

# Sage of the Multiverse Quickstart Guide

(Version: 1.0 for Download)

## **Preface**

First of all, I like to thank you for taking the time to check-out my current work, Sage of the Multiverse (abbreviated SOMV © 2018). SOMV is currently coined as “The Universe Trading Card App” where hopefully it can grow into “The Universe Trading Card *Game*”. As opposed to there being “magic” where players sling spell cards at one another, SOMV diverts from this cliché by allowing players to create Universe cards. These cards represent different physical realities which players can then effectuate their laws of nature on one another. A segue motivation of making this sort of app is to create unique use cases (particularly the universe generator) that are hopefully complicated enough to impress potential programming employers, peers, and players alike.

**To help you feel the ‘gist’ of this application as quickly as possible please follow these steps:**

1. If you like, feel free to patiently view the background images on the title page because they are on a timed carousel. Once satisfied, go ahead and click the “Create SOMV Account” button.
2. Don't enter in any real emails, names, or anything if you don't want to for the validation rules are very light at this stage of production. When done, hit the “Create Sage Account” button.
3. When you are at the homepage, there should be a slew of buttons with a few of them greyed out for now. Go ahead and click the “Create Your Sage!” button.
4. Here your first modal should pop-up. The white text is a description of the form from the point of view of the “Lore” involved, and the straight-forward directions are in a monospace font in blue. You should be fine just reading the blue directions from here on out if you don't care about the lore. Go ahead and browse through the races and pick something. ‘Q’ from Star Trek is a good choice (spelled “Queue” in this case). Once all your ‘bonus points’ are assigned, the confirm button will light up and go ahead and click it to be redirected back to the homepage. Only one Sage profile can be created per account.
5. Now more buttons should be lit up, go ahead and click the “Generate New Universes” button. Clicking any of the SOMV logos in the corners will take you back to the homepage safely.
6. On the Universe Page, pay attention to the CORS note and go ahead and download the chrome or firefox CORS add-on in the provided links in blue if you don't have one already. Once done, install it, and toggle it on. If not, you will get server errors on a majority of websites you enter.
7. Enter any https:// url and click “Make My Universe!” There are 5 stages to this form.
8. From the html you provided, the program will generate 3 different possible ‘Universes’ that can be made. Go ahead and tweak the odds and play with the form to see how it works and then click the “Roll My Universe!!” button.
9. A modal will pop-up, feel free to click the green text to view which Universe you rolled and then exit the modal by clicking anywhere else on the screen. This will prompt the next stage.

10. This next page is pretty worthless for a level 1 Sage and mainly for advanced players with a stratagem in mind. In a nutshell, it lets you re-roll and re-distribute the Universe's stats at a price. But for now, feel free to go ahead and do nothing by just clicking the "Confirm" button.

11. This is arguably the most important form. Wait a quick second and you should see a modal pop-up indicating that you rolled a "Perfect Universe". Currently you have a 100% chance of this just for demo purposes. In the real game it will be about 1 in 30 odds to roll a "Perfect Universe" which will significantly increase the card's value. Go ahead and click outside of both modals after *carefully* reading the directions.

12. Many Universes still have one or more "No Eligible Move For This Slot" because I haven't filled the database up very much with possible actions. However, for every slot where there is a legitimate choice, go ahead and click a radio tab, and then click "Purchase" to add this action to your Universe Card\*. Click Confirm once finished.

13. A modal should open up and this is where you get to roll your gambler's luck yet again. Click the green text to see if you created your Universe without any mistakes. It will take your faulty Universe percentage and roll against that. If successful, you should see a green message, and if failed, you should see a red message and your card will be tagged accordingly.

14. If you rolled a failed message, you will be taken straight to the last page which is a summary page. If not, you will see one last page where you can customize your Universe's name and Description to your liking. I recommend at least indexing the Universe with a letter or number (i.e. Queue Continuum 1, Queue Continuum 2). Once done, go ahead and click "Confirm...Show me my Universe!"

15. This page gives a summary on all your attributes you have customized. Once you are done viewing, go ahead and click one of the four SOMV logos to be redirected back to the homepage.

16. I recommend going through the generator at least 3+ times. Once you are done, go ahead and click the "Manage Multiverse Collection" button. If you do not go through the generator, this page will be blank with a message stating why.

17. Here you should see bubbles representing all your Universes that you made. Go ahead and click on a bubble to see a complete card with background image. I'm still fine-tuning these cards and am always open to suggestions!

18. Hover over different parts until you see the cursor turn into the pointer hand and then click to see even more information about your Universe. You may also Edit your cards or Destroy them for a partial energy

refund. If you try to Destroy a Universe with a higher energy cost, an alert modal will pop up asking if you are sure. Once done, go ahead and click on one of the four corner logos to go back to the homepage.

19. From here on out you pretty much have seen all the utility the app has yet to offer! By all means feel free to click the Developer's log, About SOMV, or Duel for the Multiverse buttons if you would like to learn more about the application and its pending future!

\* About Costs: When the real app comes out, each point of energy will translate to be worth about 1 penny. However, for now using the Universe generator will not deduct from your Account Energy for demo purposes and you can build as many Universes that will cost up to 100 energy (or \$1 in value). If you go into your collection and destroy some Universes you may increase this cap even further if you want more liberty to play around with the forms.