# **User Manual**

# **Periodic Table Web Game**

Version 1.0

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# Create Account/Log-in/Log-out

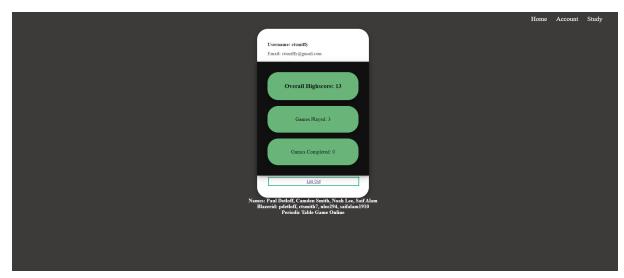
• Players are encouraged to log in so their high score is saved and their username is displayed on the leaderboard if their high score qualifies.



• Select the Account option in the Menu Bar.



• Create a User Account with Email, Username, and Password. Log-in if the account already exists.



• Click Account on the menu bar and then click logout to log out of your account.

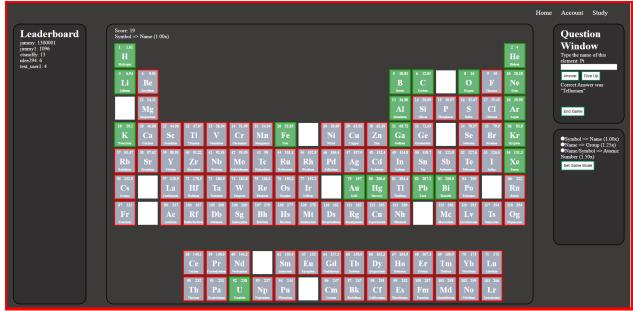
### Leaderboard



• The leaderboard is located on the left side of the web page, and displays the usernames of those with the highest high scores of all users. This table is updated every time the page is loaded, so make sure you are on top of your game to stay near the top!

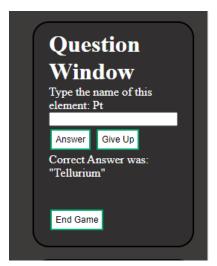
# Dynamic Periodic Table Window

• The periodic table is originally filled with blank spots for each element.



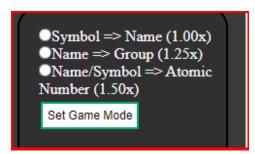
- If a question is answered correctly on the first try for a given element, the element will appear on the periodic table as green. If a question isn't answered correctly on the first try, the element is outlined in red with a white background.
- This gives a visual representation of the score that they player has, and is good to study.

#### **Question Area**



- A question is displayed and the user must type the correct answer into the text field. The answer is not case sensitive, so no need to worry about that.
- There are three buttons to select.
  - Check Answer
    - If the user answers correctly on the first try, then the corresponding element in the periodic table will be revealed with a green background. A point value is added to their score.
    - If an answer isn't guessed on the first try, then it will continue to ask the question until correct or the user gives up. Element is revealed on the table with a red outline, and no points are awarded to score.
  - Give up
    - If the user decides they need to have the answer revealed, then they can click give up. Element is revealed on the table with a red outline, and no points are awarded to score.
  - End game
    - This will end the game before all elements are revealed if the user wants to end the game early. Score will be recorded as of the time the button is pressed.

### Game Mode Selector



- At launch, the default game mode selected is " ". Each game mode has a different score
  multiplier, based on the difficulty of the game mode. From that point, users can choose to
  switch between game modes, which is as follows:
  - Given the symbol, type the name
  - o Given the name, type the group
  - o Given the Name and Symbol, type the atomic number
- The methodologies for the game mode is concurrent with the rest of the web application, in which a question is prompted (based on the mode) and the user inputs the answer.
   Correct answers will appear and be highlighted green, and incorrect/given up answers will appear with a red highlight.

# Study Page



• The study page serves as a reference for the periodic table. It contains all the elements shown on the screen, and clicking on a certain element will retrieve information about the element, which aligns with the different game modes. This serves as a review or reference tool before users begin to play the game.