

# User Guide:

# Assassin HRS

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Isaac Teuscher, Noah Teuscher, Jon Wu  
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Mr Sea: Data Structures (F Block)

## Introduction:

For our final project of Mr. Sea's Advanced Computer Science: Data Structures course we have created an Android app which communicates with a MySQL database by running php scripts. The purpose of the project is to make the process of creating and playing 'assassin games' more streamlined, efficient, organized, and official. 'Assassin' is a game played mostly in high-schools and colleges across the world, and is an exciting and convivial way to have fun and grow bonds within the campus community.

*“Assassin is a very simple game. At the beginning of a round each player is assigned another player (target). Your mission is to 'assassinate' your target. After you eliminate your first target, you get assigned your target's target. Assassinations are only valid under certain circumstances - set by your game admin. The game continues until there is only one player left” — [www.theassassingame.com](http://www.theassassingame.com)*

Our project is essentially split into two parts, an android app which serves as the client, and then php files which you install on a mac to create and run both the database and the server-side game logic. Our user guide will guide you through the installation, implementation and operation of both pieces: the app and the server scripts. Any feedback or questions can be sent to:

[iteuscher@headroyce.org](mailto:iteuscher@headroyce.org)

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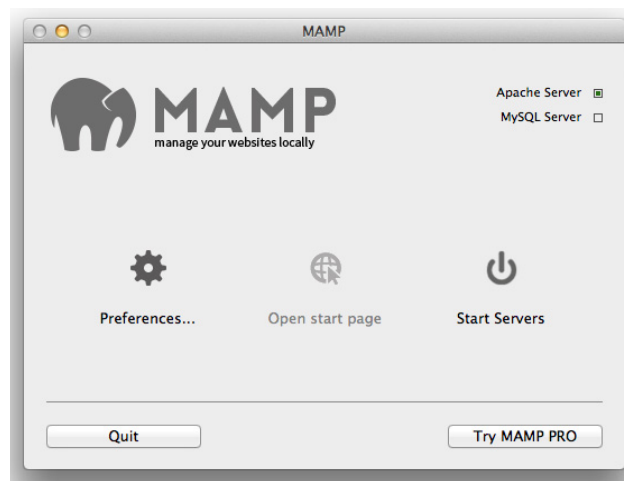
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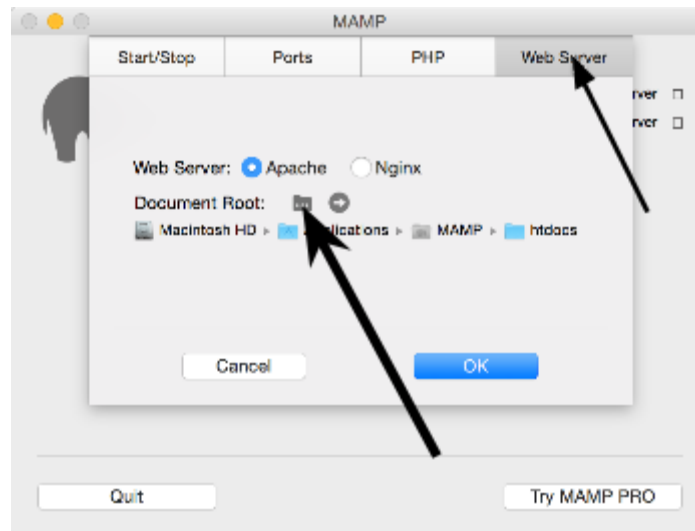
## 1.1: Computer-side — Pre-Installation Actions

- The first action to take in installing the server element of our project is to install an application called MAMP. This application will run both the Apache and MySQL servers which our code uses. MAMP can be downloaded at the following link:  
<https://www.mamp.info/en/downloads/>
  - MAMP Requirements: min. Mac OS X 10.6.8 & 64-Bit processor (Intel) - PHP 7 needs OS X 10.8 or higher.
- Go through MAMP's installer wizard to download it, then launch the application
- Once MAMP launches, it should open a window shown below:

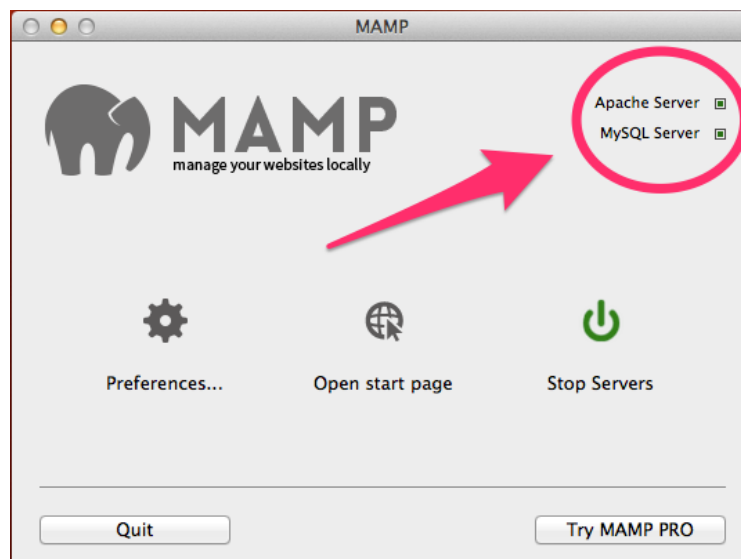


- Go to the 'Preferences...' menu (gear symbol), click on the 'Web Server' tab and then 'Document Root'
- Click the *Folder icon* and select *Downloads\** in the subsequent file selector
  - \*assuming the project files are stored in Downloads

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- While still under the 'Preferences...' menu click on the 'Ports' tab and then click 'Set MAMP ports to default'
- Return to the main MAMP window and press the 'Start Servers' button
- Both boxes in the top right corner should now turn green to indicate your servers are running properly. If not, double check your 'Preferences...' settings



- MAMP is now ready to go! On to the Assassin project installation!

### 1.2: Computer-side — Installation

To create the database, and install the computer-side programs, simply:

- Open any web-browser
- Type: **10.50.5.32/assassins/Assassin\_Installer.php** into the URL bar
- Hit enter to run the Installer script
- You should see the following output:

```
Connection successful.  
Database 'my_db' created successfully  
Successfully linked to 'my_db'  
Table players created!  
Table settings created!
```

- That's all! The computer-side of the project is now ready to go!

### 1.3: Computer-side — Notes

- Our project is currently only compatible with Mac computers. We apologize for the inconvenience if any.
- Be sure to keep all of the downloaded php script files in the same file destination as the MAMP document root is set.

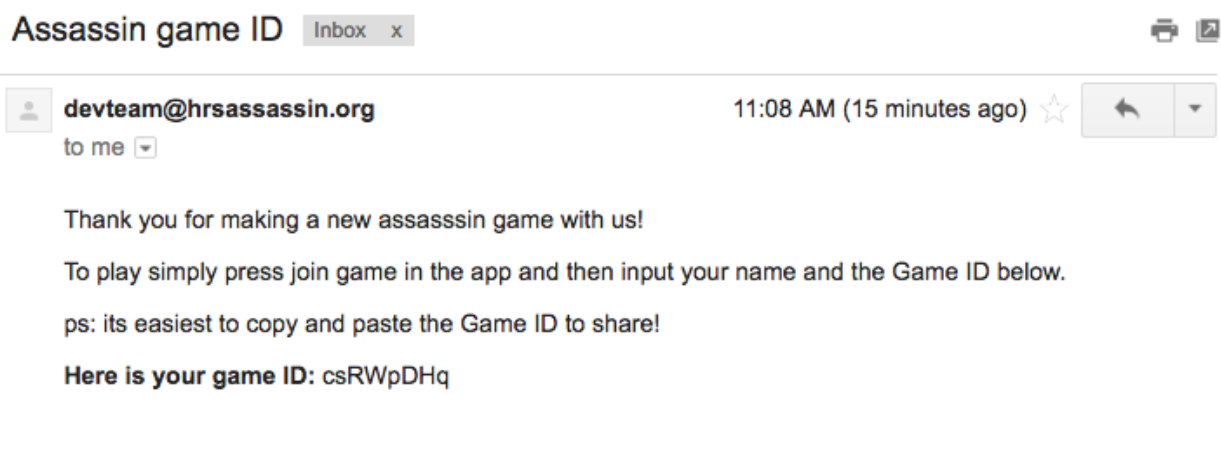
## 2.1: Android-side — Installation

- To install our app please contact us as it is currently not available on the Google Play Store. We apologize for the inconvenience.

## 2.2: Android-side — Interface (How to play)

### 2.2.1: Creating a Game

- To create a new assassin game, first hit the “*Create Game*” button.
- Then enter the email address you would like the game ID to be sent to (Note that you will need to access this email to get the ID if you want to join the game.)
- Check the boxes at the bottom of the page: *sock*, *nerf* and *spoon* depending on what weapons you want to be allowed in the game. (A check means the weapon is allowed, an empty box means that weapon is not allowed for use in your game.)
- Go to the email address you entered and find an email from [devteam@assasssinhrs.io](mailto:devteam@assasssinhrs.io) with subject line “**Assassin Game ID**” (NOTE: THE EMAIL WILL LIKELY BE IN YOUR SPAM FOLDER! Also, please disregard any security warnings as this is simply because of the process our program uses. We are not scamming or spamming you) The email should look similar to the email below:



- Locate the 8-character 'game ID'. It will be a string of letters and/or numbers.  
Share this 'game ID' with all of your friends as they will need it to join your game!

*Note: you are not automatically added to your game when you create a game. If you want to be a player in your newly created game follow the procedures to join a game.*

### **2 . 2 . 2 : Joining a Game**

- The first step in joining a game is to get the 'game ID' of the game you want to join. You get this 8-character string from the person who created the game (it was emailed to them)
- Input your first and last name along with your email and the 'game ID' you got from the creator of the game. Note that each player must have a unique email address to be added.
- Hit attempt to join and you will be added to the game. Good luck assassinating!

### **2 . 3 : Android-side — Notes**

- While our Android app is designed to work on all android devices, it is not optimized for any, and may or may not be fully functionable on a given device (we tested on a Galaxy S5 SM-G900A)



## **3: Acknowledgments**

*This project was created as a part of Mr. Brian Sea's Advanced Computer Science: Data Structures course. As such we would like to acknowledge Mr Sea for his guidance and oversight of our project and process. Without Mr. Sea this project never would have been even close to successful.*

*Each of the creators was also taught Computer Science by Mr. Steve Gregg. We would like to acknowledge Mr Gregg for laying the base knowledge and seeds of curiosity in us.*

*We would also like to acknowledge you for your interest and support of our project, and for reading this far in our user guide :)*

## **4: Contact**

If you have any further question or feedback for the creators of this project, please send them via email to: [iteuscher@headroyce.org](mailto:iteuscher@headroyce.org)

### **5: Appendix**

The full library of our code as well as the various stages and versions of our scripts, our initial project proposal, our app blueprint drawings, and all of our project files are viewable in the google folder here:

<https://drive.google.com/open?id=0BwnunE9bHs3eT0pYU0ZZTV9lRW8>

Thanks,

Isaac Teuscher, Noah Teuscher, and Jon Wu

