

# **An Online Multiplayer Version of Balderdash: User Manual**

## **ELEN4010: Group 5**

### **1 Introduction**

This user manual will analyse the gameplay and game functionality from 3 different perspectives: a player, an admin and a developer. In order to access this game, please navigate your browser of choice to: [balderdash-group5.herokuapp.com](http://balderdash-group5.herokuapp.com)

In order for a player to successfully play a game, the player must first ensure that his/her browser of choice has cookies enabled. This online version of balderdash requires the use of cookies for the server to know who is voting and who to assign votes to for each game. This is vital to the functionality of the game.

### **2 Player Perspective**

First the player must ensure their cookies are enabled and then navigate to the url given in Section 1 of where the game is hosted. Once this stage is reached the user will then have to log in to the system.

#### **2.1 Logging In**

Upon navigating to this page, the user will then have to choose a username for the session. This username must be unique and cannot be the same as any other users' usernames currently logged in. Once the user is logged in they are then navigated to a splash screen where they can decide on their next move. This can either be to create a new game, join an existing game, view the game rules, get help on the page or log out of the system.

#### **2.2 Creating a game**

Once the user is logged in they then have the option to host a new game. This is done by navigating to the create game page and entering in all the settings required to initialize a new game. Once a game is created the user is then transferred to a lobby where they can watch a dynamically updated page update with people joining their game.

#### **2.3 Joining a game**

Once the user is logged in they then have the option to join an existing game. This is done by navigating to the join game page and choosing a game to join from a dropdown list of available games. This page must be manually refreshed if new games are required.

## **2.4 Gameplay**

Once a game is full, all the players waiting in the lobby for this game will be transferred into the game. A game works as follows:

- A random user will be chosen as the dasher for the round
- A random word from the list of words will be chosen for the word round
- If a player is selected as the dasher, the player will see the word of the round along with the real definition of the word
- If a player is not selected as the dasher, the player will just see the word of the round without the real definition
- All players will then have the opportunity to enter what they believe is the correct definition of the word (the dasher should just reword the correct definition given to them)
- Once all the players have entered their definitions they will be allowed to vote for what they believe is the correct definition

### **Dasher Voting**

The dasher will vote for all the definitions he believes is correct by clicking on a checkbox next to the correct definitions and clicking vote. They will then be transferred to the end of round summary page to wait for the round summary.

### **Player Voting**

The dasher will vote for one definition he believes is correct by typing out the definition number and clicking vote. They will then be transferred to the end of round summary page to wait for the round summary.

## **2.5 End of Round Summary**

The end of round summary page will get all the game information from the current game and analyse the data:

If a player has reached or surpassed the winning score the other players are notified who won the game and are given an option to navigate back to the homepage where they can decide if they wish to play another game or not.

If a player has not reached or surpassed the winning score the players will then be allowed to navigate to the next round, restarting the round process from the beginning.

### 3 Admin Perspective

If the admin logs into the system as a normal user they will have all the same functionality as the users. The only difference is the admin knows of a hidden page. This page can be reached by directing their browser to: `balderdash-group5.herokuapp.com/admin`

By navigating to this page the admin can log in as an admin with the password: 'admin' and have access to clearing information from the server which would otherwise clog up the user and games arrays making the gameplay slow and unresponsive.

### 4 Developer Perspective

The codebase consist of HTML, JavaScript and CSS files. All these files are located on a central storage GitHub repo: `witseie-elen4010-2017/Group-5-Lab`.

As a developer one can run acceptance tests, located in the folder `test/acceptance/acceptance_test.js`. In order to run the acceptance tests, ensure that java is installed on the computer running these tests, and that the selenium-standalone is installed. These tests can be run by completing the following sequence of commands:

- Ensure Selenium-Standalone is installed
- Once it is installed execute `./node_modules/.bin/selenium-standalone start`
- Open a new terminal/bash window and run the local server: `node app.js`
- Open a 3<sup>rd</sup> terminal/bash window and run the command:  
`./node_modules/.bin/codeceptjs run --steps`

Once these steps have been followed, the acceptance tests will automatically begin running.

Once the codebase is merged into the main branch, it will automatically be deployed to the Heroku instance. This takes away the element of human error.

The use of Travis.ci allows the Mocha Unit tests to be run automatically every time a pull request is made on GitHub. This allows for developers to ensure the code they have added to the codebase doesn't break any prior made code. If one would like to run the unit tests without the help of Travis, one can navigate to the project root folder and run the command `npm test`

In order to see the coverall analysis, one can navigate to the Travis.ci build history located on: <https://travis-ci.com/witseie-elen4010-2017/Group-5-Lab/>

The code is commented and set out in a way which could easily be understood by other developers, this was done to allow for changes and updates in future versions if new developers join the project.