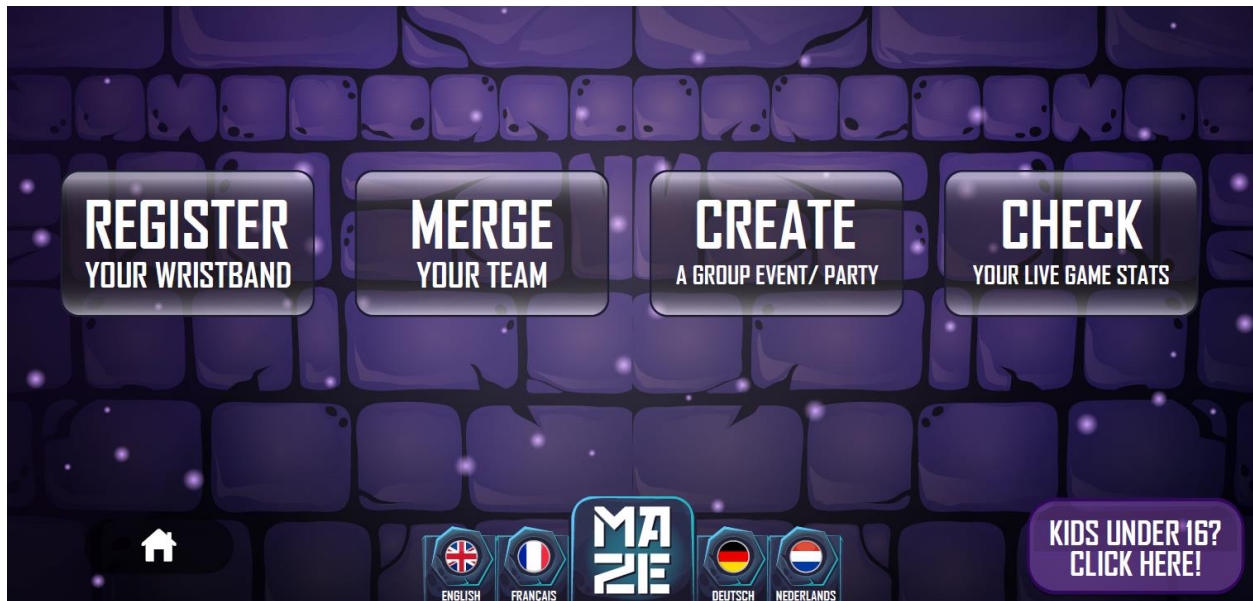


## Registration point screens

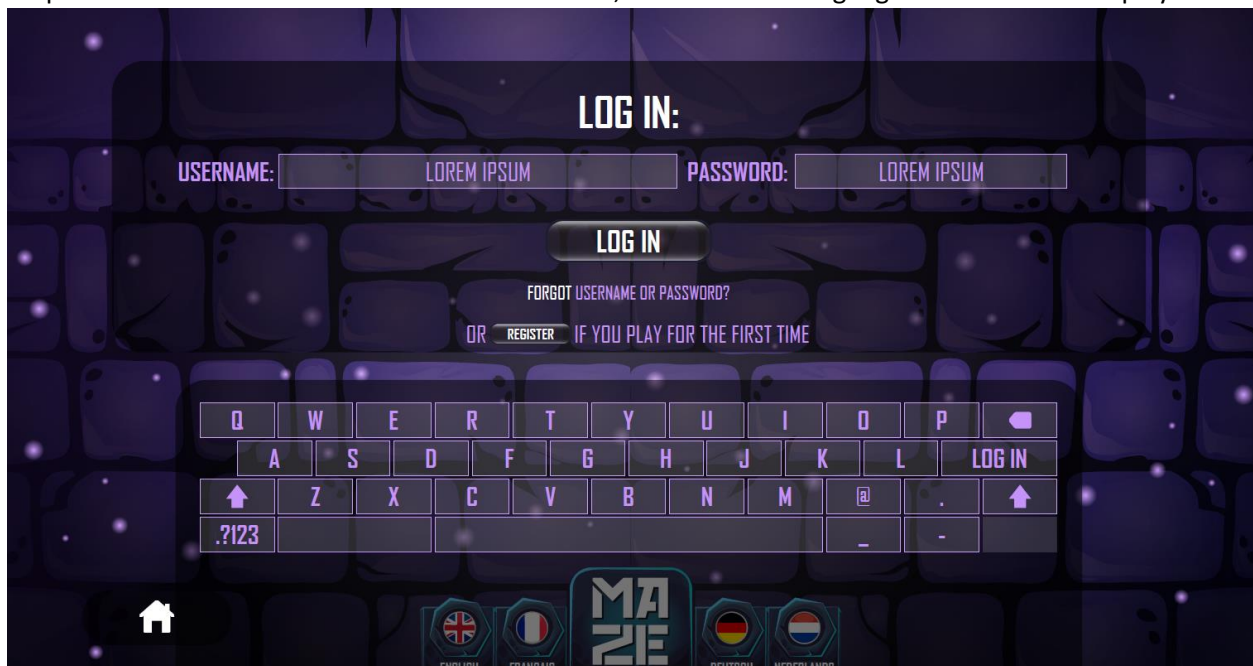
Every registration point screen should have a unique identifier. This **id** will be used as part of the topic names and could be arbitrarily chosen. We will use registrationPoint1 as the id in the following message flow.

### Flow

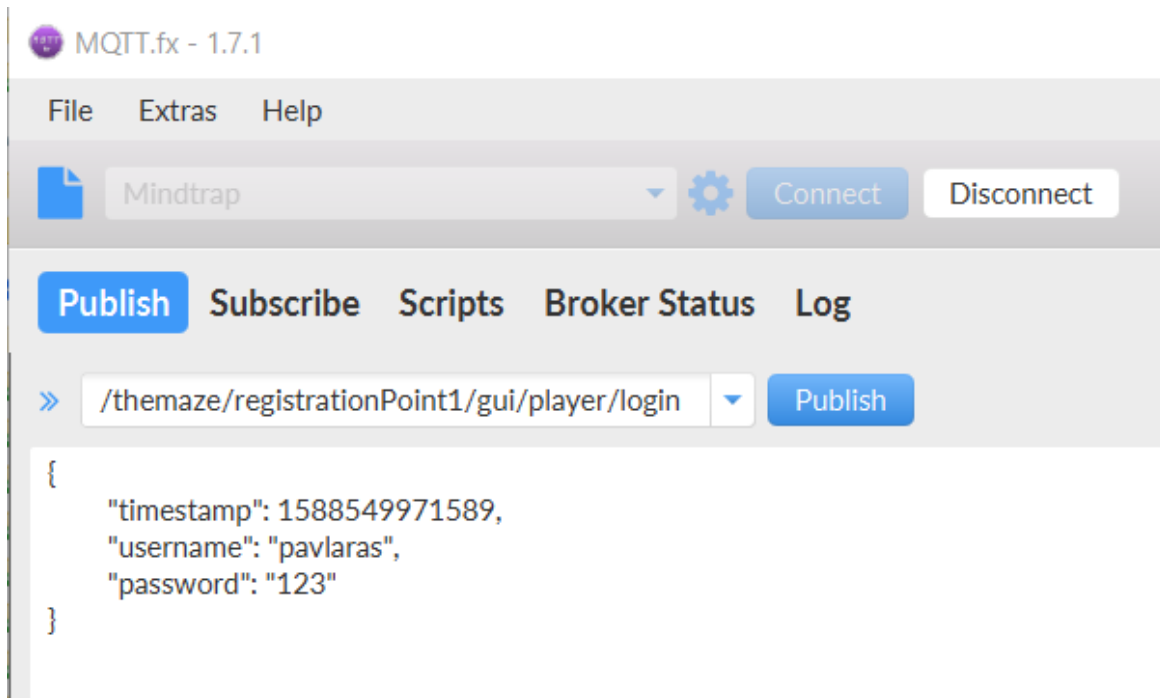
Initial screen:



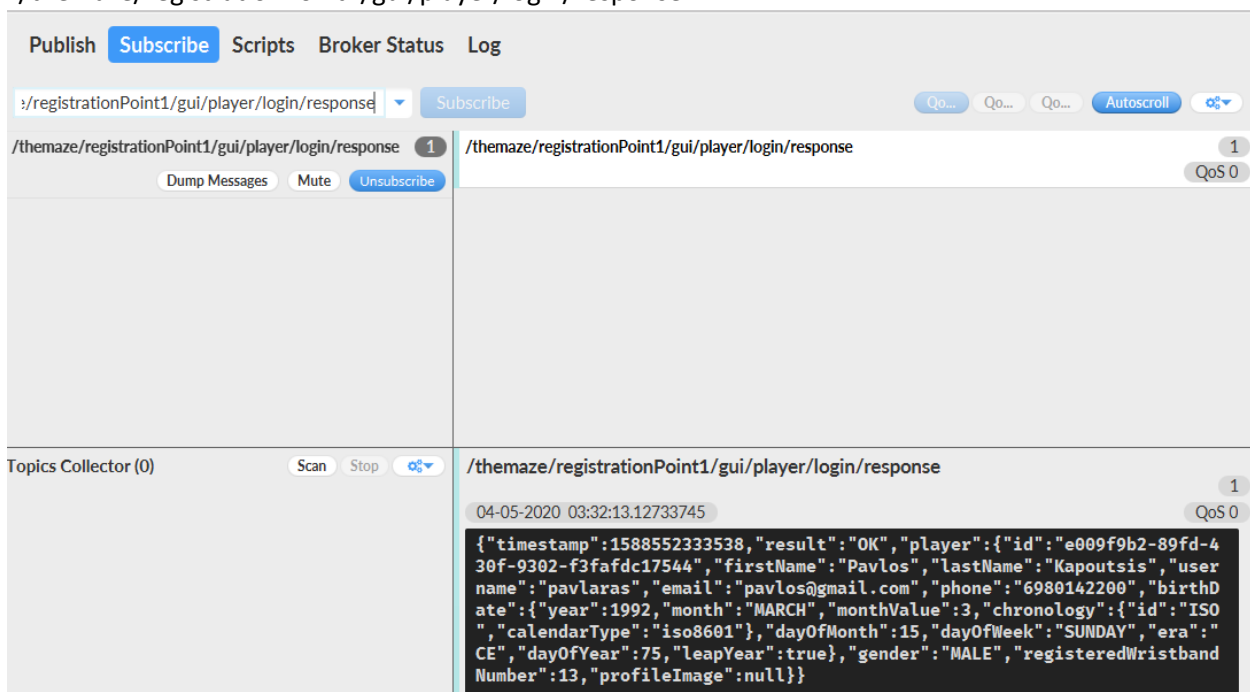
If option “REGISTER YOUR WRISTBAND” is selected, then the following login screen will be displayed:



The login message should be published to the topic: `"/themaze/registrationPoint1/gui/player/login"` with the payload:



and the response will be published to the topic:  
`"/themaze/registrationPoint1/gui/player/login/response"`



The field "result": "OK" indicates that the login was successful.

In case of wrong username/password the response is:

The screenshot shows a MQTT client interface with a message received on the topic `/themaze/registrationPoint1/gui/player/login/response`. The message payload is a JSON object: `{"timestamp":1588552662395,"result":"NOK","message":"Wrong username and/or password"}`. The interface includes a 'Topics Collector (0)' section at the bottom left and a 'Log' section at the top right.

In case the player is not registered in the system, he/she will be able to click on the “register” button.



Then the following screen will show up:

**FILL IN YOUR DETAILS**

NAME: KONSTANTINOS LAST NAME: THOMOGLIOU

PHONE NUMBER: +30 1234567890 DATE OF BIRTH: DD/MM/YYYY

E-MAIL: THEMAZEROCKS@GMAIL.COM

USERNAME: LOREM IPSUM PASSWORD: LOREM IPSUM

☒ I WISH TO GET INFORMED ABOUT THE MAZE UPDATES AND PROMOTIONS

**REGISTER**

Q W E R T Y U I O P  
A S D F G H J K L  
↑ Z X C V B N M @ . ↑  
.?123 RETURN - -

MAZE

ENGLISH FRANÇAIS DEUTSCH NEDERLANDS

When all the required fields are provided ( + GENDER: {MALE, FEMALE, OTHER}), the “REGISTER” button will be activated.

The corresponding topic for player registration is `"/themaze/registrationPoint1/gui/player/registration"`

**Publish** **Subscribe** **Scripts** **Broker Status** **Log**

Switch Fountain ON

Switch Fountain OFF

`» /themaze/registrationPoint1/gui/player/regist` **Publish**

```
{
  "timestamp": 1588549971589,
  "firstName": "giwrgos",
  "lastName": "gewrgiou",
  "password": "1234",
  "email": "giwrgos@hotmail.com",
  "username": "username39a5e",
  "phone": "6948273423",
  "birthDate": "1992-05-26"
}
```

and the response will be published to the topic:

"/themaze/registrationPoint1/gui/player/registration/response":

The screenshot shows a MQTT client interface with a top bar containing 'Publish', 'Subscribe', 'Scripts', 'Broker Status', and 'Log'. Below this is a search bar with the topic '/themaze/registrationPoint1/gui/player/regist' and a 'Subscribe' button. To the right are buttons for 'Qo...', 'Qo...', 'Qo...', 'Autoscroll', and a settings icon. The main area is split into two panes. The left pane shows the topic '/themaze/registrationPoint1/gui/player/registration/resp' with a message count of 2, and buttons for 'Dump Messages', 'Mute', and 'Unsubscribe'. The right pane shows the topic '/themaze/registrationPoint1/gui/player/registration/response' with a message count of 1. Below this, a message is displayed with a timestamp of '04-05-2020 04:45:50.17150615' and a QoS of 0. The message content is a JSON object: 

```
{ "timestamp": 1588556750455, "result": "OK", "player": { "id": "67580f74-dbef-40ae-a735-1bd84275be40", "firstName": "giwrgos", "lastName": "gewrgiou", "username": "username39a5e", "email": "giwrgos@hotmail.com", "phone": "6948373423", "birthDate": [1992, 5, 26], "gender": "MALE", "registeredWristbandNumber": null, "profileImage": null } }
```

The field "result":"OK" indicates that the registration was successful.

In case of registration error the response will contain "result":"NOK" with the corresponding error message:

The screenshot shows the same MQTT client interface as before. The search bar still has the topic '/themaze/registrationPoint1/gui/player/regist'. The main area is split into two panes. The left pane shows the topic '/themaze/registrationPoint1/gui/player/registration/resp' with a message count of 3. The right pane shows the topic '/themaze/registrationPoint1/gui/player/registration/response' with a message count of 3. Below this, a message is displayed with a timestamp of '04-05-2020 04:50:47.17447206' and a QoS of 0. The message content is a JSON object: 

```
{ "timestamp": 1588557047068, "result": "NOK", "message": "User's phone number already exists" }
```

And the screen should indicate the error in red:



## FILL IN YOUR DETAILS

NAME:  LAST NAME:

PHONE NUMBER:  DATE OF BIRTH:

E-MAIL:







USERNAME:  PASSWORD:

☒ I WISH TO GET INFORMED ABOUT THE MAZE UPDATES AND PROMOTIONS

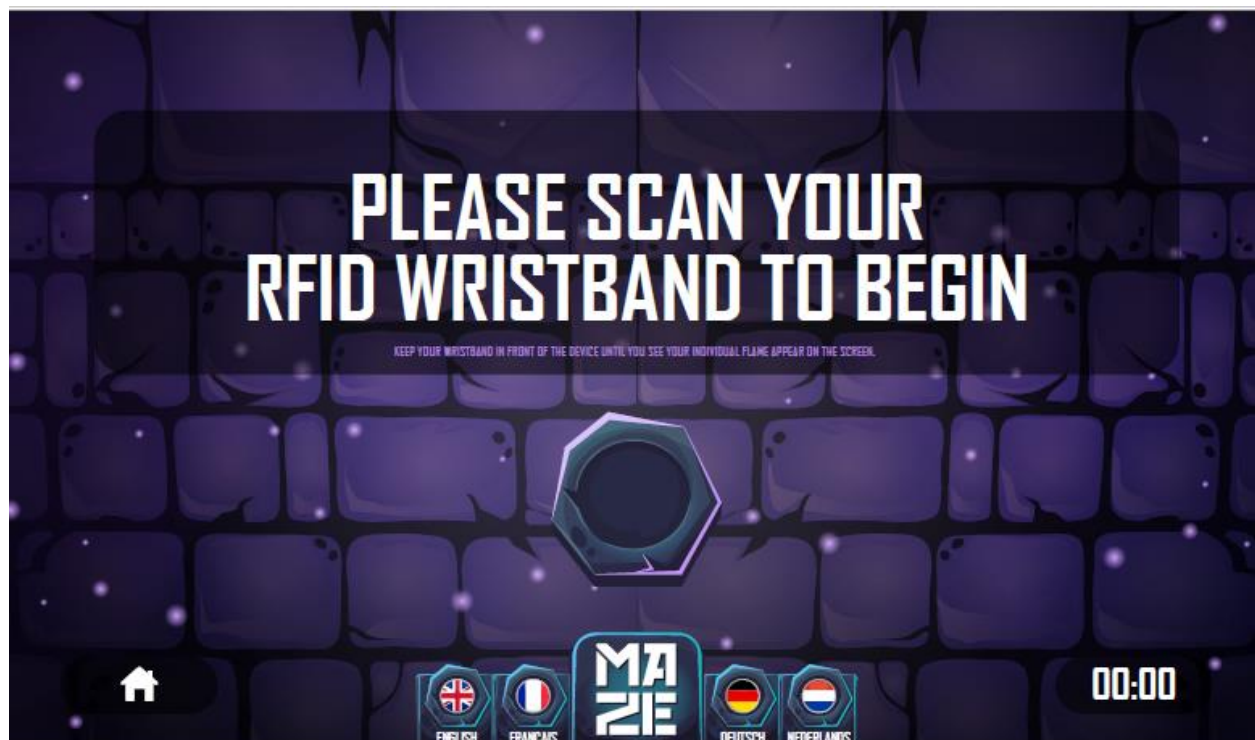
\*PLEASE ENTER VALID INFORMATION

**REGISTER**

Q	W	E	R	T	Y	U	I	O	P	
	A	S	D	F	G	H	J	K	L	
↑	Z	X	C	V	B	N	M	@	.	↑
.?123	RETURN							-	-	

  ENGLISH  FRANÇAIS  MAZE  DEUTSCH  NEDERLANDS

If the registration procedure completed successfully, the following screen will be displayed:



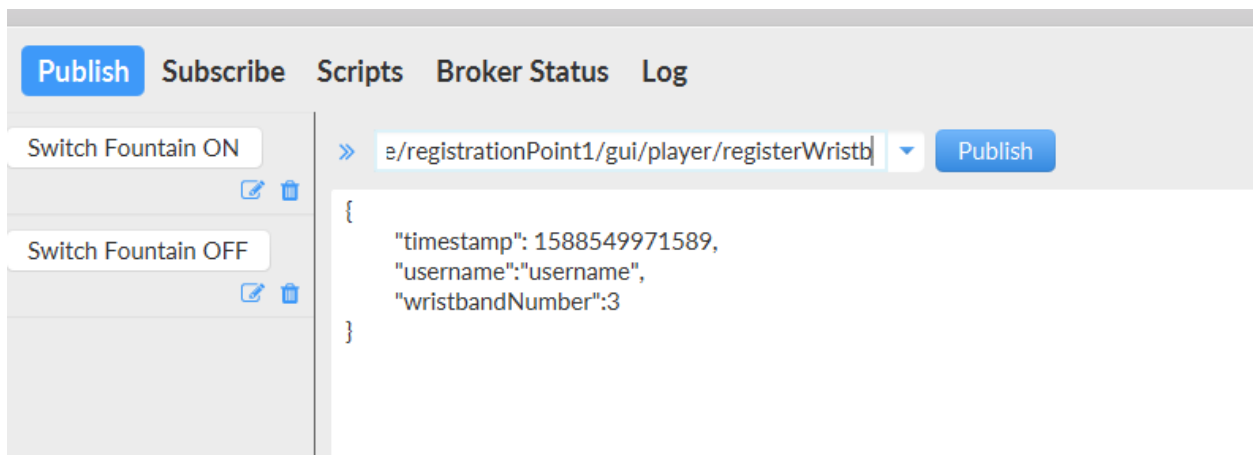
Assuming that the player has been either logged in or registered from the previous procedure, we now proceed to assign a wristband to this “verified” player. When the player’s wristband is scanned, the raspberry system will send to the following topic `"/themaze/raspberrySystem1/rpi/wristbandScan"`:

```
{
  "timestamp": 1588549971589,
  "wristbandNumber": 10,
  "wristbandColor": 1
}
```

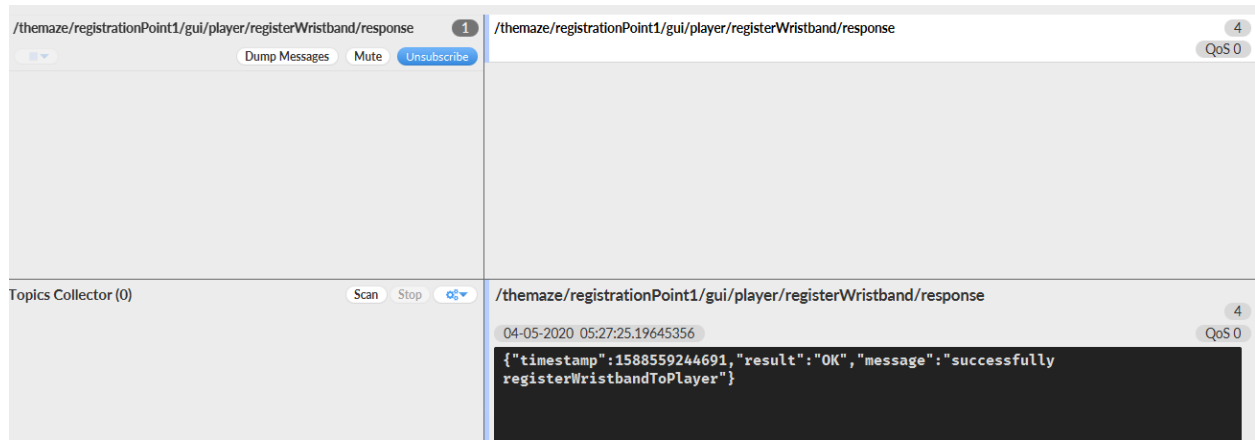
Then the backend system will send to the registration screen gui the following message to the topic `"/themaze/registrationPoint1/gui/player/wristbandScan"`:

```
{
  "result": "OK",
  "timestamp": 1588549971589,
  "wristbandNumber": 10,
  "wristbandColor": 1
}
```

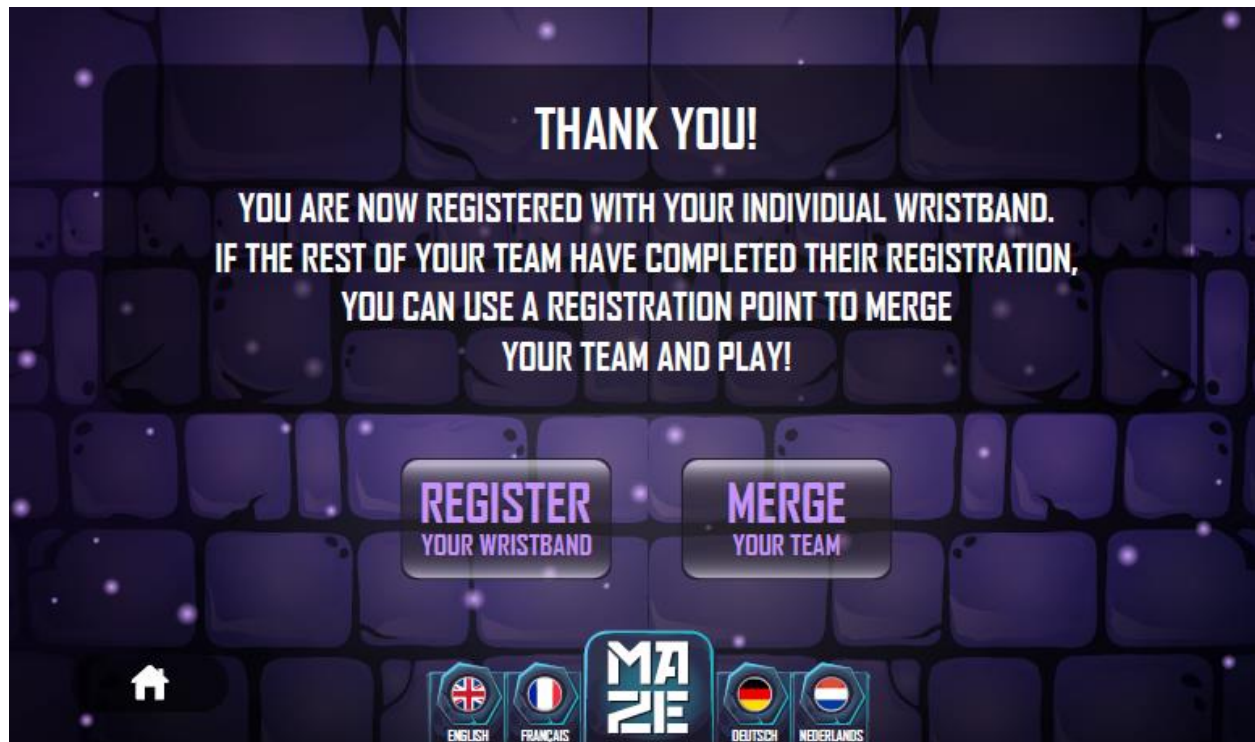
The registration screen GUI will then send a message to backend system containing the username alongside the wristband number to request the player's wristband registration. The message will be sent to the topic: `"themaze/registrationPoint1/gui/player/registerWristband"` with payload:



and the response will be published to the topic: `"themaze/registrationPoint1/gui/player/registerWristband/response"`:



If the response is successful, the initial screen will become:



If the user clicks on the “MERGE YOUR TEAM” button, the following screen will be displayed:





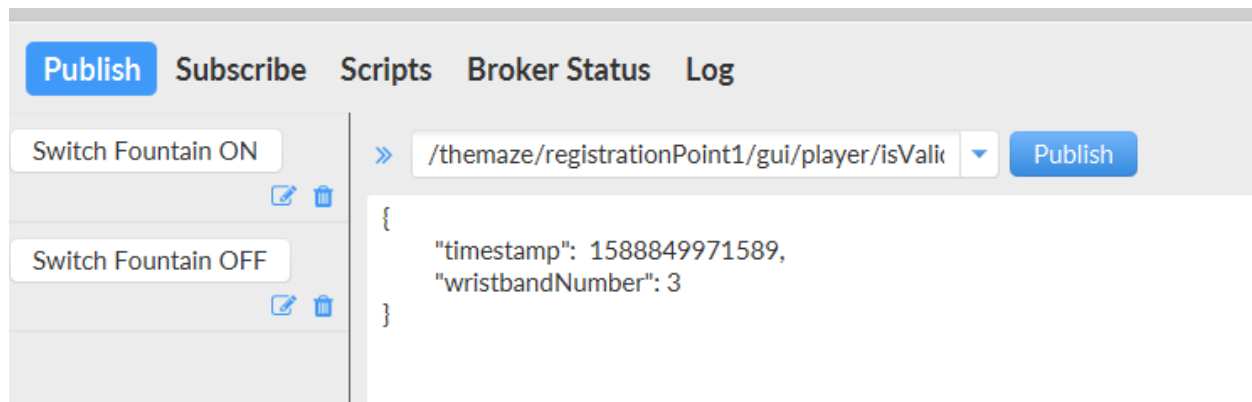
For every player's wristband scan, the raspberry system will send to the following topic  
 "/themaze/raspberrySystem1/rpi/wristbandScan":

```
{
  "timestamp": 1588549971589,
  "wristbandNumber": 10,
  "wristbandColor": 1
}
```

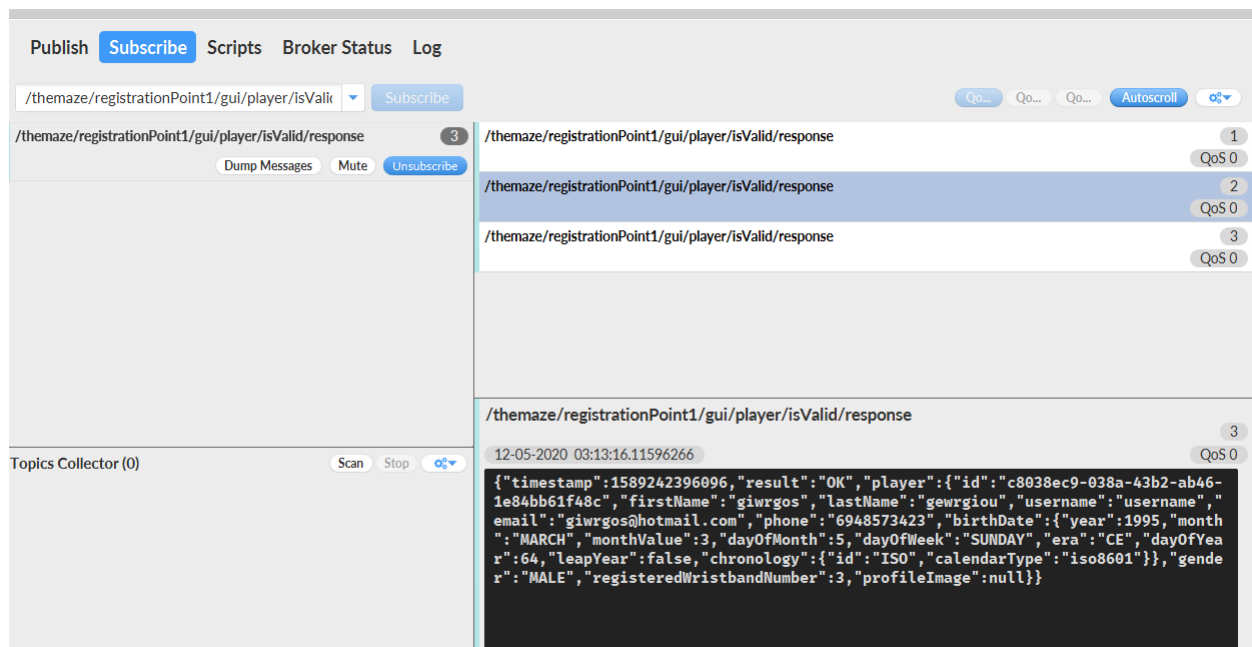
Then the backend system will send to the registration screen gui the following message to the topic  
 "/themaze/registrationPoint1/gui/player/wristbandScan":

```
{
  "timestamp": 1588549971589,
  "wristbandNumber": 10,
  "wristbandColor": 1
}
```

For every player, the registration screen GUI will then send a message to backend system to the topic "themaze/registrationPoint1/gui/player/isValid"



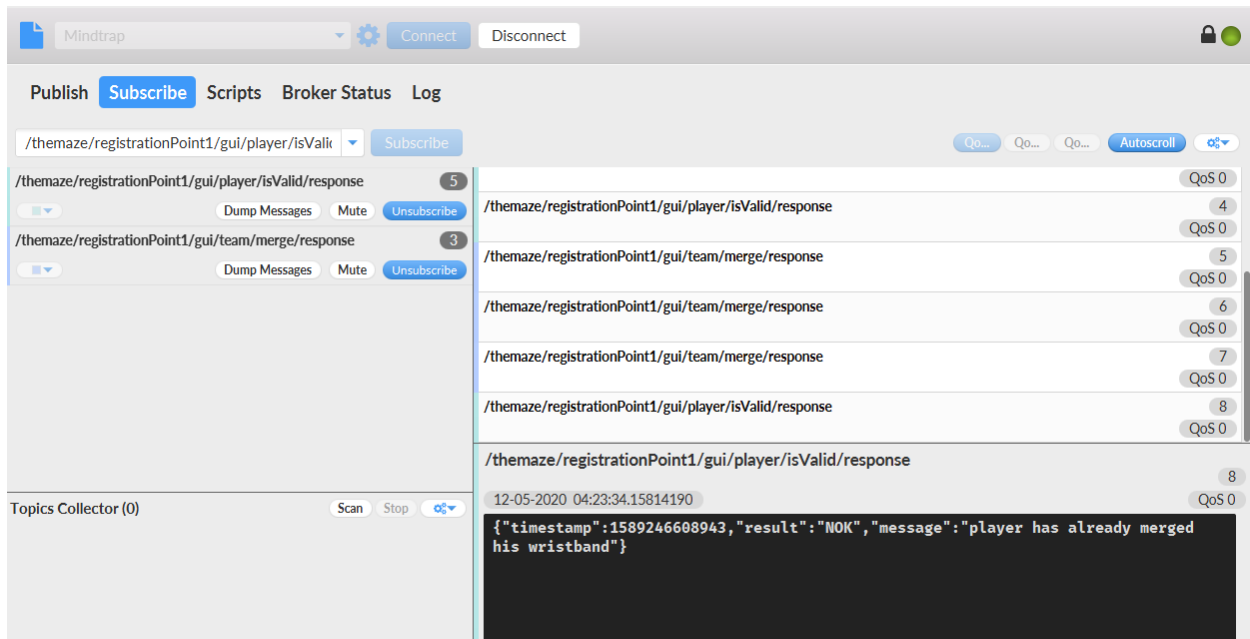
and the response will be published to the topic: "themaze/registrationPoint1/gui/player/isValid/response":



Again, this happens every time a player's wristband is scanned. The purpose of this request message is to validate that the wristband scanned is actually registered to a player. If indeed this wristband is assigned to certified player, then the player's information will be sent back, as a response message.

This is useful because when all players have scanned their wristband to merge their team, all the unique player usernames must be sent to the backend. So the client must collect them one by one.

In case of error, the error message in response message should be displayed. For example if one player that has already merged into a team tries to scan his wristband in the merging process described above, the response message will be:



And the screen will include the error message:



When all players have scanned their wristbands successfully and the "MERGE TEAM" button have been pressed, the following screen should be displayed:

PLEASE ENTER YOUR TEAM NAME

LOREM IPSUM

GO ▶

Q	W	E	R	T	Y	U	I	O	P	⌫
A	S	D	F	G	H	J	K	L	GO	
⬆	Z	X	C	V	B	N	M	@	.	⬆
.?123								-	-	

When the button "GO" is pressed the following message should be sent to the topic "themaze/registrationPoint1/gui/team/merge"

Publish
Subscribe
Scripts
Broker Status
Log

Switch Fountain ON

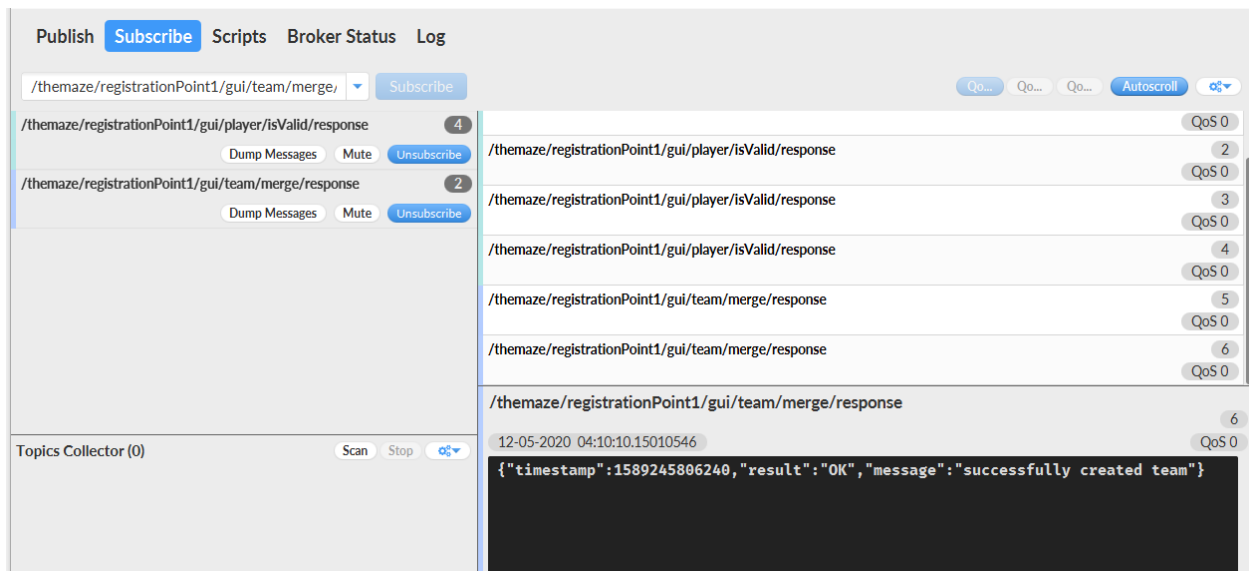
Switch Fountain OFF

» /themaze/registrationPoint1/gui/team/merge

Publish

```
{
  "timestamp": 1588849971589,
  "teamName": "ena_team",
  "usernames": ["username", "mariara"]
}
```

and the response will be published to the topic: " themaze/registrationPoint1/gui/team/merge /response":

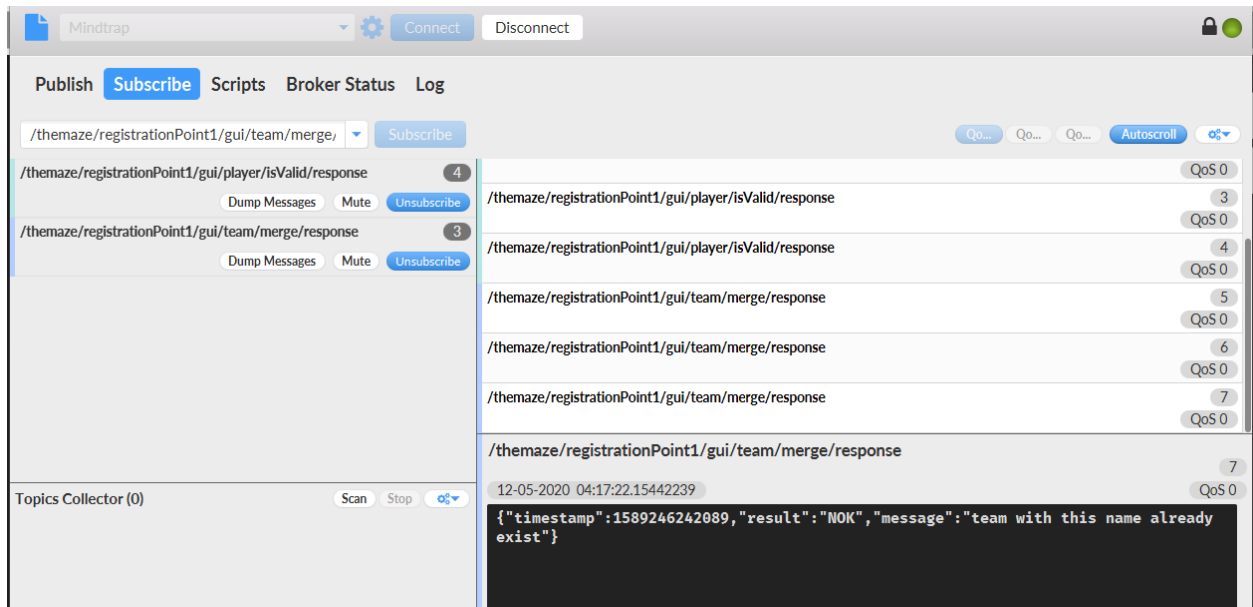


If the response is successful, the team will be created and will be ready to enter the maze. The following image should follow:

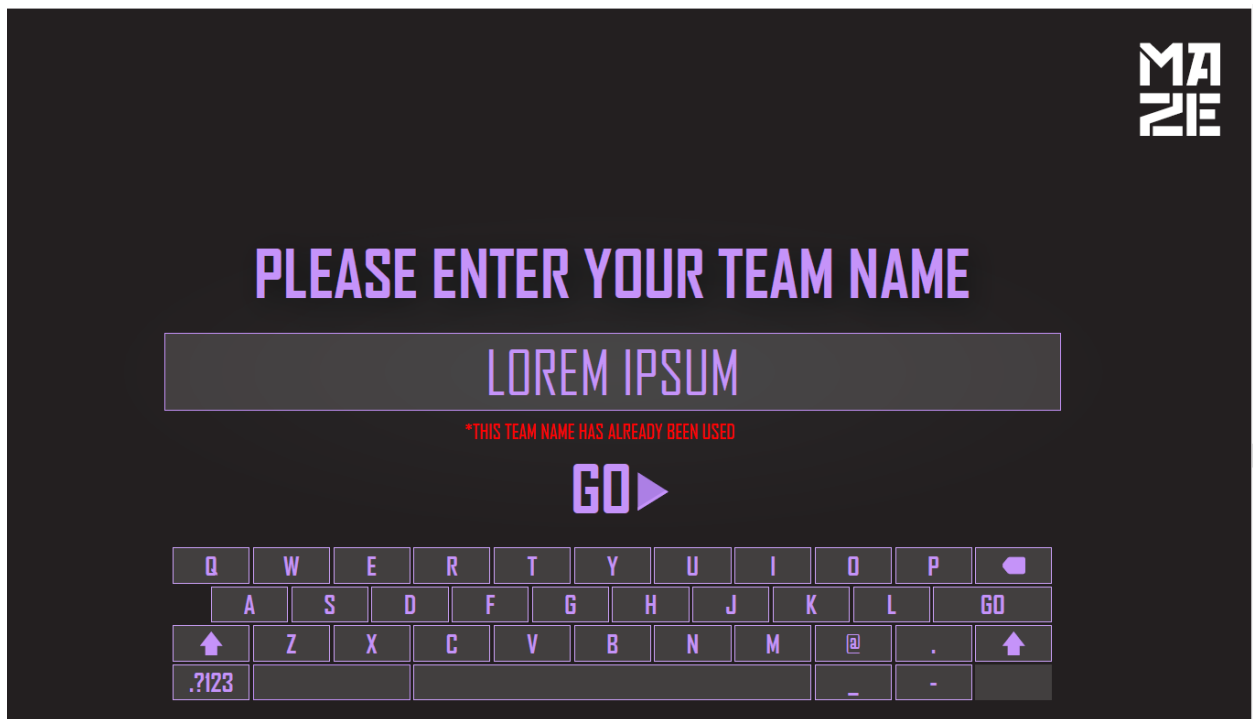


If team name already exists the message response will be:

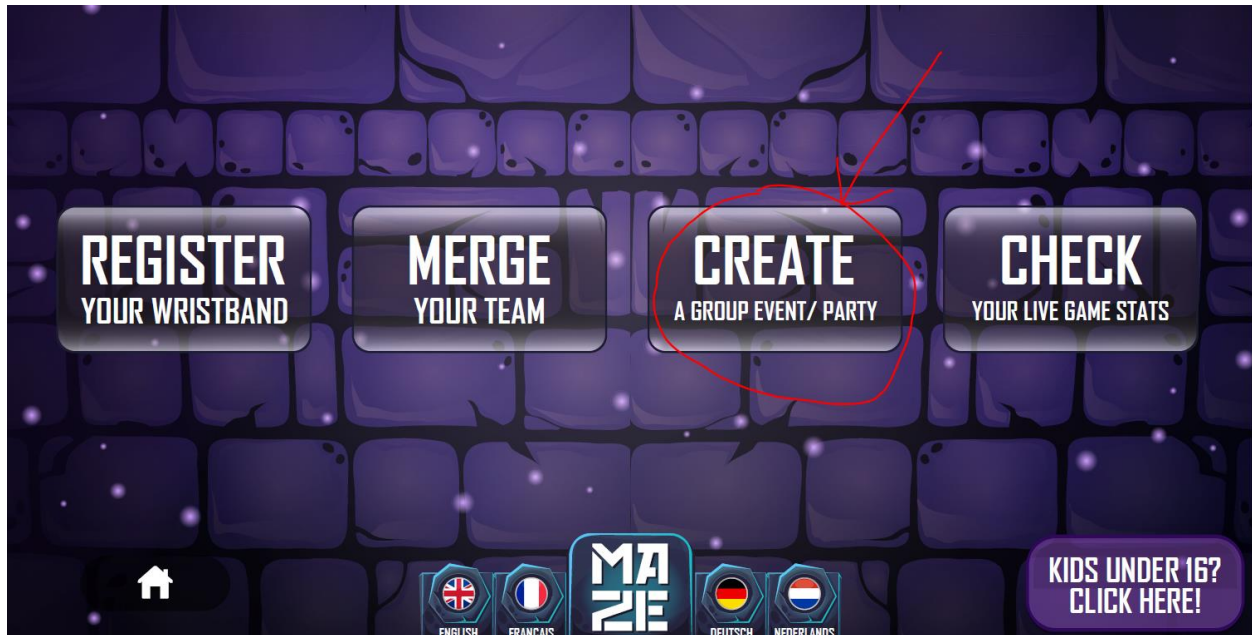




And players must be notified with the error message:



## Group event/party



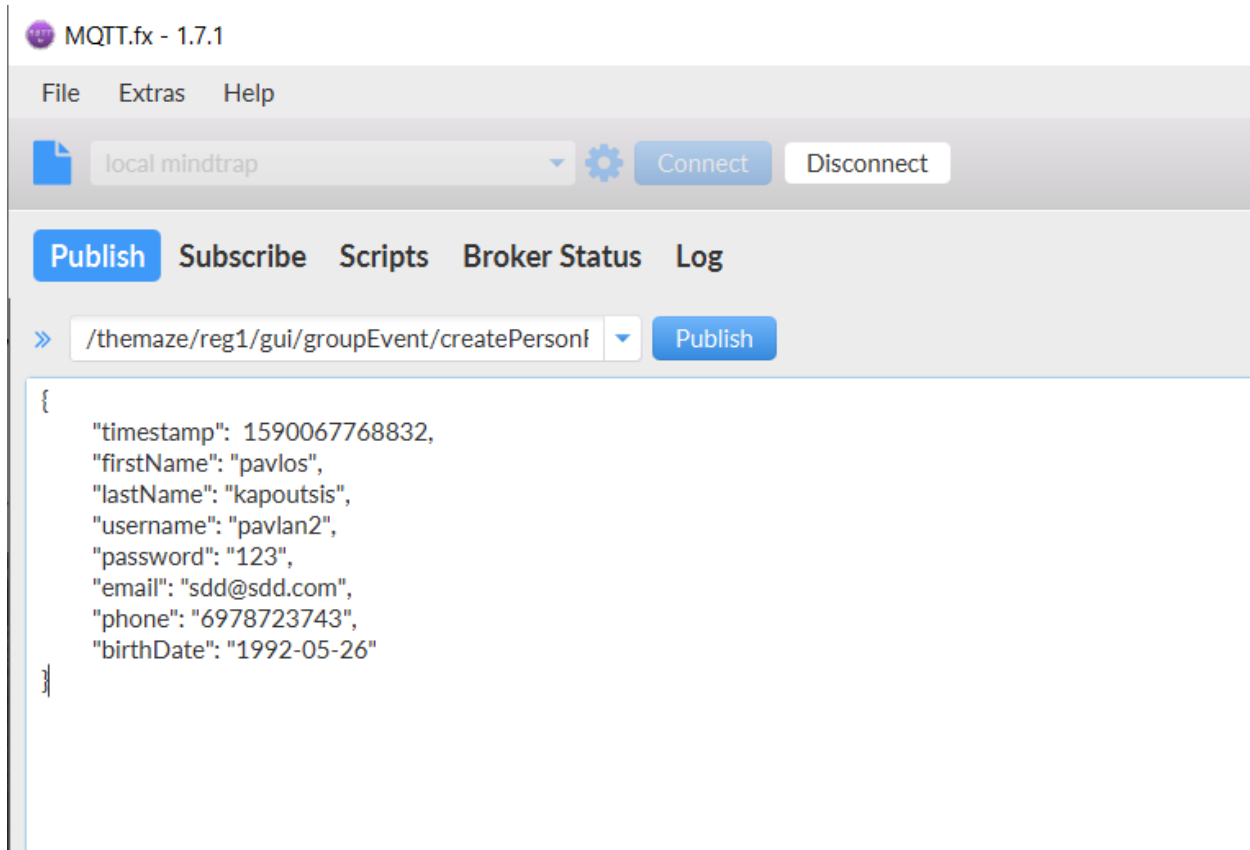
When create a group event/party button is pressed then the following screen will appear:

The screenshot shows a registration form titled 'PLEASE FILL IN THE DETAILS OF THE PERSON RESPONSIBLE'. The form contains the following fields and controls:

- NAME: KONSTANTINOS
- LAST NAME: THOMGLOU
- PHONE NUMBER: +30 1234567890
- DATE OF BIRTH: DD/MM/YYYY
- E-MAIL: THEMAZEROCKS@GMAIL.COM
- USERNAME: LOREM IPSUM
- PASSWORD: LOREM IPSUM
- ☒ I WISH TO GET INFORMED ABOUT THE MAZE UPDATES AND PROMOTIONS
- BEGIN! button

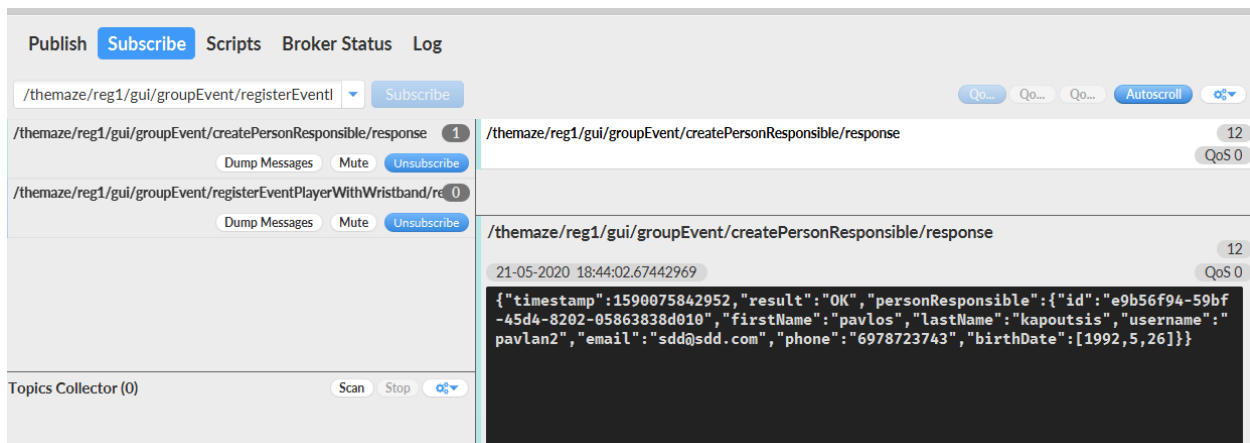
At the bottom, there is a virtual keyboard with letters, numbers, and symbols, a home icon, language selection buttons for English, Français, Deutsch, and Nederlands, and the MAZE logo.

When the button "BEGIN" is pressed the following message should be sent to the topic  
"/themaze/registrationpoint1/gui/groupEvent/createPersonResponsible"



and the response will be published to the topic:

`/themaze/registrationpoint1/gui/groupEvent/createPersonResponsible/response`:



The id of the person responsible will be used later in merge event team, so it must be saved.

In case of error the field result in the response will be "NOK". For example:



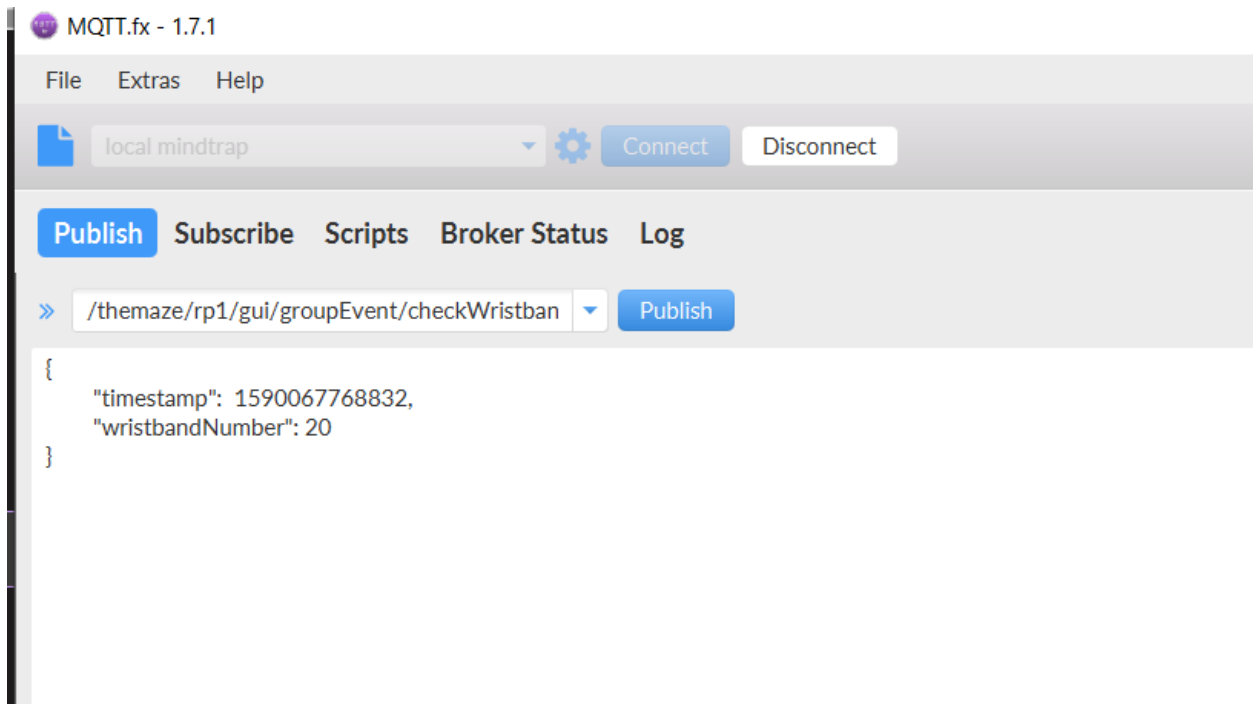
And the screen will indicate that with red text:

The screenshot shows a registration form for 'THE MAZE' game. The form is titled 'PLEASE FILL IN THE DETAILS OF THE PERSON RESPONSIBLE' and contains the following fields: `NAME:` `KONSTANTINOS`, `LAST NAME:` `THOMOGLIOU`, `PHONE NUMBER:` `+30 1234567890`, `DATE OF BIRTH:` `DD/MM/YYYY`, `E-MAIL:` `THEMAZEROCKS@GMAIL.COM`, `USERNAME:` `LOREM IPSUM`, and `PASSWORD:` `LOREM IPSUM`. There is a checkbox for `I WISH TO GET INFORMED ABOUT THE MAZE UPDATES AND PROMOTIONS` and a `BEGIN!` button. A red error message `*PLEASE ENTER VALID INFORMATION` is displayed below the checkbox. At the bottom, there is a keyboard layout and a home button.

In case of successful response the next screen is:

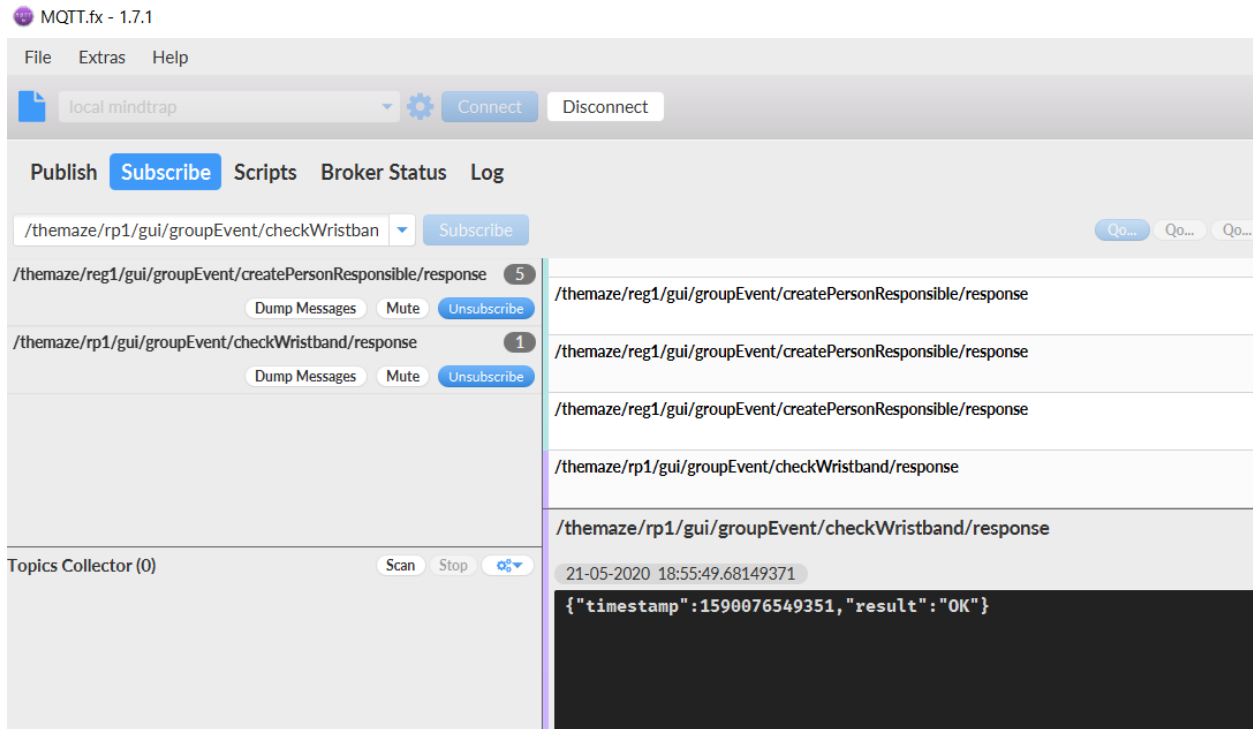


When a wristband get scanned the following message should be sent to topic:  
"/themaze/rp1/gui/groupEvent/checkWristband" to verify that the wristband is valid:

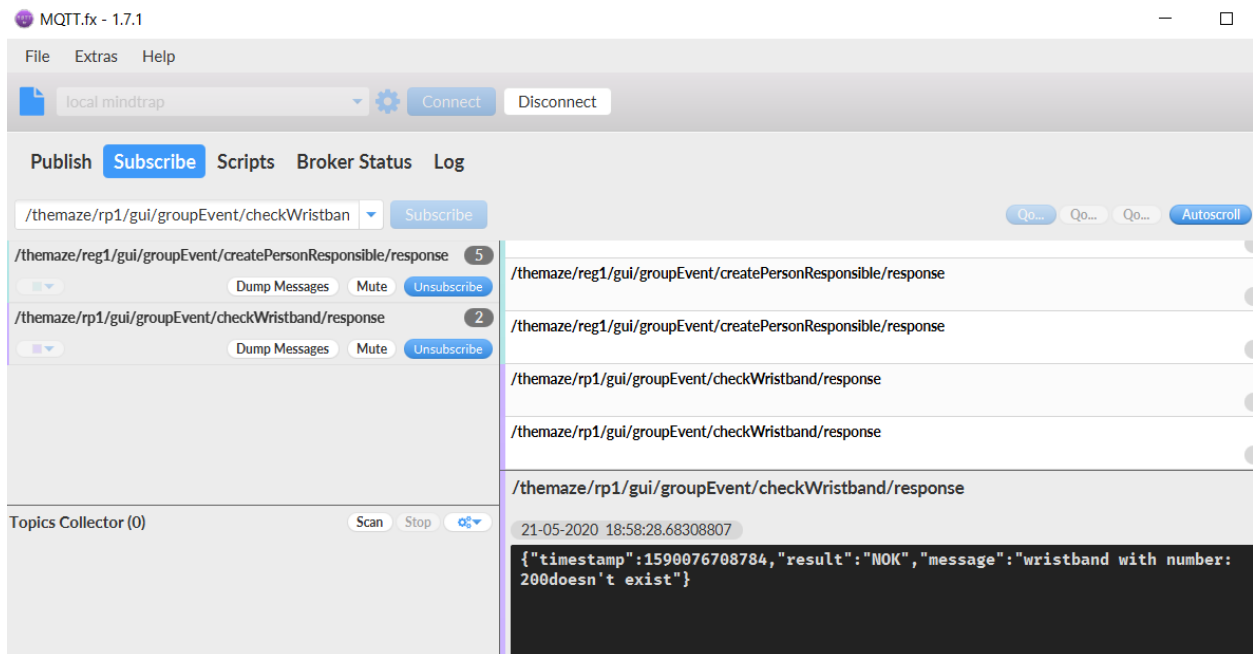


And the response will be published to topic "/themaze/rp1/gui/groupEvent/checkWristband/response" :






In case of error the result will be NOK with the appropriate message:



And the error message should be visible in the screen with red text.

If wristband is ok then the next screen is:



FIRST NAME	LAST NAME	DATE OF BIRTH
LOREM IPSUM	LOREM IPSUM	DD/MM/YYYY

OK ▶

Q	W	E	R	T	Y	U	I	O	P	⌫
	A	S	D	F	G	H	J	K	L	OK
⬆	Z	X	C	V	B	N	M	@	.	⬆
.?123								-	-	

If the "OK" button is pressed then the following message should be sent to topic `"/themaze/reg1/gui/groupEvent/registerEventPlayerWithWristband"`:

[Publish](#)
[Subscribe](#)
[Scripts](#)
[Broker Status](#)
[Log](#)

»  [Publish](#)

```

{
  "timestamp": 1590067768832,
  "firstName": "pavlos",
  "lastName": "kapoutsis",
  "birthDate": "1992-05-26",
  "wristbandNumber" : 20
}
  
```

The wristbandNumber is from the previous step.

And the response will be published to topic `"/themaze/rp1/gui/groupEvent/registerEventPlayerWithWristband /response"`.

In case of successful response:

Publish **Subscribe** Scripts Broker Status Log

/themaze/reg1/gui/groupEvent/registerEventl **Subscribe** Qo... Qo... Qo... Autoscroll QoS 0

/themaze/reg1/gui/groupEvent/createPersonResponsible/response 5	/themaze/reg1/gui/groupEvent/createPersonResponsible/response 16
Dump Messages Mute Unsubscribe	QoS 0
/themaze/reg1/gui/groupEvent/registerEventPlayerWithWristband/re 1	/themaze/rp1/gui/groupEvent/checkWristband/response 17
Dump Messages Mute Unsubscribe	QoS 0
/themaze/rp1/gui/groupEvent/checkWristband/response 2	/themaze/rp1/gui/groupEvent/checkWristband/response 18
Dump Messages Mute Unsubscribe	QoS 0
	/themaze/reg1/gui/groupEvent/registerEventPlayerWithWristband/response 19
	QoS 0
opics Collector (0) Scan Stop QoS 0	/themaze/reg1/gui/groupEvent/registerEventPlayerWithWristband/response 19
	QoS 0
	21-05-2020 19:03:30.68610636
	<pre>{ "timestamp":1590077010626,"result":"OK","eventPlayer":{"id":"14096291-e2e3-409c-9066-6bc77d3e7b2c","firstName":"pavlos","lastName":"kapoutsis","birthDate":[1992,5,26],"registeredWristbandNumber":21,"eventTeam":null}}</pre>

The id of the player is useful and will be used on merge event team message so it must be saved.

In case of unsuccessful response:

Publish **Subscribe** Scripts Broker Status Log

/themaze/reg1/gui/groupEvent/registerEventl **Subscribe** Qo... Qo... Qo... Autoscroll QoS 0

hemaze/reg1/gui/groupEvent/createPersonResponsible/response 5	/themaze/rp1/gui/groupEvent/checkWristband/response 17
Dump Messages Mute Unsubscribe	QoS 0
hemaze/reg1/gui/groupEvent/registerEventPlayerWithWristband/re 2	/themaze/rp1/gui/groupEvent/checkWristband/response 18
Dump Messages Mute Unsubscribe	QoS 0
hemaze/rp1/gui/groupEvent/checkWristband/response 2	/themaze/reg1/gui/groupEvent/registerEventPlayerWithWristband/response 19
Dump Messages Mute Unsubscribe	QoS 0
	/themaze/reg1/gui/groupEvent/registerEventPlayerWithWristband/response 20
	QoS 0
opics Collector (0) Scan Stop QoS 0	/themaze/reg1/gui/groupEvent/registerEventPlayerWithWristband/response 20
	QoS 0
	21-05-2020 19:17:06.69426689
	<pre>{ "timestamp":1590077826677,"result":"NOK","message":"wristband with number: 21 is already registered"}</pre>

This procedure continues for every player scanning his wristband.

When the team is ready then the merge button is pressed and the following screen appears:

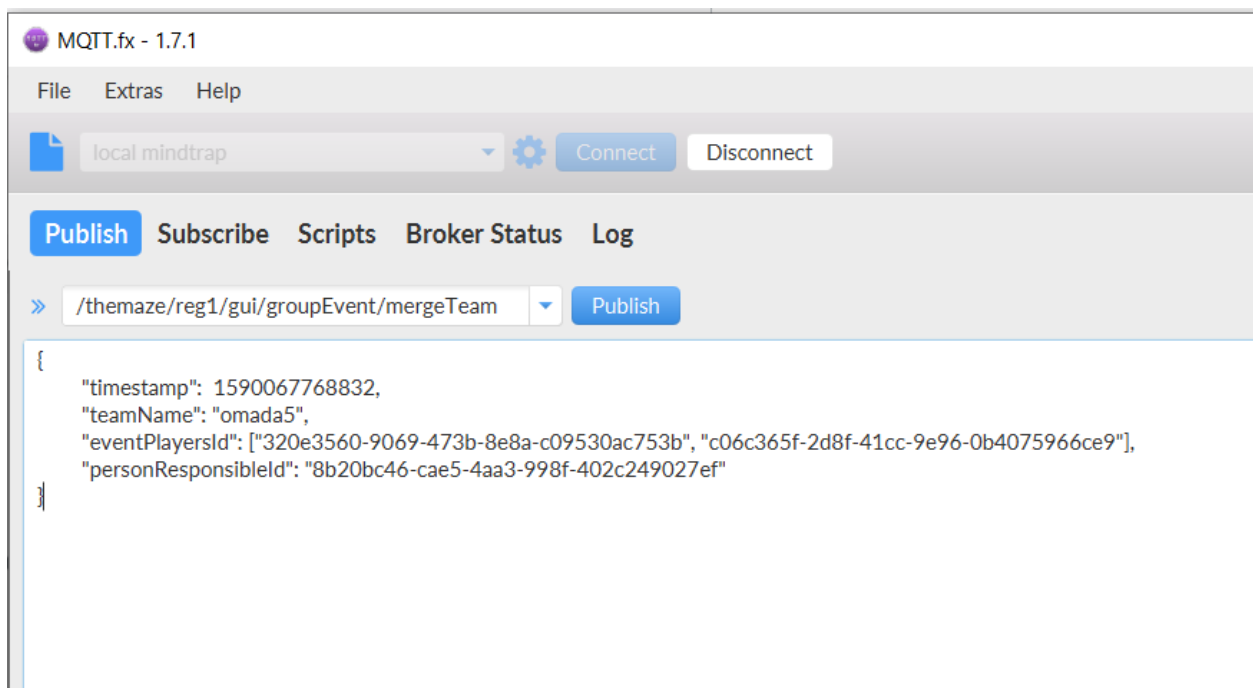
# PLEASE ENTER YOUR TEAM NAME

LOREM IPSUM

GO ▶

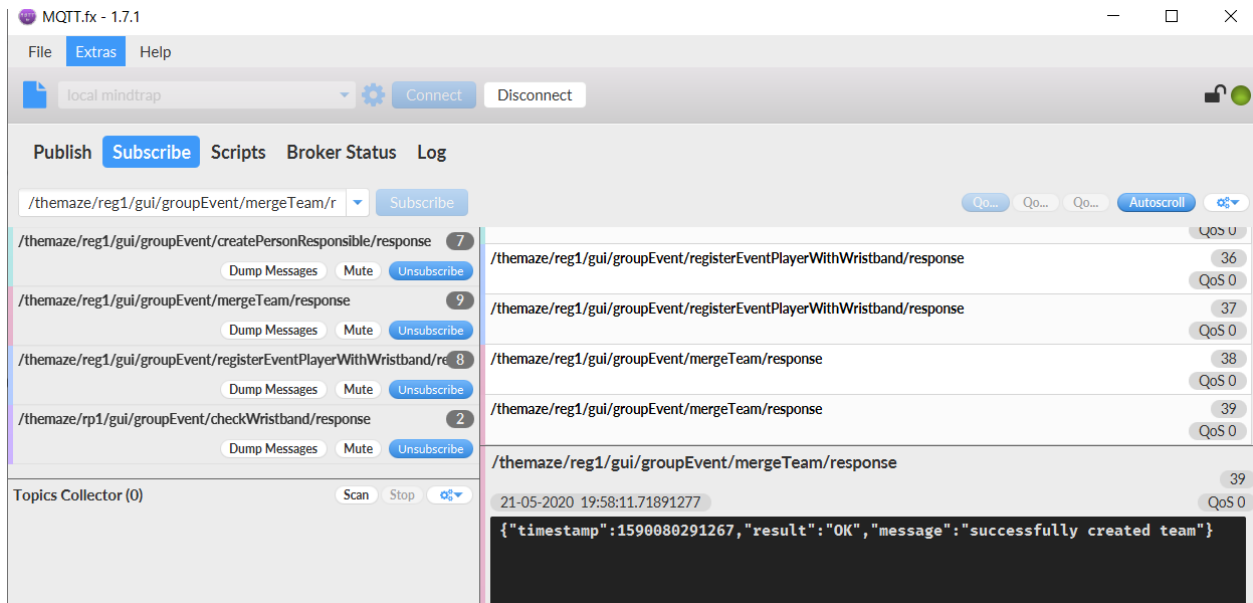
Q	W	E	R	T	Y	U	I	O	P	⬅
A	S	D	F	G	H	J	K	L	GO	
⬆	Z	X	C	V	B	N	M	@	.	⬆
?123								-	-	

When the "GO" button is pressed then the following message should be sent to "`/themaze/reg1/gui/groupEvent/mergeTeam`":

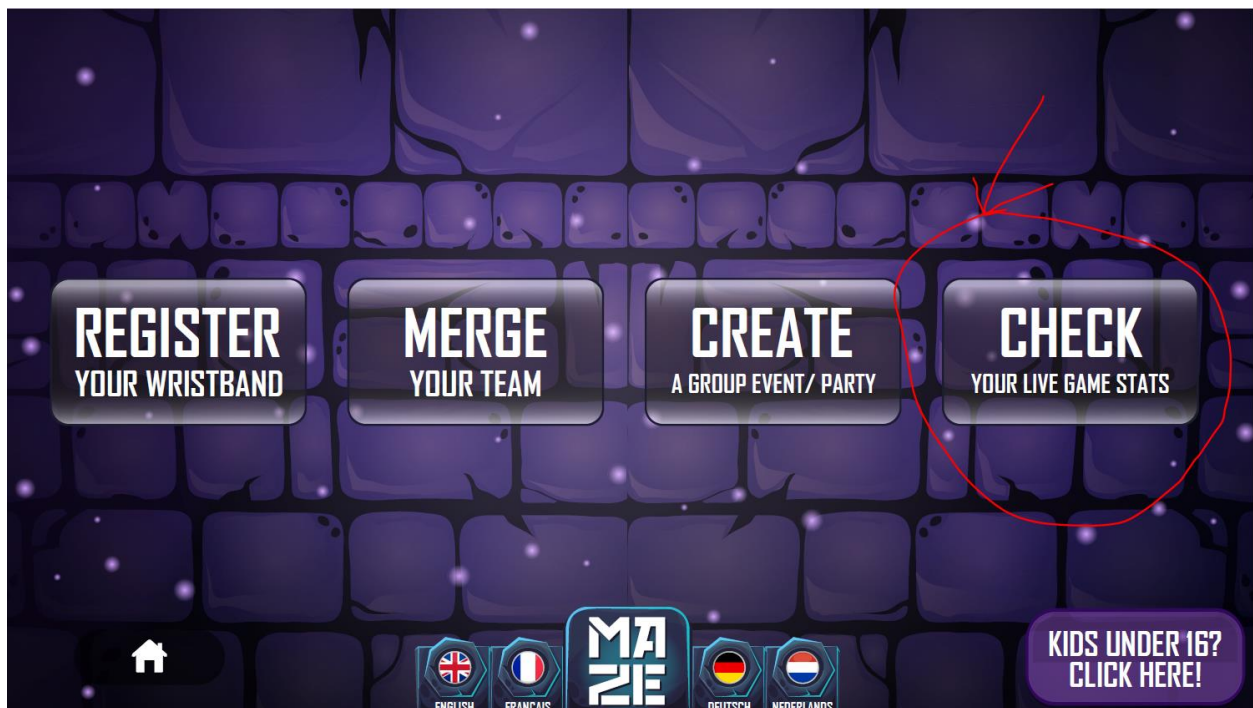


The ids presented here are from the previous steps.

The response will be publish to the topic: "`/themaze/reg1/gui/groupEvent/mergeTeam/response`"

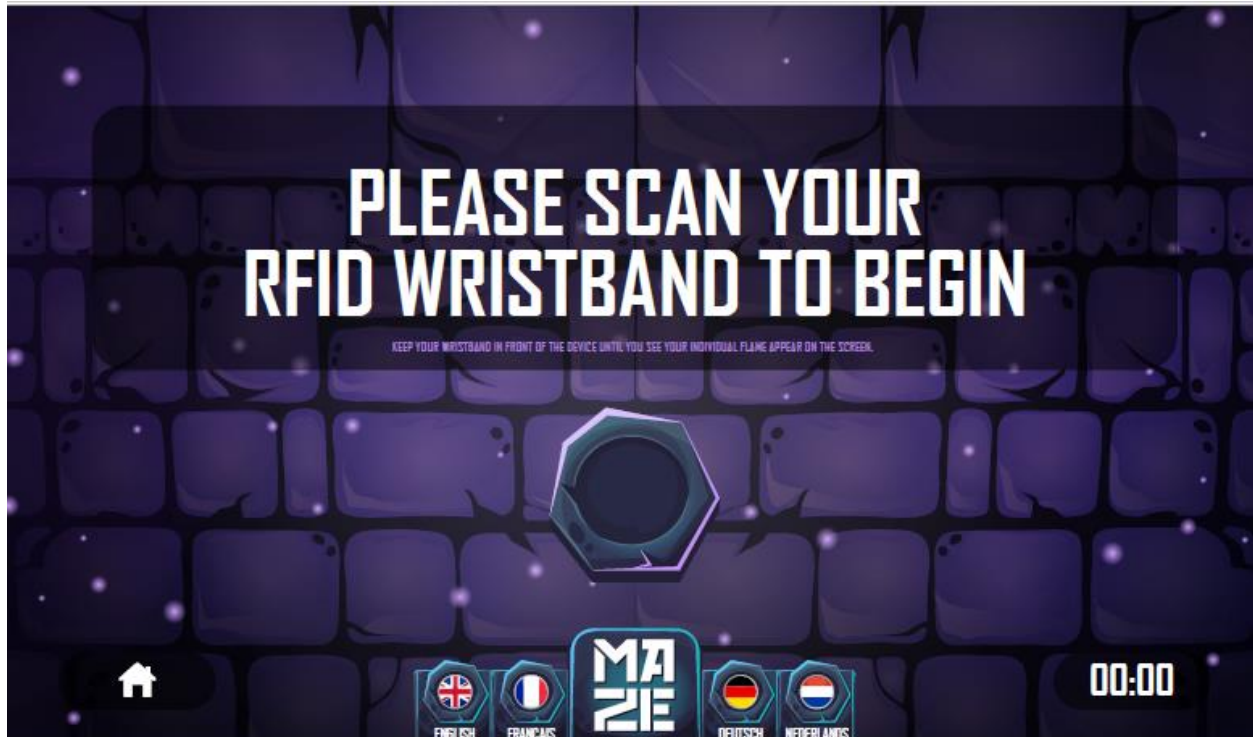


Check your live game stats



When the button check your live game stats the following screen will appear:





When the player scans the wristband a message from raspberry pi will be published to the topic:

`"/themaze/raspberrySystem1/rpi/wristbandScan":`

```
{  
  "timestamp": 1588549971589,  
  "wristbandNumber": 10,  
  "wristbandColor": 1  
}
```

Then the backend system will send to the registration screen gui the following message to the topic

`"/themaze/registrationPoint1/gui/player/wristbandScan":`

```
{  
  "result": "OK",  
  "timestamp": 1588549971589,  
  "wristbandNumber": 10,  
  "wristbandColor": 1  
}
```

The registration screen gui will then send a message to the topic  
"/themaze/registrationPoint1/gui/player/liveGameStats" :

```
{  
    "timestamp": 1588549971589,  
    "wristbandNumber": 10,  
    "wristbandColor": 1  
}
```

And the response from the backend will be published to the topic:

"/themaze/registrationPoint1/gui/player/liveGameStats/response" :

```
{  
    "timestamp": 1588549971589,  
    "result": "OK",  
    "username" : "pavlos",  
    "teamName": "team1",  
    "missionsPlayed": 15,  
    "totalPoints": 240,  
    "timePlayed": 625  
}
```

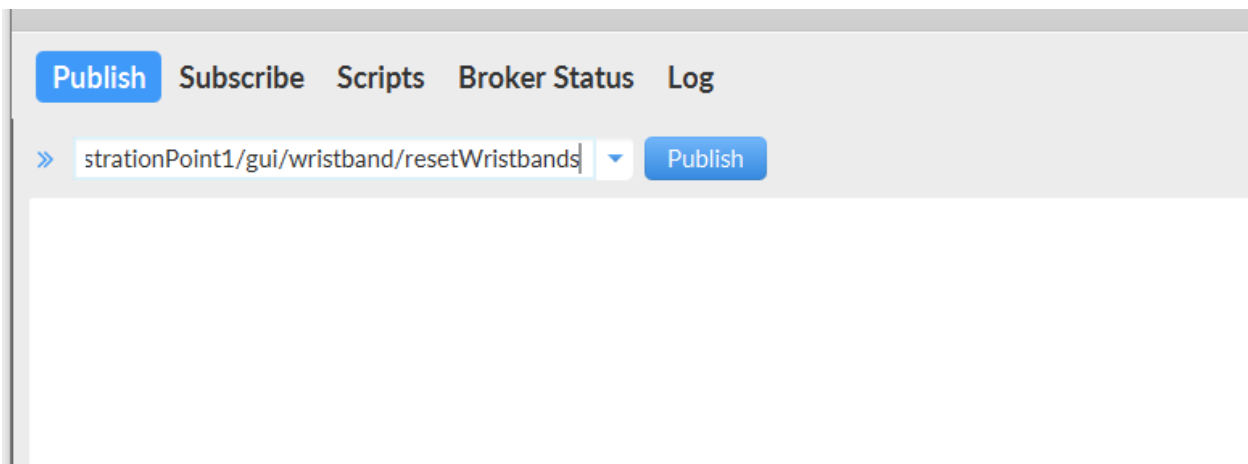
And registration gui will show the information in the following screen:



## Testing/Development

Resetting wristbands

In order to reset wristbands a message should be set to topic  
"/themaze/registrationPoint1/gui/wristband/resetWristbands"



the response will be published to the topic:  
"/themaze/registrationPoint1/gui/wristband/resetWristbands/response":

Publish

Subscribe

Scripts

Broker Status

Log

int1/gui/wristband/resetWristbands/response

Subscribe

Qo...

Qo...

Qo...

Autoscroll

/themaze/registrationPoint1/gui/wristband/resetWristbands/response

1

Dump Messages

Mute

Unsubscribe

Topics Collector (0)

Scan

Stop

🔍

/themaze/registrationPoint1/gui/wristband/resetWristbands/response

14-05-2020 16:49:04.60544780

{"timestamp":1589464144744,"result":"OK","message":"wristbands reset"}