

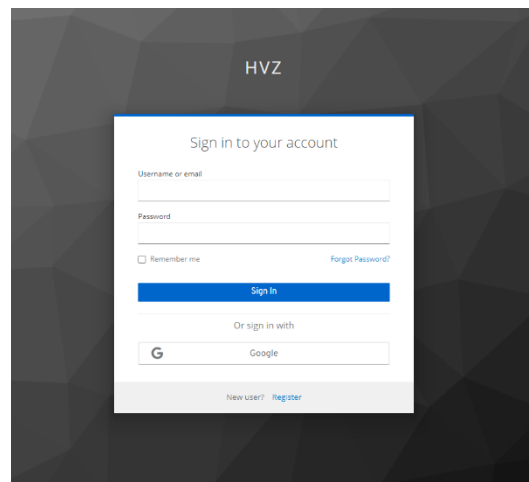
User manual



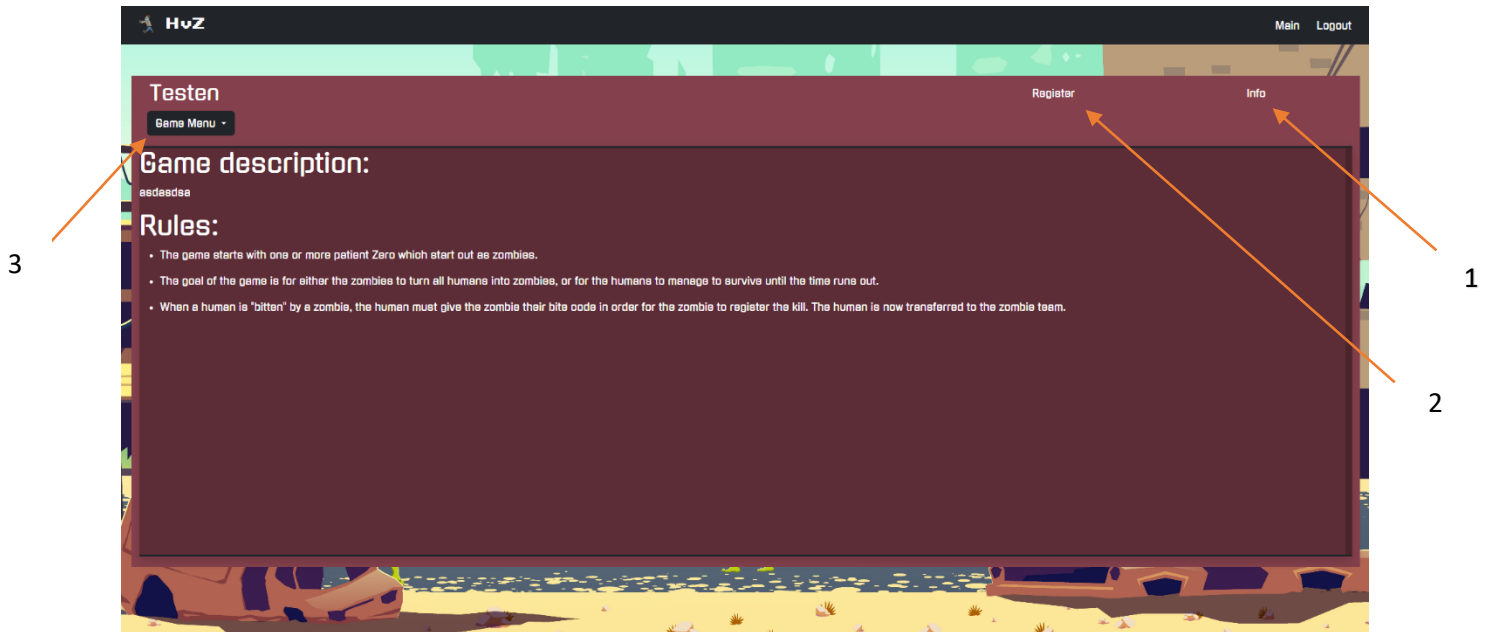
Landing page

When the web application is loaded, the user will be sent to the landing page. This page contains a table with all games available. This is the only page a user will be able to see without logging in.

1. Login button: If the user clicks on this button, they will be redirected to the login screen. A new user can either choose to register a new user or log in with their Google account.



2. View game button: When the user has logged in, they can view the available games on the list. If they click on the view button, they will be redirected to the game details page.



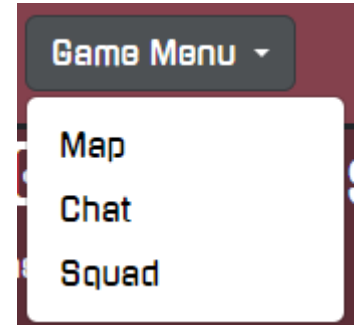
Game detail page

This is the page where the user can view the information of a given game. The game information is first loaded, and the user can choose to register to the game to get access to the features in the game.

1. When the user views a game, they will see the game information page. The game information button is used to redirect back to the game information if needed.
2. Register player button: This button is used when a player wants to register for a game. The user will be given a faction, and the game details header will show either a bite code if you are a human, or a register kill button if you are a zombie

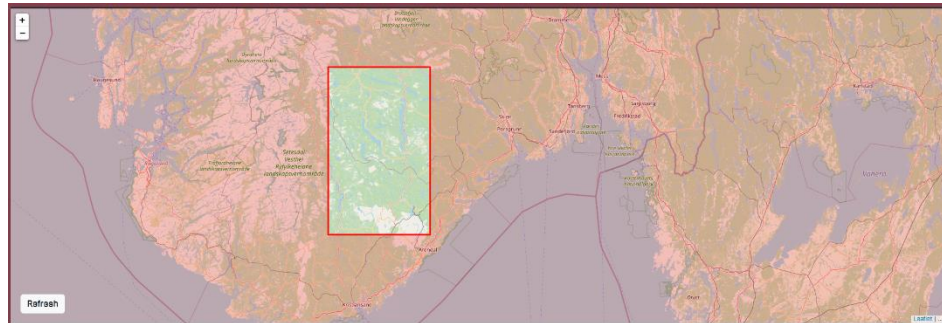


3. Game menu. If the user is registered for a game and clicks the game menu, they can use the game menu to navigate to the different features of the games. The menu contains a map of the game, a chat and a squad component.



Map

When the user clicks on map in the menu, they will be able to see the map for the game. The areas outside the game area are marked red. The map may contain three different markers to give the players different information about the game.



Gravestone marker: This marker will appear on the map where a kill is registered. You can click on the marker to get information about the kill.

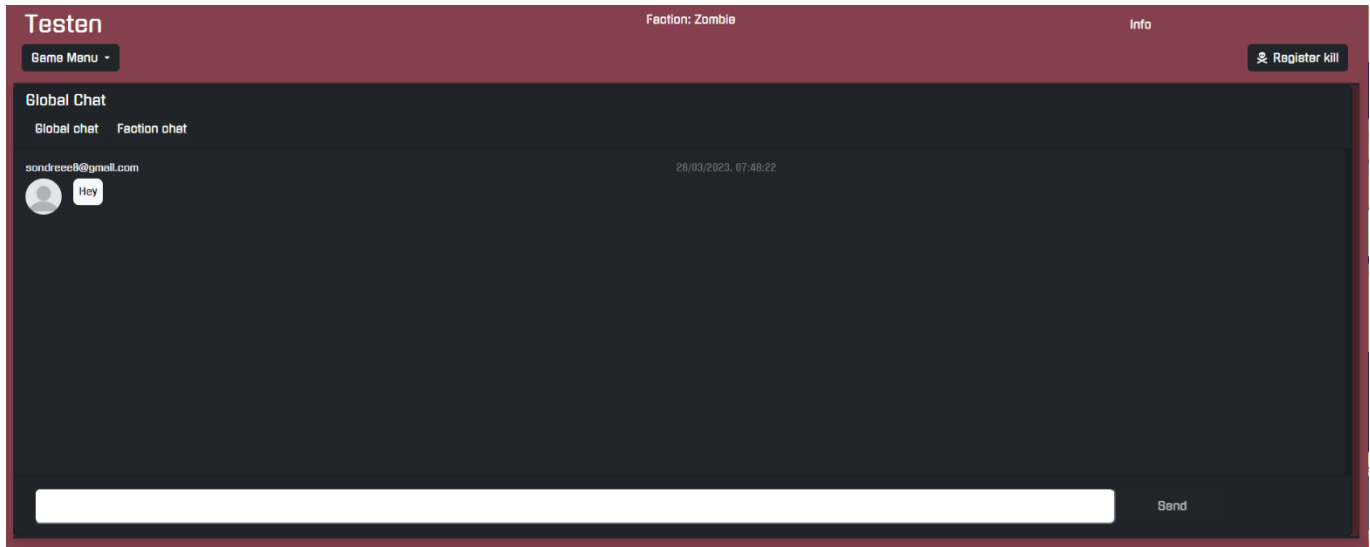


Squad check in marker: This marker will appear on the map if the user is in a squad that sends out a ping on the map.



Mission marker: This marker will appear on the map if the admin of the game creates a mission.

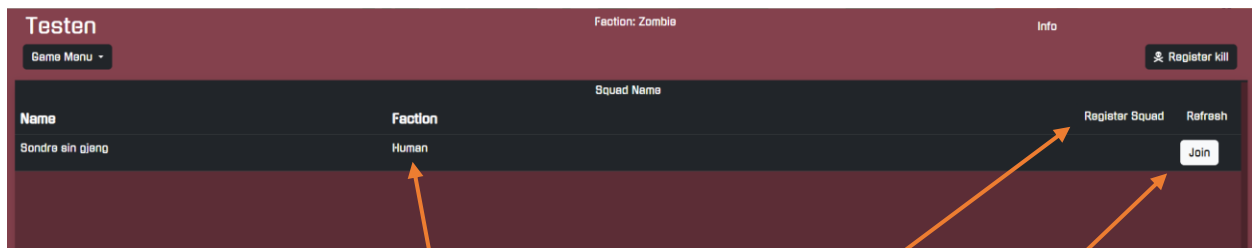
Chat



When a user clicks the chat in the menu, they will be navigated to the chat. A player can choose to view the team chat and the faction chat. A squad chat will also be available if the player is in a squad.

Squad

When a user clicks on squad in the game menu, they will be navigated to the squad page. If the player doesn't have a squad yet, they will be able to see a list of every squad in the game with a button for joining the squad. The player can only join a squad if their faction is the same as the players faction. The player can also choose to create their own squad, which opens a registration form.

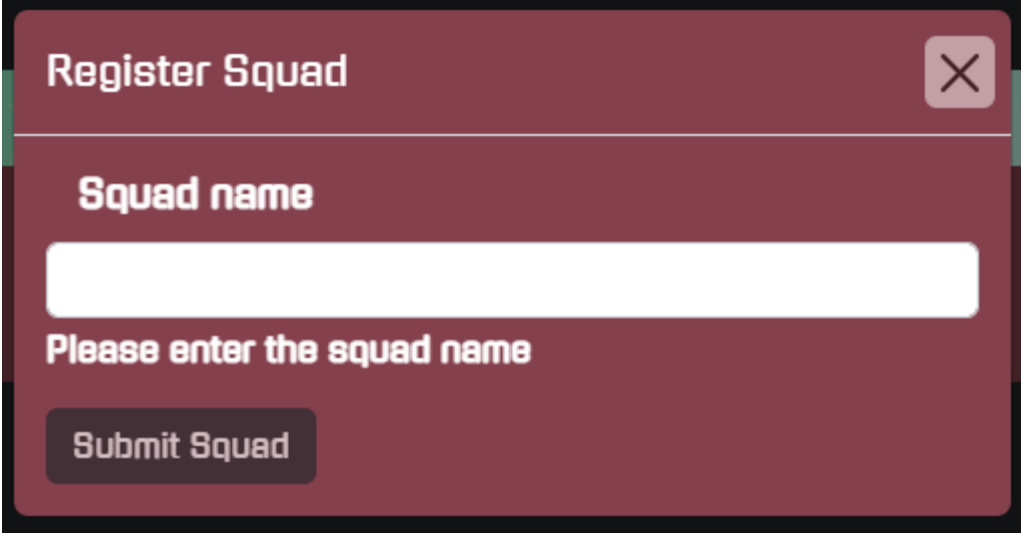


Faction

Register squad

Join button

The player then needs to submit a valid squad name. When the form is submitted, other players will be able to join the squad from the squad menu



A dark-themed form titled "Register Squad" with a close button (X) in the top right corner. It features a label "Squad name" above a white text input field. Below the input field is the text "Please enter the squad name" and a "Submit Squad" button.

Squad details

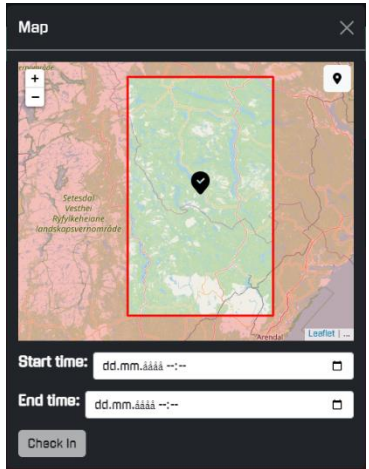
Testen		Faction: Zombie		Info		Register kill	
Game Menu		Squad Name		Zombie squad			
Name	Rank	State		Ping		Leave	
eondraee8@gmail.com	Squad Leader	Alive					

1

2

When a player either has joined a squad or created their own squad, they will be redirected to the squad details component. They can see information about the members of their squad, add a squad check-in on the map, and leave the squad.

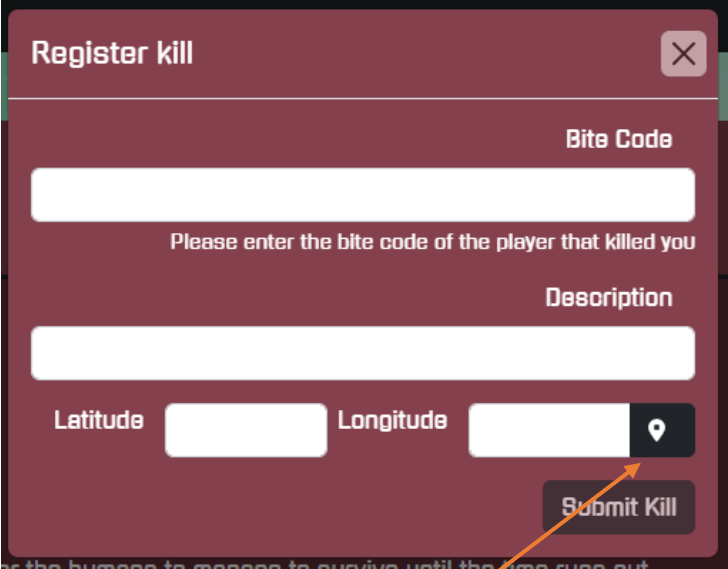
1. When a player clicks the ping button, a form will be opened for the user so they can input the wanted information. A squad check-in contains a start time, end time and a location. The user clicks on the map to set the marker, inputs the start and end time and clicks the check in button to register the check in.



A "Map" interface showing a map with a red rectangular selection box and a black location pin. Below the map are two time input fields: "Start time: dd.mm.aaaa --:--" and "End time: dd.mm.aaaa --:--", each with a calendar icon. At the bottom is a "Check In" button.

Register kill(Zombie)

When a zombie clicks the register kill button in the game details header, a form will open on the screen. The zombie needs to input the bite code of the player they have killed, which they will find in the game details header as well. A description can optionally also be added. The zombie can either choose to input the coordinates where the killed occurred manually, or click the location button in the form to automatically get the current location of the zombie. When the form is submitted, the kill will occur as a gravestone on the map.

A screenshot of a mobile application form titled "Register kill" with a close button (X) in the top right corner. The form has a dark red background. It contains three main input sections: "Bite Code" with a text input field and a placeholder message "Please enter the bite code of the player that killed you"; "Description" with a text input field; and "Location" with two input fields labeled "Latitude" and "Longitude", and a location pin icon button to the right. At the bottom right of the form is a "Submit Kill" button. An orange arrow points from the text "Location button" below to the location pin icon button.

Register kill

Bite Code

Please enter the bite code of the player that killed you

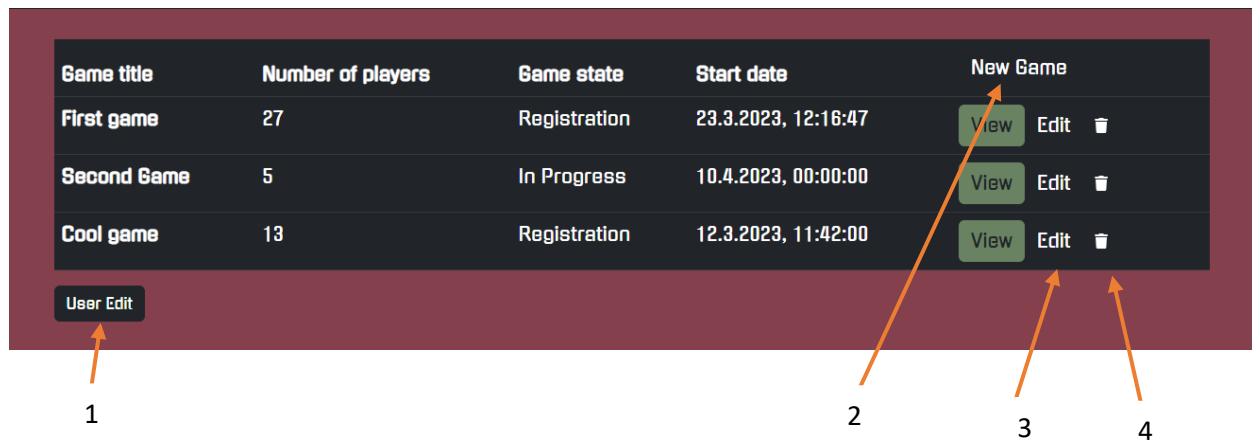
Description

Latitude Longitude

Submit Kill

Location button

Admin



The screenshot shows an admin interface with a table of games and a 'User Edit' button. Four orange arrows point to specific elements, numbered 1 through 4.

Game title	Number of players	Game state	Start date	New Game
First game	27	Registration	23.3.2023, 12:16:47	<div>View Edit </div>
Second Game	5	In Progress	10.4.2023, 00:00:00	<div>View Edit </div>
Cool game	13	Registration	12.3.2023, 11:42:00	<div>View Edit </div>

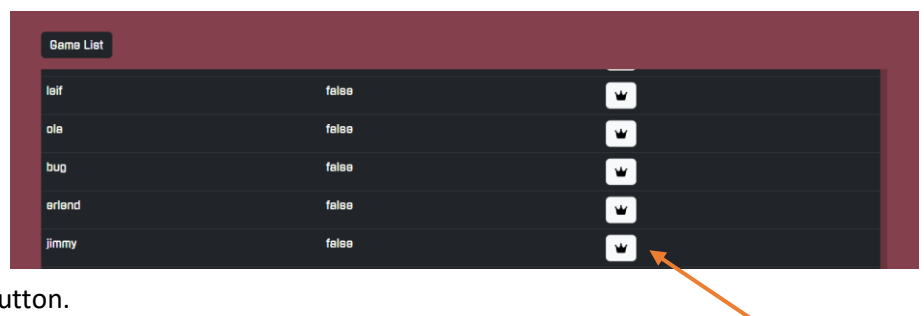
User Edit

1: Points to the 'User Edit' button.
2: Points to the 'View' button in the first game row.
3: Points to the 'Edit' button in the first game row.
4: Points to the trash icon in the first game row.

When an admin user is logged in, they will be able to see the same information as the users, but they have a few extra buttons.

Landing page

1. User edit button: If an admin clicks the user edit button, they will get a list of the users in the application. The admin is able to promote other users to admin by clicking the make admin button.

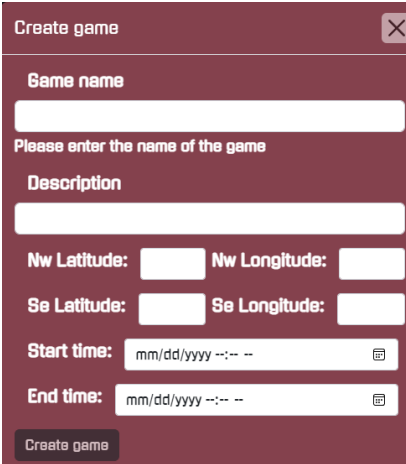


The screenshot shows a 'Game List' table with five rows. An orange arrow points to the crown icon in the last row, labeled 'Make admin button'.

Game List		
leif	false	
ola	false	
bug	false	
erlend	false	
jimmy	false	

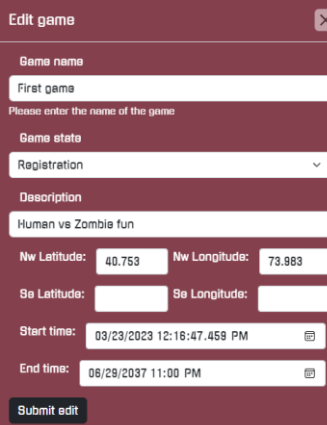
Make admin button

2. New game button: The admins are able to create new games. By clicking the new game button, the admin will be presented a form where they can input the information about the game.



A screenshot of a 'Create game' form. The form has a title bar with a close button. It contains the following fields: 'Game name' (text input), 'Please enter the name of the game' (text input), 'Description' (text input), 'Nw Latitude' (text input), 'Nw Longitude' (text input), 'Se Latitude' (text input), 'Se Longitude' (text input), 'Start time' (datetime picker), and 'End time' (datetime picker). A 'Create game' button is at the bottom.

3. Edit game button: The admins are able to edit existing games by clicking the edit game button. A form will open where the admin can enter the changes they want to apply to the game.

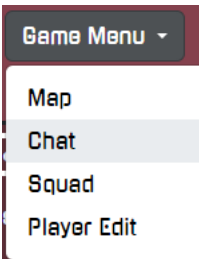


A screenshot of an 'Edit game' form. The form has a title bar with a close button. It contains the following fields: 'Game name' (text input), 'First game' (text input), 'Please enter the name of the game' (text input), 'Game state' (dropdown menu), 'Description' (text input), 'Human vs Zombie fun' (text input), 'Nw Latitude' (text input), 'Nw Longitude' (text input), 'Se Latitude' (text input), 'Se Longitude' (text input), 'Start time' (datetime picker), and 'End time' (datetime picker). A 'Submit edit' button is at the bottom.

4. Delete game button: The admins can delete an existing game by clicking the delete button connected to the game.

Game details page

In the game details page, the admins will get the same options in the game menu as the regular users, but in addition, they will see a player edit button. By clicking this, the admins will get a list of the players in the game and will be able to make changes to these players.



A screenshot of a 'Game Menu' dropdown menu. The menu is open, showing the following options: 'Map', 'Chat', 'Squad', and 'Player Edit'. The 'Player Edit' option is highlighted.

Delete player button: The admin can press button to remove a player from the game.

Edit Players						
Username	PatientZero		State		Delete	Refresh
playthrough	false	<input type="checkbox"/>	Zombie	<input type="checkbox"/>		
Johan	true	<input type="checkbox"/>	Zombie	<input type="checkbox"/>		
playthrough	false	<input type="checkbox"/>	Human	<input type="checkbox"/>		
glennl	false	<input type="checkbox"/>	Zombie	<input type="checkbox"/>		
df	false	<input type="checkbox"/>	Zombie	<input type="checkbox"/>		

When the admins open the map, they will see an additional create mission button. When this button is clicked, a form will open where the admin can enter the wanted information about the mission. The location of the mission is set by clicking the map.

Create mission

Mission name

Please enter the name of the mission

Description

Faction

Human

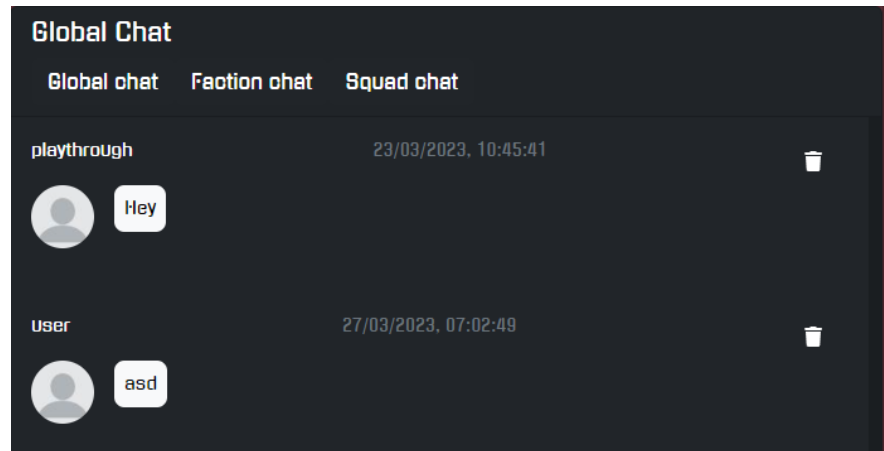
Start time:

End time:

Create mission

Chat

When an admin opens the chat, they will get an additional delete button next to each chat. The admin can click this delete button to delete the chat message.



Squad

When an admin clicks the squad page, they will get a list of all the squads. The admin can easily delete a squad by clicking the delete button connected to the squad.

Squad Name			
Name	Faction	Register Squad	Refresh
Dream team	Human	Join	
Survivors	Human	Join	