

# Game Master Guide

A short guide for the game master:

## Materials

For this setup, the following materials are required:

- 2x Micro:bit V2
- 1x Kitronik View 128x64 Graphical Display
- 1x Micro-USB cable
- 1x Micro:bit batteries
- Files from the GitHub repository:
  - `Player.py`
  - `Stats.py`
  - `Analyzer.py`

## Setup

- Flash `Player.py` onto one Micro:bit (using uflash). This one will then be connected to the battery.
- Flash `Stats.py` onto the second Micro:bit, and connect the display to it. This Micro:bit will be connected to a laptop.
- Run `Analyzer.py` on the laptop: `py ./Analyzer.py`

## Data Collection

The data will be written into an `.ini` file. At the beginning, it will display whether this file already exists.

The first question will be displayed:

```
Have you already played the game (N/y)
```

## Registration

- Type `N` and press `Enter`, or simply press `Enter`.
- When prompted with `Enter Name:`, enter a unique name and press `Enter`.
- For `Enter Phone:`, ask the player for their phone number or another unique identifier, input it, and press `Enter`.

## Login

- Type `y` and press `Enter`.
- A list of previously registered players will appear. Look for the player who wants to play (by name and phone number).
- For `Enter ID:`, copy the user ID of the player and press `Enter`.

## Operating System

Next question: `Which OS are you using?(W/l)`

- If you're on a Windows device, press `Enter` or input `W` and press `Enter`.
- If you're on a Linux device, type `l` and press `Enter`.

Then identify which COM/tty port corresponds to the Micro:bit, input the correct number, and press `Enter`.

**The game is now ready to start!!**