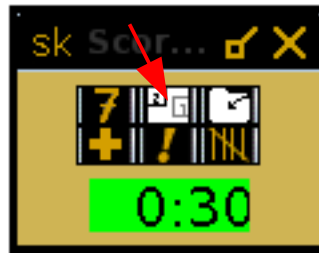# Getting started with ScoreKeeper.

Start the program by typing java -jar scorekeeper.jar from the folder where the program was downloaded.

Starting a game is done with either the layout button or the open button both of which are in white. For this session I will use the layout button.


In the layout manager there are a few preferences and an area at the bottom to setup the layout of the desks in your classroom.   The white grid on the right will represent the floor area of your classroom. Use the spinner inputs to make the floor area an appropriate size. *Note that a desk will take up 4 squares (2X2).*
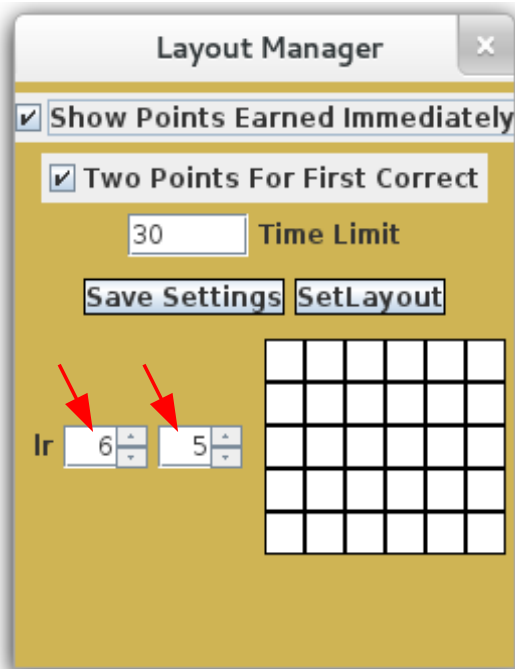
When placing desks click on the square you want the top left corner of the desk to be placed. The picture shown is for a classroom with 2 columns of 3 desks where the front of the room is at the top of the image. When done with the layout press the "SetLayout" button. Once the game has started changes to the preferences can be made with the "Save Settings" button.
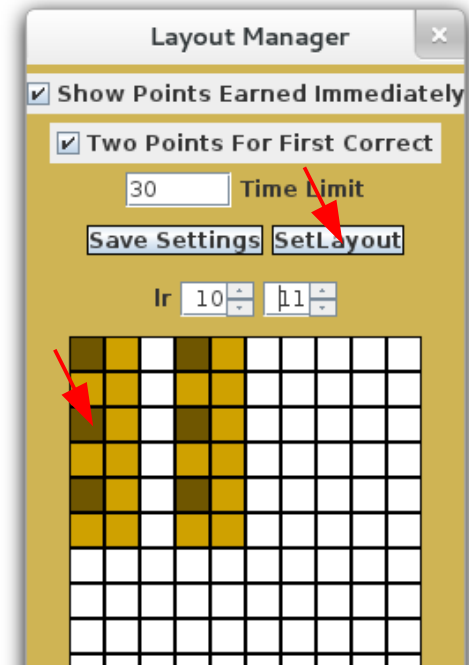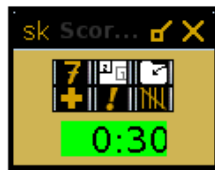

Now the game is ready to go. This window will stay in the foreground so you can use powerpoint or another presentation software behind it to display questions. As students answer you click the box corresponding to their desk. A left click will indicate that the answer is correct and a right click will indicate an incorrect answer. Two views have been provided. The larger view is oriented how the students see the room and is for student feedback. The smaller view is how the teacher would see the room and is primarily for your inputting.
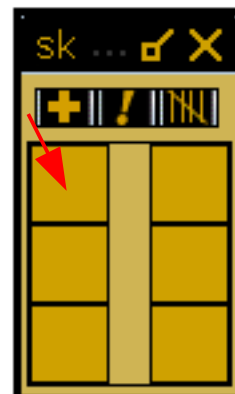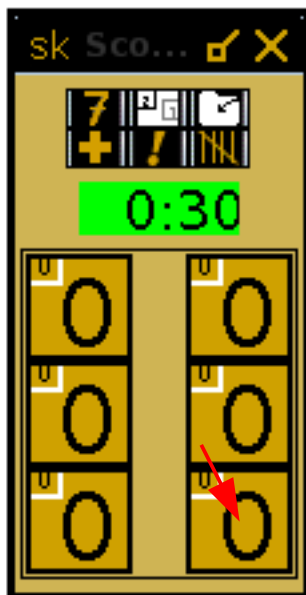
As you click student desks a white check mark will appear showing that you have seen the student answer. Once all answers have been seen you can click the sum button to add in the points and be ready for the next question.
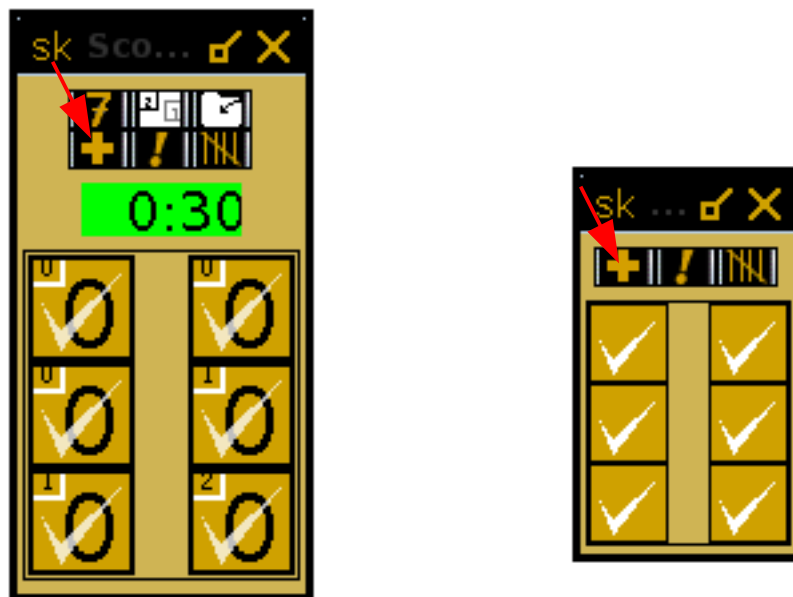
Points earned so far will show in large print for students to see. The smaller box will show the points earned on the last question only.
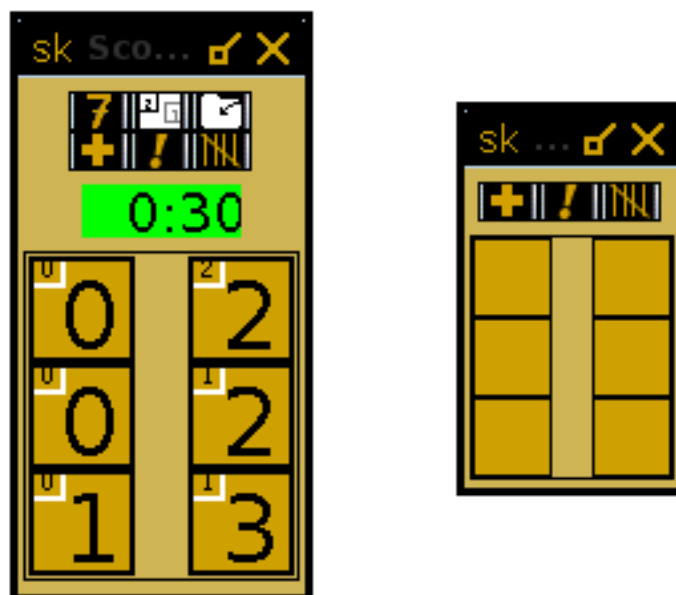
This should be enough to get you started scoring some games. Buttons not addressed in this guide include Direct input of points (7) , a final jeapordy mode (!) , a tally of round points (Tally) , and the save button (same button as open)