

FastFeet User Manual

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INSTALLATION AND SETUP

Software Setup The game is installed with 2 configuration files `settings.txt` and `Arduino.json`, you can find them installed at `Documents/Github/FastFeet`.

- To configure the game *timer* or *score multiplier*, open `settings.txt` and edit the values like the following :

```
{
  "Timer":30,
  "ScorePerGoal":5
}
```

this will make the game run for 30seconds , and each goal scores 5 points.

- To configure the hardware sensors data, open `Arduino.json` with a text editor, and move to the `Hardware Installation` step below:

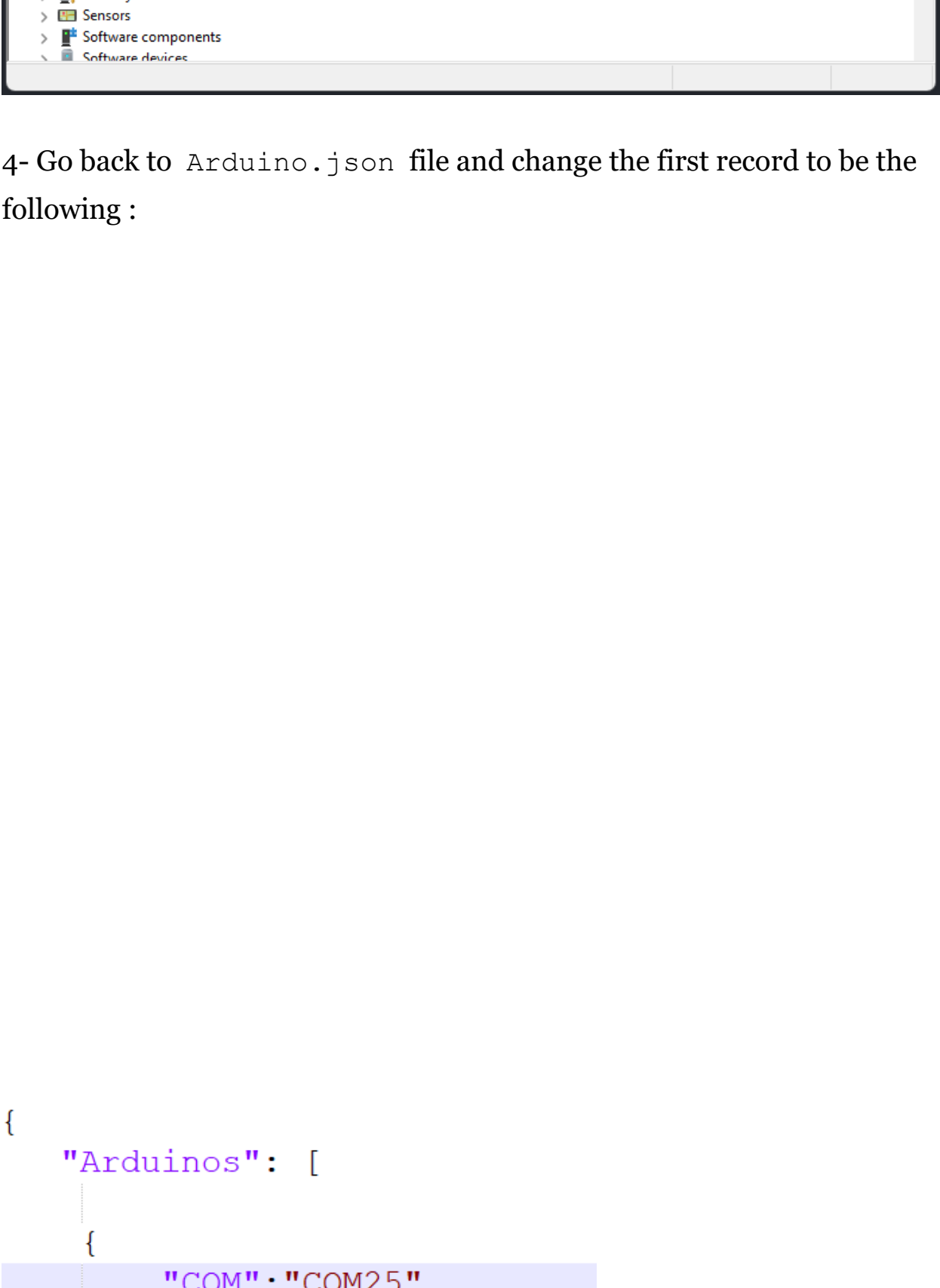
Hardware Installation

0- Unplug all the connected arduino sensors.

1- Connect the USB HUB to PC and PowerPlug.

2- Connect **ONLY ONE** arduino device into the USB hub.

3- Open Device Manager and take note of the Port number (i.e COM25) as shown below :



4- Go back to `Arduino.json` file and change the first record to be the following :

```
{
  "Arduinos": [
    {
      "COM": "COM25",
      "BaudRate": "9600"
    }, {
      "COM": "",
      "BaudRate": "9600"
    }, {
      "COM": "",
      "BaudRate": "9600"
    }, {
      "COM": "",
      "BaudRate": "9600"
    }, {
      "COM": "",
      "BaudRate": "9600"
    }, {
      "COM": "",
      "BaudRate": "9600"
    }, {
      "COM": "",
      "BaudRate": "9600"
    }, {
      "COM": "",
      "BaudRate": "9600"
    }
  ]
}
```

5- Repeat the previous 2 steps by adding an arduino sensor *ONE ATA TIME* and writing the corresponding Port number *In The Order From Left To Right*.

6- Save the file and restart the game, and test it by playing one game, the Lights should turn off in sequence from Left to Right.

TROUBLESHOOTING

Sensor Error

One or more sensor are disconnected or wrongly installed.

Solution:

- 1- Make sure all the hardware connections are added properly.
- 2- If everything is connected redo the setup procedure.
- 3- If the issue persists, please contact support.

Lost Connection With Server

The game has lost connection to internet.

Solution:

- 1- Check that the device is connected to the internet, if not, contact the technicians responsible for the internet connection and have them fix it.
- 2- The game will restart automatically as soon as internet is connected.
- 3- If the issue persists ,contact support.

Fetch Data Error

The game is not able to download the leaderboard list.

Solution:

- 1- Check that the device is connected to the internet, if not, contact the technicians responsible for the internet connection and have them fix it.
- 2- Sait for couple of seconds then press restart.
- 3- If the issue persists ,contact support.

Upload Data Error

The game is not able to upload the player score.

Solution:

- 1- Check that the device is connected to the internet, if not, contact the technicians responsible for the internet connection and have them fix it.
- 2- Sait for couple of seconds then press restart.
- 3- If the issue persists ,contact support.

Inform the player to try again later, because their score wasn't uploaded to the leader board.

Player scores are unusual

One or more player has very huge score i.e : 100 to 900, which can be an issue with the sensors ,or game configuration settings.

Solution:

- 1- Check that all the sensors are not broken or deattached.
- 2- open `settings.txt` file and make sure that `scorePerGoal` is equal to 1.
- 3- Contact support if issue persists.

ADJUSTABLE SETTINGS

The following settings can be customized and tweaked through the `settings.txt` file located at `Documents/Github/FastFeet`

Game Duration

1. Locate the project files, should be under `Documents/Github/FastFeet`
2. Open `settings.txt` file
3. Changing the “Timer” value will change how long the user can play the game for
4. Save `settings.txt`
5. Launch the game

Score Multiplier

1. Locate the project files, should be under `Documents/Github/FastFeet`
2. Open `settings.txt` file
3. Changing the “ScorePerGoal” value will change how much points are added when a player scores a goal
4. Save `settings.txt`
5. Launch the game