

# User Manual

## CS3733-D24 Prof. Wong

### Neon Nymphs

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GitHub Link:

<https://github.com/CS3733-2024-TeamN>

AWS Link:

<https://ec2-18-221-189-137.us-east-2.compute.amazonaws.com/>

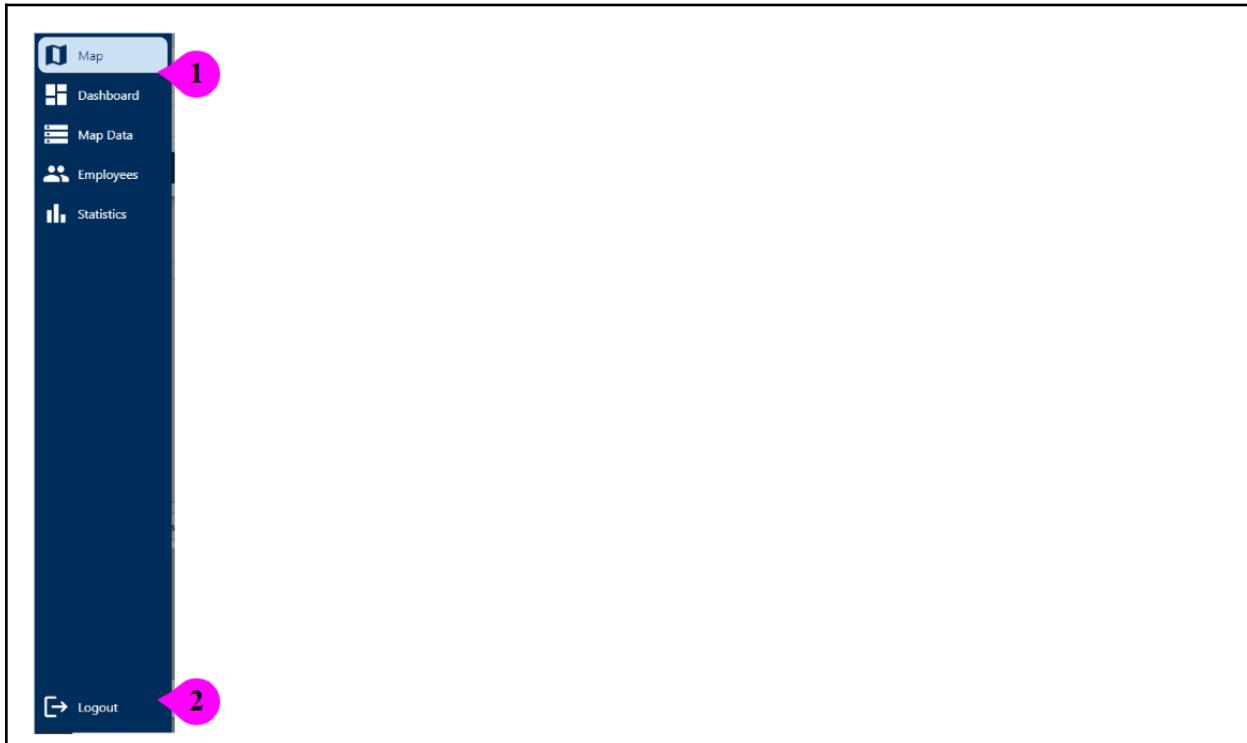
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## Top Navigation Bar

 Brigham & Women's Hospital <span style="color: #ccc;">(1) (2) (3)</span>		
Features:		Description:
1	About Page	Brings the user to our about page.
2	Credits Page	Brings the user to our credits page.
3	Brigham Breakout	Brings the user to our game Brigham Breakout.
4	Staff Login	Brings the user to the login page where they can login as an admin or staff.

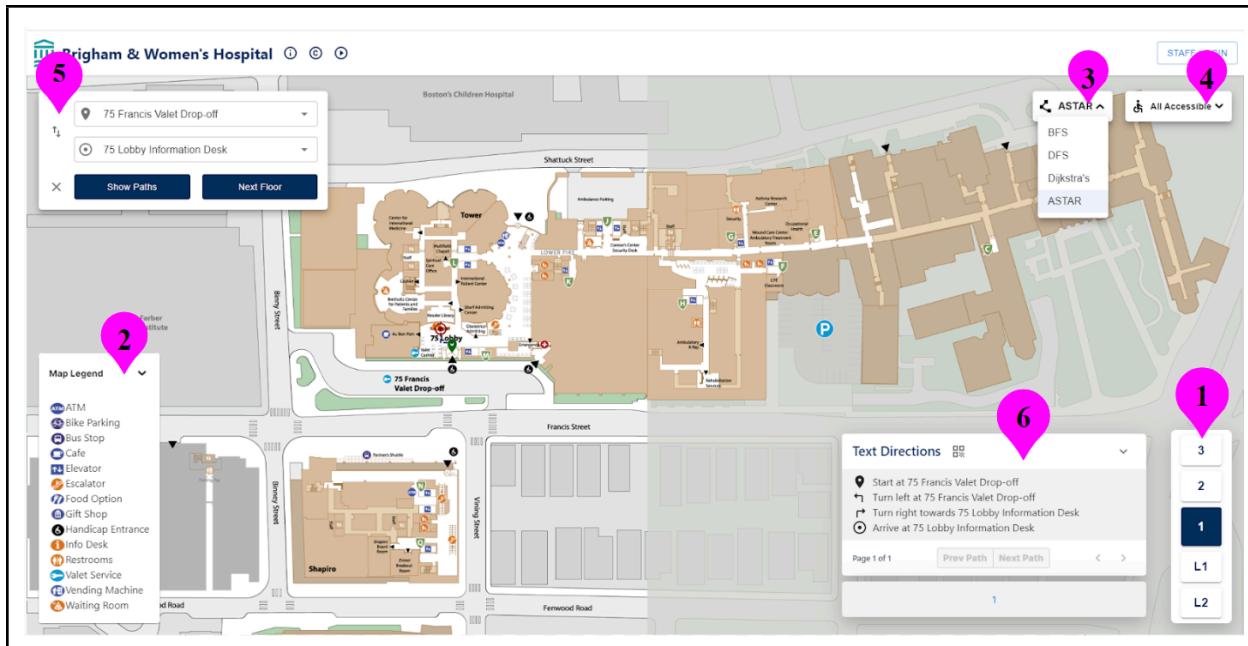
## Left Navigation Bar



Features:		Description:
1	Navigation Panel	In total there are 5 options on the navigation panel: 1.) Map a.) Brings the user to the map page 2.) Dashboard

		<p>a.) Brings the user to the dashboard</p> <p>3.) Map Data</p> <p>a.) Brings the user to the map data page</p> <p>4.) Employees</p> <p>a.) Brings the user to the employee page</p> <p>5.) Statistics</p> <p>a.) Brings the user to the statistics page</p>
2	Logout	Logs the user out of the page and brings them back to the hero page.

## Map Page



Features:		Description:
1	Floor Navigator	There are 5 buttons each labeled with the floor they represent. When clicked, the button changes the map image to that of the floor you chose.
2	Map Legend	A button that when clicked provides a list of symbols and labels to explain the symbols being used on the map.
3	Algorithm Search	There are 4 algorithms you can choose from: ASTAR, Dijkstra's, Depth First Search, and Breadth First Search. You can select any one of these 4 algorithms from the dropdown menu on the top right of the screen. ASTAR is the default algorithm, and is the best for finding the shortest path to your

		destination.
4	Accessibility Filter Options	<p>There are two options, all accessible and wheelchair accessible. When wheelchair accessible is selected, the path will never direct the user to use stairs. All accessible allows all paths.</p>
5	<p>Location Search</p> <ul style="list-style-type: none"> <li>• Click on node</li> <li>• Type in Location</li> <li>• Swap Locations</li> <li>• Clear Path</li> <li>• Show Paths</li> <li>• Next Floor</li> </ul>	<p>There are 3 options for selecting the start and end locations:</p> <ul style="list-style-type: none"> <li>- The user can directly click on the two nodes you wish to travel between (select them in order from the start node to the end node).</li> <li>- The user can type in the starting location and the destination in the location selection menu in the top left of the map page screen.</li> <li>- The user can select the start/end location box, in which they will be presented with a “dropdown” of all locations available to travel to on the map.</li> </ul> <p>You may swap the start and end locations by clicking the two arrows icon to the left of the locations you selected</p> <p>You may clear the path you created by clicking the x button just below the two arrows icon</p> <p>The Show Paths button when clicked will highlight all the others sub-paths on your floor that you are not currently on in a lighter shade of blue and without the elevator/stair buttons to move between floors</p> <p>The Next Floor button will bring you to the next floor of your path if the path has multiple floors. If you click the button when there are no more floors to go to, it will bring you back to the starting path.</p>
6	Text Directions	<p>When a path is created, a pop-up displaying what floors the path goes through appears and above it is a collapsible box holding text directions</p> <p>The box displaying what floors the path goes through allows the user to click the floor numbers to switch to that floor and change the sub-path display to the one that floor is representing in the path.</p> <p>The text directions have pages and two small arrows all the way to the right which can be used to navigate through the pages.</p>

		<p>There are also two buttons called prev path and next path which allow the user to change between the sub-paths that are on your current floor.</p> <p>There is a QR code button right next to the label for text directions that causes a QR code to pop-up which you can scan to get the directions for the entire path through every floor.</p>
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## Map Editor

Features:	Description
1 Toolbar	When logged in, a tool icon will appear at the bottom left of the page, next to the map legend. When hovered over / clicked, this icon will expand to show 4 other modes: Edit Edges and Nodes, Add Nodes, Add Edges, and Exit Edit Mode
2 Edit Nodes and Edges (ToolBar Expanded Feature)	<p>When you click on a Node, you can:</p> <ul style="list-style-type: none"> <li>- Edit all of its identifying information, including ID, type, coordinates, etc.</li> <li>- Delete the node</li> </ul> <p>When you click on an edge, you can:</p> <ul style="list-style-type: none"> <li>- Delete the edge</li> <li>- Change the start and end nodes</li> </ul> <p>Edit changes will be saved on the frontend when the save button is clicked</p>

		You can also drag edges and nodes in this mode.
3	Add Edges (Toolbar expanded feature)	When you click on the Add Edges button, you will have the ability to add an edge between two nodes. Simply do this by clicking the two nodes in which you desire to create an edge between.
4	Add Nodes (Toolbar expanded feature)	When you click the add nodes button you now have the ability to add nodes to the map. Do this by simply clicking on the desired location anywhere on the map, give the node an ID, type, longname, etc... and click save to save the changes to the frontend
5	Exit Edit Mode	Clicking this option in the toolbar simply brings you back to the original pathfinding map.
6	Toggle Options	<p>By default, the only nodes you can see are the nodes you can select on the map to travel to. These are not representative of all of the nodes on the graph, rather, they are considered destinations. You cannot see edges by default either.</p> <ul style="list-style-type: none"> <li>- By selecting the show all nodes feature, you can see every node that exists on the map.</li> <li>- By selecting the show all edges, you will be able to see all of the edges present on the map.</li> <li>- By selecting both, you will be able to see all edges and all nodes on the graph.</li> </ul> <p>When the auto repair edges toggle is selected, edges will be updated to attach to the surrounding nodes after a node is deleted, instead of the edges being deleted entirely.</p>
7	Confirm Changes	<p>By clicking this button, you will be prompted with a screen asking if you want to confirm your changes. If you cancel, no changes will be made to the database, if you click confirm changes in the pop-up, all edits you made will be saved to the database.</p> <p>If you try to reload without confirming your changes, a pop-up will appear telling you that any edits you made may not be saved.</p>
8	Login Confirmation	The map editor is only accessible to those who are logged in as an admin into the application.

# Service Request Page

The screenshot shows a web application for managing service requests. On the left, there's a sidebar with icons for Home, Requests, and Help. The main area has two main sections: 'Current Requests' and 'Make a Request'. The 'Current Requests' section contains a table with columns: ID, Type, Employee, Location, Priority, Status, and Delete. A single row is shown: ID 1, Type Gift Delivery, Employee Timothy Hutzley (tahutzley@gwu.edu), Location AEXIT001L2, Priority Emergency, Status Assigned. There are search and filter options at the top of this section. The 'Make a Request' section has a form with fields for Employee, Location, Priority, Status, Sender Name, Recipient Name, Flower Type, Delivery Date (mm/dd/yyyy), and Description (optional). A dropdown at the top of this section is set to 'Flower Delivery'. Buttons for 'CLEAR' and 'SUBMIT' are at the bottom. A user profile at the top right shows 'Hello, Wilson Wong' and 'logged in as admin at admin24n@gmail.com'.

Features:		Description
1	Current Requests	List of all the Service Requests from the database, the service request is all of the common information between all service requests.
2	Make a Request	Form for filling out fields of a service request. Hitting submit posts it to the database and will be added at the bottom of the current requests. The clear will wipe all the inputs from the make a request.
3	Request Type Dropdown	Drop down to select your service request, clicking a service request will populate the area below priority and status with the specific service request fields.
4	Filter Options	Clicking a filter will find all of the entries in the service request table

# Map Data Page

The screenshot shows a web-based application titled "Map Data" for Brigham & Women's Hospital. The interface includes a sidebar with icons for file operations, a top navigation bar with user information, and a main content area with two tabs: "NODES" (selected) and "EDGES". The NODES tab displays a table with columns: Node ID, X-Coordinate, Y-Coordinate, Floor, Building, Node Type, Long Name, and Short Name. The table lists various hospital locations like Hall, Conference Center, and Waiting Rooms across different floors and buildings. The EDGES tab is visible but empty. At the bottom are buttons for EXPORT, EXPORT ALL, and UPLOAD. A vertical sidebar on the left contains icons for file operations.

Node ID	X-Coordinate	Y-Coordinate	Floor	Building	Node Type	Long Name	Short Name
ACONF00102	1680	2538	2	BTM	HALL	Hall	Hall
ACONF00103	1648	2968	3	BTM	CONF	BTM Conference Center	BTM Conference
ADEPT00101	1401	2628	1	BTM	DEPT	Neuroscience Waiting Room	Neuro Waiting Room
ADEPT00102	1395	2674	2	BTM	DEPT	Orthopedics and Rheumatology	Orthopedics and Rheumatology
ADEPT00201	1720	2847	1	BTM	DEPT	MS Waiting	MS Waiting
ADEPT00301	986	2652	1	BTM	DEPT	CART Waiting	CART Waiting
AELEV00501	1534	2777	1	BTM	ELEV	Elevator S 01	Elevator S 1
AELEV00502	1532	2777	2	BTM	ELEV	Elevator S 02	Elevator S 2
AELEV00503	1539	2773	3	BTM	ELEV	Elevator S Floor 3	Elevator S 3
AELEV005L2	1630	2742	L2	BTM	ELEV	Elevator S L2	Elevator S L2
AEXIT001L2	1696	2788	L2	BTM	EXIT	Parking Garage L2	Parking Garage L2
AHALL00101	1638	2553	1	BTM	HALL	Hall	Hall

Features:		Description
1	Nodes Information	Displays the information for every node being used on the map.
2	Edges Information	Displays the information for every edge being used on the map.
3	Upload Data	Allows the user to upload a csv file containing data for nodes or edges depending on which tab you are in. Uploading the csv sends the data to the database.
4	Export Data	<p>There are two ways to export the data:</p> <ul style="list-style-type: none"> <li>• Export All <ul style="list-style-type: none"> <li>a.) Export both the node and edge data when the export all button is clicked.</li> </ul> </li> <li>• Export one <ul style="list-style-type: none"> <li>a.) Export just one of either nodes or edges when just the export button is clicked depending on which tab you are in. <ul style="list-style-type: none"> <li>i.) Choose between download as csv and print</li> </ul> </li> </ul> </li> </ul>
5	Delete Data	Deletes all the node and edge data from the database.
6	Filter Options	Allows the user to filter the information being displayed in the table as well as the density of the table.

# Employee Page

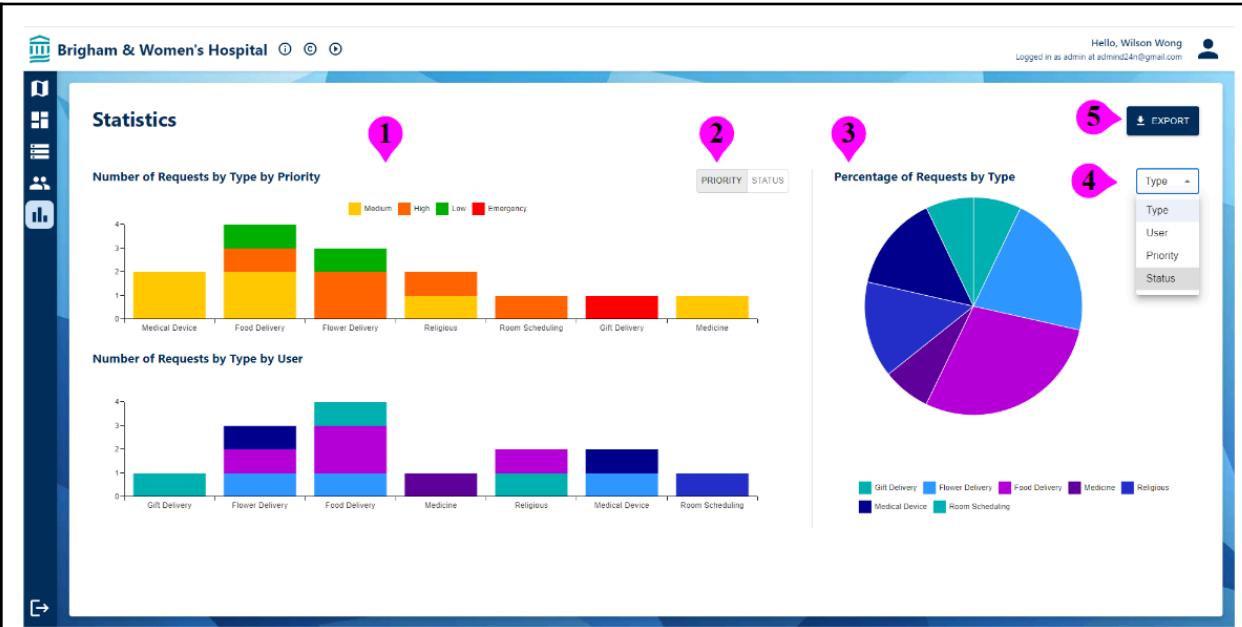
**Manage Employees**

Employee ID	Last Name	First Name	Position	Email Address	Permission Level
674205619	Arackal	Sean	Doctor	sarackal@wpi.edu	Admin
674205620	Berry	Maddux	Nurse	mberry@wpi.edu	Admin
674205621	Cardarelli	Joseph	Surgeon	jrcardarelli@wpi.edu	Admin
674205622	Cassano	Lorenzo	Doctor	lcassano@wpi.edu	Staff
674205623	Consiglio	Christian	Nurse	cpcconsiglio@wpi.edu	Admin
674205624	Czepiel	Peter	Surgeon	pczepiel@wpi.edu	Admin
674205625	Glasby	Ethan	Doctor	eaglasby@wpi.edu	Admin
674205627	Montana	Gustave	Surgeon	gmontana@wpi.edu	Admin
674205628	Olafsson	Gabriel	Doctor	ggoalfsson@wpi.edu	Admin
674205629	Perez Jimenez	Jose Manuel	Nurse	jimenez1@wpi.edu	Admin

Rows per page: 100 | 1–13 of 13 | < >

Features:		Description
1	Add Employee	<p>Opens a form called Add a New Employee</p> <ul style="list-style-type: none"> <li>- Fill in employee data and submit</li> <li>- Employee ID is generated automatically and the employee is added to the database</li> <li>- Press cancel if you don't want to add an employee</li> </ul>
2	Upload Data	Allows the user to upload a csv file containing data for employees. Uploading the csv sends the data to the database.
3	Export Data	<p>There are two ways to export the data:</p> <ul style="list-style-type: none"> <li>• Download as csv <ul style="list-style-type: none"> <li>a.) Export the employee data as a csv file</li> </ul> </li> <li>• Print <ul style="list-style-type: none"> <li>a.) Opens print page for the table</li> <li>b.) Save table to pdf or send to a printer</li> </ul> </li> </ul>
4	Filter Options	Allows the user to filter the information being displayed in the table as well as the density of the table.

# Statistics Page



Features:		Description
1	Stacked Bar Graphs	Displays the total vice requests made by either priority or status depending on the filter option.
2	Stacked Bar Graph Filter Options	Allows the user to toggle between priority and status as a filter option for the bar graphs.
3	Pie Chart	Displays what percentage of the service requests are of each type, from each employee, of each priority, and of each status.
4	Pie Chart Filter Options	Allows the user to filter between type, user, priority, and status to change the display of the pie chart.
5	Export Data	Exports the graph data when clicked.

## Hero Page



Features:		Description
1	Disclaimer	Pop up disclaimer notifying guests that our website is not the official site. Clicking the x will remove the disclaimer
2	Date and Time	Date and time are displayed on the site
3	Temperature Display	Displays temperature in the room and allows you to change between celsius and fahrenheit. See note below on how this is accomplished.
4	Go To Map	Clicking map button will take you to the map page
5	Staff Member Login	Allows admin and staff to login in through the hero page.

Full documentation on how temperature sensor works:

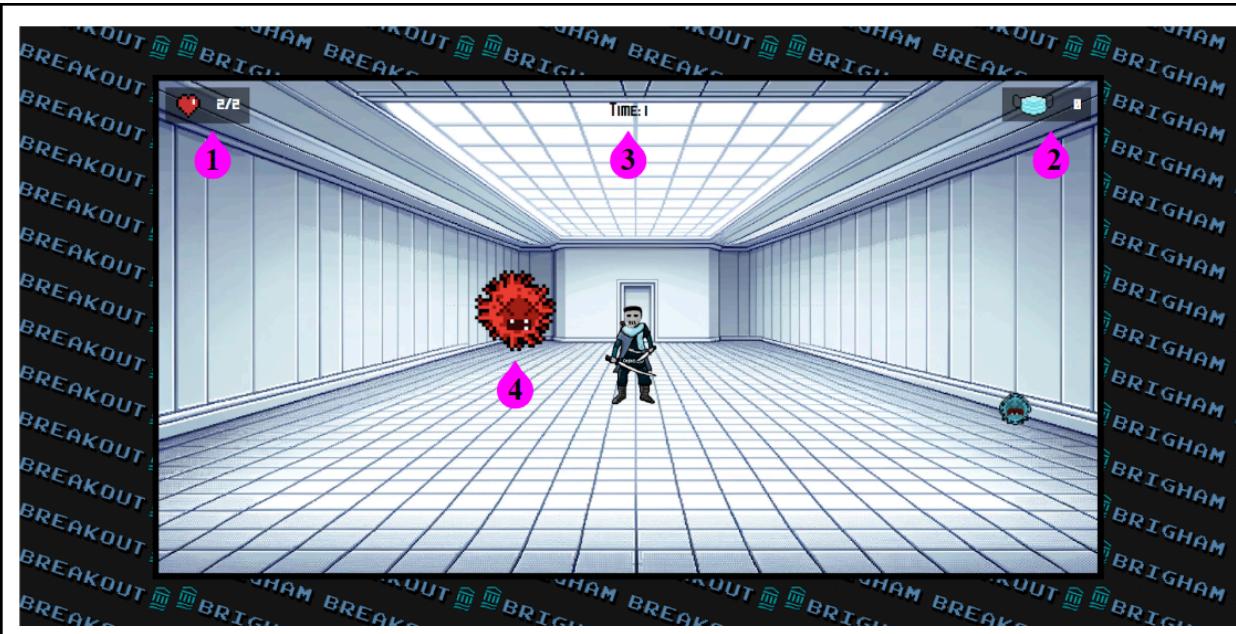
<https://docs.google.com/document/d/18dib9QMy-2ocK8nX7J-wlYnLcAObwCGgCNePFYw2F9g/edit>

# Brigham Breakout

## Character Select

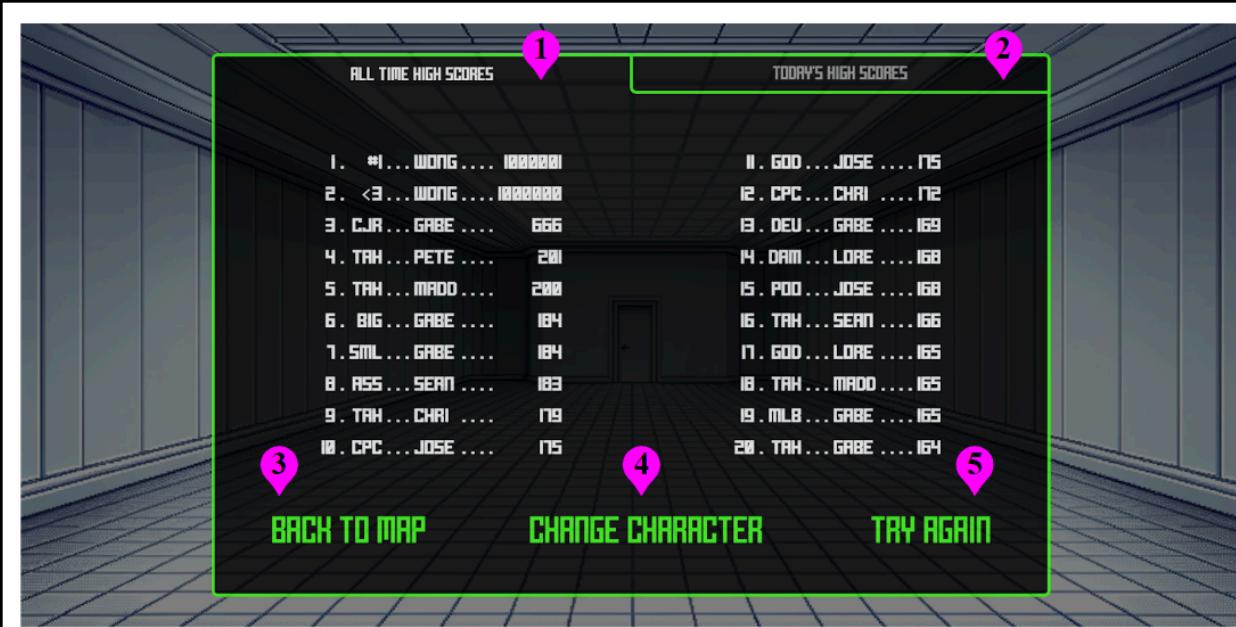
Features:	Description
1 Back button	Reroutes the user to the Brigham Breakout start screen
2 Character Description	Includes each team member's role, quote, and fictional backstory for their character versions of themselves
3 Character Avatar	Hand made sprite made by each member to represent themselves. Includes varying frames for animating
4 Character Stats	Dynamically added and rendered stats based on each member's stored stats/attributes and passive ability description
5 Select Character	Press Enter to select a character and then Enter again to confirm your selection. Press Escape to unselect a character. Click R on the keyboard for a random character.

## Gameplay



Features:		Description
1	Hearts	Represents character health which evaluates to the amount of diseases the character can be hit by before dying.
2	Shields	Represents a player's total amount of collected shields. Shields can be used by pressing Spacebar which grant 1 seconds of invulnerability from diseases.
3	Time	The elapsed time of the current game, in seconds, which will evaluate to your final score on the leaderboard
4	Enemy Diseases	Disease sprites that spawn at random locations along the horizontal boundaries of the game window. They are given a random angle and infinitely increasing speed based on the elapsed time.

## Highscore Leaderboard



Features:		Description
1	All Time Leaderboard	The all time leaderboard is a collection of the top 20 scores ever saved to the database, displaying username (left), character played (middle), and time/score (right)
2	Daily Leaderboard	The daily leaderboard is the same as the all time leaderboard but only scores recorded that day are saved/shown
3	Back To Map	Brings the user back to the website's map page
4	Change Character	Brings the user back to the character select screen
5	Try Again	Restarts the game with the same character the user was using previously

*There are hidden easter eggs for you to figure out like how to unlock the new characters.*