

PASS THE PHONE

A social mobile game to get you off your phone!

A Human-Computer Interaction project by:

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User Manual

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1. Introduction

You're sitting with a group of friends, and yet everyone is on their phone. No social interaction whatsoever. Has this ever happened to you? Pass the Phone is a mobile game whose goal may seem contradictory at first: to get people off their phone! The game only needs one person's phone, which gets passed around as people ask questions and answer them as a group.

Ideally, a mobile game would not require a user manual. Indeed, the game aims to be as straightforward as possible. We want the learning curve to be low, as is characteristic of mobile games. Keeping this in mind, this user manual serves a dual purpose:

- to get you familiarized with the application and its functionality before even using it, by providing a complete overview;
- to act as a reference in case you are stuck, the way forward is obscure, or unexpected behavior has been encountered.

1.1. Contact Information

We appreciate your feedback! If you want to reach us, please do so at the following email addresses:

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1.2. Project Evolution

If you wish to learn more about the procedure behind the development of Pass the Phone, from the idea at its inception to its current implementation, you can browse our website at the following link:

<http://www.cim.mcgill.ca/~jer/courses/hci/project/2017/www.ece.mcgill.ca/~oeydt/hci/notebook/index.html>

2. Installation Instructions

Pass the Phone is developed with both Android and iOS in mind, using an open-source framework called Nativescript. However, due to restrictions on iOS development, an easy release of the application is only feasible on the Android platform. The steps below detail how to install the prototype of Pass the Phone on your own Android phone. Alternatively, you may wish to install an environment to emulate the application on your laptop or desktop.

2.1. Installing Pass the Phone on an Android phone

This option is the easiest way to install Pass the Phone. It also provides an experience as close as possible to the target experience. It allows the user to feel the prototype on a physical phone, touch the screen, evaluate the layout, and place themselves in the context of the game.

1. On your phone, open the Settings application, navigate to Security, and turn on the “Unknown Sources” option. This will allow you to install an application that is not from the Play Store onto your phone.
2. Navigate to our website, and download the desired prototype (in .apk format). Versions of Pass the Phone may be found on the High-Fidelity Prototype, Alpha Prototype, and Beta Prototype pages of our website.
3. Open the downloaded .apk file. This can be done easily by clicking on the notification that tells you once the download is complete.
4. Your device should prompt you to allow the installation. Accept it by pressing on Install, in the bottom right.
5. Pass the Phone is now installed on your phone! You can open it just like you would any other application, and start using it.

2.2. Installing Pass the Phone on a laptop or desktop

To emulate the application on your laptop or desktop, you will need to install the same developing environment as we did when building the game: NativeScript. The groundwork to do so will not be included here; instead, we redirect you to the official tutorial to get NativeScript installed on your machine. It is quite complete and easy to follow.

Warning: This option is not as easy as installing the application on an Android phone, and requires more tech proficiency.

1. Follow the instructions to get started with NativeScript. They will walk through the installation process, which can be as simple as running a single command in a command line window. <https://docs.nativescript.org/angular/start/quick-setup>
2. Fetch the source code from our website (on either the Alpha Prototype or Beta Prototype page).
3. Extract the folder called Pass - the - Phone and store it in a location that is easy to access (for example, on your desktop).
4. Open a command line window. This step depends on your platform: macOS and Linux share the same command line interface, while Windows' is slightly different.
5. In the command line, navigate to the location where you extracted the application's source code. On macOS, Linux, and Windows, the command to do so is `cd`. For example:
Windows: `cd C:\Users\[your username]\Desktop\Pass-the-Phone`
macOS/Linux: `cd ~/Desktop/Pass-the-Phone`
6. Run the application by entering one of the following commands, depending on whether you set up your NativeScript installation with Android or iOS:
`tns run android`
`tns run ios`

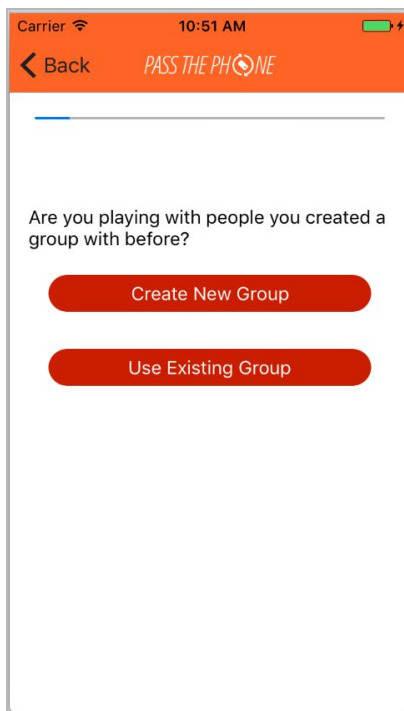
For more help with this step, visit:

<https://docs.nativescript.org/angular/tutorial/ng-chapter-1#12-running-apps>

3. Game Setup Instructions

Before being able to play, a brief setup period is required. At this stage, the user is asked to enter the following information, in sequence: a group name, player names, a game mode, the members of each teams (if team vs. team mode chosen), and a subject.

3.1. Starting the game



DO THIS

3.2. Group selection

Carrier 10:51 AM

< Back PASS THE PHONE

Are you playing with people you created a group with before?

Create New Group

Use Existing Group

The next step is to tell the game whether you have played a game in the past with the group of people you're with at the moment.

If **no**, select the option to **Create a New Group**. This will lead you to a page where you can enter information on this new group: its name, and the name of its members.

If **yes**, select the option to **Use an Existing Group**. This will lead you to a page where you can select the name of the group you had entered at the time, and resume playing with the same people.

3.3.a. Creating a new group

Carrier 9:50 PM

< Back PASS THE PHONE

Identify your current group of friends for later use:

Group Name

Enter a Player Name Add

Create Group

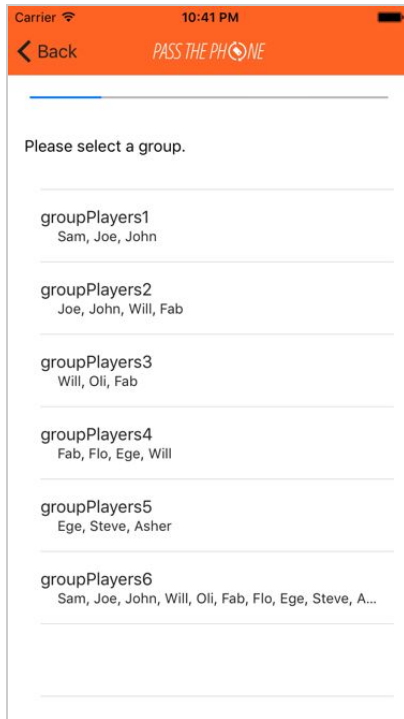
This page allows you to register the group of people you're with. You will be asked to enter two bits of information:

Group name: the name of your current group. This will allow you to find your group easily at a later date, and see the results of the games you played with this group (to be implemented).

Player names: the name of each player in the group. To add players, enter a name, and press the **Add** button next to it. A scrollable list of the players in the game is listed under the textbox.

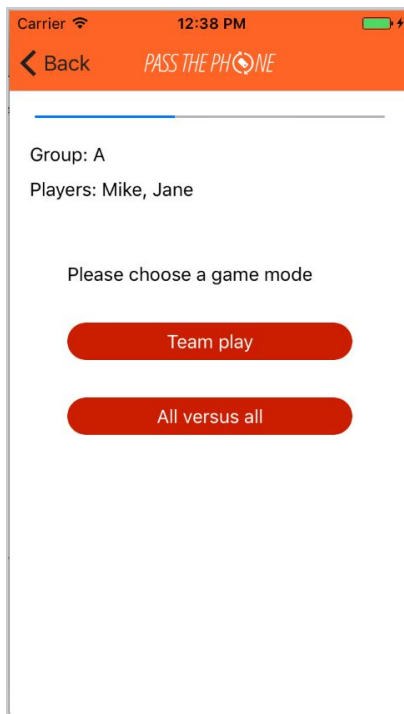
Once done, press **Create Group** to move on to the next step.

3.3.b. Using an existing group



If you've selected the option to use an existing group, all the groups you've created in the past are listed here. You can see their names, and the players that were in them. To select a group, tap on its name. The next screen will be displayed, and the game will proceed using this group.

3.4. Select a game mode



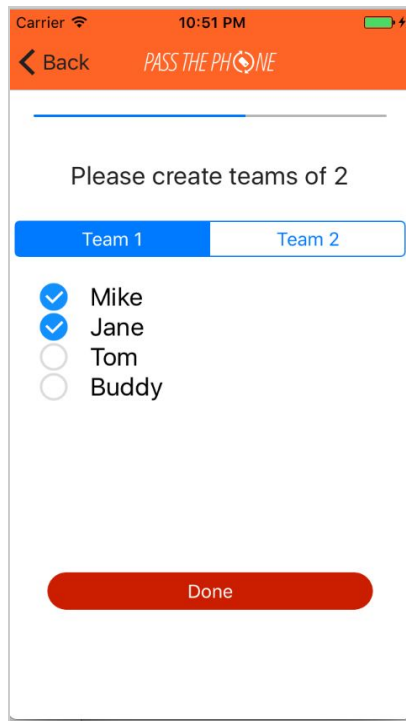
The game can be played in two ways:

Team play: players team up against each other, and results are aggregated as a team. For example, Mike could team up with Jane against Steve and Joan, and the team with the most points wins.

All versus all: players are on their own, and their points are only tallied individually. Here Mike, Jane, Steve and Joan would all be competing against each other.

When you've chosen which mode you wish to play in, press on the corresponding button, and you will be ready for the next step.

(3.4.b.) Build teams for Team mode

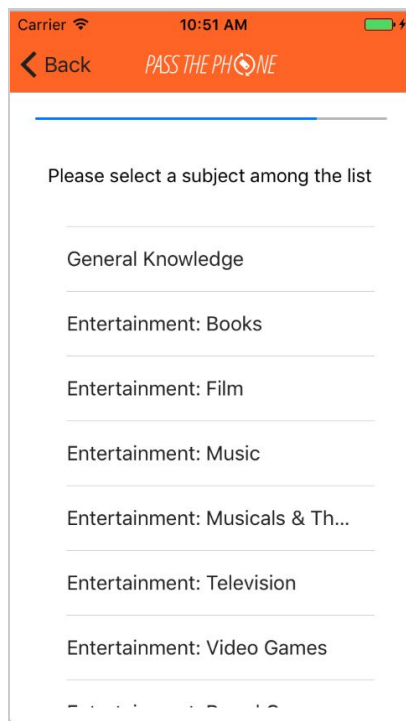


If you selected the option to play as teams, the next step is to build the teams that you will use. You are told the number of players to be included in each team.

First, select the members for **Team 1**. The tab for Team 1 is the first one selected by default. Tapping on a **player's name** includes them in the team, and shows a **checkbox** next to their name. Tapping on their name again excludes them from the team. This is useful if you need to change the teams around.

Then, tap on the tab labeled **Team 2** to build the second team. The members listed for Team 2 are only the ones who aren't in Team 1, but you can go back to Team 1 and change the players if you made a mistake. When you're ready, press the **Done** button at the bottom of the page.

3.5. Subject selection



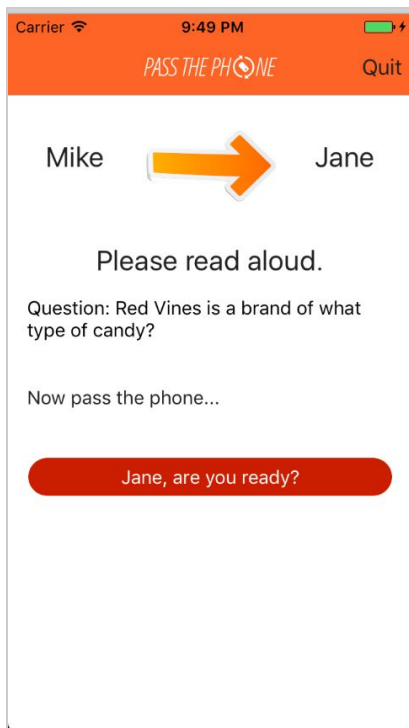
The final step before playing the game is to select a subject. This page shows a scrollable list of all the available subjects. To choose one, simply tap it.

Afterwards, the game will begin. The procedure for the game is detailed in the next section.

4. Playing the Game

The game itself is simple: the person holding the phone will be prompted to ask a question aloud to another player, and then pass the phone to them. The person receiving the phone has to try to answer the question. Then, that person passes the phone, and so on, until the game ends. The length of the game is set so that each player gets two turns. Afterwards, a page displaying the scores of each person is displayed.

4.1. Asking a question



This page displays a lot of vital information for the game.

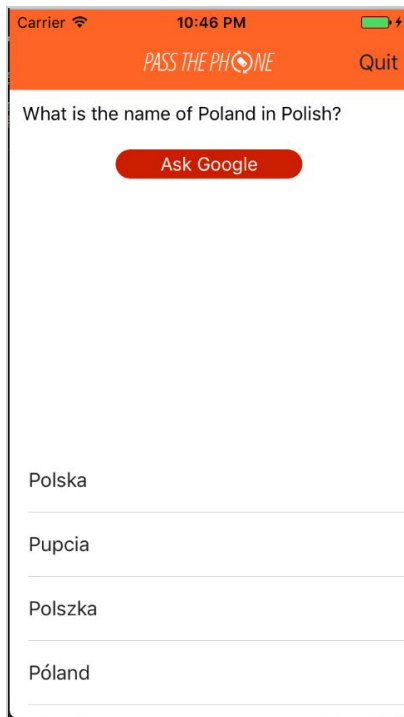
The top of the page shows the direction of the question:

The person to the **left** of the arrow is the one holding the phone. This person should read the question displayed on the screen.

The person to the **right** of the arrow is the one to whom the question should be asked, and to whom the phone will be passed afterwards.

Once the person to whom the question was asked receives the phone, they should click on the button to say that they are **ready** to answer the question.

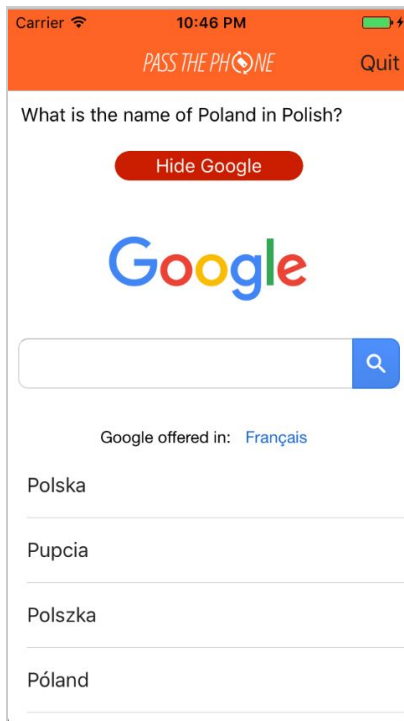
4.2. Answering a question



The person who receives the phone can now try answering the question. The **choices** are listed at the bottom of the screen. To choose one, simply tap on it.

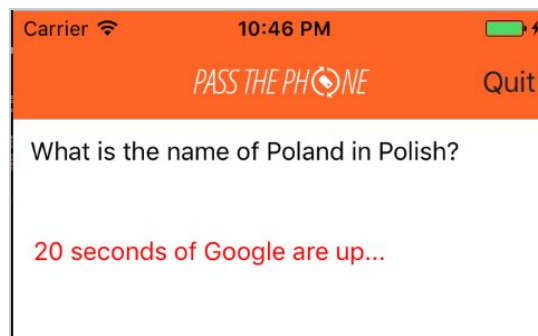
There are ways to receive help with a question. Currently, this takes the form of the **Ask Google** button. Tapping this button opens a helper window, shown in 4.2.1.

4.2.1. Asking Google for help

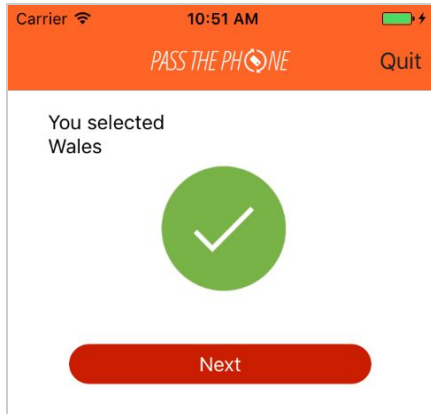


This screen appears when the **Ask Google** button is pressed. It allows you to search Google for an answer to your question.

However, there is a timer associated with this option, so you need to be quick! You have 20 seconds to find an answer, after which the search bar will disappear:



4.2.2. Validity of the answer

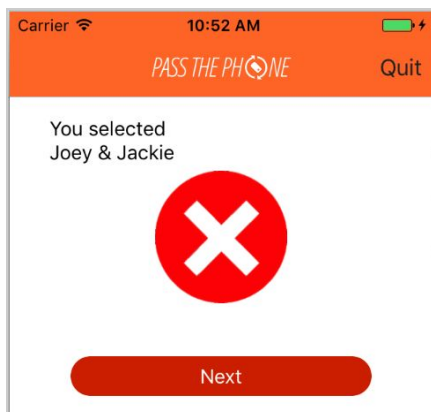


The next screen will depend on whether the question was answered correctly or not.

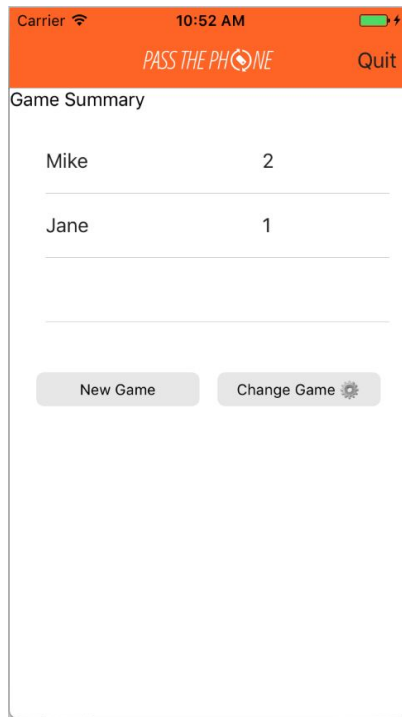
If the answer was **correct**, the top screen with a green checkmark is displayed.

If the answer was **incorrect**, the top screen with a red cross is displayed.

In both cases, the person with the phone should press on next. They will be brought back to screen 4.1., and it will be their turn to ask someone a question and pass the phone to them.



4.3. Results page



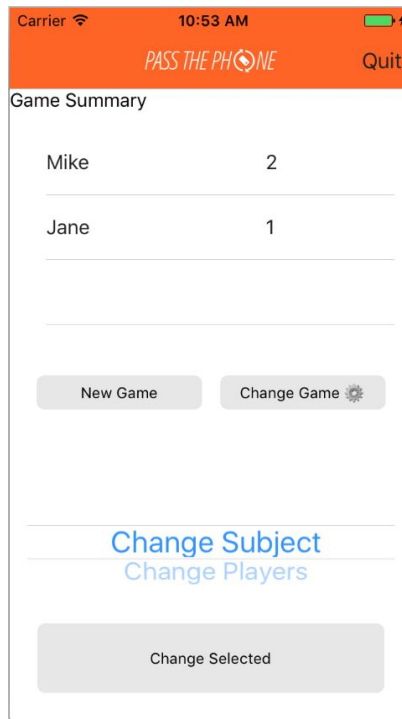
This page is displayed when the game had ended (i.e. each player has had two turns). It lists alls players, along with their score. Users have three options to proceed:

They may **quit** the game by pressing the button in the top right.

They may play a **new game** by pressing the bottom left button. This new game will have the same group name, players, and subject as the one that was just played.

They may **change one of the game's settings** before starting a new game. When this button is pressed, the screen below, 4.3.1., appears.

4.3.1. Quickly changing settings for a new game



This screen allows players to change the **subject** or the **players** of a game before starting a new one. Scroll through the list to select the desired field, and then tap on **Change Selected**. This will bring you to the appropriate setup page for the desired change: 3.5 for subject, and 3.2 for players.

Afterwards, **New Game** can be tapped to start a new game.

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