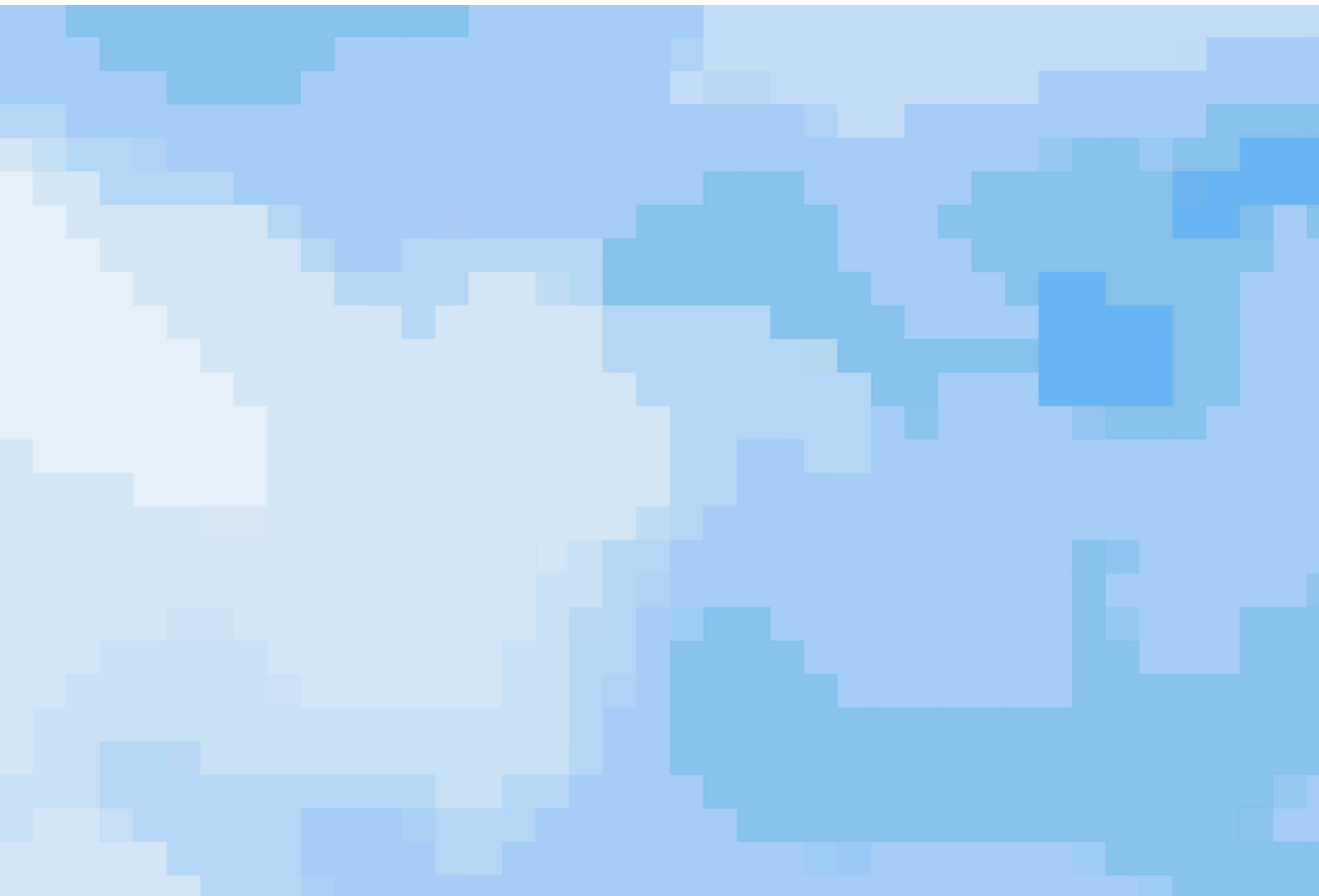




User Documentation

Group: JARS with an E

Project: Napoelon's Adventures



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Overview

This is a game where you go around campus trying to help search for the school's mascot napoleon, while promoting sustainability using mini-games and at the same time using QR code location services to verify the location of recycling bins to help with students to locate their way around campus and promote the scenery around campus so that they are more motivated to help with the sustainability of the university.

This document acts as a guide for all three types of users on how to interact with the app. First goes through instructions for players, then for gamekeepers/admins and developers.

Player / Users

Getting Started

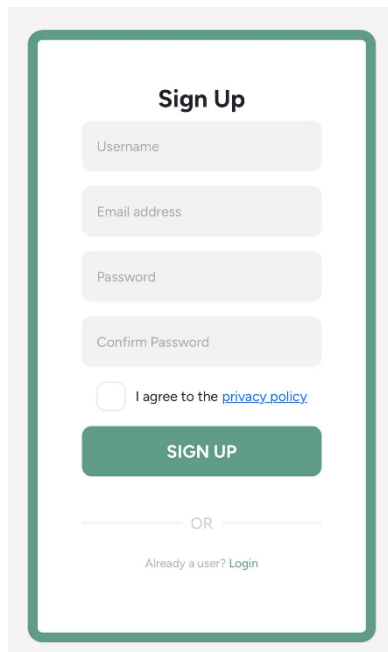


- The WebApp is accessible via:
- [<http://www.napoleonsadventure.com>]
- Or via the QR code below

Scan QR to Join the website:

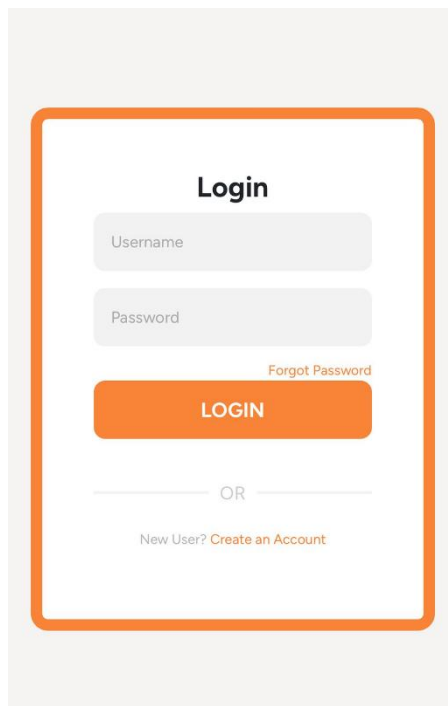


Signup / Login



The Sign Up form is enclosed in a green border. It features a title 'Sign Up' at the top. Below the title are four input fields: 'Username', 'Email address', 'Password', and 'Confirm Password'. Below these fields is a checkbox labeled 'I agree to the [privacy policy](#)'. A green 'SIGN UP' button is positioned below the checkbox. At the bottom, there is a horizontal line with 'OR' in the center, and the text 'Already a user? [Login](#)' below it.

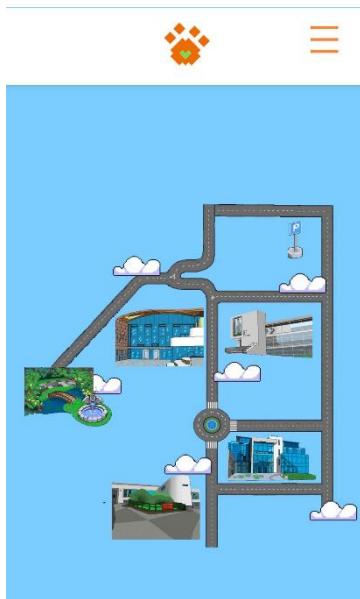
- Signing Up:
 - Fill in the required details in the Sign Up form
 - Read the privacy policy and confirm your agreement
 - Users should receive a confirmation email upon successful registration
 - If it does not show up in the inbox please check the 'Junk Email' folder as well.
 - Click on the link provided in the email
 - Continue with logging in



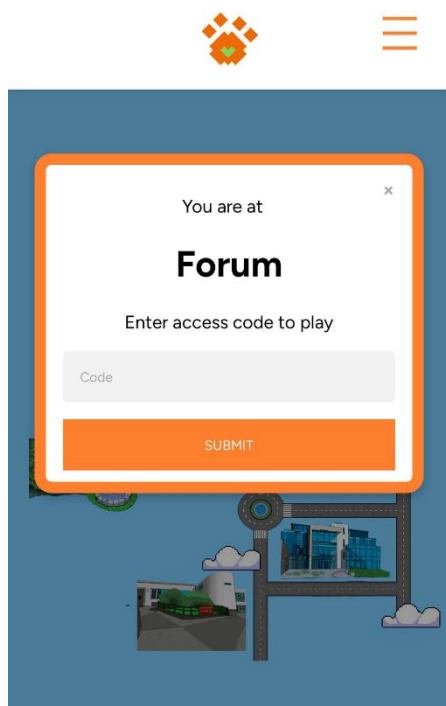
The Login form is enclosed in an orange border. It features a title 'Login' at the top. Below the title are two input fields: 'Username' and 'Password'. To the right of the Password field is a link labeled 'Forgot Password'. Below these fields is an orange 'LOGIN' button. At the bottom, there is a horizontal line with 'OR' in the center, and the text 'New User? [Create an Account](#)' below it.

- Logging In:
 - Users with an existing account should navigate to the login page.
 - If you have forgotten your password, click on the 'forgot password' option at the bottom of the login card.
 - Users will be prompted to enter their email address.
 - If the email address is associated to a user in the game's database, a password reset link will be sent.
 - If the email does not show up in Inbox, please also check the 'Junk Email' folder.
 - Upon clicking on the link users will be redirected to a page to set a new password.
 - Upon successfully creating a new password, users should navigate back to the login page and attempt to login.

How to Play



- Click on the buildings on the map to interact with it.
- Upon clicking on the buildings users will be prompted to enter an access code to play the minigame via an on-screen pop up.
- Scan the QR codes located at the real-world location of the building to get your unique access code.



- Enter the access code into the aforementioned pop-up, the correct code will lead to the minigame that is associated with that particular location.
- Each location has a different minigame.
- Complete minigames to earn points
- Track your progress /points on the leaderboard

- QR codes are as follows:

QR Code To Play The Game:

Sports Park



QR Code To Play The Game:

Reed Pond



QR Code To Play The Game:

INTO



QR Code To Play The Game:

Forum



QR Code To Play The Game:

Cornwall House



QR Code To Play The Game:

Business School



Gamekeeper/Administrator

Creating an Admin Account

- To create an admin account follow the steps below:
- Install and run the project as directed in this [README.md](#)
- Before running the server, run the following command on terminal to create an admin account:

```
python manage.py createsuperuser
```

- Log in using staff/admin credentials
- You will be prompted to enter the following details:
 - Username: Choose a unique username for the admin account.
 - Email Address: Provide a valid email (optional but recommended).
 - Password: Type a strong password. You'll need to confirm it.
- To access the admin panel, start your Django server:

```
python manage.py runserver
```
- Open a web browser and go to : <http://127.0.0.1:8000/admin/>
- Enter the username and password you created earlier and login to access the Django dashboard.

Admin Dashboard Features

- Access the dashboard to:
 - Add/edit minigames, their corresponding locations and access codes
 - Access minigames' scores
 - Access and manage leaderboard
 - Access and manage users

Developers

Refer to [README.md](#) file for installation, running and testing.

Privacy & Security

- GDPR compliant
- Passwords are stored securely as hashes
- Only registration related data is collected
- Users can edit data related to their accounts or delete accounts on the profile page