HOW TO USE THE SCOREBOARD APP

Developed by Assistant Professor Mike Ryu (https://www.mikeryu.com)

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.

Pause Functionalities

The scoreboard allows pausing both the round timer and the question timer.

- Pausing the round timer automatically pauses the question timer as well.
  - While the round timer is paused, all question and claim indicator controls are disabled.
  - Unpausing the round timer does not automatically unpause the question timer; it must be manually unpaused.
- Pausing the question timer does not automatically pause the round timer, but it can still be manually paused.
  - While the question timer is paused, only the question controls are diabled.
  - Claim indicator controls remain enabled while the question timer is paused.
- Score controls remain active at all times regardless of the pause states.

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

Scoring now requires two-key combination based on the common gaming movement keys (WASD).

- Hold `a` : "select" the LEFT team as the team to modify the score for (indicated by score box color change).
- Hold `d` : "select" the RIGHT team as the team to modify the score for (indicated by score box color change).
- `w` : increment the score of the selected team(s) by 1.
- `s` : decrement the score of the selected team(s) by 1.

Claim (Left/Right) Indicator Controls

These controls are available to you as additional controls 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 200-300 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/.