HOW TO USE THE SCOREBOARD APP

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This application was developed for the Math Field Day event at Westmont College, Santa Barbara.

Startup

Open up `index.html` in your browser. `script.js` and `style.css` must be in the same directory (folder) as the `index.html`.

At the start-up, an alert pop-up will ask the following question:

> Number of minutes in game?

Enter the number of minutes in integer format (e.g., 15), or simply press enter to use the default round duration of 15 minutes.

The scoreboard will initialize in a PAUSED state. Press the `ESC` key to unpause the round timer to begin the round.

Keyboard Commands

Basic Timer Controls

Round and question timer function independently of each other. To pause or unpause both timers at once, simply hit both keys at the same time.

- `ESC` : pause/unpause the round timer (top).
- `SPACEBAR` : pause/unpause the question timer.

Question Timer Controls

Note that the question control via arrow keys are *not* available while the question timer is paused.

- `UP` arrow key: start a toss-up timer (20 seconds).
- `RIGHT` arrow key: start a follow-up timer for the RIGHT team (90 seconds).
- `LEFT` arrow key: start a follow-up timer for the LEFT team (90 seconds).
- `DOWN` arrow key: reset the timer to the initial blank state.

Scoring

- `a` : increment the score for the LEFT team by 1 *and* reset the timer.
- `s` : increment the score for the RIGHT team by 1 *and* reset the timer.
- `z` : decrement the score for the LEFT team (use for correcting mistakes).
- `x` : decrement the score for the RIGHT team (use for correcting mistakes).

Turn (Left/Right) Indicator Controls

These controls are available to you as an additional control in case the "claim" of the teams over questions switches and you wish to indicate the switch manually.

- `[` : enable the LEFT team indicator (does nothing if already enabled).
- `]` : enable the RIGHT team indicator (does nothing if already enabled).
- `\` : disable both team indicators.

Advanced Config

First lines of `script.js` contains a few default values you can edit. To edit the key bindings for keyboard commands, edit the lines 198- 261 of the script file. You can find key codes to use using [this web application](#).

Credits

The following resources was utilized as the starting template for this application: https://codingartistweb.com/2023/10/scoreboard/.