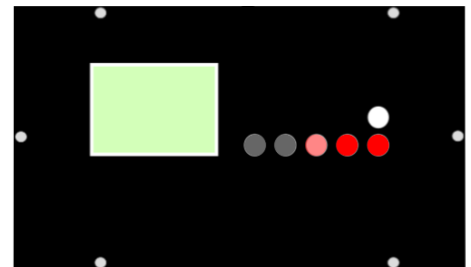


Figure 10

Once all lights have turned RED, the Bomb “explodes:” all the lights flash and the siren sounds. Depending on the length of time set on the timer, it can take a while before RED LEDs are noticeable - don’t try to “re-arm” the bomb - you’ll only disarm it in the process. The bomb is disarmed in the same manner it is armed.

3. Capture Point Mode

Capture Point Mode is a gameplay mode that allows teams to “capture objectives,” throughout the field of play, which then accrues points for their team. Devices in Capture Point Mode are identified with no lights, as indicated in Figure 11. Capture Point Mode is the primary and most widely used gameplay mode of all available gameplay modes.

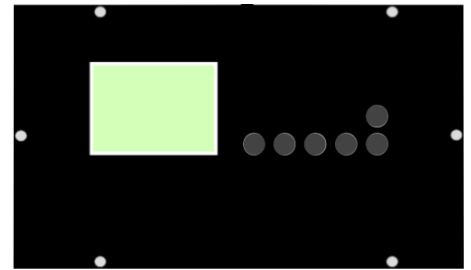


Figure 11

During a Capture Point Mode game, a player “captures,” an “objective,” by briefly holding their wristband against the device, initiating the capture sequence. Once a player initiates the capture sequence, one of two things will happen:

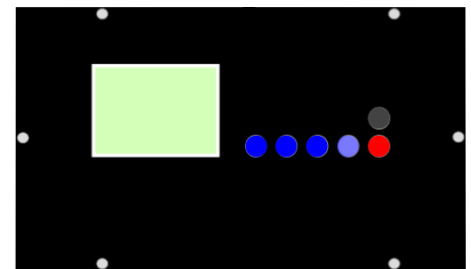


Figure 12

1. If the objective was not previously held by the opposing team (i.e. a new game), the objective will immediately go under control of the assaulting team.
2. If the objective was under control of the opposing team, the lights will begin to flash and change color to the assaulting team’s color. This is known as the *stabilization* period. The stabilization time varies based on game settings; additional team members may assist in capturing the objective by holding their wristband next to the device, therefore reducing the stabilization time and time to capture an objective. In the example in Figure 12, the BLUE team has taken control from RED because four of the five lights are BLUE, they are at least 80% stabilized.

During the stabilization period, if the original owning team re-captures the objective, they only need to pay back the time lost to the assaulting team. In the example in Figure 12, the RED team would need to re-stabilize the 80% lost to the BLUE team.

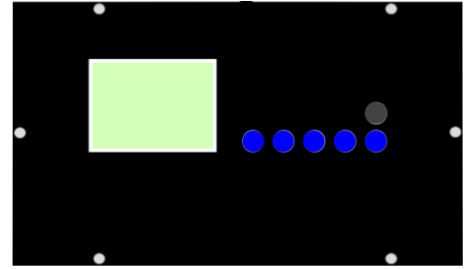


Figure 13

When an objective is fully stabilized and in control of a team, the lights will be solid and lit in the owning team's color as shown in Figure 13. Only during this period will any team earn points from time held on an objective. i.e. an objective must be stable to award points for control.

An explicit winner is not defined from points or control. It is up to the field to decide the metric to determine the winner. Popular options include who controls the most at the end, raw points accumulated, or control of a specific point at the outset.