UNIVERSITY OF NAMUR

INFOB312 INFOB318

User Guide: TTMC

April 2022

CARBONNELLE Marie

Contents

1 Introduction

1.1 Description of the project

This project is the online version of a board game which is already physically marketed under the name **Tu Te Mets Combien (TTMC)**. As you will see in the following subsection, the main goal of this board game is to answer questions correctly, according to themes and levels of difficulty. The reason why an online version has been designed is for educational purposes. The intended application was for teachers to create their own games, where they would decide on questions and topics for their students. A way to learn while having fun with a little challenge.

1.2 Description of the game

The game is quite similar to the famous game Trivial pursuits. One of the aspects that differentiates the two games is that players, depending on their affinity with the theme announced, can choose the level of difficulty that suits them. Here are the different steps of a typical game:

1. A theme is announced for all the players.
2. Depending on the affinity players have with the theme, they choose the level of difficulty knowing that the harder the chosen level, the more points they will earn.
3. Depending on the chosen level of difficulty, all players receive their personalized question.
4. All players propose an answer for their question.
5. Players who are right receive the amount of points they deserve.
6. Go back to point 1 until there are no more themes available.

1.3 System requirements

Unfortunately, this application has not yet been deployed on a domain. This being said, the web application can only run locally, on your own computer.

To do this, you will need the source code of the project which you can find here:
https://github.com/UNamurCSFaculty/2122_INFOB318_TTMC-educatif

Some modules are needed to run the application properly. Please follow these steps to install them:

1. Use a terminal to go to the code folder, then to the project's web subfolder.
2. To install the requirements, use the command:

```
1  pip install -r requirements.txt
```

3. To launch the project, use the command:

```
1  python run.py
```

The web application will then be launched locally on your computer on the port http://127.0.0.1:5000 or your computer.

1.4   License

This project is distributed under an MIT license. This type of license is designed for free and open source software. Since this license is very lenient, here are all the rights you have on the software:

- Copy it.

- Modify it.

- Publish it

- Distribute it.

- Sell it.

- Incorporate into another license

Note that your only obligation is to include the license and copyright notice in all copies.

2 How to get started?

2.1 HomePage
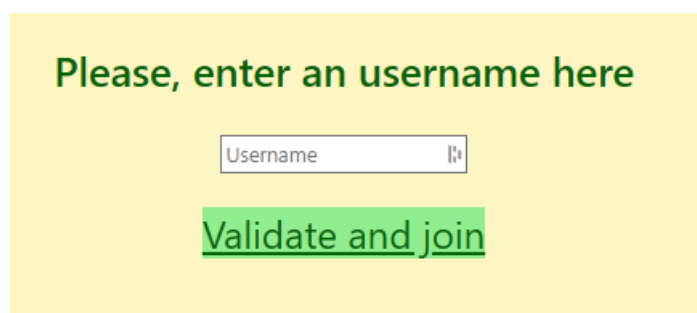
2.1.1 Join a game

One of the requirements for that online version of TTMC is that creating an account is optional to participate in a game organized by a teacher. Only the game code, which will be shared by the teacher, is needed to play.

Faced with the home page interface above, you can simply enter the code of the game you wish to join in the bottom search bar, and then press Join to join the game. A game with the "physics" code is provided by default.

After that, you should be welcomed with this, in order to distinguish yourself from other players during the game.

If everything went according to the plan, you should be welcomed with a page that explains the rules.

You're now ready to play! The flow of the game will be more detailed in the section Flow of a game.

2.1.2 Creation of an account

If you want to create an account, which is mandatory if you want to create your own game, please follow the following steps:

1. Click on the **Sign up** button which is located in the task bar of the homepage.

2. Fill in the information requested by the interface (see below).
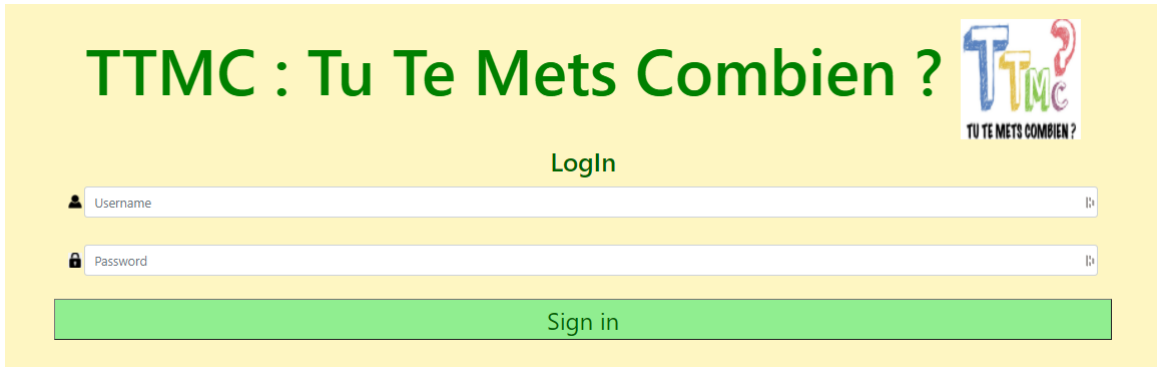
3. Click on **Create account** .

You should arrive on the same homepage as before, but with different options in the taskbar.

Now that your account is created, if you ever decide to log out, you can simply retrieve your games by logging in using Sign in , and fill in the following information.

3   Game Creation

First of all, having an account is necessary for this step. To create one, refer to subsection Creation of an account.

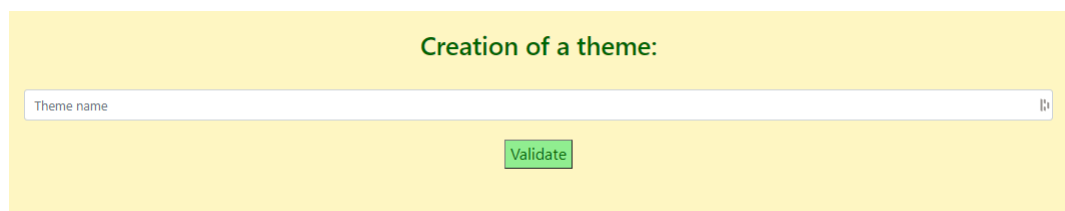Once this is done, you can follow these steps:

1. Click on New game , and start by filling basic information about your game.

2. Enter the name of the theme you want to add.

3. Given the theme and difficulty level, fill in the information for the questions you want to create like below.
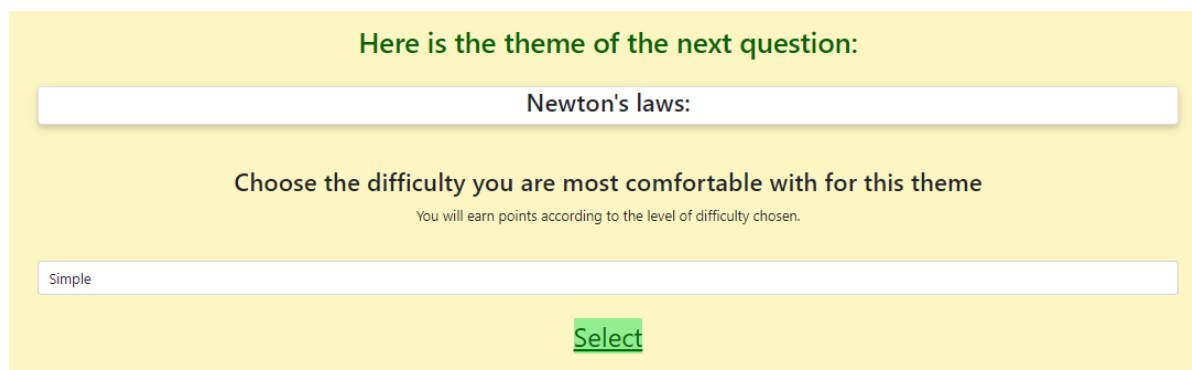
4. Create as many questions as there are levels of difficulty.

5. Go back to **step 2** if you want to add another theme.

6. When you have created as many themes as initially defined, the game will be created, and a specific code for this game will be provided.You are now ready to share this code with everyone.

4 Flow of a game

Here is a step-by-step description of the game.

4.1 Display of a theme

At first, the same theme will be displayed for all players.
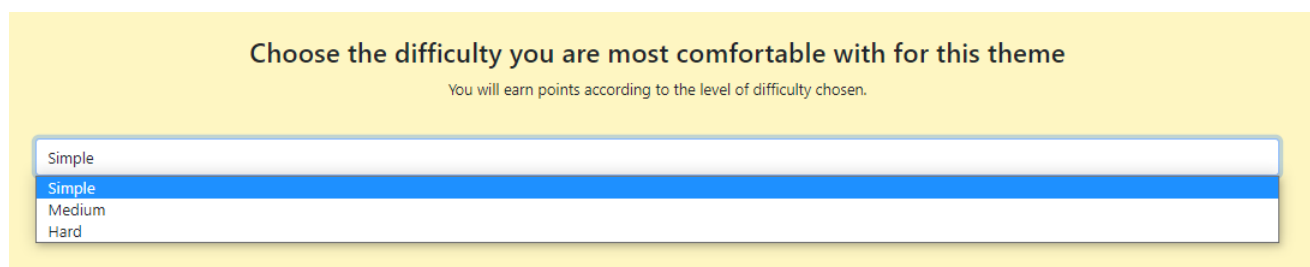
4.2 Difficulty choice

You will then have to make a choice about the level of difficulty you want. The more difficult level you choose, the more points you will earn. But be careful, don't overestimate your skills.

4.3 Display of a question

Depending on the chosen difficulty, a question will be proposed to you. Read the statement carefully, and answer as best you can.

4.4 Correction of the question

After each question, you will be given a correction. If you have answered correctly, the number of points earned will be displayed. If not, a message will warn you that you have not earned any points for this question.

4.5 Podium

After each question, you will have access to the players' ranking. This will allow you to see where you stand in relation to the other players, and to adjust your strategy.

Podium:

Number	Username	Number of points
1	Player number 1	70 points
2	Player number 2	50 points
3	Player number 3	30 points

Next theme

4.6 End of the game

As long as there are still themes available, you can go back to the subsection Display of a theme and follow the steps again in the same order. But once all themes have been played, the game ends. The last podium displayed is the final podium. Good luck!

5   Other features

5.1   Profile

5.1.1   Profile access

You can access your profile by hitting My profile.

You see now three possible actions:

1. Update my profile

2. Update my password

3. Delete my account

5.1.2   Profile update

You have the possibility to change your surname, your name and your email. To do so, update this information like in the form below.

5.1.3 Password update

The same goes for the update of your password.

5.1.4 Account deletion

This button, as the name indicates, will delete your account. Be informed that there is no turning back. All personal information that was stored in the database will be deleted, along with your games.

5.2 Access games

If you want to access your games, just press My games . This will give you access to all the games you have created. For each game you have the possibility to:

- Launch it in a synch.

- Launch it in an asynch.

- Access the results.

- Modify it.

- Delete it.

6 TroubleShooting

6.1 The page does not load

Please, make sure you have previously installed the requirements as explained in the subsection System requirements. If that does not fix the problem, feel free to send me an email (cfr Contact).

6.2 I can not create a game

Please make sure you have created an account. You can follow what is explained in the subsection Creation of an account.

7 Contact

For any questions or additional information, please send an email to this address: `marie.carbonnelle@student.unamur.be`

8 End Notice

This project is sponsored by Nicolas Matton, a computer science researcher.