



UWO Survivor Pool Windows and Blackberry User Manual

CS2212, Section 001

Group Project - User Manual

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Group 1

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Table of Contents

Windows Administrator Section

1) Screens	pg 1
a) Login Screen	pg 1
b) Main Screen	pg 2
2) Starting the Program	pg 3
3) Menu Bar	pg 4
4) Status Bar	pg 6
5) Players	pg 8
a) Adding A Player	pg 9
b) Editing A Player	pg 11
c) Deleting A Player	pg 12
6) Contestants	pg 13
a) Adding A Contestant	pg 14
b) Editing A Contestant	pg 15
c) Deleting A Contestant	pg 17
7) Questions	pg 18
a) Add A Question	pg 20
b) Edit A Question	pg 24
c) Delete A Question	pg 25

Table of Contents

Windows Administrator Section (continued)

8)	<u>Manage Eliminations</u>	pg 26
a)	<u>Declare Ultimate Winner</u>	pg 29
b)	<u>Edit Ultimate Winner</u>	pg 31
c)	<u>Declare Weekly Elimination</u>	pg 32
d)	<u>Edit Weekly Elimination</u>	pg 32
e)	<u>Refresh Table</u>	pg 32
9)	<u>Manage Scores</u>	pg 34
a)	<u>Update Scores</u>	pg 35
10)	<u>Ending the Game</u>	pg 36

Table of Contents (continued)

BlackBerry Section

1) Login	pg 38
2) BlackBerry Main navigation	pg 39
3) Standings	pg 41
4) Questions	pg 42
5) Contestants	pg 43
6) Choosing an Ultimate Winner	pg 44
7) Making a Weekly Pick	pg 45
8) How Survivor Pool Works	pg 46

Introduction

Administrator User Interface

The Administrator User Interface provides the ability to construct the Survivor Game from the background. This includes the full access to the creation and editing of Players, Contestations and Questions.

Blackberry User Interface

The Blackberry User Interface provides a medium through which Players of the Survivor Game can interact and play the game.

Windows Administration

Screens

Login Screen



Screens (continued)

Main Screen



Starting the Program

Opening from Eclipse

Link to Download Eclipse: <http://www.eclipse.org/downloads/>

1. Import the Project as a Java Project.
2. Locate and Open the file Login.java
3. Click Run.
4. Click the 'Proceed' Button (*highlighted in Figure 1.0 below*) at the Login Panel to proceed to the Main Screen.

Opening from the JAR File

1. Run the Program.
2. Click the 'Proceed' Button at the Login Panel (*highlighted in Figure 1.0 below*) to proceed to the Main Screen.



Figure 1.0

Menu Bar

The Menu Bar (*highlighted in Figure 2.0, located below*) is located to the top of the program's Main Screen after you have logged in.

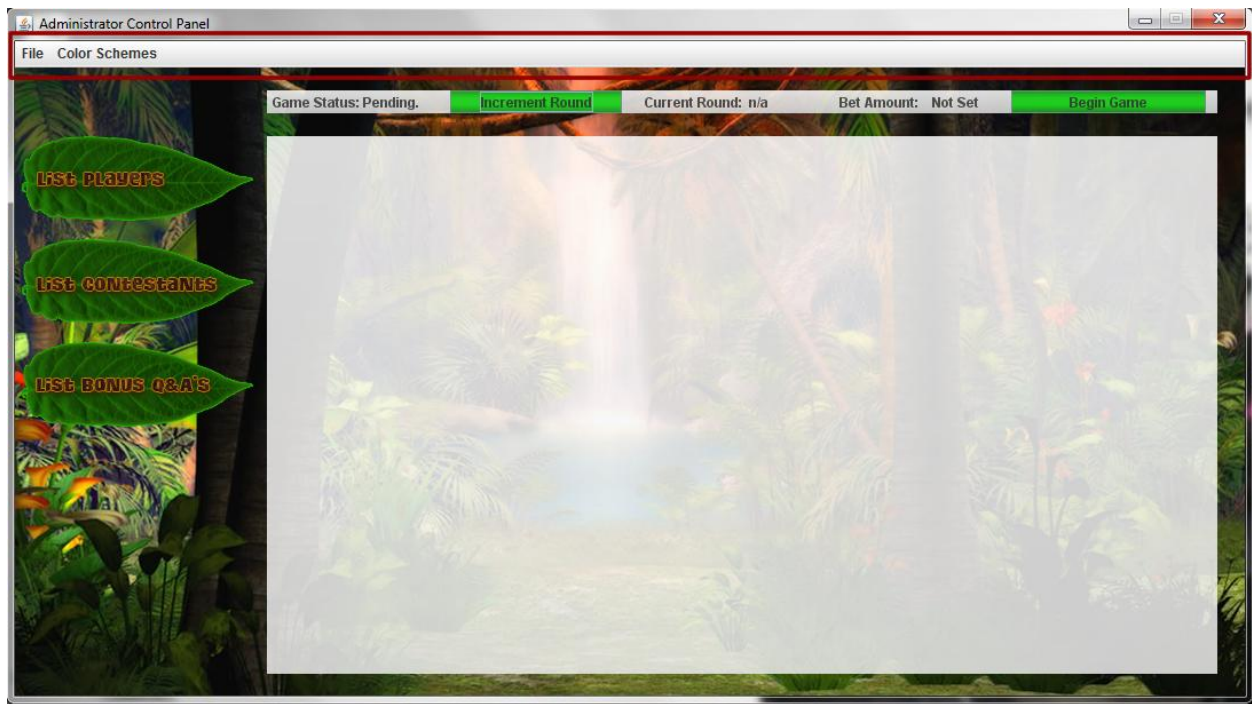


Figure 2.0

Menu Bar (continued)

There are 2 (two) Parent Menu Items: File and Color Schemes; each containing sub-menu items. Their functionality descriptions can be found below.

*(NB that the format used for the titles below is as follows: "**Main Menu Item**" > "**Child Menu Item**")*

File

File > New Game

This deletes the data stored by the program and initializes a New Game.

File > End Game

This option Ends the Game

File > Quit

This option exits the program.

Color Schemes

Color Schemes > Theme 1 - Jungle

This option enables the 'Jungle' Theme, featuring a Jungle designed User Interface.

Color Schemes > Theme 2 - Paradise

This option enables the 'Paradise' Theme, featuring a beach-esque User Interface.

Color Schemes > Theme 3 - Caterpillars

This option enables the 'Caterpillars' Theme, featuring the Program's development team in a Caterpillar inspired User Interface.

Status Panel

The Status Panel is located to the top of the upper right corner of the Main Screen, beneath the Menu Bar. (See Figure 3.0 below).

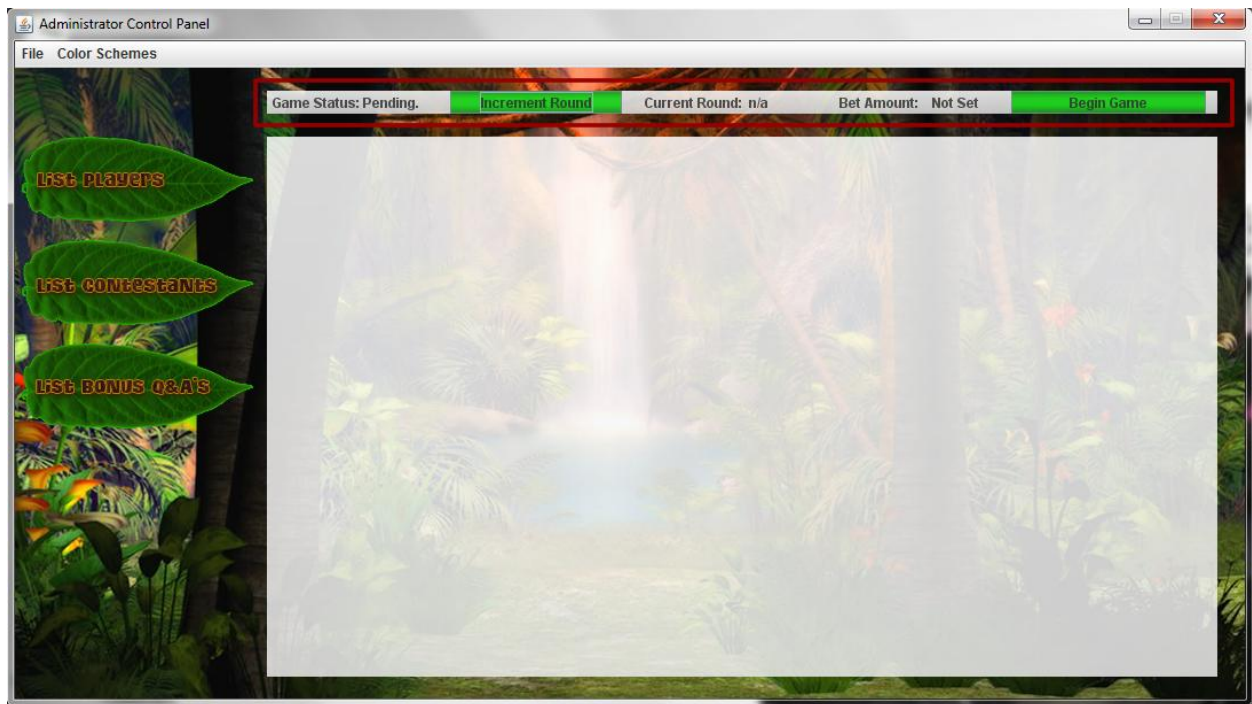


Figure 3.0

Status Panel (continued)

The Status Panel provides the Administrator with the following information and functionalities:

- **Game Status** (Text) - This displays the status of the game. The game may be 'Pending' if it has not yet begun; 'Started' if it has begun; or 'Ended' if it has ended.
- **Increment Round** (Button) - This button allows the Administrator to Increment the game's current round.
- **Current Round** (Label) - This displays the current round out of the total rounds in the game. The format is as follows: *(current round)/(total rounds)*
- **Bet Amount** (Text) - This displays the Bet Amount that each player is required to pay in order to be entered into the game.
- **Begin Game** (Button) - This button allows the user to begin the game once a valid Bet Amount is entered into the popup dialog box that follows the activation (of the button).

Notes:

1. If the Game has begun, the '**Begin Game**' button is deactivated.
2. When the game has been declared as 'ended', the '**Increment Round**' button is replaced by the '**Display Standings**' Button which provides the Administrator with the Top 3 Standings for the Game.

Players

This portion of the game is where the administrator will set up players that are participating in the Blackberry aspect of the game. There must be a minimum of 3 players in the game and there is no limit on the number of players allowed.

To access, create and edit all players' general information, click the '**List Players**' button on the left side of the Main Screen. (Refer to Figure 4.0 below).

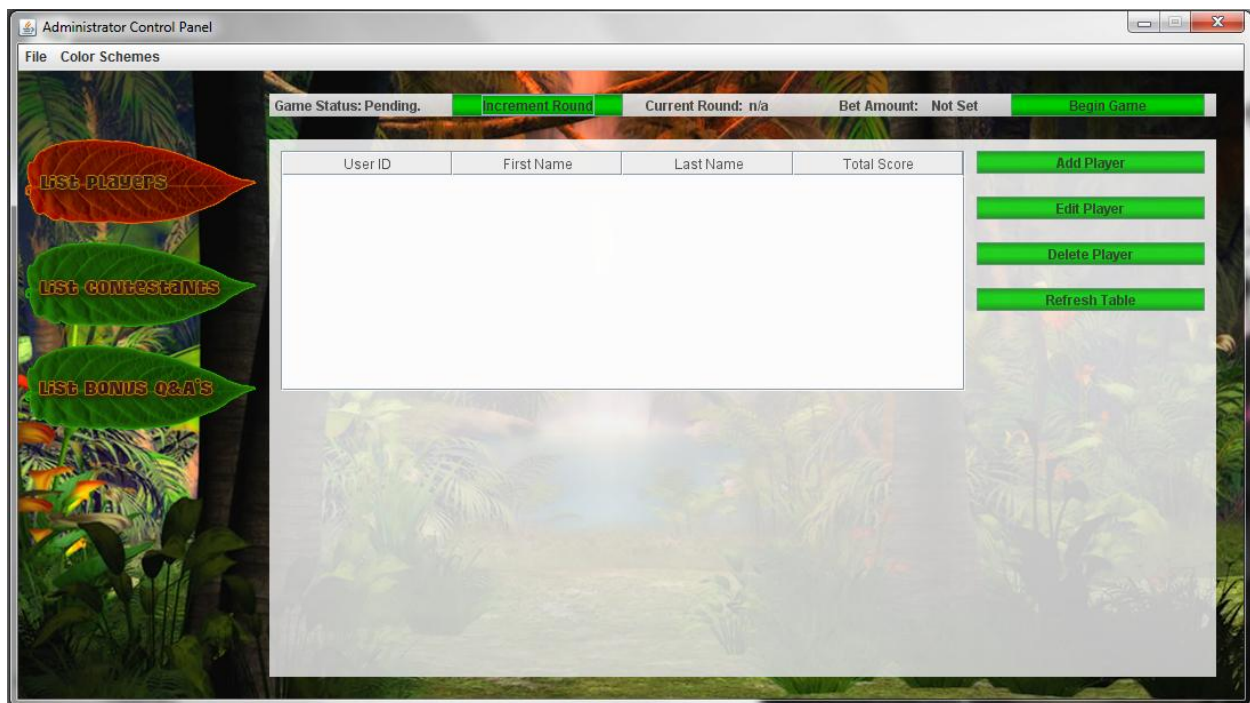


Figure 4.0

NB: If the game has already started, the addition and deletion of player will NOT be permitted.

Players (continued)

Adding a Player

1. Click on the “Add Player” button to the left of the Main Screen.
2. You will see 4 specific text fields show up on the screen, in the inner panel.
(Refer to Figure 4.1 below)
 - a. *NOTE:* The player’s/user’s ID field will not be editable. The program generates an ID for the player to ensure that their ID is unique from the other players.
 - b. *NOTE:* The player’s total score field will not be editable to ensure that they begin the game with 0 points.
 - c. Fill in the first name with 1-20 letters
 - d. Fill in the last name with 1-20 letters
 - e. Click the “Add player to pool” button
 - f. You’ve successfully added a Player to the game!

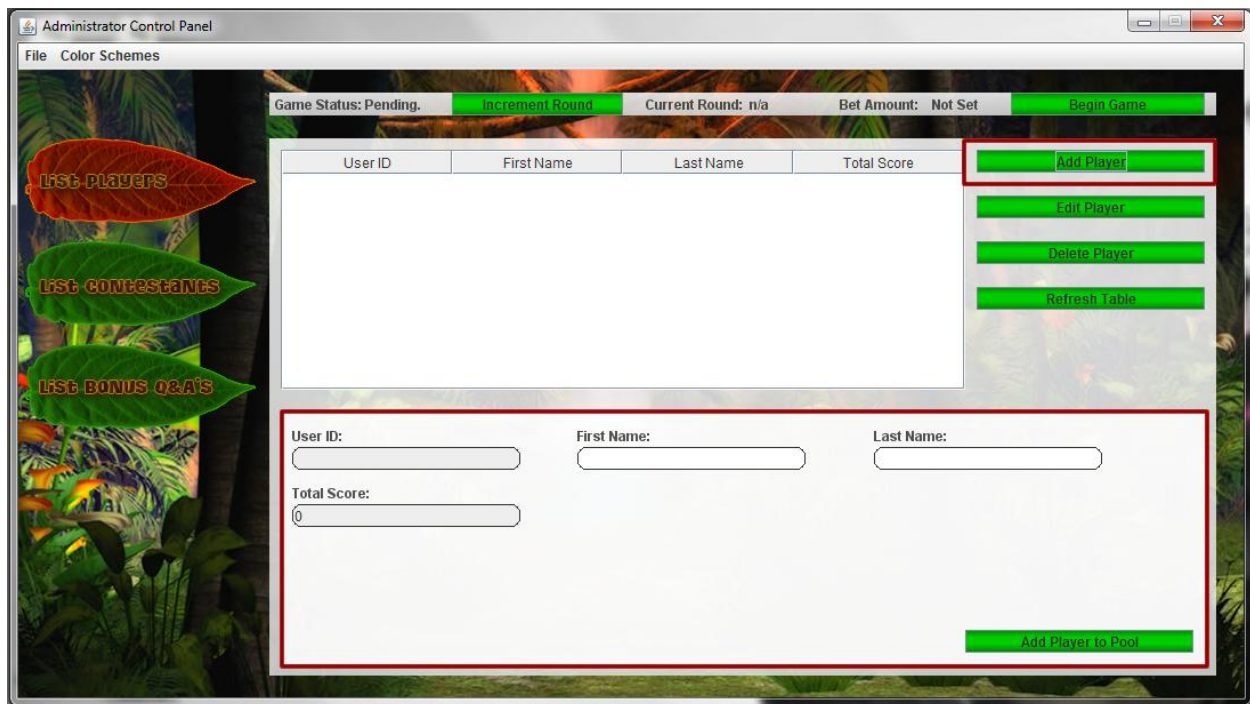


Figure 4.1

Players (continued)

Example of adding a player before starting the game

The player being added is named Jon Smith. (Refer to Figure 4.2 below)

1. Click on the '**List Players**' button (located to the left of the Main Screen) and proceed by clicking the '**Add player**' button.
2. Within the '**First Name:**' text field, type in Jon.
3. Within the '**Last Name:**' text field, type in Smith.
4. Proceed by clicking the '**Add Player to Pool**' button located at the bottom right hand corner of the Screen.
5. The player will have a unique ID generated by the system as well as an initial score of 0.

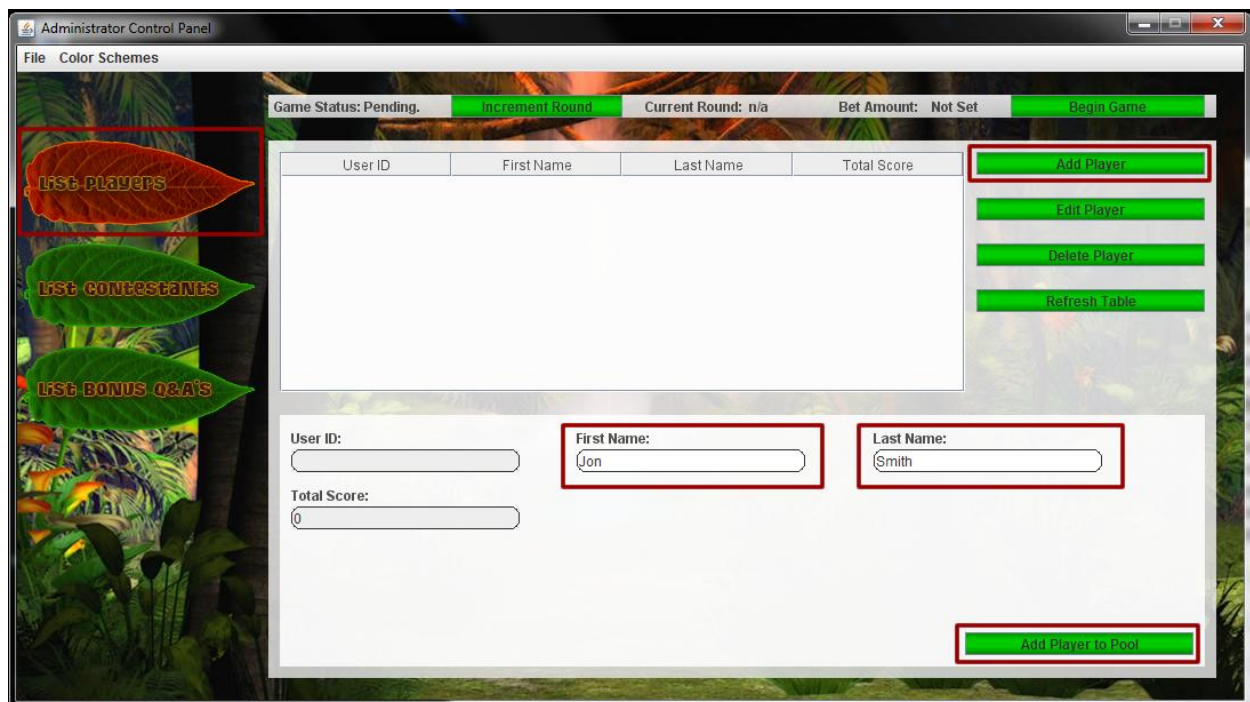


Figure 4.2

Players (continued)

Editing a Player

1. Click on the “Edit Player ” button to the left of the Main Screen.
(Refer to Figure 4.3 below)
2. Fill in the unique ID of the player that you wish to edit.
3. Whether the game has started or not, the administrator may only edit the player’s first and last name.
4. Click on “Edit Player in Pool” button.
(Refer to Figure 4.3 below)
5. You’ve successfully edited a player!

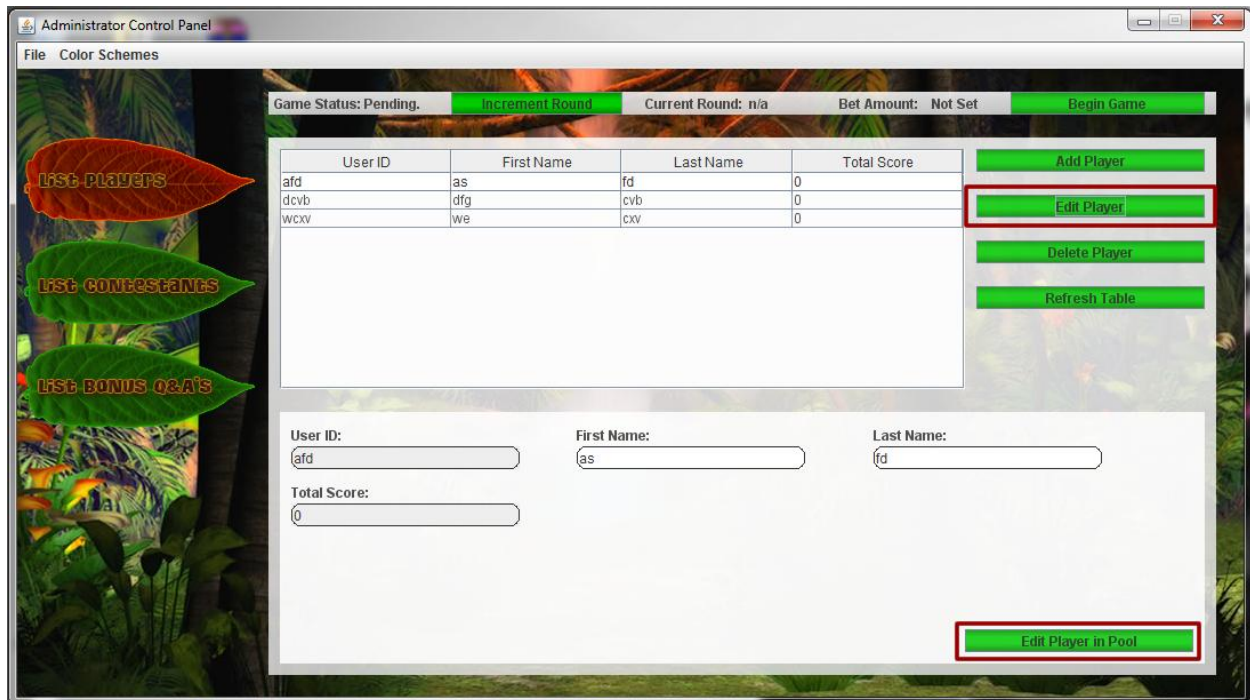


Figure 4.3

Players (continued)

Deleting a Player

1. Click on the “Delete Player” button to the left of the Main Screen.
2. Enter the unique player ID of who you wish to delete within the text field of the popup box and click OK.
3. You’ve successfully deleted a player!

Contestants

This portion of the game is where the administrator will set up Survivor contestants that are participating on the Survivor show. There must be a minimum of 6 contestants in the game and a maximum of 15.

To access all contestants' general information, click the '**List Contestants**' button to the left of the Main Screen.

(Refer to Figure 5.0 below)

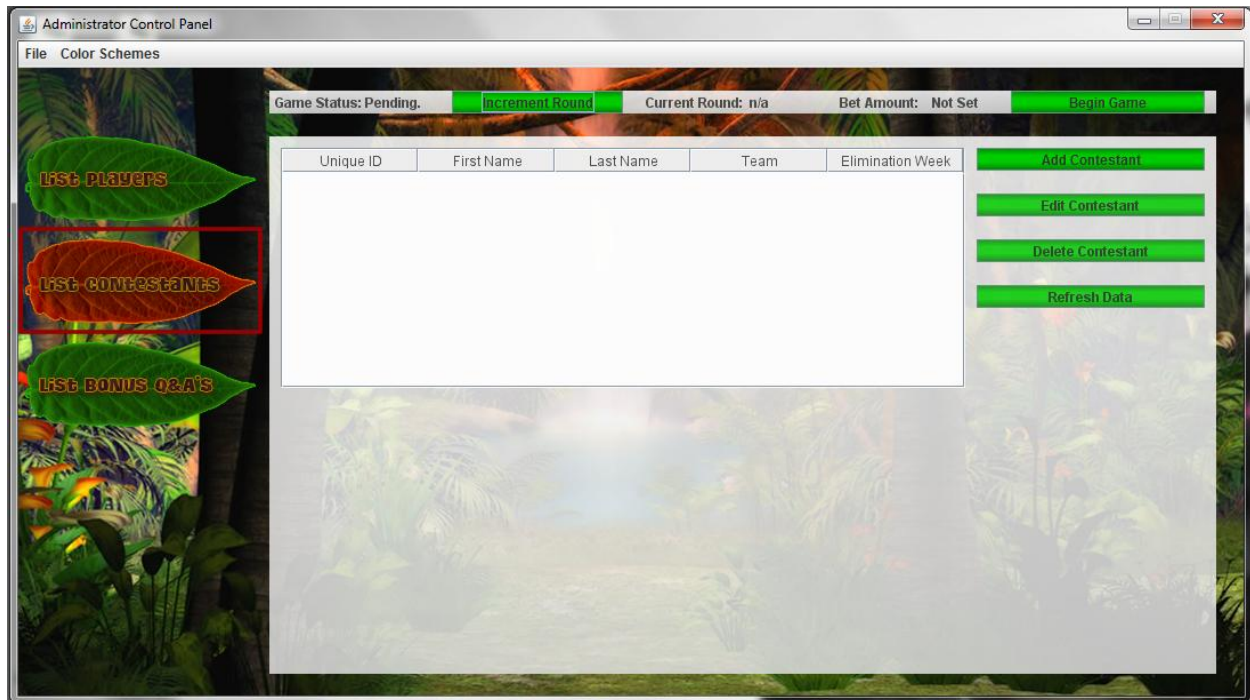


Figure 5.0

NOTE: If the game has already started, then adding and deleting a contestant will NOT be permitted!

Contestants (continued)

Adding a Contestant

1. Click on the “Add Contestant” button to the left of the Main Screen.
2. You will see 4 specific text boxes along with an “Upload Photo” and “Add Contestant To Pool” button show up on the screen.
(Refer to Figure 5.1 below)
 - a. **NOTE:** The contestant ID field will not be editable. The program generates an ID for the contestant to ensure that their ID is unique from the other contestants.
 - b. Fill the first name with 1-20 alphanumeric characters.
 - c. Fill the last name with 1-20 alphanumeric characters.
 - d. Fill the tribe name with 1-30 alphanumeric characters.
 - e. **OPTIONAL:** choose a *.gif or a *.jpg photo for easier identification of individual contestants.
 - f. Click the “Add Contestant to Pool” button.
 - g. You’ve successfully added a Contestant!

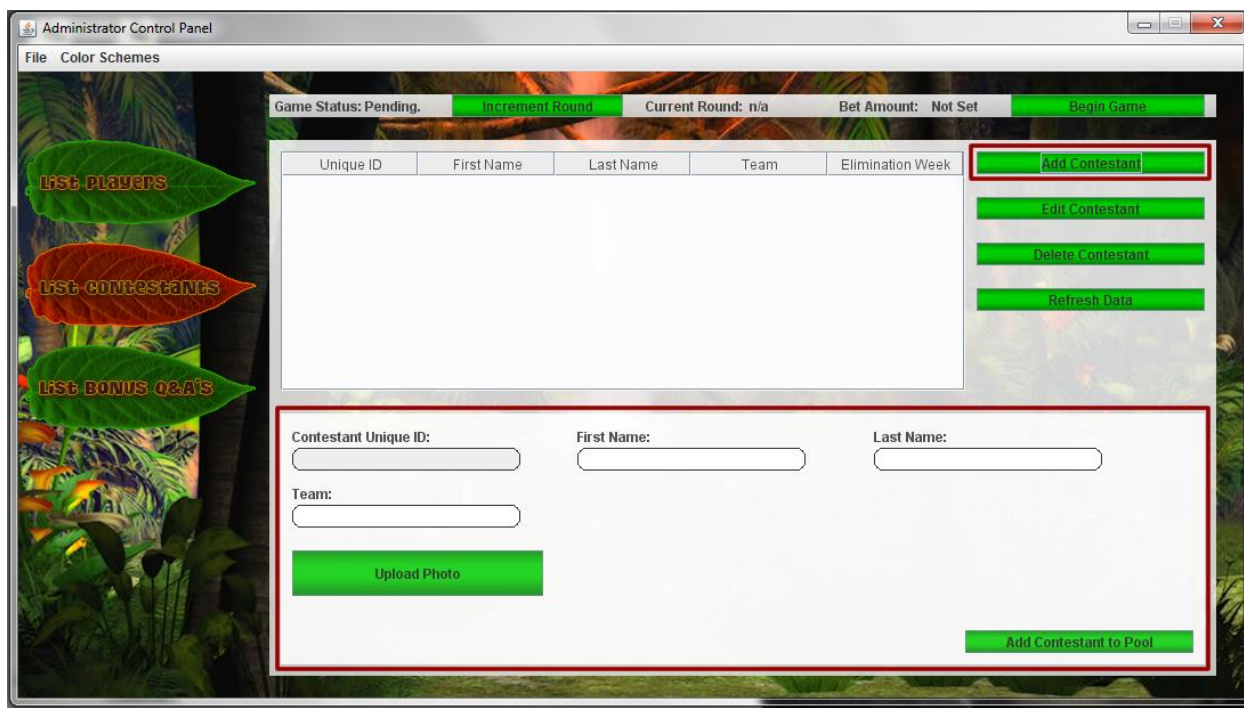


Figure 5.1

Contestants (continued)

Editing a Contestant

1. Click on the “Edit Contestant” button to the left of the Main Screen. Fill in the unique ID of the contestant that you wish to edit.
2. If the game has not started, you may edit the first, last and team name of the contestant as well as the contestant’s photo.
If the game has already begun, then you may only edit the contestants first and last name.
(Refer to Figure 5.2 below)
3. Click the “Edit Contestant to Pool” button.
4. You’ve successfully edited a Contestant!

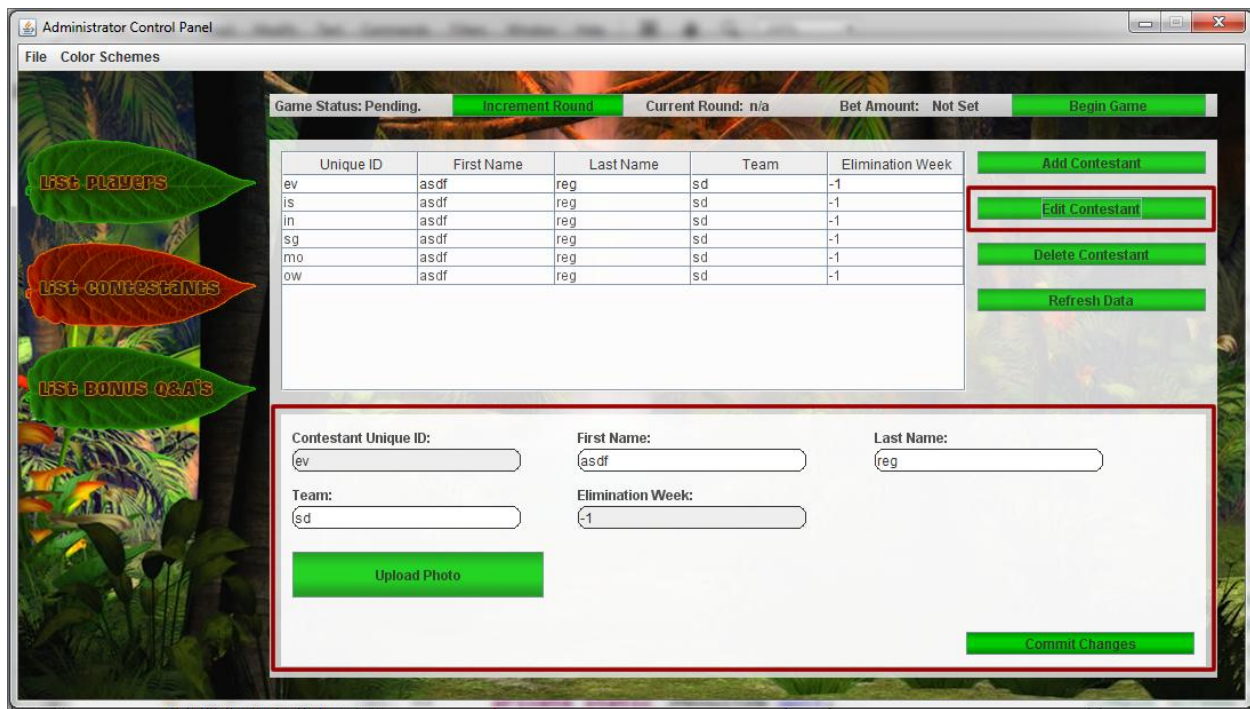


Figure 5.2

Contestants (continued)

Example of editing a contestant before starting the game

The contestant (who has been previously created strictly for this example) is named '**maggie**' '**clark**'. She is on team '**zoomba**', with a unique ID of '**sm**'.

We wish to change maggie's First Name to '**maddie**' and her Team Name to '**boomers**'.
(Refer to Figure 5.3 below)

1. Click on the '**List Contestants**' Button (located to the left of the Main Screen) and proceed by clicking the '**Edit Contestant**' Button (located to the right of the Main Screen).
2. Enter '**sm**' into the text field in the pop-up window.
3. Within the '**First Name:**' text field, type in '**maddie**'.
4. Within the '**Team:**' text field, type in '**boomers**'.
5. Proceed by clicking the '**Commit Changes**' Button at the bottom right hand corner of the Main Screen.
6. The new contestant data will now be reflected in the table.

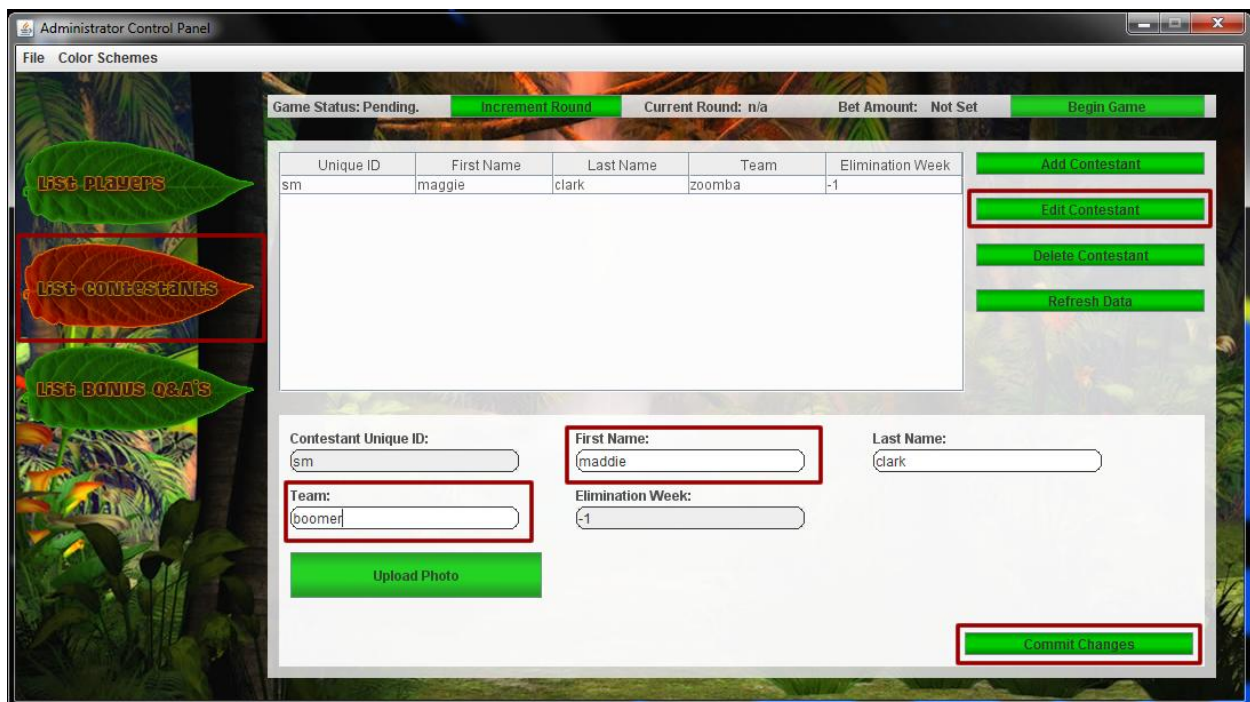


Figure 5.3

Contestants (continued)

Deleting a Contestant

1. Click on the “Delete Contestant” button to the left of the Main Screen.
2. Enter the unique contestant ID of who you wish to delete
3. You’ve successfully deleted a Survivor contestant!

NOTE: All of the information pertaining to the deleted contestant is completely wiped from the system! If you wish to add the contestant back, see **Adding a contestant** section (*Found on Page 14*).

Questions

Overview

On a given week, players are able to earn more points if they can correctly answer trivia questions created by the administrator. *Each correctly answered question is worth 10 points.* These questions (and their respective answers) are added by the administrative user on Administrator Control Panel.

Questions come in two varieties: *short answer and multiple choice*. Short Answer questions only one answer option (which is the correct answer). Thus the user will have to type into a text field to provide their answer to such a question. A multiple choice question will always have a correct answer, but it will have at least 1 wrong answer, and at most 4 wrong answers. Thus each multiple choice question has between 2-5 answer options. To select an answer, the user will have to select their choice from the prompted set of answer options.

Each round can have many question, each uniquely identified by their respective Round.QuestionID#. This field is a compact representation of the Round Number, as well as the QuestionID#. This id is created in a such a way that one id will only ever refer to one question at any point during the game - thus there can be no ambiguity.

So for example, if the *Round.QuestionID#* field was 3.23, this would mean that the question belongs to Round 3, and has id number 23 within that round.

Before the Game

The administrator is allowed to add questions for Rounds 1, 2 and 3. Once the game is started, these questions will still exist, and the user will be allowed to add more questions to all the permissible rounds.

Once the Game has begun

The administrator can add questions for Round 1, up to and include the final round in the game (this is determined by the number of contestants).

At anytime

The administrator can add, edit, or delete questions.

Questions (continued)

Editable Fields

When adding or editing a question, an editing panel will appear beneath the questions table. Each field has it's own restrictions. The field, and its restrictions will be described here.

Round.QuestionID#

This is created for you, based on the round number. It is never editable.

Question

A question can be 1-200 characters long. No special characters or numbers are allowed (including question mark).

Correct Answer

Each question must have a correct answer. No special characters or numbers are allowed (including question mark). This can be 1-200 characters long

Wrong Answer One (Two, Three, Four)

If the question is a multiple choice, it must have one such wrong answer. No special characters or numbers are allowed (including question mark). This can be 1-200 characters long. No two wrong answers can be the same, and no wrong answer can be the same as the correct answer.

Actions

The administrative user can add, edit, or delete questions based upon interaction with the Buttons located to the right of the Main Screen when the '**Manage Bonus Q&As**' Panel is active (*Refer to Figure 6.0 below*). The steps required to perform each of these actions will be described. Note that you will likely have to refer to the "Editable Fields" subsection to see more details.

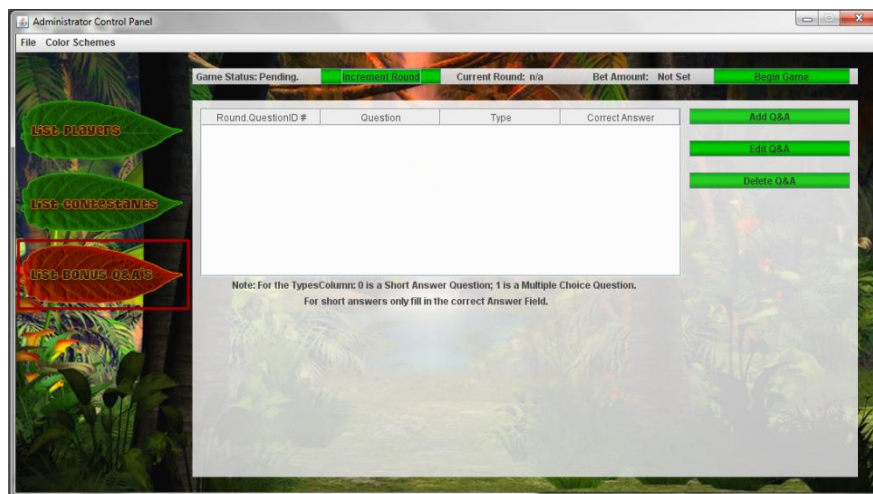


Figure 6.0

Questions (continued)

Add A Question

1. Click the '**Add Q&A**' Button.
2. Enter a round number. If the game hasn't started, chose from 1, 2 or 3.If the game has started, choose from 1 to the final week.
3. Enter a question in the '**Bonus Question**' field.
4. Enter a correct answer.
5. If you intended the question to be a short answer, press the '**Add Bonus QA**' Button, after which, go to step 8. Otherwise, go to step 6.
(Refer to Figure 6.1 on the following page)
6. If you intended the question to be a multiple choice, add wrong answers in the fields marked '**Wrong Answer (#)**'. Up to 4 wrong answers can be added.
(Refer to Figure 6.2 on the following page)
7. If you are done creating a multiple choice question, press the '**Add Bonus QA**' Button.
8. Fix up any errors as prompted by the dialog box and press the '**Add Bonus QA**' Button. Repeat if needed.
9. You've now successfully added a Question.

Administrator Control Panel

File Color Schemes

Game Status: Started! **Increment Round** Current Round: 4/4wks Bet Amount: \$5 [Begin Game](#)

Round	QuestionID #	Question	Type	Correct Answer

[Add Q&A](#)
[Edit Q&A](#)
[Delete Q&A](#)

Note: For the TypesColumn: 0 is a Short Answer Question; 1 is a Multiple Choice Question.
 For short answers only fill in the correct Answer Field.

Round:

QuestionID Number:

Bonus Question:

Correct Answer:

Wrong Answer One:

Wrong Answer Two:

Wrong Answer Three:

Wrong Answer Four:

[Add Bonus QA](#)

List PLAYERS
List contestants
List BONUS Q&A'S
MANAGE ELIMINATIONS
MANAGE SCORES

Figure 6.1 - Short Answer

Administrator Control Panel

File Color Schemes

Game Status: Started! **Increment Round** Current Round: 4/4wks Bet Amount: \$5 [Begin Game](#)

Round	QuestionID #	Question	Type	Correct Answer

[Add Q&A](#)
[Edit Q&A](#)
[Delete Q&A](#)

Note: For the TypesColumn: 0 is a Short Answer Question; 1 is a Multiple Choice Question.
 For short answers only fill in the correct Answer Field.

Round:

QuestionID Number:

Bonus Question:

Correct Answer:

Wrong Answer One:

Wrong Answer Two:

Wrong Answer Three:

Wrong Answer Four:

[Add Bonus QA](#)

List PLAYERS
List contestants
List BONUS Q&A'S
MANAGE ELIMINATIONS
MANAGE SCORES

Figure 6.2 - Multiple Choice

Questions (continued)

Example of adding a Multiple Choice Question

1. Click on the '**List Bonus Q&A**' button (located to the left of the Main Screen) and proceed by clicking the '**Add Q&A**' button.
(Refer to Figure 6.3 below)
2. Within the '**Round**' text field, type in **3**.
3. Within the '**Bonus Question**' text field, type in **What color is the sky**.
4. Within the '**Correct Answer**' text field, type in **blue**.
5. Proceed by clicking the '**Add Bonus QA**' button located at the bottom right hand corner of the Screen.
6. The question will be generated and displayed in the table. Note that 'type' will be 0 since this is a short answer question.

The screenshot shows the 'Administrator Control Panel' window. On the left sidebar, there are three buttons: 'List PLAYERS', 'List CONTESTANTS', and 'List BONUS Q&A's'. The 'List BONUS Q&A's' button is highlighted with a red box. The main area of the panel has a header with 'Game Status: Pending', 'Increment Round', 'Current Round: n/a', 'Bet Amount: Not Set', and 'Begin Game'. Below this is a table with columns: 'Round.QuestionID #', 'Question', 'Type', and 'Correct Answer'. To the right of the table are three buttons: 'Add Q&A', 'Edit Q&A', and 'Delete Q&A'. Below the table, there is a note: 'Note: For the TypesColumn: 0 is a Short Answer Question; 1 is a Multiple Choice Question. For short answers only fill in the correct Answer Field.' At the bottom, there are several input fields: 'Round' (containing '3'), 'Correct Answer:' (containing 'blue'), 'Wrong Answer Three:', 'QuestionID Number:', 'Wrong Answer One:', 'Wrong Answer Four:', 'Bonus Question:' (containing 'What color is the sky'), and 'Wrong Answer Two:'. The 'Add Bonus QA' button is located at the bottom right of the form area.

Figure 6.3

Questions (continued)

Example of adding a Short Answer Question

1. Click on the '**List Bonus Q&A**' button (located to the left of the Main Screen) and proceed by clicking the '**Add Q&A**' button.
(Refer to Figure 6.4 below)
2. Within the '**Round**' text field, type in '**3**'.
3. Within the '**Bonus Question**' text field, type in **What color is a banana**.
4. Within the '**Correct Answer**' text field, type in **yellow**.
5. Within the '**Wrong Answer One**' text field, type in **red**.
6. Within the '**Wrong Answer Two**' text field, type in **orange**.
7. Within the '**Wrong Answer Three**' text field, type in **blue**.
8. Proceed by clicking the '**Add Bonus QA**' button located at the bottom right hand corner of the Screen.
9. The question will be generated and displayed in the table. Note that 'type' will be 1 since this is a multiple choice question.

Administrator Control Panel

File Color Schemes

Game Status: Pending. **Increment Round** Current Round: n/a Bet Amount: Not Set **Begin Game**

Round.QuestionID #	Question	Type	Correct Answer
3.1	What color is the sky	0	blue

Add Q&A
Edit Q&A
Delete Q&A

Note: For the TypesColumn: 0 is a Short Answer Question; 1 is a Multiple Choice Question.
For short answers only fill in the correct Answer Field.

Round
3

QuestionID Number:

Bonus Question:
What color is a banana

Correct Answer:
yellow

Wrong Answer One:
red

Wrong Answer Two:
orange

Wrong Answer Three:
blue

Wrong Answer Four:

Add Bonus QA

Figure 6.4

Questions (continued)

Edit A Question

1. Click Edit Q&A
2. Enter a *Round.QuestionID#*. Use the table to determine what combinations are available.
3. A panel will appear with the textboxes already preloaded with the respective data for the question you selected.
(Refer to Figure 6.5 below)
4. Edit any field you desire.
NB: some fields are not editable (Round, QuestionID#).
If the question is a multiple choice you can add more wrong answers (total of up to 4).
If it is a short answer, you can only edit the correct answer.
5. If you are done editing a question, press the '**Edit Bonus QA**' Button.
Fix any errors as prompted by the dialog box and press the '**Edit Bonus QA**' Button.
Repeat if needed.
6. You have now successfully Edited a Question and the table should update to show the change.

The screenshot shows the 'Administrator Control Panel' window. On the left is a sidebar with three buttons: 'List Players', 'List Contestants', and 'List Bonus Q&A's'. The main area has a status bar at the top with 'Game Status: Pending.', 'Increment Round', 'Current Round: n/a', 'Bet Amount: Not Set', and 'Begin Game'. Below this is a table with columns: 'Round.QuestionID #', 'Question', 'Type', and 'Correct Answer'. The table contains one row with values '1.1', 'Question Example', '0', and 'Correct Answer Example'. To the right of the table are three buttons: 'Add Q&A', 'Edit Q&A' (highlighted with a red box), and 'Delete Q&A'. Below the table is a note: 'Note: For the TypesColumn: 0 is a Short Answer Question; 1 is a Multiple Choice Question. For short answers only fill in the correct Answer Field.' At the bottom is a dialog box with a red border containing several text input fields: 'Round' (with '1'), 'QuestionID Number:' (with '1'), 'Bonus Question:' (with 'Question Example'), 'Correct Answer:' (with 'Correct Answer Example'), 'Wrong Answer One:', 'Wrong Answer Two:', 'Wrong Answer Three:', and 'Wrong Answer Four:'. An 'Edit Bonus QA' button is at the bottom right of the dialog box.

Round.QuestionID #	Question	Type	Correct Answer
1.1	Question Example	0	Correct Answer Example

Note: For the TypesColumn: 0 is a Short Answer Question; 1 is a Multiple Choice Question.
For short answers only fill in the correct Answer Field.

Round: 1
QuestionID Number: 1
Bonus Question: Question Example
Correct Answer: Correct Answer Example
Wrong Answer One:
Wrong Answer Two:
Wrong Answer Three:
Wrong Answer Four:
Edit Bonus QA

Figure 6.5

Questions (continued)

Delete A Question

1. Click the '**Delete Question**' Button.
2. Enter a *Question.RoundID#* of an existing question. These are visible in the main table.
3. If the question exists, it will be deleted, otherwise an error will popup.

Manage Eliminations

Overview

In this screen, the administrator will be able to 'inactivate' contestants'. A contestant becomes inactive when either they have been eliminated, or when they are declared the ultimate winner. Thus, none of these actions can be performed until the game has started.

Ideally, an administrator is supposed to eliminate one contestant per round, until the final round. When in the final round, the administrator declares who the ultimate winner is (instead of saying who is eliminated). The game cannot end until there has been a contestant eliminated from each round and an ultimate winner declared. Note that there can only be one ultimate winner, and only one player can be set inactive for each round.

Each contestant has a field called 'elimination week'. This field will hold a number that lets the administrator know when the contestant was eliminated. If the field has a value of -1, the contestant is still active. If the contestant has any integer value, except for the final week, they have been eliminated. If the contestant's elimination week is the final week, this means they have been chosen as the ultimate winner.

Conflict Resolution

It is up to the administrator to properly manage the game. The control panel allows enough flexibility to modify eliminations. However, note that doing so could drastically affect a player's game experience. For example, if you update an elimination for a week that has past, this could alter a player's score. Making such an update could introduce a bias in the game that would invalidate every player's scores. There are error checks in place to ensure that this does not happen. Regardless, the administrator should properly manage the game to ensure the players' experiences are optimal.

Manage Eliminations (continued)

Modifying a Weekly Elimination

If the administrator makes a mistake, or would like to modify an elimination, they can do so - as long as the game has not ended. Note that conflicts will only be minimally resolved by the control panel.

For example, say Contestant A is eliminated in week 2, and Contestant B is eliminated in week 3. Now say that the administrator learns of some new information and realizes Contestant B should have been eliminated in week 2, and Contestant A in week 3, they must then update the eliminations. This can be achieved by Editing the elimination of Contestant B and setting them to be eliminated in week 2. This will then mean that (for the time being) two contestants will have been eliminated in round 2 (A and B). This cannot be. So, the control panel will automatically make contestant A active. That is, contestant A will no longer be eliminated in week 2. A's elimination week can be re-chosen since they are now active. So the final result will be that Contestant A will have elimination week of -1, and Contestant B will have elimination week of 2.

(Refer to Figure 8.0 on the following page)

Modifying an Ultimate Winner

Once an administrator has declared an ultimate winner, they can still make changes to this as long as the game has not been ended. This could introduce conflicts that the system will attempt to resolve.

If the administrator wishes to make the ultimate winner a player that was eliminated in a previous week, they can do so. Let Contestant A be the ultimate winner, and Contestant B be a contestant that was eliminated in a previous week. If the ultimate winner is now modified to be B, A will be set active. That is, A will no longer be the ultimate winner and can be eliminated from any week. Contestant B's elimination week will now be changed to be the final week. They will also be declared the ultimate winner. Thus the week in which Contestant B was originally eliminated in will no longer have any one eliminated. Thus the administrator must eliminate someone from this vacant week - or the game can not be ended. *(Refer to Figure 8.0 on the following page)*

Actions

All of the following actions will require the administrator to reference the *contestant id*. This is unique 2 character long identifier of a contestant. It is viewable in the table. They will also require the administrator to modify the *elimination week*. When the editing panel appears, simply change the value in 'Elimination Week' to the week you wish to change it to.

Manage Eliminations (continued)

The following actions are based upon interaction with the buttons located to the right of the Main Screen when the '**Manage Eliminations**' Panel is active.

(Refer to Figure 8.0 below)

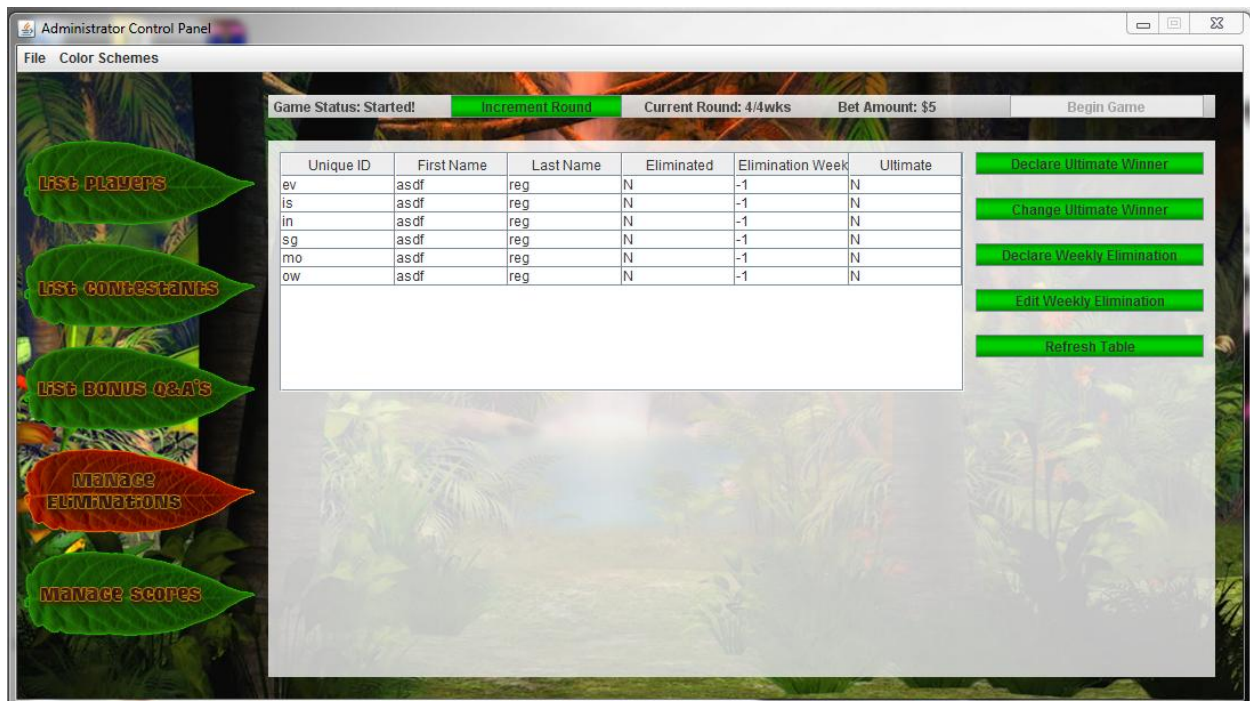


Figure 8.0

Manage Eliminations (continued)

Declare an Ultimate Winner

The Game must be in the final week to continue!

1. Press the '**Declare Ultimate Winner**' Button.
(Refer to Figure 8.1 below).
2. Enter the ID of the contestant you wish to make the ultimate winner.
3. Press OK
4. The changes will be reflected in the table.

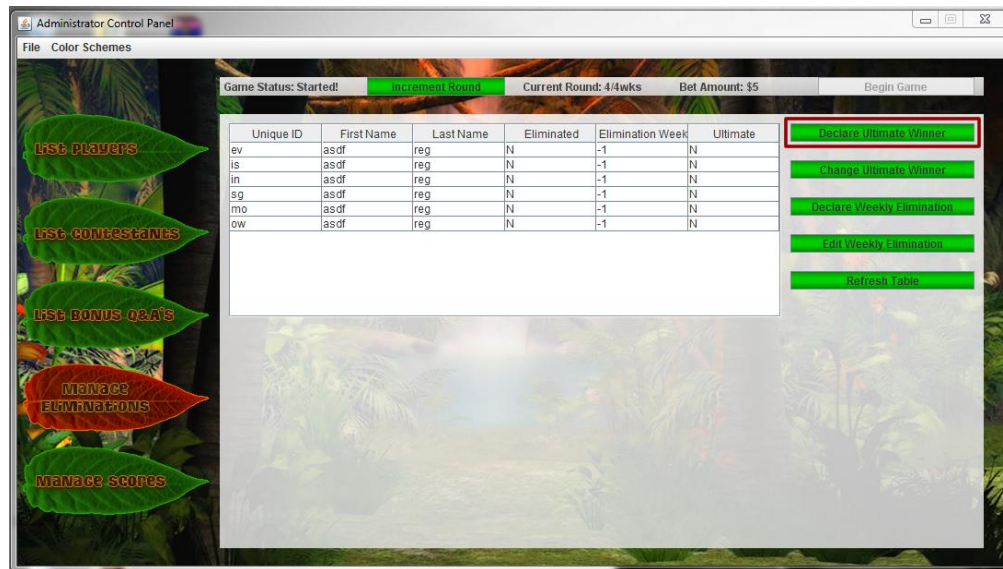


Figure 8.1

Manage Eliminations (continued)

Example of Declaring an Ultimate Winner

This assumes that a contestant named Bob Douglas, with Contestant ID **qz** exists. We will eliminate them in the final round of the game. This assumes that John Smith has not been eliminated, and no one has been already set to the Ultimate Winner.

(Refer to Figure 8.2 below)

1. Click on the '**Manage Elimination**' button (located to the left of the Main Screen) and proceed by clicking the '**Declare Ultimate Winner**' button.
2. In the prompt, type in the contestant id, **qz**.
3. The elimination table will be updated so that Bob Douglas (with Contestant ID **qz**, will now have Eliminated set to **Y**, and Elimination week set to **the value of the final week**, and Ultimate will be set to **Y**.

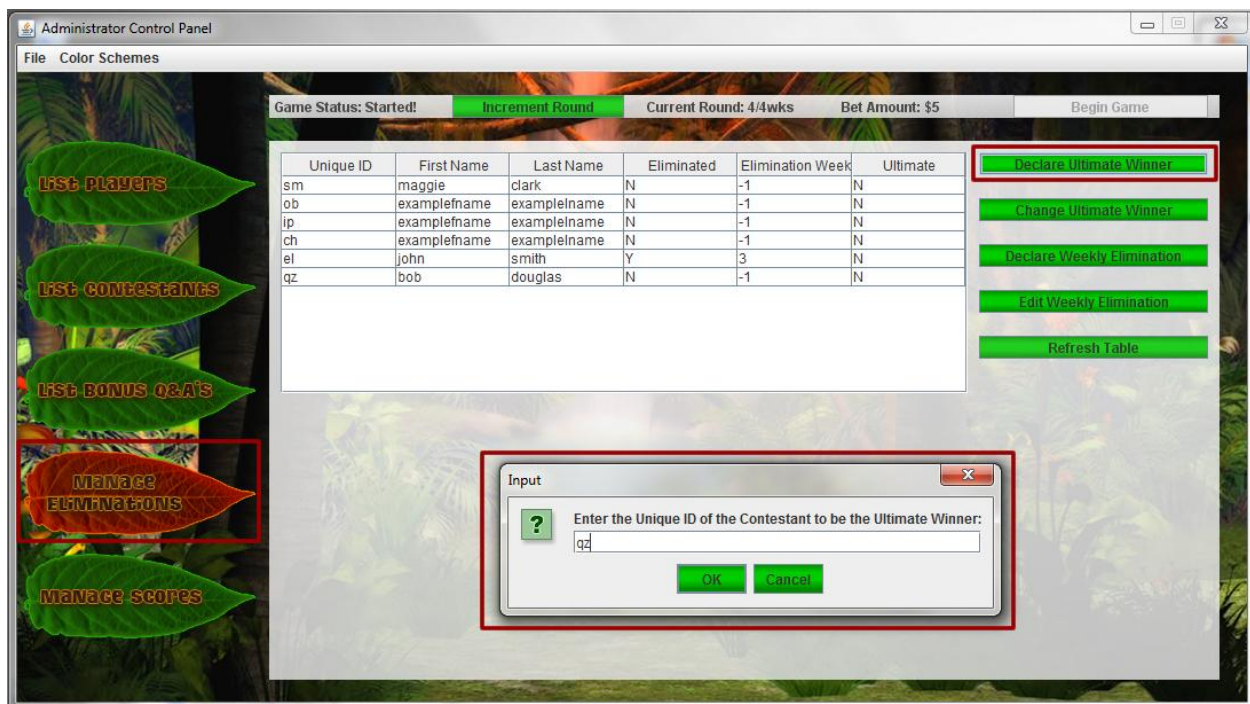


Figure 8.2

Manage Eliminations (continued)

Edit Ultimate Winner

The Game must be in the final week to continue!

1. Press the '**Change Ultimate Winner**' Button.
(Refer to Figure 8.3 below)
2. Enter the contestant id of the current ultimate winner.
3. Press 'OK'.
4. Enter the contestant id of the contestant you wish to make the new ultimate winner.
5. Press 'OK'.
6. The changes will be reflected in the table.

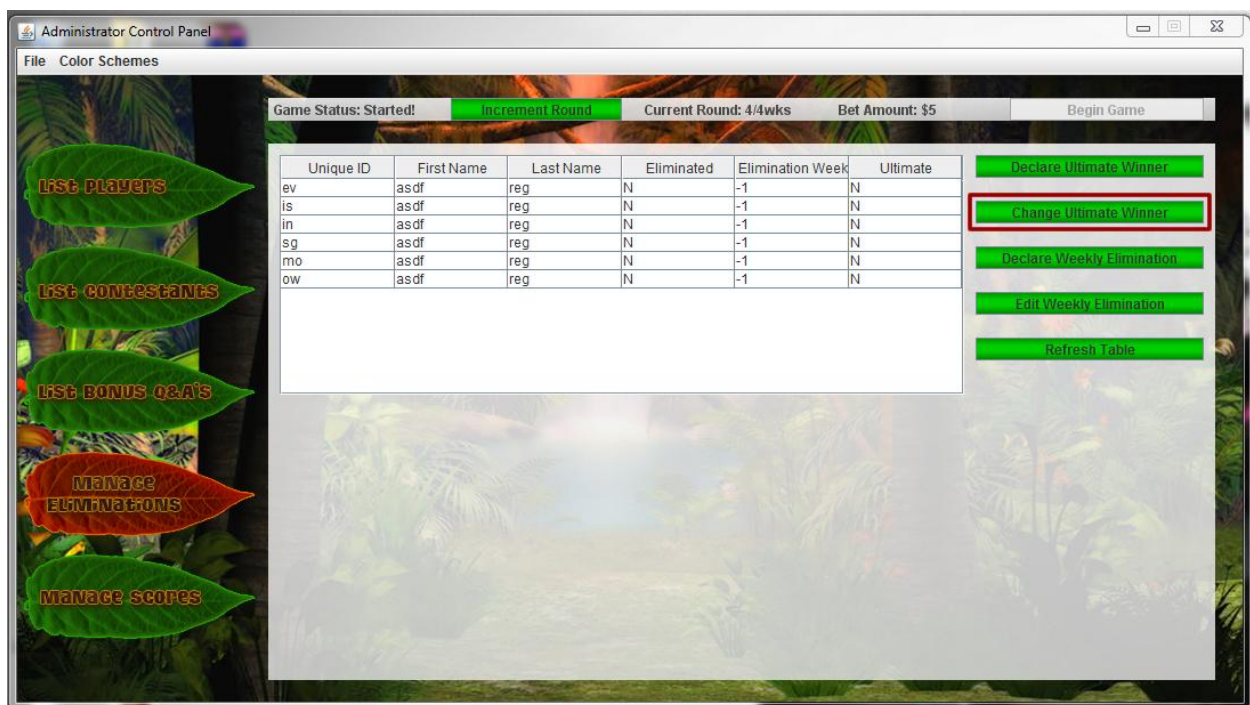


Figure 8.3

Manage Eliminations (continued)

Declare Weekly Elimination

1. Press the '**Declare Weekly Elimination**' Button.
(Refer to Figure 8.4 below)
2. Enter the ID of the Contestant you wish to eliminate.
3. An editing panel will appear.
4. Change elimination week to the week for which you wish to eliminate the contestant.
5. Press the '**Set/Edit Weekly Elimination**' Button.

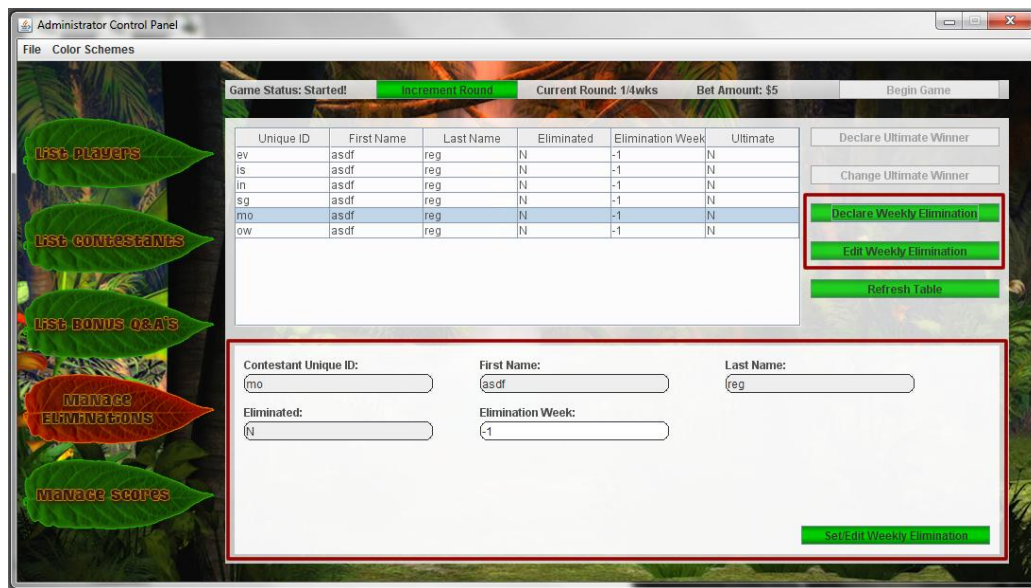


Figure 8.4

Edit Weekly Elimination

1. Press the '**Edit Weekly Elimination**' Button.
2. Enter the contestant id of the contestant you wish to modify.
3. An editing panel will appear (Refer to Figure 8.3 above).
4. Change elimination week to the week for which you wish to eliminate the contestant.
5. Press the '**Set/Edit Weekly Elimination**' Button.

Refresh Table

This will ensure that the table is displaying the most up-to-date data. Note that contestant data can be changed in the 'List Contestants' Screen, thus this button offers peace of mind.

Manage Eliminations (continued)

Example of Declaring a Weekly Elimination

This assumes that a contestant named John Smith, with Contestant ID 'el'

exists. We will eliminate them in the 3rd round of the game. This assumes that John Smith has not been eliminated, and no one has been already eliminated in round 3.

(Refer to Figure 8.5 below)

1. Click on the '**Mange Elimination**' button (located to the left of the Main Screen) and proceed by clicking the '**Declare Weekly Elimination**' button.
2. In the prompt, type in the contestant id **el**.
3. A panel will appear at the bottom of the screen.
4. Within the '**Elimination Week**' text field type in the value **3**.
5. Proceed by clicking the '**Set/Edit Weekly Elimination**' button located at the bottom right hand corner of the Screen
6. The elimination table will be updated so that John Smith (with Contestant ID **el**), will now have Eliminated set to **Y**, and Elimination Week set to **3**, and Ultimate will be set to **N**.

The screenshot shows the 'Administrator Control Panel' window. On the left is a sidebar with five green leaf-shaped buttons: 'List PLAYERS', 'List CONTESTANTS', 'List BONUS Q&A'S', 'MANAGE ELIMINATIONS' (highlighted with a red box), and 'MANAGE SCORES'. The main area displays game status at the top: 'Game Status: Started!', 'Increment Round', 'Current Round: 1/4wks', 'Bet Amount: \$5', and 'Begin Game'. Below this is a table with columns: Unique ID, First Name, Last Name, Eliminated, Elimination Week, and Ultimate. The table contains six rows of data, including one for 'el' (John Smith). To the right of the table are four green buttons: 'Declare Ultimate Winner', 'Change Ultimate Winner', 'Declare Weekly Elimination' (highlighted with a red box), and 'Edit Weekly Elimination'. Below the table is a form with fields for 'Contestant Unique ID:' (containing 'el'), 'First Name:' (containing 'John'), 'Last Name:' (containing 'Smith'), 'Eliminated:' (containing 'N'), and 'Elimination Week:' (containing '3', highlighted with a red box). At the bottom right of the form is a green button 'Set/Edit Weekly Elimination' (highlighted with a red box).

Unique ID	First Name	Last Name	Eliminated	Elimination Week	Ultimate
sm	maggie	clark	N	-1	N
el	john	smith	N	-1	N
qz	bob	douglas	N	-1	N
ob	examplefname	examplelname	N	-1	N
jp	examplefname	examplelname	N	-1	N
ch	examplefname	examplelname	N	-1	N

Figure 8.5

Manage Scores

Overview

This screen is only viewable when the game begins. It calculates and shows a player scores for all the weeks in the game. Players can earn points based on:

- Bonus Questions,
-these are answered each week
- Weekly Eliminations
-these are answered each week (except the final)
-if the user does not choose, the system will randomly assign an active player to the user for this week.
- Choosing the correct winner in the final week
-this is set only in the final week
- Guessing the correct ultimate winner
-this is set at any time

-user cannot make a weekly pick until they choose this

The only action the administrator can do in this panel is 'Update Scores'. Pressing this button forces the control panel to gather all player data and re-compute each player's score.

How Scores are Calculated

	Formula	When is it displayed?
Ultimate Winner Guess	$= 2 \cdot (TotalContestants - (Currentweek - 1))$	Final Round
Bonus Question	$= 10 * (NumberOfCorrectAnswers)$	Each Round
Weekly Elimination	If correct: = 20 If incorrect: = 0	Each Round
Correct Pick for Ultimate winner in Final week	If correct: = 40 If incorrect: = 0	Final Round

Manage Scores (continued)

Update Scores

By pressing this button, the administrator forces the control panel to calculate the most up-to-date score for each player. The score for each week will be for each player will be displayed in the table.
(Refer to Figure 9.0 below)

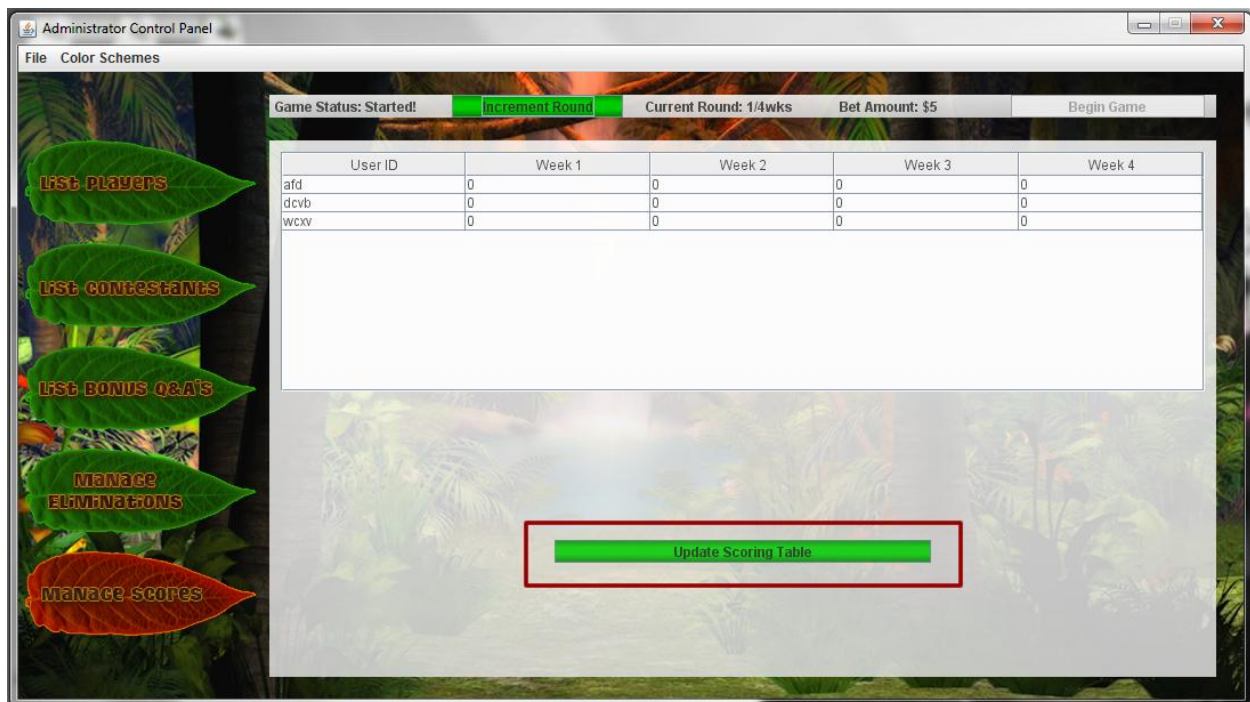


Figure 9.0

Ending the Game

To End Game, the following conditions must be met:

- Game is in the final week
- A contestant has been eliminated from every week but the final week where instead an ultimate winner has been declared.
- The Administrator wishes to finalize the game

If these conditions have been met, the Administrator must simply click 'File' on the Menu Bar. Then they must click 'End Game'. The game will be finalized and a prompt will appear that informs the administrator as to whom the top 3 players were, and how much money they earned due to their placing.

(Refer to Figure 10.0 below)

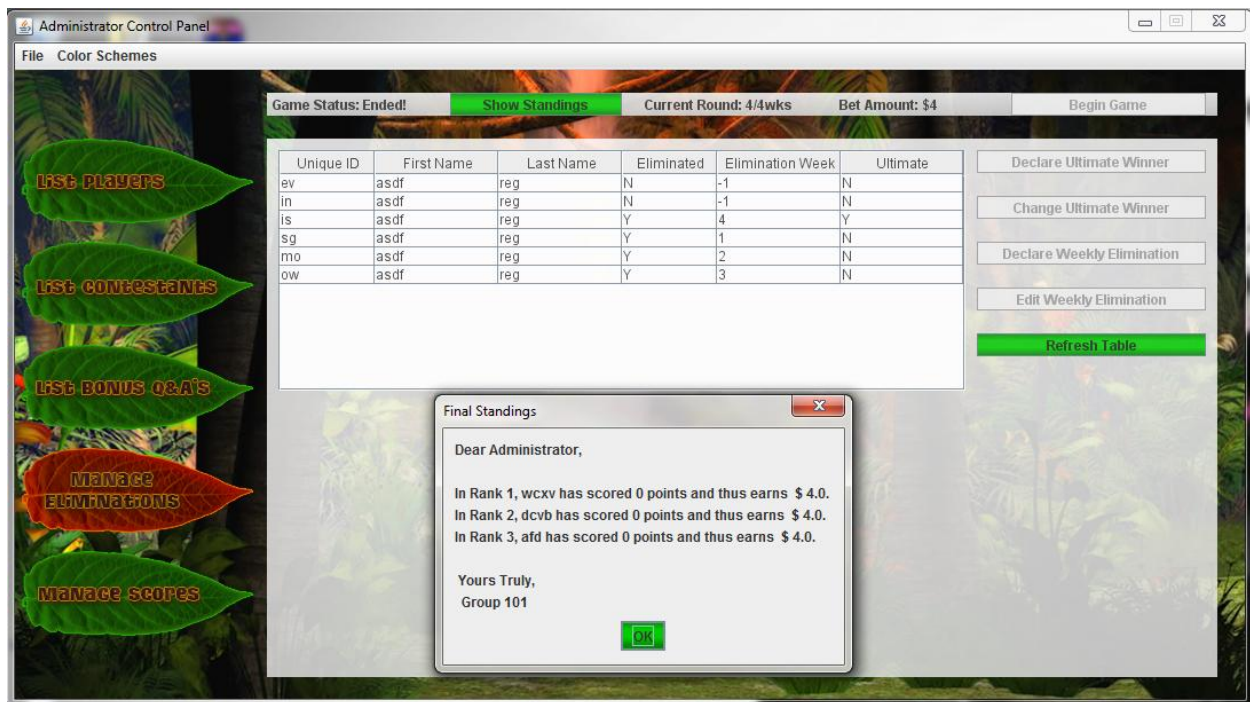


Figure 10.0

A new game can simply be started by clicking 'New Game', under 'File' in the Menu Bar.

Blackberry Section

Login

To login, the user must select his/her user id from the drop-down menu and click 'Sign in'. This screen contains a Help button, which gives the user information about how to play the game; otherwise, 'Exit' button must be selected to exit the game.

(Refer to Figure 1.0 below)



Figure 1.0

Blackberry Main Navigation

This is the home screen of the game. It allows the user to navigate to different sections of the game such as the contestants section, standings, questions, and so on. This screen also displays the user's current score, ultimate winner pick, and current week pick at the bottom of the screen in addition to the current week. (Refer to Figure 2.0 below)

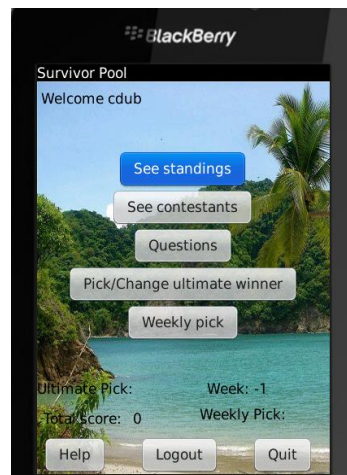


Figure 2.0

See standings button

This button displays the game standings: user ranking and points. See [Standings](#) for more information.

See contestants button

This button displays the list of remaining and eliminated contestants. See [Contestants](#) for more information.

Questions button

This button displays the Bonus Questions. See [Questions](#) for more information.

Pick/Change ultimate winner button

This button displays the screen containing the remaining contestants and allows the user to select the ultimate winner. See [Choosing an ultimate winner](#) for more information.

Blackberry Main Navigation (continued)

Weekly pick button

This button displays the remaining contestants and allows the user to guess who will be eliminated in the current round. See [Making a weekly pick](#) for more information.

Help button

This button displays the help screen which gives the user information about the game.

Logout button

This button logs the user off the game and takes him/her to the login screen.

Quit button

This button quits the game completely.

Standings

All players are listed according to their current score and ranked from 1st to last. This screen will be updated by the administrator after points from each week are given to every user. To go back to the home screen, the user must click the 'Go Back' button. *(Refer to Figure 3.0 below)*

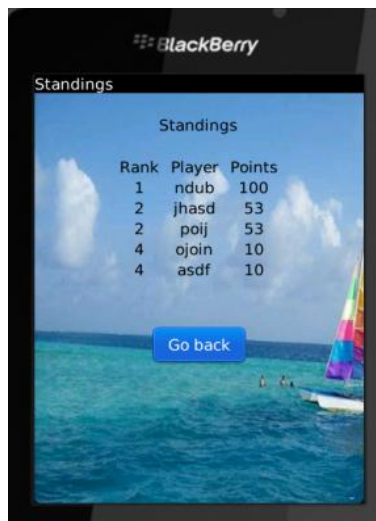


Figure 3.0

Contestants

The top table shows all the remaining contestants while the bottom table shows all the eliminated contestants and their elimination week. To go back to the home screen, the user must click the 'Go Back' button. (Refer to Figure 4.0 below)

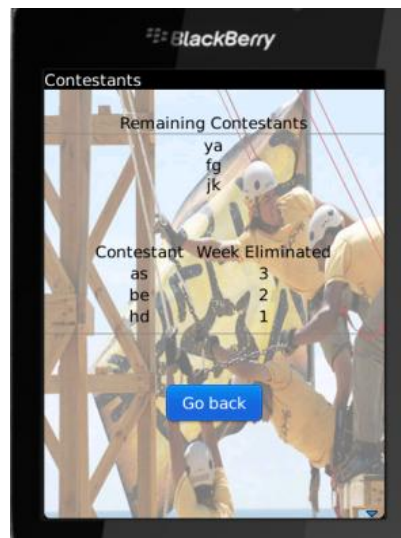


Figure 4.0

Questions

To answer a question, the user must select a question from the drop-down menu. To go back to the home screen the user must click the 'Go Back' button. (Refer to Figure 5.0 below)

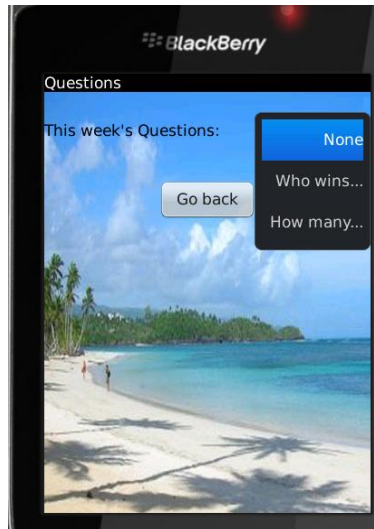
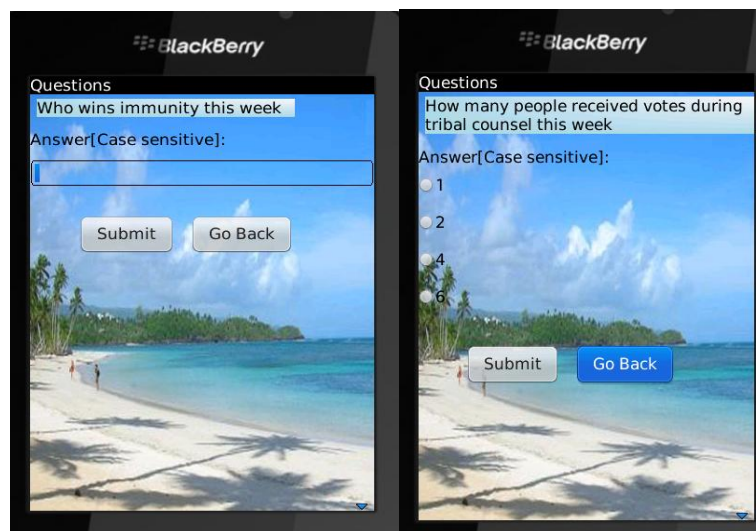


Figure 5.0

A textbox field or radio buttons will be displayed depending on the type of the question. (Refer to Figures 5.1 (left) & 5.2 (right) below)



Figures 5.1 (left) & 5.2 (right)

After the user selects either a radio button containing a possible answer or he/she writes an answer in the textbox field, a confirmation screen will appear to confirm the submission and the user will be returned to the main screen; otherwise a pop-up message will be shown advising the user to select or write an answer. To select a different question the 'Go Back' button must be selected.

Choosing an Ultimate Winner

The user must select a pick from the drop-down menu. Note that only remaining contestants will be listed. To make the change, the 'Change' button must be selected. A confirmation screen will appear to confirm the user's pick and he/she will be returned to the main screen. Alternatively, the user can press 'Go back' to return to the main screen without necessarily making a new pick. Additionally, the user may change his/her pick whenever and as many times as he/she likes, but his/her score will be affected.

(Refer to Figure 6.0 below)

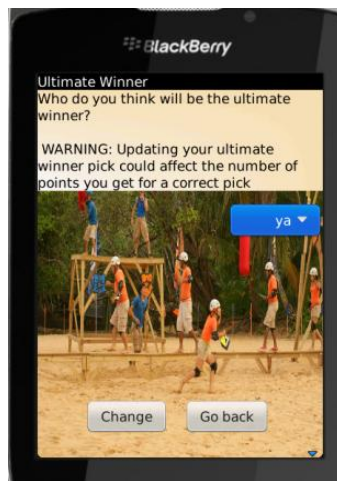


Figure 6.0

Making a Weekly Pick

The user must select a pick from the drop-down menu. Note that only remaining contestants will be listed. Additionally, in the last week the user will be prompted to select the overall winner, not the weekly elimination. To submit his/her vote, the user must click 'Vote'. A confirmation screen will appear to confirm his/her vote and he/she will be returned to the main screen. Alternatively, the user can press the 'Go back' button to return to the main screen without necessarily making a new vote. Note that the vote may change at anytime during the current week.

(Refer to Figure 7.0 below)



Figure 7.0

How Survivor Pool Works

Stage 1, when the game starts:

1. At the start of the game, all players must pick a contestant they think will win the whole pool, this pick will be worth 2 points * the number of contestants.
2. Every week players will say who they think will be eliminated. If the player picks the correct contestant who will be eliminated, they get 20 points.
3. A player can change who they think will win the whole game at any point, then they get 2 points * the number of remaining contestants.

Stage 2, during the last week, when there are only 3 contestants left:

1. Players pick which of the 3 remaining contestants will win. If they pick correctly they get 40 points.
2. Players get the points for the overall winner if they picked correctly in an early round
3. Players get the points from each round for picking who would be eliminated.

All Stages, at any point during the game:

At any point during the game, players may answer additional bonus questions for bonus marks, for example 'Who wins immunity this week?', or 'How many people received votes during tribal council this week?' Each correct answer to each bonus question is awarded 10 points.

At the end of the game:

There will be first place player, a second place player and third place player. The first place player gets 60% of the amount of money, the second place player gets 30% of the amount of money and the third place person gets 10% of the amount of money.

Good luck!