# ARG Framework - Administrator's Guide

This guide provides a comprehensive overview of all features available in the admin panel.

### Dashboard

The main admin dashboard provides a quick, at-a-glance overview of the game's status. It features several clickable "stat cards":

* **Total Players**: Links to the "Manage Users" page.
* **Total Puzzles**: Links to the "Manage Puzzles" page.
* **Top Player**: Shows the username of the player with the most solved puzzles.

### Puzzles

This is the central hub for creating and managing all game content.

**Manage Puzzles Page**

* **Reordering**: Click and drag the handle on any row to change the puzzle order. The new order is saved automatically.
* **Live Toggles**:
  + **Visible**: Shows or hides the puzzle from all players.
  + **Prereqs On**: Enables or disables the prerequisite requirements for a puzzle on the fly.
* **Actions**:
  + **Edit**: Opens the puzzle editor for that puzzle.
  + **View as Player**: Securely logs you in as a player to view the puzzle exactly as they would.
  + **Delete**: Permanently removes the puzzle and all associated hints and prerequisites.

**Puzzle Editor**

* **Core Details**: Set the title, public-facing description, and the private story text that is revealed upon solving.
* **Puzzle Logic**:
  + **Puzzle Type**: Choose from Simple Text, Multiple Choice, Location (GPS), or Location (QR Code). The form will dynamically change to show the correct fields for the selected type.
  + **Solution**: The case-insensitive answer to the puzzle.
* **Hints**: Add, edit, and remove multiple hints. The final "Solution Hint" is revealed only after all regular hints are used.
* **Media & Links**:
  + **Media URL**: Attach an image, video, or audio file to be displayed with the puzzle description. Use the "Library" button to select from previously uploaded files.
  + **Associated Link**: Provide an external URL that will be displayed as a button for players to click.
* **Visibility, Order & Prerequisites**:
  + **Enable Prerequisites**: Master switch for the puzzle's prerequisites.
  + **Prerequisites List**: Select one or more puzzles that a player **must** solve before this one becomes unlocked. Hold Ctrl (or Cmd on Mac) to select multiple.

### Users

This page provides a detailed list of all registered users.

* **Progress Bar**: A visual indicator of how many total puzzles each player has solved.
* **Last Login**: Shows the date and time of the user's last login.
* **Actions**:
  + **Details**: View a player's detailed progress.
  + **Edit**: Modify a user's username, email, password, or admin status.
  + **Delete**: Permanently remove a user and all their associated data.

**Player Details Page**

* **Puzzle Status Dropdown**: Manually change a player's completion status for any puzzle (Locked, Unlocked, Solved). The change is saved automatically.
* **Reset Player Progress**: The "Danger Zone" allows you to completely reset a player's progress, which is useful for testing or resolving issues.

### Media Library

A powerful, grid-based library for all your uploaded assets.

* **Upload**: Upload new images, videos, or audio files.
* **Search & Filter**: Instantly find files by name or filter by type.
* **Actions**:
  + **Copy URL**: Copies the file's public URL to your clipboard with one click.
  + **Delete**: Removes the media file from the server and database.
* **File Check**: Automatically detects if a media file is missing from the server and reports which puzzles are using it.

### Settings

* **Site Config**: Set the public name and description of your game.
* **Game State**: Lock the game until a specific date and time. Configure the title, message, and media for the public-facing countdown page.
* **Intro / Congrats Pages**: Configure the content for the introductory video page and the final victory page.
* **Email (SMTP)**: Configure and test your email settings for sending password resets and other system emails.

### Administration

* **Theme Manager**: Customize the look and feel of the public and admin sites. You can create, edit, import, and export themes.
* **Site Text**: Edit all user-facing text strings used across the site (e.g., button labels, error messages).
* **Game Visualizer**: View an interactive, auto-generated flowchart of your entire puzzle structure and its dependencies. Click any puzzle to jump directly to its editor.