

fAR-Play Developers Manual

The Main Page

To log into the fAR-Play developer's suite, visit the projects website: http://hypatia.cs.ualberta.ca/aarg_project/far-play/. Click on the "Login" button and enter your fAR-Play username and password. Once logged in, you are presented with the fAR-Play main page.

From the main page, you are able to move about the fAR-Play web environment. You can visit the public sections (Home, About, Leaderboard), but you can also visit the secure portions of the site. If you have only user privileges the only additional part of the site you can access is the Games section. The Games section lists all of the available fAR-Play Games that you can play. If you have developer privileges you can access the Authoring section of the site where you can develop your own fAR-Play games. If you have administration privileges you can access all areas of the site, including the secure Admin section where you can manage user accounts as well as the virtual world interface (currently not functional).

The Authoring Environment

To enter the fAR-Play development environment, log into the fAR-Play website, and click on the Authoring button at the top of the page. Please note that if the Authoring button does not exist, you are either not logged in, or you do not have developer privileges.

When you enter the authoring environment you are faced with the Content Administration Panel. This is the principle page to be used when developing a fAR-Play game. From the Content Administration Panel you can see and edit the games you have created with fAR-Play – you will be unable to see any of the games that have been created by other users. If you have Administrator privileges you are also able to manage site wide achievements.

fAR-Play Games

A fAR-Play game is broken down into multiple parts called "Adventures". A nice comparison for each adventure is to think of them as the "levels" of the game. Each adventure contains virtual points of interest (vPOI) that a user must reach in order to progress the game logic. A vPOI represents a physical location that the user must "check-in" to in order to "capture" that vPOI. Each vPOI has the option of having a challenge that needs to be completed to capture that vPOI. Each vPOI is worth a certain amount of points (≥ 0) that are added to the player's ongoing point total. Each game may also contain achievements that are worth points (≥ 0) for being unlocked. Each adventure requires a certain number of vPOIs to be completed. Adventures may be completed in sequential order, or in parallel.

Creating a fAR-Play Game

To create a new game in fAR-Play, log into the engine website and enter the authoring environment. Click on the link “2. Add a new game to the fAR-Play engine” in order to be brought to the Add Game form. The form requires you to enter the following information in order to proceed:

- Game Name – The title of your game; you may only use alphanumeric characters and a space in your game name. Special characters like ~,!# are not allowed.
- Game Description – A short description of the game that is visible to users from the game select screen.
- Game Story – The back story for your game that will be displayed to a user when they start a new game.
- Virtual World Key – The “key” for gaining access to the virtual world. This is currently not functional.

When all of the fields have been entered, press the “submit” key in order to create the game in the fAR-Play Engine. When the game has been created, you will be returned to the fAR-Play Content Administration Portal.

Editing a fAR-Play Game

If you want to edit a fAR-Play game, from the Content Administration Panel, select the “Edit Game” button next to the title of the game you want to edit. From here you will be brought to the “Edit Game” form where you can change: game name, game description, game story, virtual world key.

Deleting a fAR-Play Game

To delete a game in fAR-Play, press the “Delete” button next to the title of the game you wish to delete. This will remove the game and all associated data from the fAR-Play Engine.

Adding an Adventure

To add a new adventure to a fAR-Play game, click to the “Add Adventure” button next to the Game Title to which to want to add an adventure. You will be presented with the Adventure creation form where you have to specify the following fields:

- Adventure Name – The title of the adventure that you want to add. The field only supports alphanumeric characters and spaces; special characters are not permitted.
- Adventure Type – The type of adventure you wish to add. Currently the only adventure available is “Scavenger Hunt”.

When you have finished filling out the information, click the “Add Adventure” button to insert the new adventure into the fAR-Play Engine and return to the Content Administration Panel. If you click on the adventure title, it will bring you to the adventure summary screen.

Types of Adventures

Currently, there is only one type of adventure available in fAR-Play:

- Scavenger Hunt – The goal of Scavenger Hunt is to collect as many points as possible. Capturing vPOIs and unlocking achievements can earn points. Points can be deducted by using hints or failing challenges.

New Adventure types can currently only be added by fAR-Play programmers.

Setting Adventure Settings

The settings for the specific adventure type can be set from the Adventure settings page. This page is available by clicking the “Settings” button next to the title of the adventure you wish to change from the Content Administration Portal. This page will display different options based on the adventure type as shown below:

- Scavenger Hunt
 - Captures required for completion
 - In this field you can specify the number of vPOIs required for adventure completion. If this field is set to 0 it defaults to requiring all vPOIs to be caught in order to complete the adventure. Currently, specific vPOIs cannot be specified for adventure completion.
 - Percentage?
 - If this radio button is set to “yes” the number in the “Captures for Completion” will be interpreted as a percentage rounded up to the closest available percentage. For example, if the percentage field is set to 80%, but only 4 vPOIs are in the adventure, 3 vPOI captures won’t satisfy completion conditions, as this is only 75%. In this case, the player will

need to capture all 4 vPOIs (100%) in order to satisfy completion conditions.

Editing Adventures

To edit an adventure, click the “Edit Adventure” button next to the title of the adventure you want to change from the Content Administration Portal. Alternatively, you can go to the adventure summary page and press the “Edit” button. This will bring you to the Edit Adventure form where you can edit the following fields:

- Adventure Name
 - The title of the adventure that will be seen by players.
- Image
 - The adventure icon. You may upload a picture from your hard drive and it will be resized to fit website dimensions. The size of the default icon is 410px by 410px.
- CSS
 - You can specify a CSS that will specify how the player interface looks for the adventure. If no CSS is specified, fAR-Play will use the default adventure CSS.
- Shareable:
 - Specifies whether progress on this adventure can be shared via social media like Facebook.
- Adventure Description
 - The description of the adventure as it will appear to users about to start the adventure from the Games main portal.
- Adventure Media
 - You can specify media for this adventure that will appear in a popup window when the adventure starts. The media may be a picture, audio, or video file. This feature is currently experiencing a bug on iOS devices and does not appear when the adventure is launched.
- Adventure Story
 - The story of the adventure will appear in a pop-up window when the player starts the adventure. This feature is currently experiencing a bug on iOS devices where the story does not appear when launching the adventure.
- Adventure End Story
 - The story of the adventure that will appear when the adventure is completed. This feature is currently experiencing a bug on iOS devices and does not appear when the adventure is completed.
- Select Adventure Prerequisites
 - Here you can specify which other adventures in the game must be completed before the user can start this adventure. Please note that

the engine currently doesn't check prerequisites, so it is possible to create prerequisite loops making it impossible for the user to continue the game. For example, assume a game X has two adventures A and B. If adventure A is the prerequisite for adventure B, and adventure B is the prerequisite for adventure A, when the user launches X they will be unable to see A or B and cannot play.

When you have finished editing the adventure, press the "Save Description" button and the adventure will be updated in the fAR-Play engine and take you to the Adventure Summary screen. To go back to the Content Administration Panel, press the "Home" button at the top of the screen.

Managing Adventure vPOIs

To manage the vPOIs for an adventure, click the manage vPOIs button next to the adventure you wish to change from the Content Administration Panel. This will bring you to the vPOI management screen. From here you can add/edit vPOIs for this particular adventure as well as display all QR tags for the available vPOIs.

Adding a New vPOI

To add a new vPOI to an adventure, go to the vPOI Management screen for the adventure. From here press the "Add vPOI to adventure" button. This will bring you to the vPOI creation screen where you can enter the following information:

- Name
 - The title of the vPOI you wish to add to the adventure
- Catch Limit
 - The number of times this vPOI can be caught. This is useful if you are playing a game with multiple players and want to limit how often a particular vPOI can be caught. If you want the catch limit to be unlimited, delete the number in the catch limit field and click the "Unlimited" check box.
- Points
 - The number of points that will be added to the players total for capturing this vPOI.
- Sharable
 - This radio button enables/disables whether the vPOI capture can be shared via social media like Facebook.
- Image
 - The icon for this particular vPOI. The uploaded file will be resized to fit the web page. If no icon is specified the default icon will be used. The default icon size is 300px by 300px.
- Long Description

- The long description for the vPOI available to the player. Currently, the long description is the only description that is available.
- Short Description
 - The short description for the vPOI available to the player. Currently the short description will be ignored and the long description will always be displayed in any situation. If the long description does not fit, it will truncate any additional characters past the character limit
- vPOI placement
 - Here you can place where the vPOI is located on a map, or specify the location by latitude and longitude. To place the vPOI location on the map, click on the map where you want the vPOI to be placed. You can drag the vPOI placement on the map to place it in the desired location. If you wish to specify vPOI coordinates by latitude and longitude, please type them into the boxes next to the map. Note that while you can specify any number of decimals for latitude and longitude, the fAR-Play engine will truncate the number at five decimal places.
- Select vPOI prerequisites
 - Here you can specify which vPOIs must be captured before this vPOI can be captured. To do so, specify which vPOIs are to be captured first by checking the check box next to the vPOI. This only displays vPOIs available to the current adventure, not previous adventures. There is also no error checking on vPOI prerequisites, so its possible to create a loop for a vPOI making the player unable to progress game logic.

When all the fields have been entered to your satisfaction press the “Save Description” to add the vPOI to the adventure and be returned to the vPOI management screen.

Viewing a vPOI Summary

To view the summary of a vPOI, click the vPOI name from the vPOI management screen. This will show you the name of the vPOI, how many times it can be captured, how many points the vPOI is worth, the long description and short description, the icon for the vPOI, the position of the vPOI on a map and in GPS coordinates, and the QR tag for the vPOI. This QR tag may be scanned by any QR reader and will allow the player to capture the vPOI by directing them to a web address. The fAR-Play engine automatically generates this QR tag.

Editing a vPOI

To edit a vPOI, select the “Edit” button next to the vPOI name on the vPOI management page. This will bring you to the vPOI creation/edit page. For

information about what can be specified when editing a vPOI, please refer to the “Adding a New vPOI” section above.

Adding a vPOI Challenge

To add a new challenge to a specific vPOI, press the “Edit Challenge” button next to a vPOI to move to the challenge creation page. Currently, the only available challenge type is a multiple-choice question. From the challenge creation page you can specify:

- Point Deduction for Incorrect Answers
 - Here you can specify a numeric value to be deducted from the player’s score if they answer the question wrong. If you want no points to be deducted, specify 0.
- Multiple Choice Question
 - The question that will be asked when the challenge is launched when the vPOI’s QR tag is scanned.
- Success Response
 - The response that will be given when the player gets the correct answer. This will be displayed in a pop-up window. Please note: this feature is currently bugged on iOS and will not be given.
- Answers 1-5
 - Here you can specify the options the player can select for the question. If the no answer is specified it will not be given to the player. For example, if you only specify 4 answers, the player will only have 4 answers to choose from. To add the challenge, a correct answer must be selected via the “Correct” radio button next to the answer. The form will not allow you to submit if you have a gap in the answer boxes (eg. If answers 1 and 3 are specified, but not 2) or if the correct radio button is selected next to an unspecified answer.

When you have finished specifying the challenge, click the “Add/Update Challenge” button at the bottom of the vPOI to be returned to the vPOI management screen.

Editing a vPOI Challenge

To edit a challenge, press the “Edit Challenge” next to the vPOI you wish to edit the challenge for. There cannot be multiple challenges for a vPOI. For a list of editable fields, please see the “Adding a vPOI Challenge” section.

Removing a vPOI Challenge

To remove a challenge for a vPOI, click the “Edit Challenge” button next to the title of the vPOI whose challenge you wish to remove. Scroll to the bottom of the edit challenge and press the “Remove Challenge” button. This will remove the challenge and return you to the vPOI management page.

Viewing All the QR Tags for an Adventure

To view all the QR tags for a given adventure, go to the vPOI management screen for that adventure and click the “List QR Tags for all vPOIs”. This will display a list of all the QR tags for an adventure in grid format allowing you to print new QR Tags as required.

Editing Game Achievements

To edit achievements for a game, go to the Content Management Panel and click the “Manage Achievements” button next to the game title you wish to edit. This will bring you to the achievement management page.

Adding a New Achievement

To add a new achievement, go to the achievement management page and click the “Add New Achievement” button. This will bring you to the achievement creation page where you may specify the following:

- Achievement Name
 - Specify the title for the achievement you wish to add. This will be visible by the players.
- Achievement Image
 - Specify a .png image for the achievement icon. This image will be resized to fit the web page. If no image is specified, the fAR-Play engine will use the default achievement icon.
- Points Awarded
 - Specify the number of points awarded to the player for unlocking this achievement
- Sharable
 - Specify if this achievement can be shared via social media like Facebook
- Description
 - A description of the achievement available to the player
- Achievement type
 - The type of achievement that is unlocked. Please note that this cannot be changed once the achievement has been created. Currently there are two types of achievements:

- Percentage of Adventure Completed
 - Awarded to a player for completing a certain percentage of an adventure. If this is selected, select the adventure you wish to award this achievement for and the numeric percentage for finishing this achievement.
- Percentage of Game Completed
 - Awarded to the player for finishing a certain percentage of the game (calculated by number of adventures completed). If this is selected specify the percentage required to unlock this achievement.

When you have filled out the required information for the achievement, click the “Add Achievement” button to add the new achievement to the game and return to the achievement management screen. Please note that new achievement types can only be added by a fAR-Play programmer.

Editing an Achievement

To edit an existing achievement, go to the achievement management page, and select the “Edit” button next to the name of the achievement you wish to edit. This will bring you to the Edit Achievement page. Here you can edit the achievement as necessary except for the type of achievement. When you are finished editing the achievement, select the “Update Achievement” button at the bottom of the page.

Deleting an Achievement

To delete an existing achievement, go to the achievement management page and select the “Delete” button next to the name of the achievement you wish to delete. fAR-Play will ask if you’re sure you want to delete the achievement; to finish deleting the achievement, press “Yes”.

Editing Game Hints

To manage hints for a game, press the “Manage Hints” button next to the title of the game you wish to edit. This will bring you to the hint management page.

Adding a New Hint

To add a new hint to the game, go to the hint management page for the game you wish to edit. Click the “Add Hint to Game” button. This will bring you to the hint creation page where you can specify the following:

- Name
 - The title of the hint you are adding

- Hint Media
 - Here you can upload media for the hint that can interact with the player. You may upload an image, video, or audio file. If no media is selected, fAR-Play will use the default hint image.
- Point Cost
 - Here you can specify the number of points to be deducted from the players total for using the hint.
- Hint Type
 - Here you can specify whether the hint is for an adventure or a vPOI
 - If you select adventure, choose the adventure to which the hint applies
 - If you select vPOI, choose the adventure and then the vPOI to which the hint will apply
- Description
 - Give the text description of the hint the player will see when they scan the hint
- Content
 - The actual hint content, if the hint is text

When you are finished, press the “submit” button at the end of the page to add the hint to the game.

Viewing a Hint Summary

To view a summary of the hint, press the name of the hint from the hint management page. The summary will show you to which adventure or vPOI the hint applies, the point cost of the hint, the hint media, the description, and the content.

Hint QR Tags

QR Tags for hints are not currently implemented.