



USER MANUAL

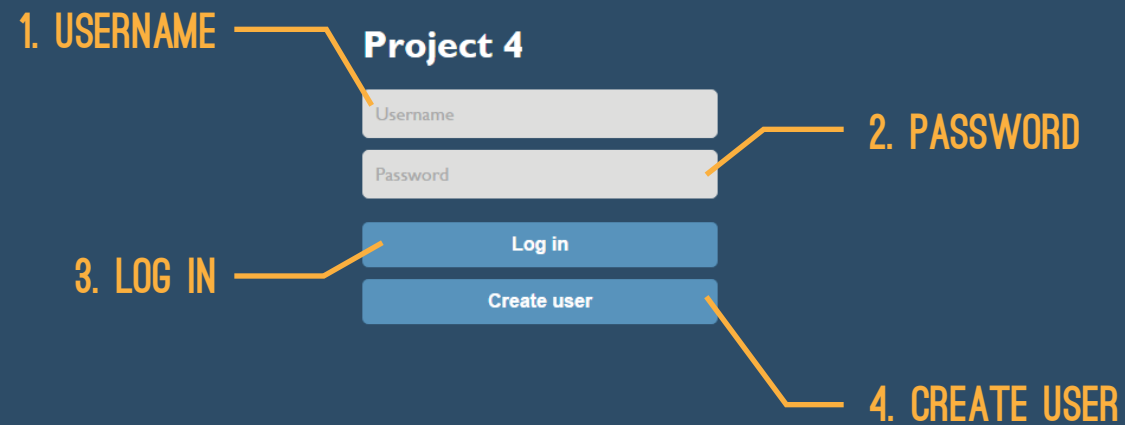
EECS 448 PROJECT 4
BY TEAM 7



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LOGIN/START



LOGIN/START

The Login screen is what all users should see first when accessing the web app.

1. Username

For existing users, this is where you should enter your account username. If you do not have an account, see **4. Create User**.

2. Password

For existing users, this is where you should enter your account password. If you do not have an account, see **4. Create User**.

3. Log In

After entering a valid username and password, click here to log in. This will take you to the **Main Lobby (p. 6)**.

4. Create User

New users should start here and create an account. Clicking this takes you to **User Creation (p. 4)**.

USER CREATION

The diagram illustrates a user creation form with the following components and annotations:

- 1. USERNAME**: Points to the **Project 4** header and the **Username** input field.
- 2. PASSWORD**: Points to the **Password** input field.
- 3. CONFIRM PASSWORD**: Points to the **Confirm password** input field.
- 4. CREATE USER**: Points to the **Create User** button.
- 5. BACK TO LOGIN**: Points to the **Back** button.

The form includes a caution message: "Caution: Password storage not secure. Do not use a password you use elsewhere."

USER CREATION

The User Creation screen is where users should go to create new user accounts.

1. Username

This is what you will be known as to the app and other users. You will need this to log in.

2. Password

This is where you should enter the password you want to use. Do not enter a password you use elsewhere, as passwords are stored on a public server.

3. Confirm Password

Re-enter the password you want to use. This ensures you entered the password as intended.

4. Create User

After filling in all fields with valid inputs, click here to create the account. Takes you back to **Login (p. 2)**.

5. Back

Takes you back to **Login (p. 2)**.

MAIN LOBBY

EECS448 Project 4

Main Lobby

1. CHAT MESSAGES

Chat Messages

asdf: hi

nrobless: hello

Type your message here...

2. CHATBAR

Players

Name	Status
asdf (0-0)	Main lobby
nrobless (0-0)	Main lobby
someone (0-0)	Joinable

3. PLAYERS

4. CREATE GAME

Create Game

5. LOG OUT

Log out

MAIN LOBBY

The Main Lobby is where users will end up after logging in or between games.

1. Chat Messages

This is where chat messages sent by you and other players will show up.

2. Chatbar

This is where you can type chat messages to send to other players in the lobby. Press the Enter key to send them.

3. Players

The players panel shows all players logged into the app. This lists their usernames, wins-losses, and their status. Player statuses can be Main lobby (in the main lobby), Joinable (in a joinable game), or In-game (in a full or running game). Click on a joinable player to join their game, which will takes you to the **Game Screen (p. 8)**.

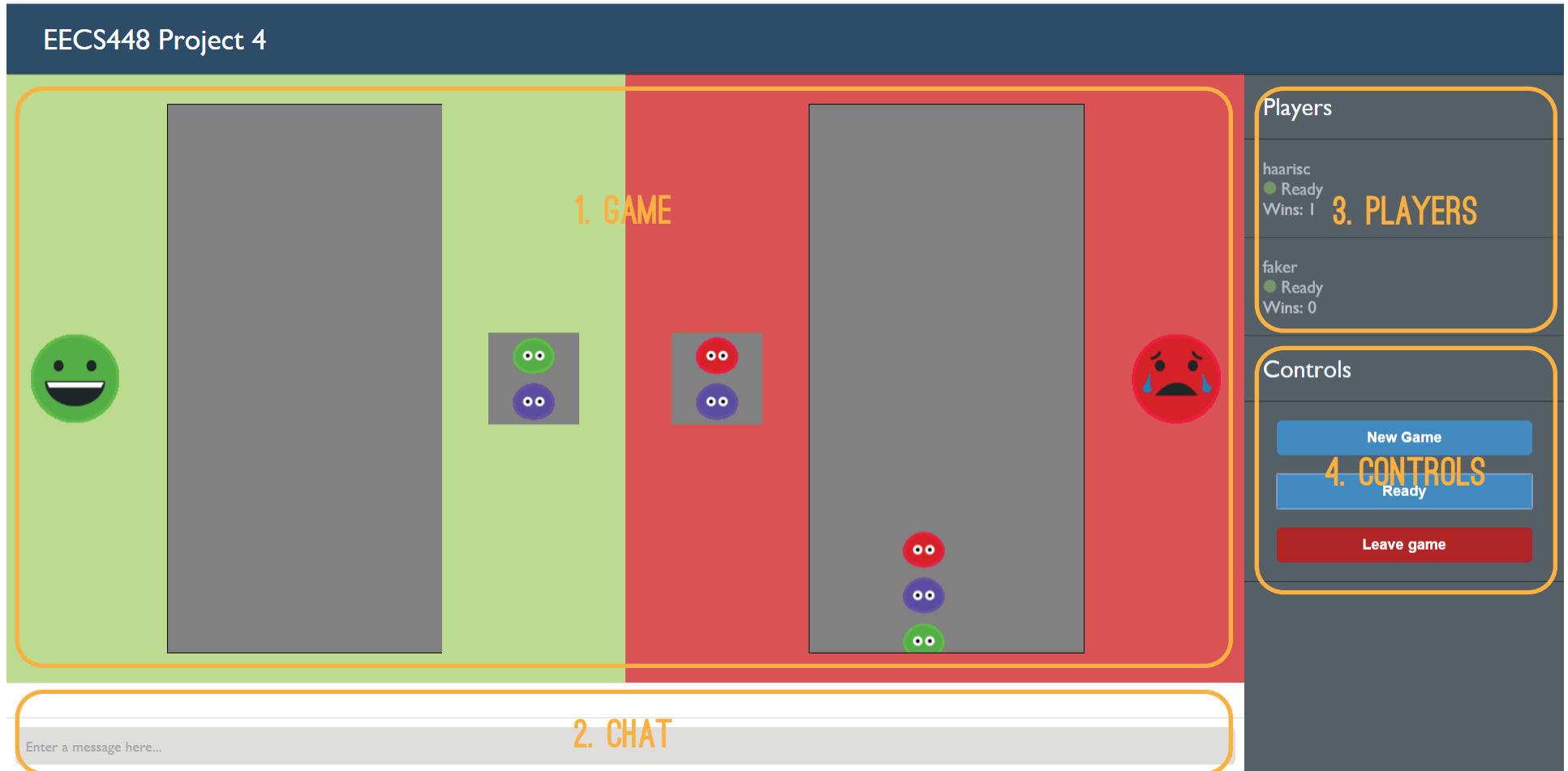
4. Create Game

Click here to create your own game, which other players can join. Takes you back to **Game Screen (p. 8)**.

5. Log Out

Logs you out and takes you back to **Login (p. 2)**.

GAME SCREEN



GAME SCREEN

The Game Screen is where users will go to play each other in a game.

1. Game

This is where the game happens. The player who created the game is on the left side, and the one who joined is on the right. When both players are ready, the game starts after a short countdown. The game rules and interface is explained on **Game Rules (p. 10)**.

2. Chat

This is a condensed version of the chat system in the **Main Lobby (p. 6)**.

3. Players

The players panel shows the players in the current game. This lists their usernames, ready status, and wins in the current game room.

4. Controls

New game - After a game finishes, use this to reset the game and unready both players.

Ready - Sets your status from not ready to ready, and vice versa.

Leave game - Leaves the game and goes back to the **Main Lobby (p. 6)**.

GAME RULES

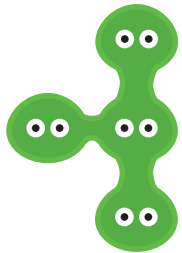
Overview

In this game, pairs of blobs fall down into the playing field, and your goal is to position them so they don't fill up your field before your opponent. Whoever fills the 3rd column from the left with blobs loses! Luckily, you have some tools at your disposal.



Controls

A and **D** move the falling blobs left and right.
S makes the blobs fall faster.
P rotates the blobs.



Explosions and Combos

When four or more blobs of the same color touch, they explode and free up space. Any blobs above them fall down and occupy the free space.

Combos happen when those falling blobs cause more explosions and create a chain reaction. Each explosion causes boulders to fall on your opponent, so combo away!

Boulders

Look out for boulders, as they do not explode normally and they take up extra space. Don't worry, blob explosions also destroy adjacent boulders. Boulders fall when your opponent causes an explosion.



Interface

The center box is the playing field. The next blobs to fall appear in the right box. The face on the left is an indicator of how well you're doing and how far up the blobs have reached.

