



Module documentation  
Hidden objects game : Halloween

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## Module overview

### Short description

Make your shop interactive for Halloween time: hide objects and ask your customers to find them in order to win a discount coupon. Make your brand stand out by offering an original game: a treasure hunt throughout your products.

### The « + » for the trader

Stand out from your competitors by using a low cost marketing plan that your customers will find innovative and fun for the long-awaited Halloween season. This type of game comes with many advantages for your shop :

- Offers an original game for Halloween time,
- Increases engagement and interactions with your customers,
- Retains your customers and increases their involvement,
- Encourages your customers to browse through your store to find the hidden object.

### Features

- Create a scavenger hunt and make your site interactive,
- Select where the items should appear (categories, products, homepage, etc ...)
- Set a luck factor and set the game difficulty,
- 50 + Halloween-themed icons available,
- Automatic renewal of the provided game (ex. 3 items per week)
- Multilingual, multi-shop and possibility of having multiple games simultaneously,
- List of winners available in the backoffice,
- Quick and easy implementation.

### The « + » for the customer

Offers your customers an innovative and fun game in which they must get involved.

## Pre-requisites

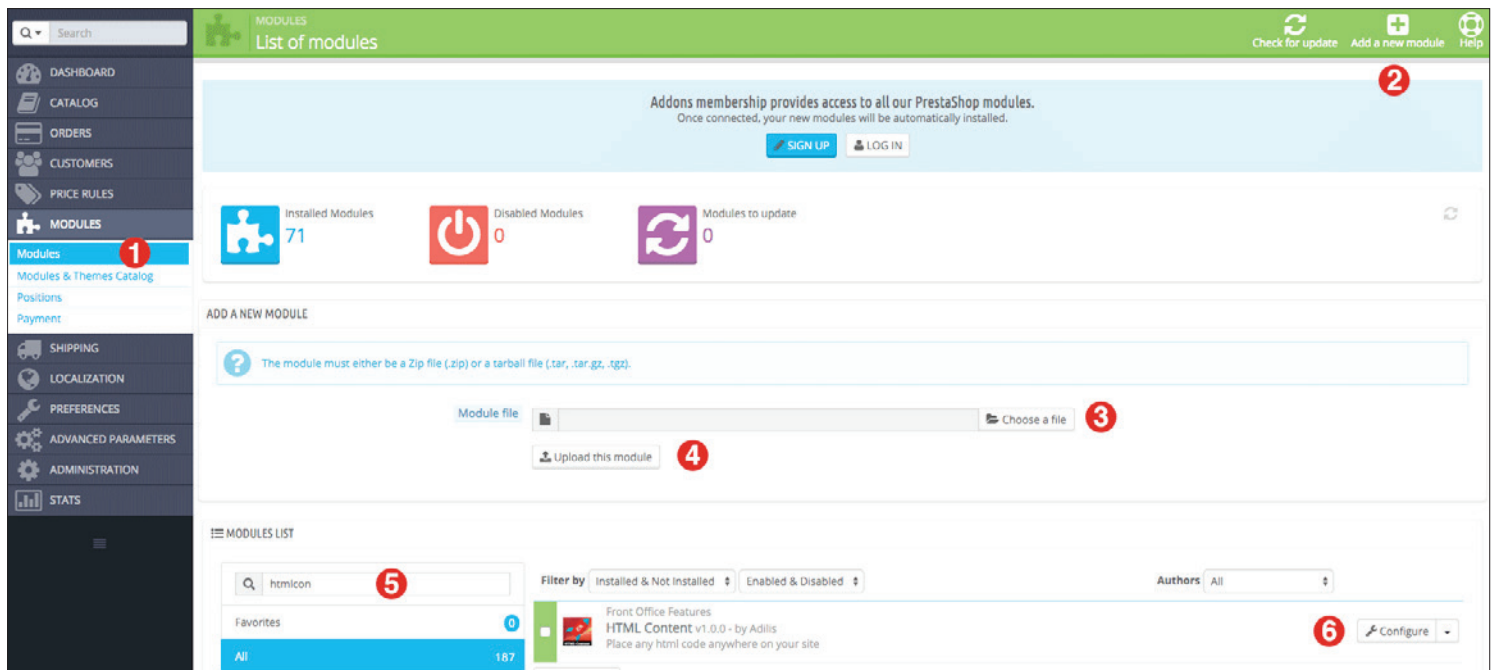
You must have a version of Prestashop higher or equal to 1.5 , as well as a version of PHP higher or equal to 5.

## Module installation

To install this module after having purchased it, you can simply go to the back office of your shop and then to direct yourself to the «Modules (1)» tab, and then click on the button «Add a new module (2)».

An insert named «Add a new module» will appear, click on «Choose a file (3)» to browse your computer and select the zip folder of the module that you have just purchased. Then click on «Load the module (4)»

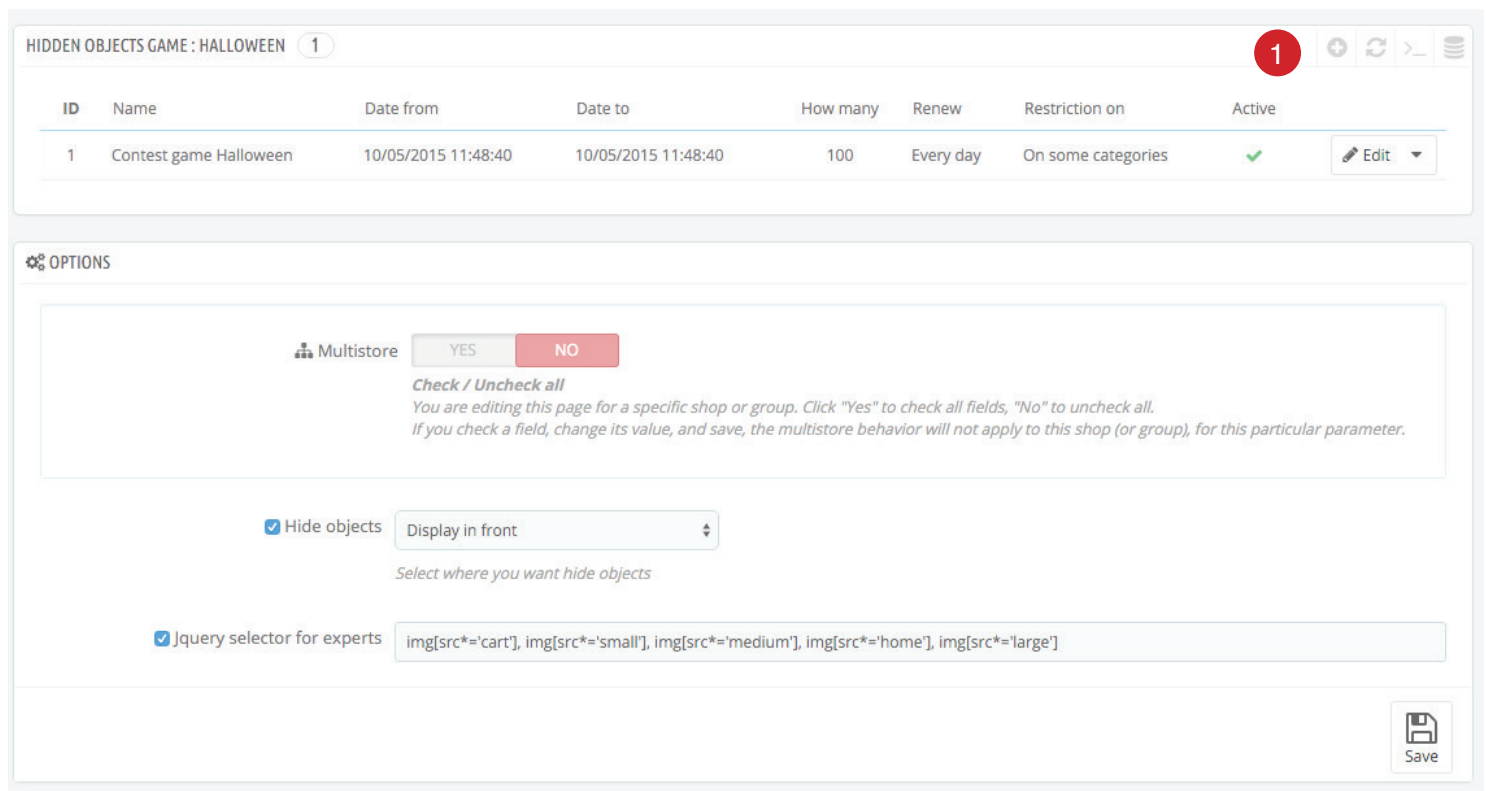
Once this is done, filter the list of modules through the search engine located on the left (5) by starting to type the name of the module, once the module appears on the right, click on «Install (6)», once installed, this button will lead to «Configure (6)» which will allow you to access the module interface.



The screenshot shows the PrestaShop back office interface. On the left sidebar, the 'MODULES' menu item is highlighted with a red circle (1). The main content area has a green header 'MODULES List of modules' with a 'Check for update' button and an 'Add a new module' button (2). Below this is a blue banner for 'Addons membership'. The main area displays three statistics: 'Installed Modules' (71), 'Disabled Modules' (0), and 'Modules to update' (0). Below these is the 'ADD A NEW MODULE' section, which includes a text box with a question mark and the instruction 'The module must either be a Zip file (.zip) or a tarball file (.tar, .tar.gz, .tgz)'. Below this is a 'Module file' input field with a 'Choose a file' button (3) and an 'Upload this module' button (4). At the bottom is the 'MODULES LIST' section, which has a search bar (5) containing 'htmlcon'. Below the search bar is a table of modules. The first module listed is 'HTML Content v1.0.0 - by Adilis', which has a 'Configure' button (6) next to it.

## Module utilization

### List of games



HIDDEN OBJECTS GAME : HALLOWEEN 1

ID	Name	Date from	Date to	How many	Renew	Restriction on	Active	
1	Contest game Halloween	10/05/2015 11:48:40	10/05/2015 11:48:40	100	Every day	On some categories	✓	Edit

**OPTIONS**

☐ Multistore YES NO

*Check / Uncheck all*  
 You are editing this page for a specific shop or group. Click "Yes" to check all fields, "No" to uncheck all.  
 If you check a field, change its value, and save, the multistore behavior will not apply to this shop (or group), for this particular parameter.

☒ Hide objects Display in front

*Select where you want hide objects*

☒ Jquery selector for experts img[src\*='cart'], img[src\*='small'], img[src\*='medium'], img[src\*='home'], img[src\*='large']

Save

The procedure for the configuration interface is not much different from what you are used to with PrestaShop. Indeed, to begin you will find the list of games that you created, or the empty list if this is your first use.

From this list, you have the option to «Create a new (1)» and to delete an game.

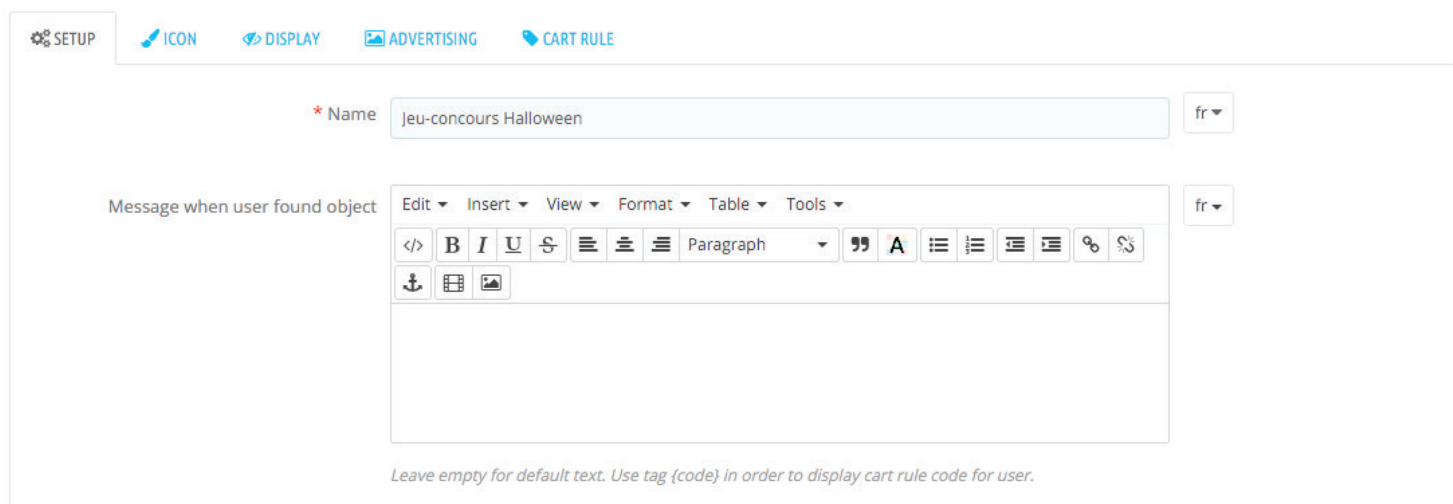
### Available options

- Hide objects** : Sets whether the items should be hidden by the front elements (default images) or behind, slightly hidden by another element.
- JQuery selector for experts** : By default, the jQuery selector is as follows : `img[src*='cart'], img[src*='small'], img[src*='medium'], img[src*='home'], img[src*='large']`. This corresponds to all the images of the products available in your store. Change the set value only if you are confident in your abilities. Editing this random value may jeopardize the proper functioning of the game.

## Create and edit a game

Once again you will not be lost, the interface of the module uses the default theme of the back-office Prestashop, therefore we will detail step by step the different sections that make up this page:

### Setup



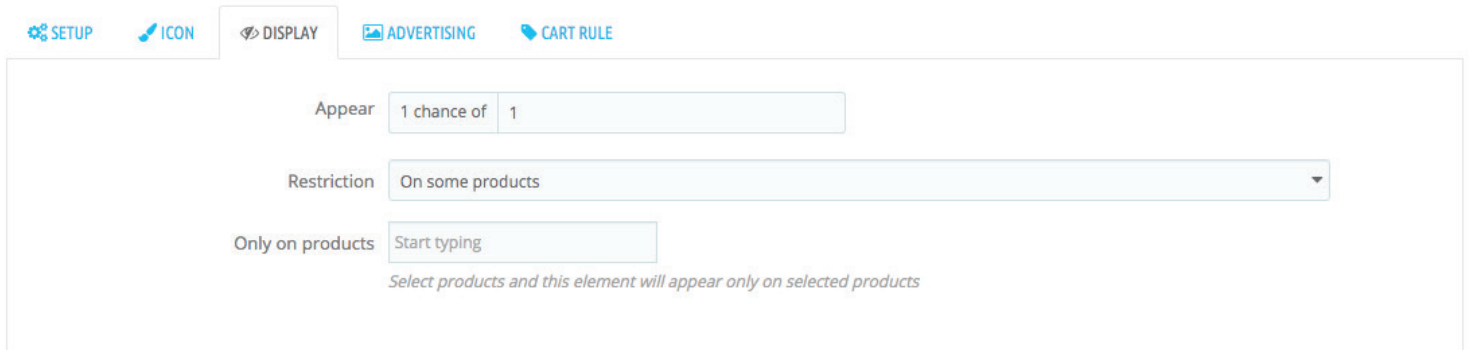
- **Nom** : Allows you to give your game a name.
- **Message when user found object** : Once a user finds one of the items that you have hidden, a default message will allow them to get their discount coupon. If you want to change this message, this field blank and use the tag {code} to display the code for their discount coupon.
- **Game rules** : Lets you create a rule for your game. This field is not mandatory, but it is necessary if your game must display a rule. The latter will be available when a user clicks one of the ads you created.
- **Start date** : Allows you to define when the game will appear. For an unlimited display, specify the same value as in the end date field.
- **End date** : Allows you to define the end date for your game's display. For an unlimited display, specify the same value as in the beginning date field..
- **How many** : Specify how many items your game has to hide.
- **Renewal** : This feature allows you to prolong the game time. Take for example the value «Every week». This value means that for the duration of your game, it will be available every week with as many items as defined in the «How many» field
- **Active** : Allows your contest to be turned on or off quickly.



[SETUP](#)
[ICON](#)
[DISPLAY](#)
[ADVERTISING](#)
[CART RULE](#)

- Choose your icon : Choose your icon from our selection of **Halloween** icons.
- Icon size : Set the size of the desired icon. The demo icon will guide you.
- Add an effect on the icon : Allows you to make the icon move from time to time to make the game easier. The demo icon will guide you.

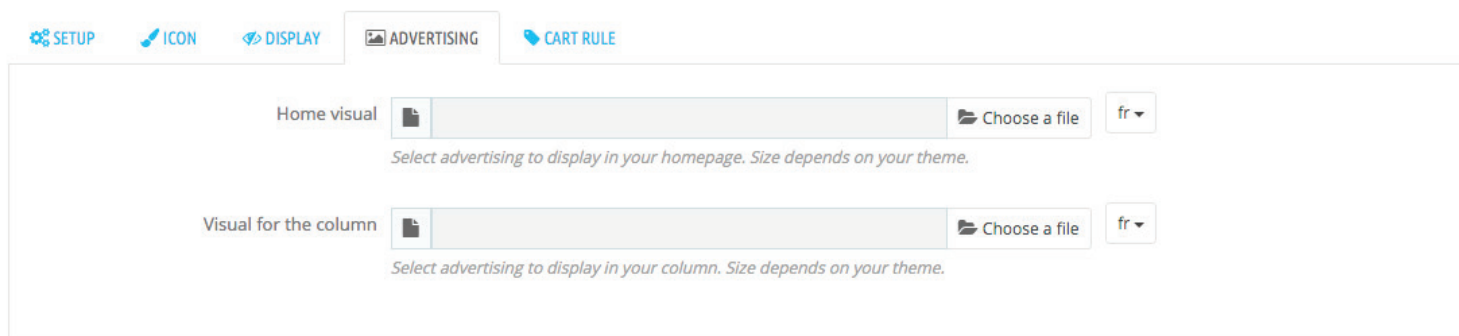
## Display



- **Appear** : Choose the site visit/item appearance ratio of your item. For example, if you set it to ten, this means, in practical terms, that the user has a one-in-ten chance of seeing the item appear.
- **Restriction** : This setting will allow you to specify if your object should appear on only certain pages of your site, the available values are the following :
  - **No restriction** : Your item will appear, regardless of the page.
  - **Home Page only**
  - **On some categories** : Your item will appear only on the category type pages, to specify the categories, check the latter in the list of categories that appears just after.
  - **On some categories and their products** : Your item will appear only on the pages of category and products type belonging to these categories. To specify the categories, check the latter in the list of categories which will appear just afterwards.
  - **On products** : Your element will only appear on the product type page, to specify the products, begin by typing the name of a product or its reference in the available field below, some results will be suggested, click to select.
  - **On CMS pages** : Your item will appear only on the CMS type pages, to specify the pages, begin typing the name of a page in the available field below, some results will be suggested, click to select.



## Advertising

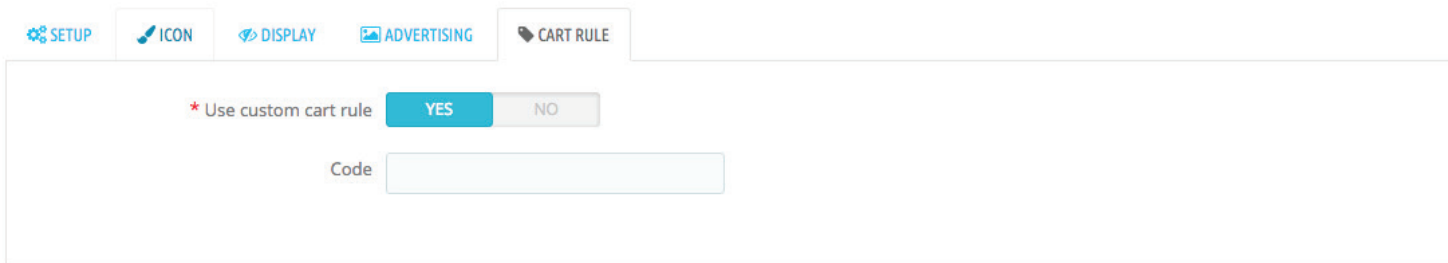


The Advertising configuration interface shows two tabs: ADVERTISING and CART RULE. The ADVERTISING tab is active, displaying two fields for image selection:

- Home visual**: A field with a file icon, a text input, a "Choose a file" button, and a language dropdown (fr). Below it, a note states: "Select advertising to display in your homepage. Size depends on your theme."
- Visual for the column**: A field with a file icon, a text input, a "Choose a file" button, and a language dropdown (fr). Below it, a note states: "Select advertising to display in your column. Size depends on your theme."

- **Home visual** : Enter an image in this field if you want to have an ad on your homepage about your game. The size of the image depends on your subject.
- **Visual for the column** : Put an image in this field if you want an ad to appear in your columns about your game. The size of the image depends on your subject.

## Cart rule



The Cart rule configuration interface shows two tabs: ADVERTISING and CART RULE. The CART RULE tab is active, displaying a configuration section:

- A label "\* Use custom cart rule" followed by two buttons: YES (highlighted) and NO.
- A "Code" label followed by a text input field.

- **Use existing cart rule** : By default, the game itself creates a «cart rule», according to the conditions which you specify. To configure this rule, the official PrestaShop documentation will guide you. However, you might need to use a particular rule created upstream, for this you must change the parameter to Yes and enter the code for your rule in the next field.
- **Cart rule** : Enter the code of a custom rule created upstream.

## Founded objects

This list will allow you to track your game and see the list of people who have found a certain item as well as the discount coupon they received.

## Technical support

Above all, be sure to check your configuration and take the time to search before performing a support request.

Any support request must be made by your Prestashop Addons account.

Do not hesitate to contact us for any technical problems encountered while using our module.

## Technical credits

This module uses the following open source libraries :

Animate.css <http://daneden.github.io/animate.css/>

Jquery Chosen <https://github.com/harvesthq/chosen>

Et son extension Ajax <https://github.com/meltingice/ajax-chosen>

Photos and visuals have been purchased on <http://fr.fotolia.com/> and <http://graphicriver.net/>

The icons used in this module are royalty-free for commercial use, here is a list of these icons with their copyright links :

Icon 1 : <https://www.iconfinder.com/tatica>

Icon 2, 3 & 4 : <http://www.icondrawer.com>

Icon 5 : <https://www.iconfinder.com/ibrandify>

Icon 6, 7, 8, 9, 10 & 11 : <http://www.icondrawer.com>

Icon 12 : <http://www.designcontest.com>

Icon 13 : <http://www.pixel-mixer.com>

Icon 14, 15, 44, 45, 46 & 47 : <https://www.iconfinder.com/aha-soft>

Icon 16, 17, 18, 19 & 20 : <http://www.artdesigner.lv>

Icon 21, 22, 23, 24, 25 & 26 : <http://www.iconeden.com>

Icon 27, 28, 29, 30, 31, 32, 33 & 34 : <https://www.iconfinder.com/handdrawngoods>

Icon 35, 36 & 37 : <http://www.icojam.com>

Icon 38, 39, 40, 41, 42 & 43 : <http://www.doublejdesign.co.uk>

Icon 48, 49, 50, 51 & 52 : <http://www.icondrawer.com>

Thank you for purchasing our module