

Game Guidelines

1. How to Play (Game Setup Panel)

When you open the game, you'll see the setup panel on the right. Configure your game here before starting.

- 1. 🎮!! Game Name: Enter a title for your game session. This appears at the top of the screen.
- 2. 👤 Number of Players: Select how many people (from 2 to 6) are playing.
- 3. 👤 Player Names: Input a name for each player.
- 4. ⌚!! Question Timer: Set the time (in seconds) players have to answer each
- 5. 🖼️!! Upload Game Logo (Optional): Click to upload a custom logo for this specific game. If you don't, the default logo.png from your assets folder will be used.
- 6. 📄 Upload Questions CSV (Optional): Click to upload a custom set of questions for this game. If you don't, the default questions.csv will be used.
- 7. 🔊 Upload Custom Sounds (Optional): You can replace any of the default sounds by uploading your own audio files.
- 8. 🎮 Start Game: Once everything is configured, click this button to begin!

Game Setup and Start Timeline

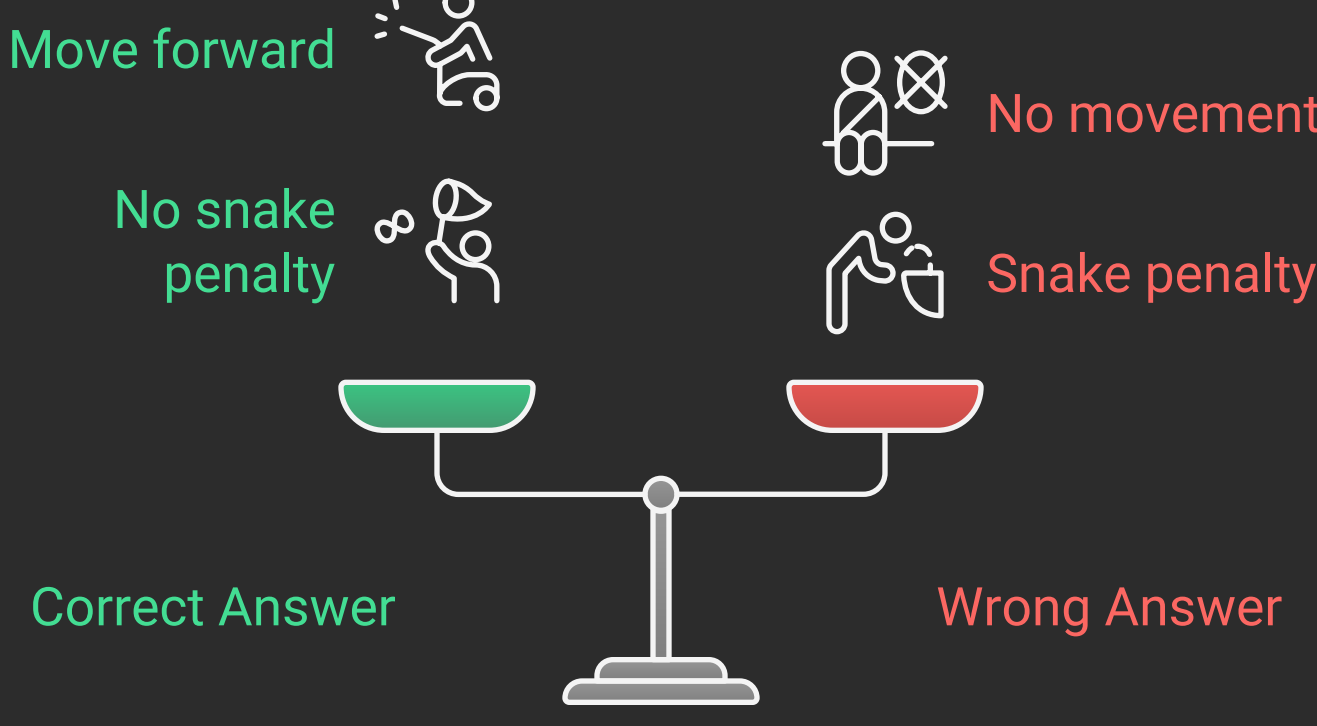


2 . Gameplay Controls & Flow

After starting the game, the side panel changes to the game status view.

- **Current Player Display**: A colored banner at the top shows whose turn it is.
- **Rolling the Dice**: It's the current player's turn. Click the 🎲 Roll Dice button.
 - A fullscreen pop-up will appear, showing an animated dice roll before landing on the final number.
- **Answering a Question**: After the dice roll, a question pop-up appears.
 - The player must select an option and click ☒ Submit Answer before the timer runs out.
- **Movement**:
 - **Correct Answer**: The player's piece moves forward the number of spaces shown on the dice.
 - **Wrong Answer / Time Out**: The player does not move. However, if their dice roll would have landed them on the head of a snake, they will slide down the snake as a penalty.
- **Snakes & Ladders**: The board functions automatically. Landing on a ladder base moves the player up, and landing on a snake head moves the player down.
- **Skipping a Turn**: If needed, the host can click **Skip Turn** to pass to the next player without them rolling.
- **Winning the Game**: The game ends automatically when a set number of players reach square 100.
- **Declare Winners**: If you need to end the game early, click **Declare Winners**. This will end the game and rank all players based on their current positions.
- **New Game**: After a game is over, click this to return to the setup screen to start a new one.

Reward correct answers with movement and avoid penalties.



3 . Special Host Features

- 🔄 **Undo / Redo** 🔄 Made a mistake? You can go back one step by clicking **Undo**. If you went back too far, click **Redo**. You can go back up to 10 moves.
- 🖼️ **Fullscreen**: Click the fullscreen button in the top-right to immerse players in the game.
- 🔊 **Volume Control**: Use the volume slider in the top-right to adjust the game's sound effects.

Game Control Sequence

1	Identify Mistake Player realizes they made a mistake
2	Click Undo Player clicks the undo button to revert
3	Revert Move Game reverts to the previous state
4	Click Redo Player clicks the redo button to advance
5	Advance Move Game advances to the next state
6	Click Fullscreen Player clicks the fullscreen button
7	Enter Fullscreen Game enters fullscreen mode
8	Adjust Volume Player adjusts the volume slider
9	Change Volume Game volume changes accordingly

🖼️!! . Shortcut Keys for the Host

Use these keyboard shortcuts to manage the game more quickly.

Key(s)**Action****Context****PageDown****Roll the Dice**During gameplay, when it's a player's turn.**Alt + D****Roll the Dice**Same as above.**Alt + S****Submit Answer**When the question pop-up is visible.**Alt + 1****Select Option 1** and SubmitInstantly selects and submits the first answer.**Alt + 2****Select Option 2** and SubmitInstantly selects and submits the second answer.**Alt + 3****Select Option 3** and SubmitInstantly selects and submits the third answer.**Alt + 4****Select Option 4** and SubmitInstantly selects and submits the fourth answer.**Ctrl + Z****Undo** Last ActionAt any point during the game.**Ctrl + Y****Redo** Last ActionAt any point during the game.

Which keyboard shortcut to use for game management?

