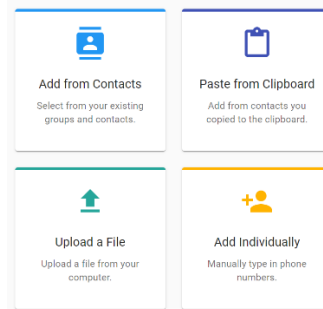


How an admin might text players access codes:

- Text-Em-All

- One way that we might be able to send players access codes is by using a service called “text-em-all”, <https://www.text-em-all.com/>. To be able to send messages, however, it does require an upgrade from the free account which is 5-9¢ or monthly for \$10.
- The way that we choose the recipients of a text message is by either adding from contacts, uploading a file, or adding each person individually.



- Do not know if this would be the best solution since, we would have to pay a monthly fee for it, but it does seem like the easiest solution.
- We would have to automatically upload the numbers which could be time consuming, i.e., uploading a CSV file with all the users so we get their numbers.

<input type="checkbox"/>	Phone Number	↑ Name by first name	Notes
<input type="checkbox"/>	(276) 614-0311	Ben Smith	smithbh2@jetsu.edu
<input type="checkbox"/>	(423) 444-1897	Caleb Hammond	hammondcl@jetsu.edu
<input type="checkbox"/>	(276) 594-5877	David Edwards	
<input type="checkbox"/>	(423) 343-2993	DJ Jones	jonesdj2@jetsu.edu
<input type="checkbox"/>	(502) 641-5709	Matthew Lockard	lockardm@jetsu.edu
<input type="checkbox"/>	(931) 644-5949	Maxwell Key	keymp1@jetsu.edu
<input type="checkbox"/>	(423) 534-7253	Richard Cashion	cashion@jetsu.edu
<input type="checkbox"/>	(423) 900-6885	Thomas Foreman	foremanlg@jetsu.edu

Took the CSV file from the code.

- Twilio

- Twilio, <https://www.twilio.com/en-us>, is actually put into the code unlike Text-Em-All. Twilio is a “Pay by use” type of service, so basically whatever you use is totaled up then you are asked to pay that. From looking at it, and testing it myself, I believe this would be the best option for us to use in the future.
- It allows us to have customizable messages and can have the users phone numbers as variable in the code which we already have. Overall, Twilio is the best case here still have to pay, but in the long term this would be the best solution.

```

0 references
class Program
{
    0 references
    static void Main(string[] args)
    {
        // Find your Account SID and Auth Token at twilio.com/console
        // and set the environment variables. See http://twil.io/secure
        string accountSid = "AC4d1d75cfc83d245b784ac50cfa9c118";
        string authToken = "89485b42cbce1df30ee1a475bb44de2";

        TwilioClient.Init(accountSid, authToken);

        var message = MessageResource.Create(
            body: "Join Earth's mightiest heroes. Like Kevin Bacon.",
            from: new Twilio.Types.PhoneNumber("+18333596779"),
            to: new Twilio.Types.PhoneNumber("+12765945877")
        );

        Console.WriteLine(message.Sid);
    }
}

```

Figure 1 - Implementation of Twilio