# User guide

Humans vs. Zombies (HvZ) is a game of tag played at schools, camps, neighborhoods, libraries, and conventions around the world. The game simulates the exponential spread of a fictional zombie infection through a population. Our application is made to help the players keep track of the game and free the administrators of the simplest tasks.

Main screen

When first entering the game the user is sent to the main screen. Here, the user can see an overview over the current games, their state and the numbers of players in each game. The user cannot enter any games before logging in. There is also a link to the user manual.
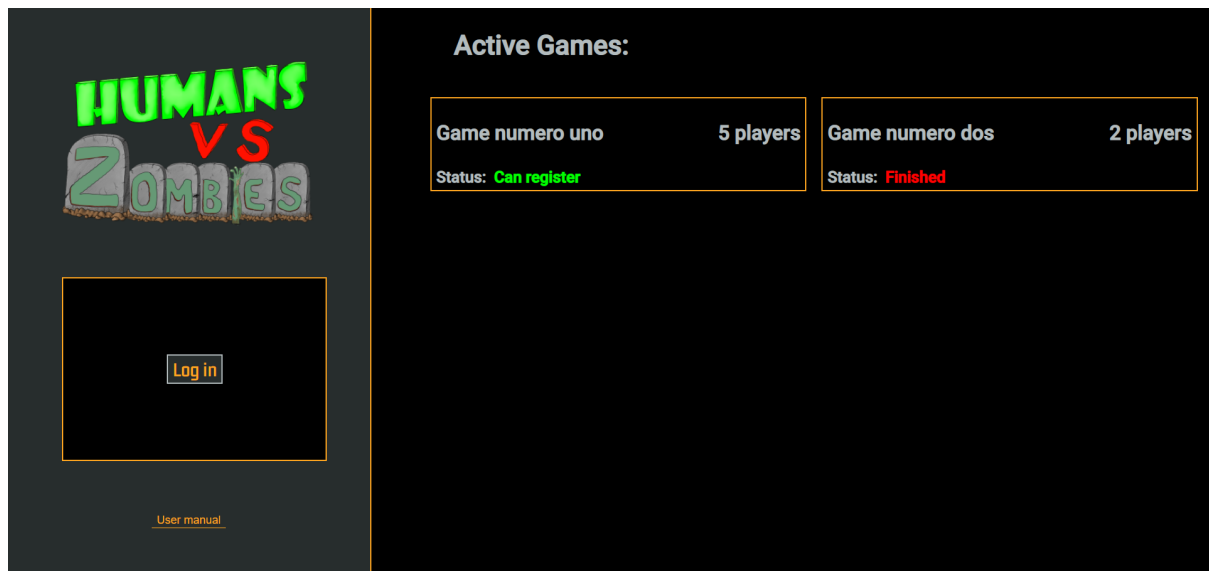
Login

From the main screen the user has the opportunity to login using the "Login" button. You can choose between logging in using an Auth0 user or logging in using your Google user.
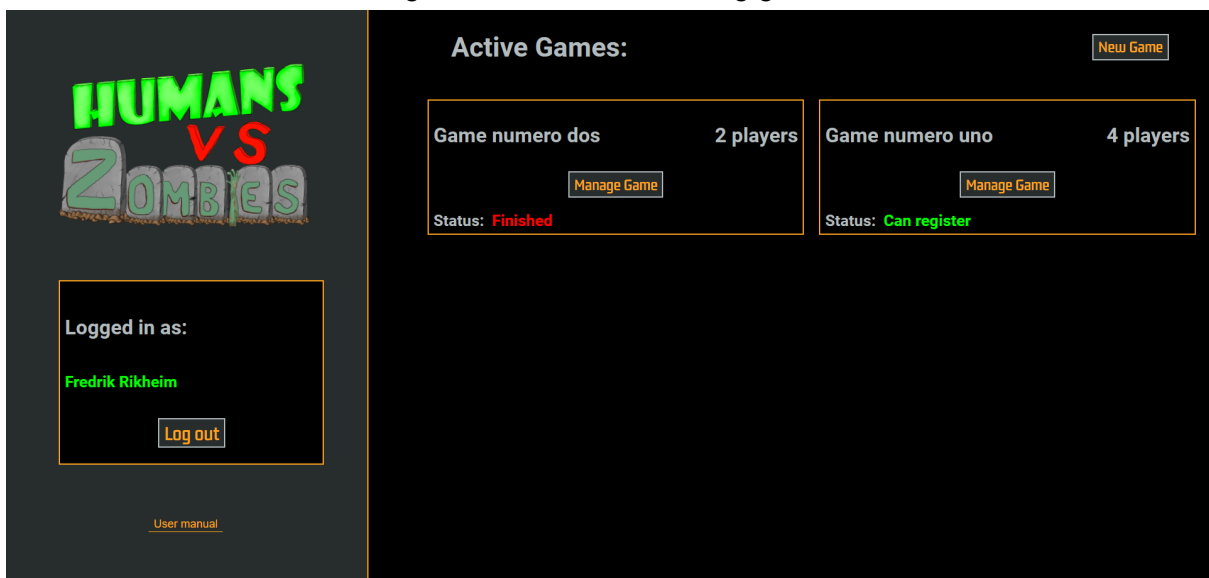
Player

When logged in a player can see which games he has joined. He can also choose a game that they are in or that is open to registrations.

Admin

Administrators can create new games or enter an existing game.

Creating a new game require a name, but description, start- and endtime are optional.

Game details

When entering a game the user is presented with one of two screens based on if the user is an administrator or normal player. Title, description and rules for the game are always visible.
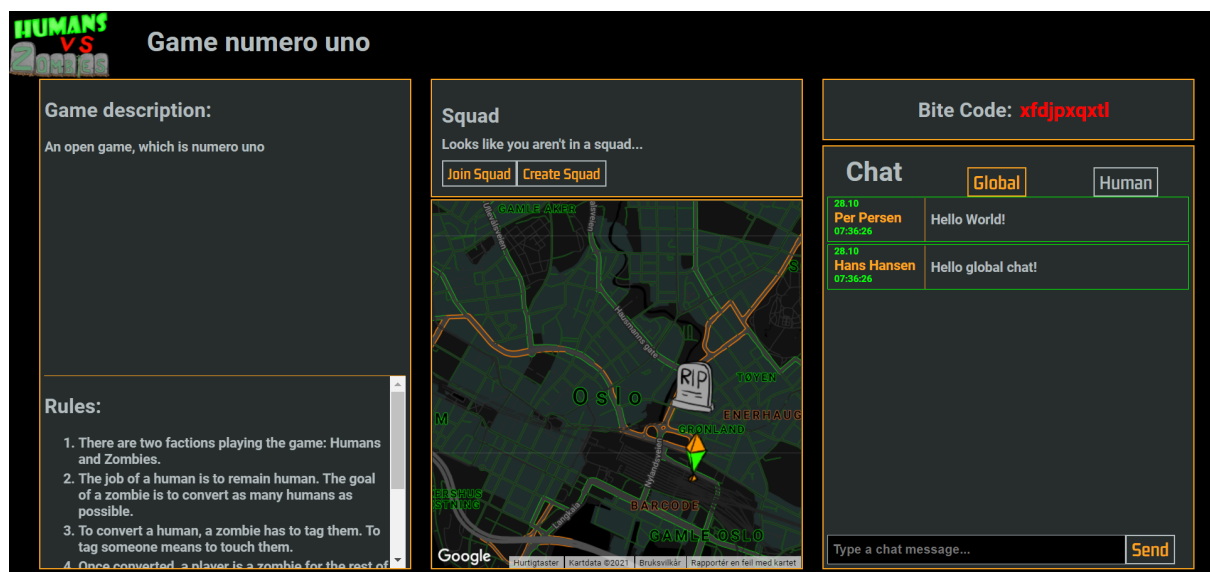
Player

The user is presented with the player version of the game info screen.There are two different versions of the page based upon if the player has joined the game.

Join game

A user who has not joined the game can see a button for joining the game and text in the bite code area that tells them that they have not joined. They can also view the game rules, squads and map with gravestones.
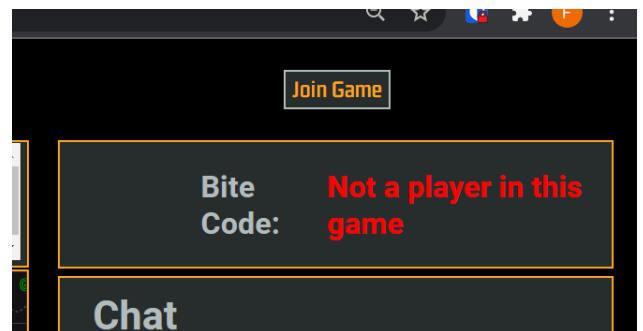

In a game

Once joined, The player can see more information and options for the game. These are grouped in different areas of the page and are squad, map, chat and bitecode.

Squad

Squad info shows info about their squad, or buttons for joining or creating one. Creating a squad requires a squadname.
When in a squad, the player can leave the squad or create a check-in. Information about squadmembers and their status is also displayed.
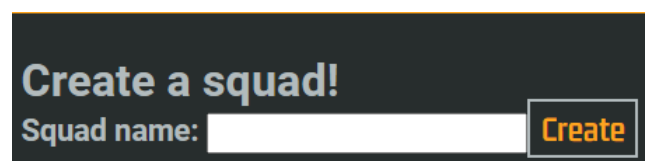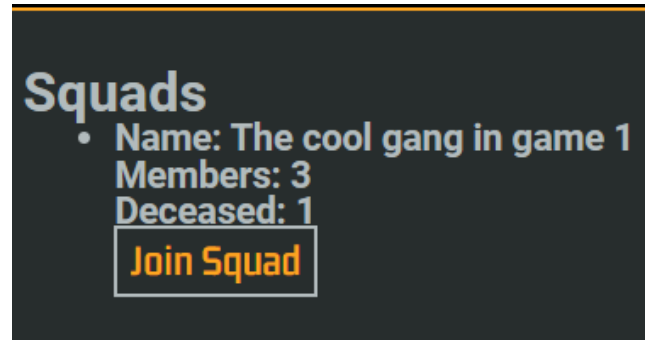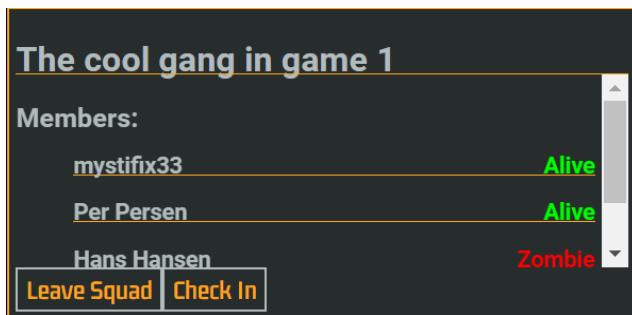
Map

The map shows gravestones and mission markers for the players faction. Gravestones represents humans being killed by zombies. If the player is in a squad, it also shows squadmember check-ins.

Chat

The chat shows the global chat, the players factions chat and the squad chat if the player has joined a squad. The player can post in a chat by typing a message and pushing enter or clicking the send button.
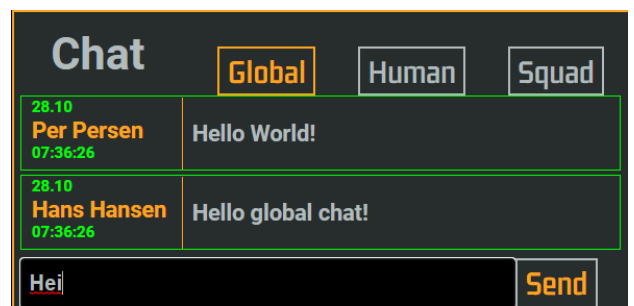
Bitecode

The bitecode area shows a human players bitecode or allows a zombie player to register a kill. When registering a kill the victims bitecode is required, but description, position and time is optional.

Register Bite Code

Bite|code   Add location
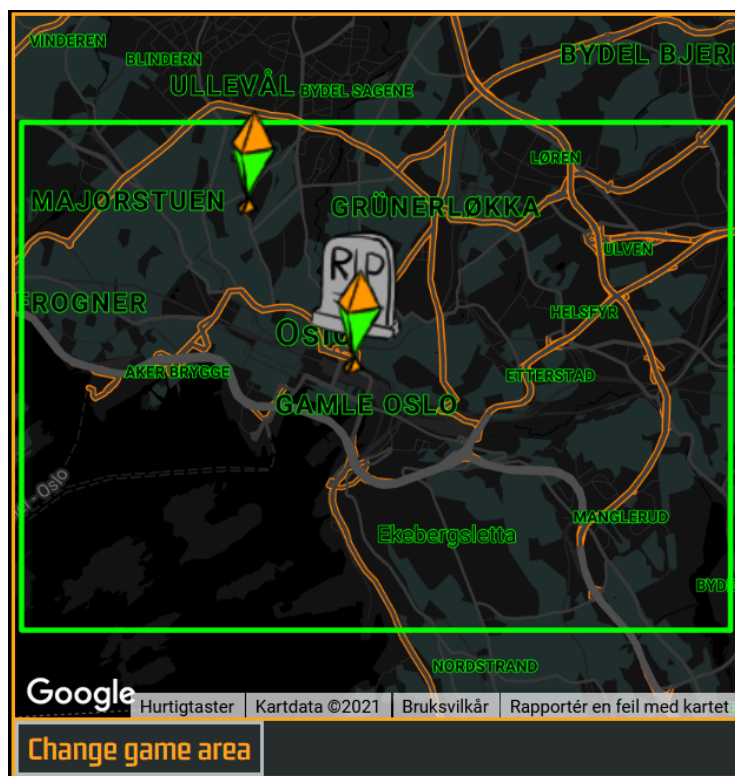
Kill story (Optional)
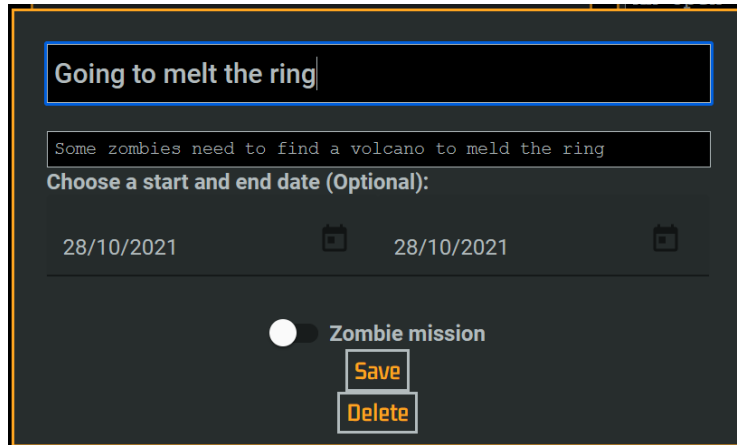
Save

Administrator

The administrator view shows game title, description and state, players and squads in the game, the map, and all the chat messages.

Map

The map shows all gravemarkers and missions in the game. It also shows the current play area as a green rectangle. Clicking on the map opens a popup that allows the admin to choose between creating a kill or mission. After choosing, the corresponding popup will be shown. Alternatively, the admin can click on a pre-existing marker to edit it. In either case, the same pop-ups will show. The admin can also click on the "Change game area" button to redefine the map borders.

In the mission edit menus, an admin can change the name and description of the mission, as well as the dates and whether the mission is visible to zombies or humans. A mission can also be deleted.

The kill edit pop-up has the option to choose the killer and victim. The admin can also change the story for the kill and set what date it happened on. Alternatively, the kill can be deleted.

If the "Change game area" button is clicked, the following text appears. The admin can then choose two corners, first north-west, then south-east and click the button again. Upon clicking "Save Changes" in the top right corner, the new area is defined.

Chat

In the game chat the administrator can see all messages in the global chat, both faction chats and all squad chats. They can also select a specific player from a dropdown and see the messages sent by said player. The selected chat is highlighted in orange.

For the global, faction and squad chats, the administrator can send a message to the chat. The player view is only intended to monitor messages, and the input section is removed.

Squads

The list of squads shows all squads in the game as a list.

Clicking the "View" button shows all members of the squad, and whether they're a zombie or human.

Players: Create Player

Name: Per Persen
Faction: Human
BiteCode: tnpsgouwhk

Name: Hans Hansen
Faction: Zombie

Name: John Johnsen
Faction: Human
BiteCode: wvdmxdxpjv

Name: Fredrik Rikheim
Faction: Human
BiteCode: ipunuwyxij

The list of players lists all players in the game and allows the administrator to edit them by clicking on them. In addition there is a button for creating a new player from a user.

User:
Per Persen ▾ ⬤ Human

Patient zero?

☐

Save

Upon clicking the "Create Player" button, the admin is shown a pop-up where they can choose a user to add to the game. They can also choose whether the player should be added as a human or zombie, and whether they are patient zero in the game.

John Johnsen

Bite Code: wvdmxdxpjv

⬤ Human

Kills:

DELETE | Save

If they click on a player in the list, the admin is given a window where they can see the name, bite code and kills of the player. They can also set the player's state to zombie or human.

Game info

Finally, an admin can change the title and description of a game by typing in a textbox. These both have a max length of 255 characters.

In addition, there is a drop-down menus where the game state can be set. "Registration" allows new players to join the game, "In progress" allows only players that have joined the game to view it and takes no new applications, and "Finished" only allows admins to look at the game.