User guide

Prerequisite:	Two players willing to play the game

Use cases
Mode 1 / Real-time distance measurement

Mode 2 / Short distance proximation game (requires two players)

Web client to view scores

Mode 1
The mode for real-time distance measurement is enabled by pressing the button within 10sec of the device startup. It can measure distance within 5m. User can exit the measuring mode by pressing the button again.

Mode 2
Proximity game mode starts by waiting 10sec after the device startup (Do NOT press the button). It starts by choosing the players and from the press of the button it continues, and the user verifies that there are 2 players. The device will then generate a random centimeter value within 3 meters. Each player will get 3 x 5sec tries in turns to proximate this distance to an upright wall (LED will indicate whose turn it is). The player who gets closest value wins.

After determination of the winner, the scores will be displayed. After scores are displayed, it will ask to press the button within 5 sec, if you wish to save game results to the cloud (needs device specified hotspot to be shared in order to connect to the network). If the user does not press the button, it will end the game and delete game results.

Web client
Users can view all cloud stored game results through a web client. Only player names are modifiable through the client, everything else is read only.