CROSSWORD MASTERMIND

MASTER YOUR CROSSWORDS



WHAT DOES THIS APPLICATION DO?

CROSSWORD MASTERMIND [®] is a crosswords game that creates hot outta the oven new crosswords boards consists of questions about your favorites knowledge areas. It has a lot of cool and easy-to-use features that every child or adult will enjoy.

Simply choose your topics, warm up with a little trivia question and GO!

CROSSWORD MASTERMIND relies on a large variety of data gathered from human huge semantic knowledge base, freely available online. This data is stored in a remote MySQL database which the application is configured to work with. Nonetheless, you can choose to work with your own local MySQL database and the application will store the required data over there (configuration instructions will be described later).

The crosswords consist of many different definitions from the following topics:

- Cinema & TV movies, film and TV actors, directors and TV series.
- Music singers, musicians, composers, bands and records producers.
- Geography cities and capitals, countries, holy places, seas and lakes, ancient cities, etc.
- Personalities politicians, philosophers, presidents, writers, celebrities and more.
- Sports football players, basketball players, football clubs and athletes.
- Israel all of the topics above but this time focusing only on Israeli people and places.

Besides those topics, every crossword may also include:

- 'General knowledge' definitions like programing languages, astronomy constellations, fashion magazines, characters from 'The Lord of the rings' and many other exciting subjects.
- Have a nice definition of your own? Wonderful! Enter it into the game and your definitions might surprise you in the crosswords.

To keep your experience fresh, a smart algorithm will build for you a new crossword board by randomly choosing definitions from the topics that you choose, and while processing the board you can warm up with a nice trivia question.

If the crossword is too challenging (no offense) you can get some hints to help you through. If you've got an idea for a hint of your own or maybe found a mistaken hint in our system, you can add your hint or edit/delete hints that already exist.

The 'Hall of fame' will save your scores so you can show off a bit about your achievements. ©

More instructions and details in the following sections.

CONNECTING THE DB SERVER

When starting the application you will have to establish a connection to a MySQL database server.

NOTICE: please be case sensitive, because computers might be so without letting you know!



You can choose one of the following options:

- 1. Connect to our remote DB on Nova:
 - If you just happen to be working with one of the computers in Schreiber's lab, simply use the default values already filled in (exactly the same as in the image above).
 - If you're working with your own computer you have to first open a ssh tunnel pointing to "mysqlsrv.cs.tau.ac.il:3306" through your localhost port 3305 (using Putty) and only then run the application with: *localhost*, *3305* respectively. Username and password are the default values.
- 2. Connect to a local DB server:
 - If this is the first time you run the application with that DB server, you'll need to create our schema on the server before running the application. To do so you should run the attached MySQL script (you can find it in the "Source" directory). Afterwards, run the application and then fill in the correct parameters: The local DB server address and port, your username and password. Then you need to populate the DB with the data doing it in this point is very crucial! To do so, use the "Massive Import" feature (see ??????).

 Now you are ready to go.

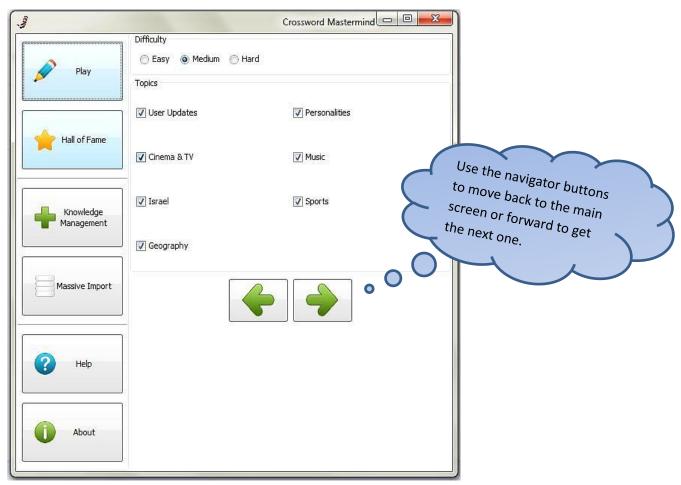
Failing to connect a DB server will pop up a message to inform you about the problem and then the application will exit. To fix that, check you entered the parameters correctly and if you're using a local server then make sure it is up.

THE SCREENS OF THE APPLICATION:

The main screen of the application is displayed after the DB connection is established. On the left side of the screen you can find buttons that will take you to all the corners of the application.

PLAY:

Pushing the play button will show you the next screen:



Difficulty -

The difficulty level will determine the size of the crossword board:

- Easy 8x8,
- Medium -11x11,
- Hard 13x13.

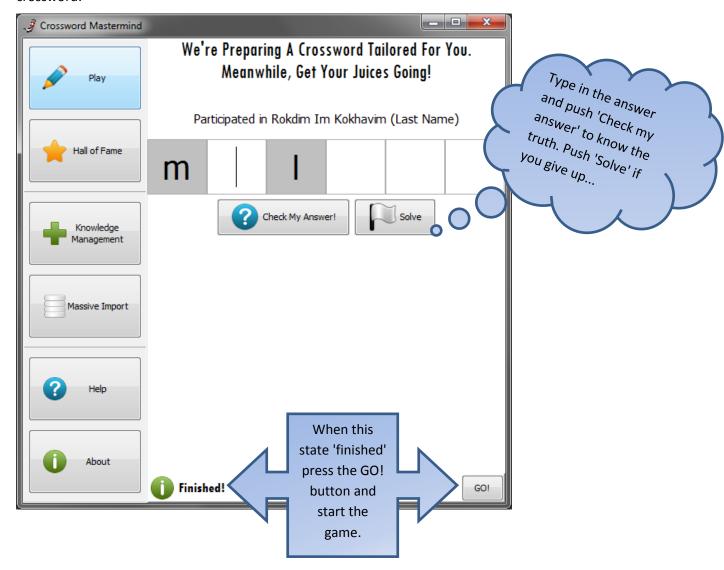
Topics -

Choose the topics your crossword will consist of.

The 'User Updates' topic will add the users' definitions to the crossword.

Notice you have to choose at least two topics, besides 'User Updates' topic.

The next screen will entertain you with a light trivia question while the application is constructing the crossword:

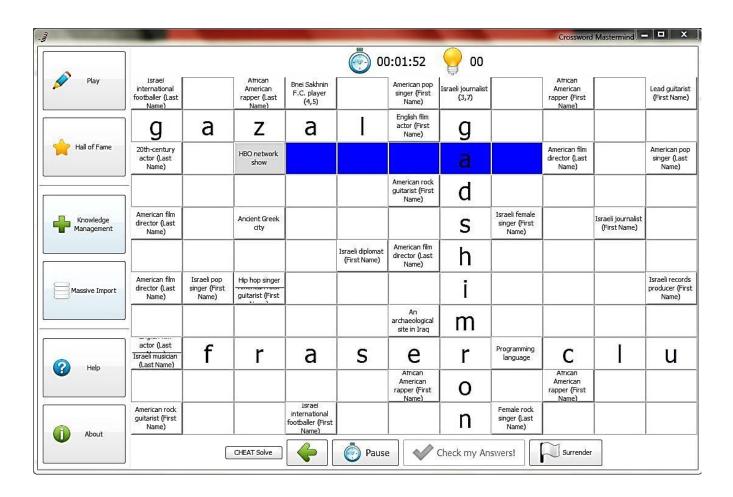


Since the mission of constructing a crossword is not simple, to say the least, it might take a while for the application to build an appropriate board that suit your choices. Thus, if the process last more than a minute, then instead of "Finished!" you'll get a message asking you to choose another topic, or simply give it another try.

When the application has finished building your crossword you can start playing. The crossword will be displayed and the clock will start ticking!

THE GAME:

This is how the crossword's screen looks like:

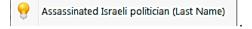


Hovering over a definition's square will make the corresponding squares blue, to demonstrate where you should type the answer.

On the screen's top you'll find a timer 00:00:34 and the hints counter 01

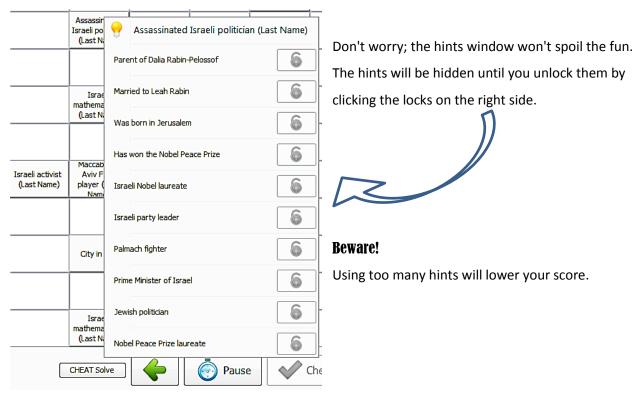
The time it takes you to solve the crossword will affect your score. Using the "Pause" button (on the bottom) you can stop the timer for a while without screwing your score. The hints counter lets you know how many hints you've used.

Sometimes the definition is a bit too long for the square it's written in. To see it properly, just right click the definition and a pop up window will appear with the full definition, for example:



USING HINTS:

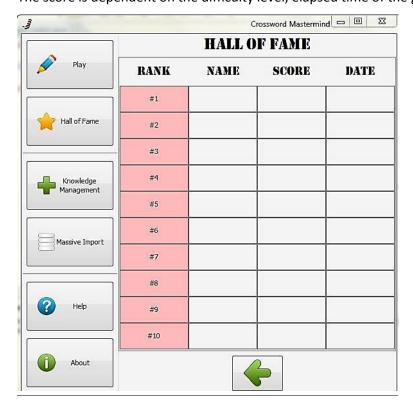
If you would like a little help, right click the definition square you want to get a hint about.



HALL OF FAME:

Exactly what you expect it to be.

The score is dependent on the difficulty level, elapsed time of the game and the number of hints you used.



KNOWLEDGE MANAGEMENT:

This is one of the nicest features of the application.

MASSIVE IMPORT:

This window allows you to update the data stored in the DB server you work with.

Caution!!

The import process will delete all the data from the server, including the updates you've made, (everything but the Hall of Fame table)!

There are two ways of doing the import:

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INSTALLATION GUIDELINES

You need java version 1.7 installed on your executing host. ... something more?