

# Slime Cup Training Camp

## Deployment/Configuration Guide

Slime cup is an app that presents players with preset challenges, once per day and lets them “earn” slime points once they’ve completed their challenge. These slime points are in no way tracked and are merely for fun.

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## Deployment

Copy the files inside the package over to the target server. Defined paths are relative so the application should run wherever its location is. The app is written PHP so it should be run on a web server. It has no database dependencies.

Visiting the homepage (index.php) through a browser will start the app.

## Task customization

Tasks are the challenges that the player are presented with to “earn” slime. The tasks that are presented to the players can be changed, depending on the date the app is run/visited. These tasks **must** be defined, as listed below, or the app will display a default task for days that do not have a task definition.

### Updating the Task Definitions

The task definitions are inside this path: `localize/en/content`, which is relative to the root of the application.

The simplest way to create a definition is as follows:

- Go to the directory `localize/en/content`
- Duplicate the `default` directory, this will act as your template
- Change the the new directory’s name to the format below. Follow this format **strictly**.
  - `yyyy-mm-dd`

- ex. 2014-05-30
- Enter the directory then edit `team_content.xml`
- You can change the xml values according to the XML definitions below.

## XML Tag Defintions

### Attention:

- All paths described in the table are relative to `localize/en/content`.
- To add newlines in xml file, please use the code `<br />`.

Tag	Description	Example
<code>content</code>	The root element	N/A
<code>team</code>	Each <code>team</code> element is the root element for the task for the team for this date.	N/A
<code>id</code>	The unique id for the team. <b>Required.</b> Do not change.	1
<code>name</code>	The name of your team.	Team Red
<code>char_name</code>	The name of character.	Raphael
<code>char_info</code>	Information about character shown at below the character's name	Team Red
<code>char_message</code>	The character's message for the player.	Welcome to the Training Camp! Here's my new challenge for you!
<code>char_image</code>	The filename of the image of the character shown on the left. The file should be in <code>images/characters</code> . Size is 350px x 510px. Use PNG format.	team-red.png
<code>task_header_title</code>	The dialog title for the task.	Today's Challenge
<code>task_title</code>	The task's name. <i>Optional.</i>	Jumping Jack

task_desc	The task description.	Do the Jumping Jack for 5 seconds!
task_type	This item has two values, either 0 or 1. Its 0 if the task does not have a countdown timer, and 1 if it has.	1
task_time	If the task has a timer (task_type) this specifies the number of seconds for the countdown shown to the player.	5
task_image	The filename of the task's icon. The file should be in <code>images</code> . Size is 215px x 185px. Use PNG format.	tasks.png
btn_image	The filename of the team's button. This appears in when the player is asked what team he is part of. The file should be in <code>images/buttons</code> . Size is 144px x 144px. Use PNG format.	team-red.png
confirm_msg	The message shown before the task starts.	Ready to earn slime for Team Red

## Message Configuration

Other non-task related messages and text can further be customized or localized in `localize/en/misc/message.php`.