

Arcade Tracker - Complete Documentation

Your Complete Guide to Managing Your Arcade Business

Quick Start

Starting the System

```
cd /home/jackiegreybard/arcade-tracker source venv/bin/activate python app.py
```

Access URLs:

- **Local:** http://localhost:5000
- **Network:** http://192.168.0.206:5000 (accessible from other devices)

First Time Setup

Visit `/setup` to create your admin account

Login with your admin credentials

Start adding games and users

User Management Permissions

Admin You - Full Control

What you can do:

- Everything managers and operators can do
- Create, manage, and disable user accounts
- Access user management dashboard

- Full system administration

Access: All features " Users" button in navigation

Manager Business Operations

What they can do:

- Add, edit, and delete games
- Record play counts and handle money/tokens
- View all reports and analytics
- Export revenue reports and CSV data
- Manage maintenance requests (create, view, close)
- See all revenue and financial data

Access: Dashboard, Games, Add Game, Maintenance, Graphs, Reports

Operator Floor Staff

What they can do:

- View games list (basic info only)
- Report maintenance issues only
- See game details without revenue data

Cannot do:

- Handle money/tokens/record plays
- See revenue or financial data
- Add or edit games
- Access reports or analytics
- See existing maintenance requests

Access: Dashboard (limited), Games (view only)

Read Only Limited Viewing

What they can do:

- Basic viewing only (same restrictions as operator)

Game Management

Adding Games

Navigation: Click "Add Game" (managers only)

Required: Game name

Optional: Manufacturer, year, genre, location, status, coin value

Image Upload: Supported formats: PNG, JPG, JPEG, GIF (16MB max)

Initial Coin Count: Set baseline for play tracking

Game Locations

- **Floor:** Active games earning money
- **Warehouse:** Stored games
- **Shipped:** Games sent elsewhere

Game Status

- **Working:** Fully operational
- **Being_Fixed:** Under repair
- **Not_Working:** Broken/offline
- **Retired:** No longer in service

Play Tracking Revenue

Recording Plays Managers Only

Access: Click "Plays" button on any game

Coin Count: Enter current reading from machine

System Calculates: $\text{Plays} = (\text{Current Count} - \text{Previous Count})$

Revenue: Automatically calculated using coin value

Date: Defaults to today, can be changed

Notes: Optional context for the record

Revenue Tracking

- **Real-time totals** updated on every play record
- **Daily averages** calculated from date game was added
- **Performance rankings** track top/worst performers
- **Automatic calculations** - no manual math needed

Maintenance System

For Operators Reporting Issues

Find broken game in games list

Click " Fix" button

Describe the problem in detail

Submit - managers will see the request

For Managers Managing Requests

Access: " Maintenance" tab

View all requests by status (Open, In Progress, Fixed)

Assign technicians and track progress

Close requests with resolution details and costs

Export reports for different time periods

Reports Analytics Managers Only

Dashboard Analytics

- **System stats** overview
- **Critical systems** requiring attention (worst performers)
- **Active floor systems** with status indicators

Reports Page

- **Revenue Report (PDF):** Professional report for management
- **CSV Export:** Raw data for spreadsheet analysis
- **Top Performers:** Best earning games
- **Worst Performers:** Games to consider replacing
- **Daily Revenue Trends:** 30-day performance charts

Maintenance Reports

- **Time Ranges:** Week, Month, Quarter, Year, All Time
- **Export Options:** Open orders, Closed orders, All orders
- **Cost Analysis:** Total maintenance expenses
- **Resolution Times:** Average time to fix issues

System Administration

Creating User Accounts

Login as admin
Click " Users" in navigation
Click " Add New User"
Fill details: Username, password, role
Give credentials to the new user

Managing Users

- **View all accounts** with roles and status
- **Enable/Disable users** as needed

- **Cannot disable yourself** (safety feature)
- **Role hierarchy:** Admin > Manager > Operator > Read Only

Database Files

- **Database:** SQLite file at `arcade.db`
- **Images:** Stored in `static/uploads/`
- **Backups:** Copy `arcade.db` file regularly
- **Logs:** Check terminal output for errors

Troubleshooting

Common Issues

"Permission denied" errors:

- User doesn't have required role level
- Check user role in "Users" page
- Operators can only report maintenance issues

Games not showing revenue:

- Check if user is operator (they can't see revenue)
- Revenue only visible to managers and admins

Maintenance requests not visible:

- Operators can only CREATE requests, not view them
- Managers and admins see all maintenance requests

Cannot record plays:

- Only managers and admins can handle money/tokens
- Operators cannot record plays for security

App won't start:

```
# Activate virtual environment source venv/bin/activate # Install
dependencies if missing pip install -r requirements.txt # Start app python
app.py
```

Port Issues

If port 5000 is busy:

Edit `app.py`

Change last line: `app.run(debug=True, host='0.0.0.0', port=5001)`

Access at `http://localhost:5001`

Database Issues

Reset database (**DANGER - loses all data**):

```
rm arcade.db python app.py # Creates new empty database
```

Mobile Access

Access from phones/tablets:

- Same URLs work on mobile devices
- Responsive design adapts to small screens
- All features available on mobile

Security Best Practices

Password Management

- **Admin passwords:** Use strong, unique passwords
- **User accounts:** Create with appropriate roles only
- **Regular updates:** Change passwords periodically

Network Security

- **Internal network only:** Don't expose to internet without VPN

- **Firewall:** Ensure port 5000 is blocked from internet
- **Access control:** Only give access to trusted personnel

Data Protection

- **Regular backups:** Copy `arcade.db` file frequently
- **Role-based access:** Give users minimum required permissions
- **Monitor usage:** Check who's accessing what features

Maintenance Schedule

Daily

- Check for new maintenance requests
- Review critical systems alerts
- Record play counts from machines

Weekly

- Review worst performers list
- Export maintenance reports
- Backup database file

Monthly

- Generate revenue reports
- Review user access levels
- Analyze top/bottom performers for replacements

Tips Best Practices

Game Management

- **Regular updates:** Keep game info current
- **Photo documentation:** Add images to games
- **Location tracking:** Always set proper location
- **Status monitoring:** Update status when games break

Revenue Tracking

- **Daily readings:** Check coin counts every day
- **Consistent timing:** Take readings at same time daily
- **Problem games:** Pay attention to critical systems alerts
- **Performance analysis:** Use reports to make business decisions

Team Management

- **Appropriate roles:** Don't give operators manager access
- **Training:** Show staff what they can/cannot do
- **Regular review:** Check user activity periodically
- **Clear communication:** Tell users their responsibilities

Emergency Contacts

Technical Issues

- **Check this documentation first**
- **Look at terminal output for error messages**
- **Try restarting the application**

Data Recovery

- **Database backup:** `arcade.db` file contains everything

- **Image backup:** static/uploads/ folder has game photos
- **Config backup:** Copy entire project folder

File Structure Reference

```
arcade-tracker/ ■■■ app.py # Main application ■■■ arcade.db # Database
(auto-created) ■■■ requirements.txt # Python dependencies ■■■ static/ ■
■■■ css/cyberpunk.css # Styling ■ ■■■ uploads/ # Game images ■■■
templates/ # HTML pages ■■■ venv/ # Python virtual environment ■■■
ARCADE_TRACKER_DOCS.md # This documentation
```

Happy Gaming! - Your arcade tracker is now fully documented and ready to help you manage a successful arcade business!