**User Guide**

Getting started:

**A qr code with a green tag

AI-generated content may be incorrect.**There will be a QR code to take you to the home page of Sip & Save on every water station, but for now, scan the QR code below to start your saving journey!

Once you have been directed to the home page you can register here.

A screenshot of a website

AI-generated content may be incorrect.

Image (1)

A screenshot of a form

AI-generated content may be incorrect.Don’t forget, if you have been referred to us by a friend, ask them for their referral code for some extra points!

Image (2)

On image (2), there is a drop box for you to select the size of your reusable water bottle so we can calculate how much plastic you will be saving while being a part of the team.

A screenshot of a login screen

AI-generated content may be incorrect.Once registered, you will be redirected to the login page where you can login with your new account.

Image (3)

Once logged in, you should see this page:

1

5

4

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6

**A screenshot of a computer

AI-generated content may be incorrect.**

Image (4)

9

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10

12

11

How to navigate:

1. On all the pages you will see this Sip & Save. This will take you back to this student dashboard from whichever page you are currently on.
2. This will take you to the map where you can see all the available water stations you can visit. **[See image 5].**
3. This is the leaderboard showing who has the most points collected from saving plastic and who has the most points from Bottle Bounce. **[See image 6].**
4. Here you can change your username and password and even put up a profile picture that will be seen on the leaderboard. **[See image 7].**
5. This will log you out of your account and take you back to the login page.
6. Your total points are the points you receive from playing Bottle Bounce. However, you can only play once you have started receiving water droplets as 1 droplet equates to 1 bounce. So, the more you use Sip & Save, the more droplets you earn and so the further you can get in the game.
7. As mentioned above, the water droplets are what you receive from scanning QR codes at the water stations. Some QR codes may be worth more than others so watch out for that.
8. When you get to a water station, press ‘Log Refill’ to open your camera and scan the QR code at the station and receive your points. **[See image 8].**
9. Here students can view challenges set by the gamekeeper **[See image 9 and 10]**
10. Give this code to your friends who haven’t joined Sip & Save yet and you both get some extra points!
11. Bottle Bounce! You can use your fuel “droplets” earned through by gaining points. **[See image 11].**
12. A screenshot of a person with curly hair

    AI-generated content may be incorrect.A screenshot of a computer

    AI-generated content may be incorrect.A screenshot of a map

    AI-generated content may be incorrect.Lastly this is a list of all your completed actions.

Image (8)

Image (6)

Image (5)

A screenshot of a computer

AI-generated content may be incorrect.

Image (7)

A screenshot of a computer

AI-generated content may be incorrect.

Image (9) – By clicking on “View” you redirect to image 10

A screenshot of a computer

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Image (10)

A screenshot of a video game

AI-generated content may be incorrect.

Image (11)

**Gamekeeper User Guide**

The gamekeepers’ job is to add available water stations to the map. They update the map if any water stations are out of order and to add challenges to each water station. Lastly, each water station will need to have a printed QR code attached to it, which the gamekeepers can easily do. **[See image 13].**

The gamekeepers’ login is in the same place as the regular users. However they need to be upgraded to gamekeeper access by the admin, which would be designated once given the gamekeeper role. Once logged in, the gamekeepers will be greeted with this page:

A screenshot of a computer

AI-generated content may be incorrect.

Image (12)

4

2

1

3

How to navigate:

1. This allows the gamekeeper to add a water station to the map for the users. **[See image 13].**
2. Here, the gamekeeper can add challenges for the users for individual water stations. **[See image 14].**
3. The gamekeeper can see all current available water stations here and can edit said stations. **[See image 13].**
4. Here the gamekeeper can edit any of the challenges that any gamekeeper has made. **[See image 16]**

All other buttons do the same as mentioned above in the **User Guide**.

A screenshot of a map

AI-generated content may be incorrect.

2

1

Image (13)

As the gamekeeper, you locate on the map where the water station you are adding, press where it is. The latitude and longitude will be filled in automatically. Give a description of where abouts it is and what to look for nearby if it’s an obscure one. All that’s left is to choose how many points this station is worth and to add a picture of the station to make it easier for students to find. Press ‘Create Water Station’ to add to the map for the regular users to see. You can then either add more or direct yourself back to the gamekeeper dashboard by pressing **(1)**.

The gamekeeper can remove a water station or report it as being out of order. Any stations that have been reported as out of use will appear at **(2)** with the location and said problem with the water station.

A screenshot of a computer

AI-generated content may be incorrect.

Image (14)

Through filling this for a gamekeeper can add a challenge for students to complete. For example, a gamekeeper could as a user to visit certain water stations after the challenge date is set.

A screenshot of a map

AI-generated content may be incorrect.

3

2

1

Image (15)

The gamekeeper can add another water station from here if wanted, however the two main abilities is to either delete a water station **(3)** – if one has been removed from campus. Or, to report a water station as out of order **(1)** so the regular users know not to go to it.

Lastly, as mentioned earlier, the gamekeepers need to place the QR codes on each water station which they can do by printing off the QR code at **(2)**.

A screenshot of a computer

AI-generated content may be incorrect.Image (16)

The gamekeeper here can view the current on-going challenges. Through clicking the “View” button the gamekeeper is redirected to another page where they can add existing water stations to a challenge. **[See image 15]**

A screenshot of a computer screen

AI-generated content may be incorrect.

Image (17)

On this page the gamekeeper can view a given challenge. By selecting the boxes of desired water stations the gamekeeper can assign by clicking the “Assing Selected Stations” button. This will now appear as a challenge that students can complete to earn points.

Issues & Bugs

If you have any questions, issues or encounter any bugs, please contact us at [sip&save@gmail.com](mailto:sip&save@gmail.com) and someone from our team will be in contact within 3 working days.