**Admin Page Guide**

URL: <https://apps.facebook.com/popcakelegend/admin>

The Admin page has 4 major parts in the main window

1. User Data Information – Shows the result of ALL the players of the game including the links to each player’s level information and Monetization use.
2. Level Settings – the pre-defined values/data of each level. These data are used by the game during load time.
3. Pricing settings – The in-game monetization info with their price and quantity.
4. General settings – the Game default values during load time.

**User Data Information**

* User Data Information This table shows the current snap shot of ALL players in the game, the information on this table can be exported to Excel (CSV) file.
* This table also contains the information for each player’s LEVEL information by clicking on the “Level Info” column of each player.
* The entire information for ALL players Level performance can be viewed by clicking the button “View All Level Player Records”.
* Monetization use and player purchase each player is available by clicking the “Monetization Info” column or clicking the button “View all Monetization Transaction…”
* The following are the brief description of each column
  + FBID – Facebook ID for the game, note this is not the user’s graph ID.
  + Name – User’s FULL name as stored by Facebook
  + Max level – the user’s very top and last level played, whether saved or not saved.
  + Life – Player’s current life
  + Coins – Player’s chocolate coins remaining
  + Last login – login date of user
* Level Info record
  + Level ID – the level number
  + Stars – Stars achieved by a certain player on this level
  + Saved – the Boolean flag if the level was saved or not (0: not saved, 1: saved)
  + Score – the player’s basic score (excluding extra scores)
  + Extra score – the scores from remaining hits, remaining time, etc.
  + Lives remain – snapshot of the user’s life for this level.
  + Hits remain – the number of hits remain after completing this level
  + Error count – the errors encounter for the entire level
  + Time complete – the time in seconds the level was completed from beginning of challenge up to end.
* Monetize Info
  + Level ID – the level where this monetization was used
  + Type – the monetization types defined in the system as
    - 0 -- Shuffle
    - 1 -- Watch 3 seconds
    - 2 – Cancel Board Move
    - 3 – Freeze Two Icon
    - 4 – Life
    - 5 – Extra Hits (purchase)
    - 6 – Extra Seconds (purchase)
    - 7 – Unlock Level
    - 8 – Super Premium Version

**Editing the settings**

Some columns in Level, pricing and general settings can be edited by double clicking on the column data and clicking the “Update” button of each table.  
Only the column with marked as “NE” as non editable

NOTE: PLEASE BE CAREFULL IN EDITING THE VALUES AS IT WILL AFFECT THE EXECUTION OF THE GAME.

**Level Settings**

This table describes the settings of each Level. Each Challenge settings are not included as there are 10 challenge for each level and defining pre-defined values is a daunting tasks and inefficient.

All fields except for the Level Number are editable.

The following are the brief information of each column

* **Hits –** the hits that will be used for this level.
* **Points per Remaining hits –** The points for each hits remained after completing the level
* **Points per Remaining time –** this is used for time based levels.
* **Seconds view** – this is the seconds Before game start.
* **Clock Limit** – the number of seconds for time limit based levels. For non timer level the default value is negative 1 (-1).
* **Points per Click –** points per correct hit.
* **Minimum Trophy –** the required minimum trophy to complete the level. The following are the values used by the system.
  + **0 –** none
  + **1-** Bronze
  + **2-** Silver
  + **3-** Gold
* **Hidden –** this is the flag used by the system if the Board is displayed at the beginning with N seconds or NOT (example Level 10 is hidden level).

**Price Settings Table**

Only Price and Count columns are editable.

Describes the price of each item and its quantity

* Type – the Monetization type
* Price – the amount for this type
* Count – the quantity for this price provided.
* Currency – currently only has one value, “coins” refers to chocolate coins.

**General Settings Table**

This table describes the default value during load time of the game.

Only Value is editable for this field.

* Name – the variable name
* Value – the variables value