Questie – Documentation

**Introduction**

Questie is a desktop application that lets users gain tokens and badges, as well as improve their rank within the community by posting and completing quests. The quests consist of games of word puzzles: there is a secret 5-letter word, and the user has 6 tries to discover it. After each try, the user receives feedback on the the position of each letter in the word: the letter can be in the correct spot, the letter can be part of the word, but in a different spot or the letter can not appear in the word at all.

**Techonologies used**

* Java: A popular programming language that is known for its platform independence, meaning that code written in Java can be run on multiple operating systems without modification.
* JavaFX: Java framework used for building the user interface. Provides a modern and intuitive interface with features like tables to visualize the data and buttons to interact with the data.
* SQLite: Lightweight, serverless database engine that stores data in a local file, used to manage user data and quest information. This makes it easy to manage and maintain the data without the need for a separate database server.
* Gradle: A powerful build automation tool that manages dependencies and builds the application. Gradle simplifies the build process by allowing developers to define build scripts that describe the application's structure and dependencies.
* Git: A popular version control system that allows developers to track changes in the application's codebase over time.

**Features**

Questie includes the following features:

1. Login / Signup: Users can create accounts and log in to become part of the community.
2. View Quests: The user can view quests: the ones posted by them and the ones he accepted. The user can also browse through the quests that others posted, as well as filter them by a specific player’s username.
3. Attempting Quests: The user can accept quests posted by others and then attempt to complete them by solving the word puzzle mini game. If successful, they will earn the assigned reward.
4. Earning Tokens and Badges: The user can earn tokens through completing quests. Tokens then enable the user to post quests and reward players who complete them. Badges can be earned through both posting and completing quests. They serve as a visual recognition of a user’s achievements.
5. Advancing Ranks: As the user gathers more and more tokens, they advance through the ranks in the community.

**User Interface**

Questie has the following UI components:

* Login and Signup Windows: The windows which enable the user to join the Questie community by either creating a new account or logging into an existing one.

Graphical user interface, application, website

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* Main Window: The windows which display the user’s tokens and rank, different tabs with personal and available quests, as well as the interface which enables them to post quests.

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* Badges Window: The window which displays all the badges that the user has earned, as well as their requirements.

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* Quest Screen: The window where the user can play the mini game to complete the quest.

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**Getting Started**

To get started with Questie, follow the next steps:

* Log into your account or create a new one.
* Select a quest and accept it or post a new quest.
* If you chose to accept a quest, go to your Quest Journal, select it and click the Start Quest button to attempt to complete it.
* If you chose to post a new quest, make sure you enter a valid word and that you have enough tokens for the reward. Don’t worry, you can always get more tokens by completing quests. After you enter the word and the reward, simply click the Post New Quest button.

**Frequently Asked Questions**

Q: How do I earn tokens and badges?

A: Tokens are earned by completing quests, while badges can be earned by both completing and posting quests.

Q: How do I rank-up?

A: Ranks are directly related to the number of tokens you have. So, you can rank-up by completing quests and earning tokens.