IRAGE SYSTEM ADMINISTRATOR AND USER MANUAL

ROLES

In the game there are two roles, the **playing teams,** and the game **manager**.

PLAYING TEAM:

- Intergenerational team involved in the game.
- Get the link to generate the stories and visualize the garden of dreams.
- Connects to the private video conference room that the administrator uses, to create the story from the outcome of the dice and cards.
- Connects to the public video conference room for interaction with the rest of the participating teams.
- They can always view and print the garden of dreams.

ADMINISTRATOR:

- Person who guides all the mechanics of the game.
- Initializes the system in order to start a new experience.
- Defines the number and name of each team.
- Provides player teams with the link so they can follow the score of the game and visualize the garden of dreams.
- Share the visualization of the story-making page with teams.
- Controls the storytelling phase and point assignment.
- At the teams' request, he (or she) may purchase items from the garden of dreams.
- She (or he) can always view and print the garden of dreams.

PLAYING TEAM (Grandfather and Grandson)

In order to access the player team part, the game administrator must provide the following link to all the teams:

https://pergamex.invid.udl.cat/pergamex/stage5/

The following web page will then be displayed:

[Fig. 01]

When the team is chosen, the page for collaborative creation of the story to be explained will be displayed.
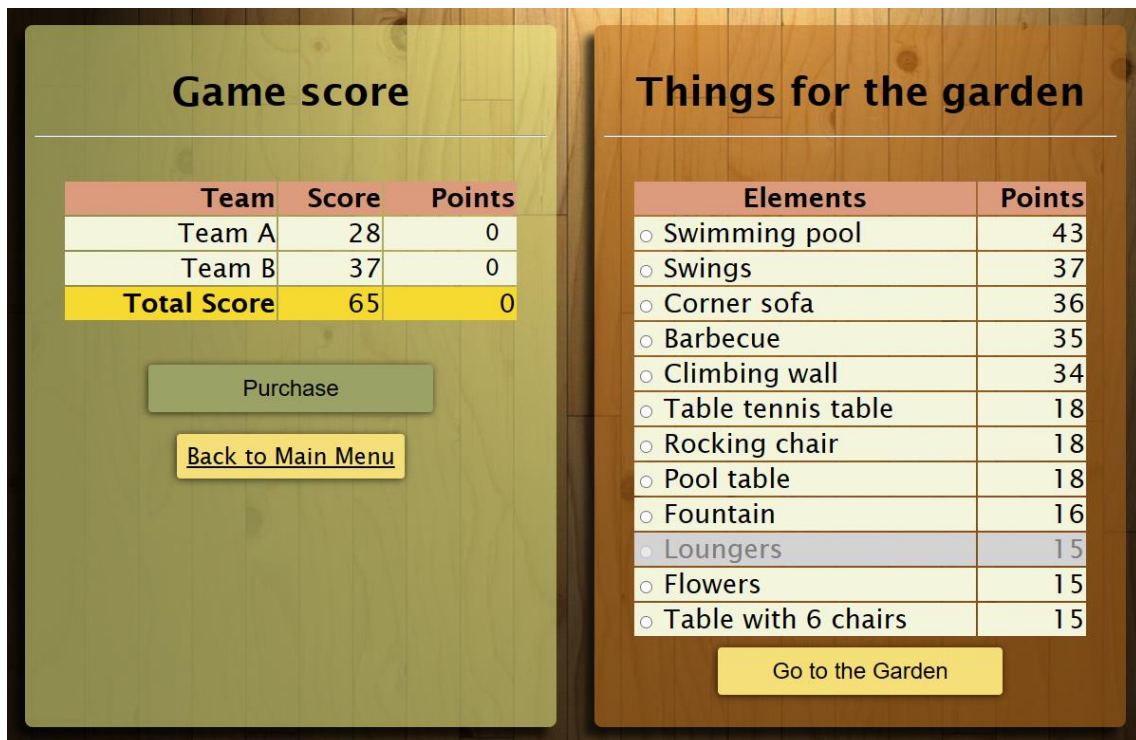

[Fig. 02]

As dice rolls are made, and a card is revealed, the explanatory text of the story that the team must create will be generated to explain it to the rest of the playing teams:

To the Garden

Tells a real story what happened to you or someone you know about a pet of yours or someone you know, what has produced you fear.

Family   Fear   Real

---   ---   ---

Movies   Party   Holidays   Anecdotes   Sports

---   ---   ---   ---   ---   Discard

[Fig. 03]

At all times, the *"To the Garden"* button can be pressed. In that case, the following web page will be displayed in another browser tab, so that both views are available:

Game score

Team	Score	Points
Team A	28	0
Team B	37	0
Total Score	65	0

Purchase

Back to Main Menu

Things for the garden

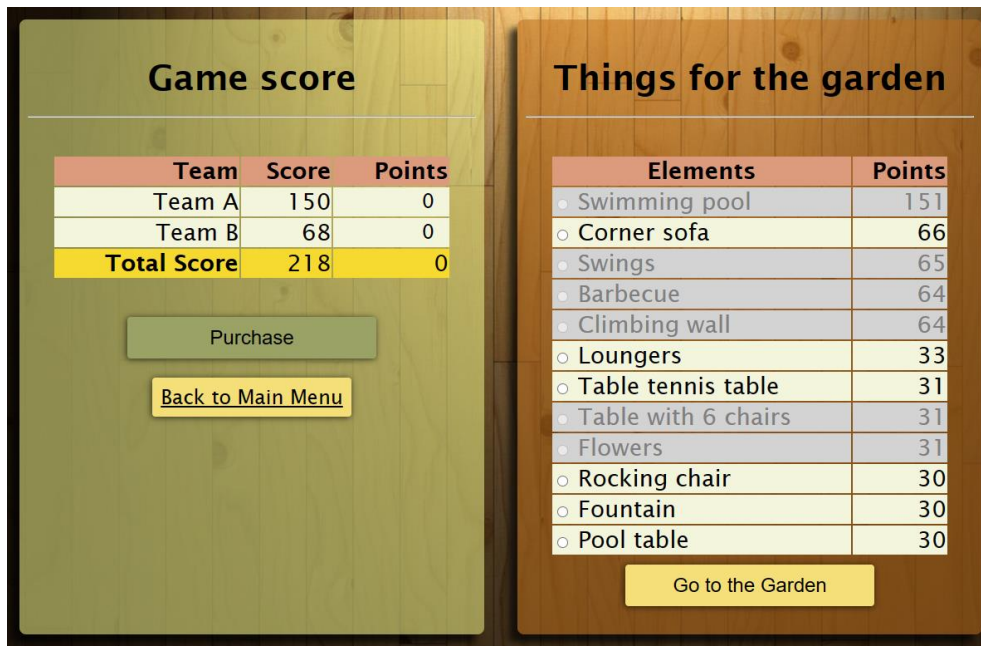| Elements	Points
o Swimming pool	43
o Swings	37
o Corner sofa	36
o Barbecue	35
o Climbing wall	34
o Table tennis table	18
o Rocking chair	18
o Pool table	18
o Fountain	16
o Loungers	15
o Flowers	15
o Table with 6 chairs	15

Go to the Garden

[Fig. 04]

On this page, each player team can see the score of the match, i.e. how many points each of the groups or teams has (left side) and the state of the dream garden (right side).

In the example shown [Fig. 04] you can see that there are two teams, the score of each of them, and the total score. The name of the teams is defined by the administrator, as will be seen later.

You can also see that the garden has 12 items that can be purchased, the point price of each of the items, the ones that are already purchased (gray background, gray letter) and the ones that are not yet purchased (white background, black letter).

Game score			Things for the garden	
Team	**Score**	**Points**	**Elements**	**Points**
Team A	150	0	Swimming pool	151
Team B	68	0	Corner sofa	66
Total Score	**218**	**0**	Swings	65
			Barbecue	64
			Climbing wall	64
			Loungers	33
			Table tennis table	31
			Table with 6 chairs	31
			Flowers	31
			Rocking chair	30
			Fountain	30
			Pool table	30

Purchase

Back to Main Menu

Go to the Garden

[Fig. 05]

Clicking on the **"Go to the Garden"** button will display a view of the "Garden of Dreams" in its current item purchase state. In the example shown in Figure 5, the garden will be:

Our garden of dreams

Go Back
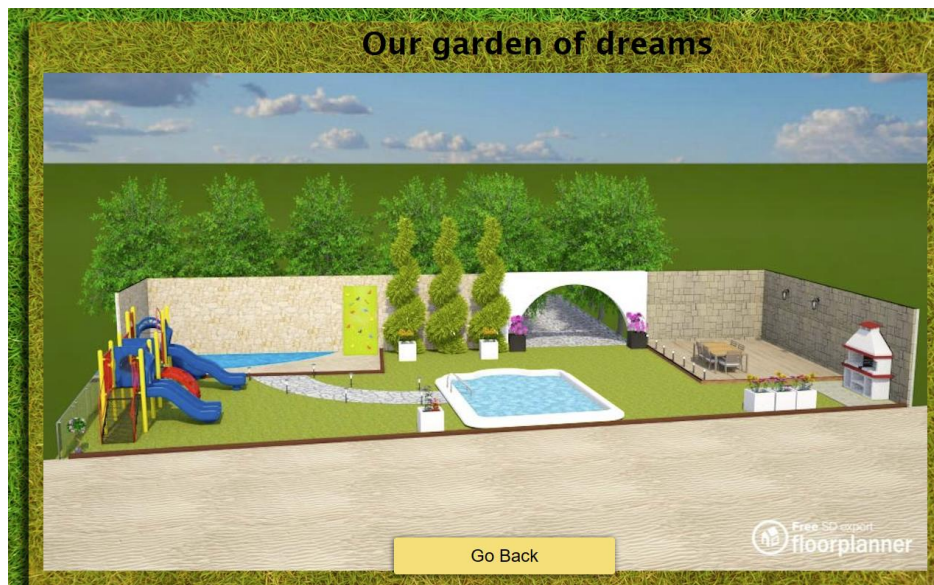
[Fig. 06]

On this page, there is a button to return to the previous, scoring and purchasing page.

ADMINISTRATOR (Game Manager)

The administrator has the necessary options to manage the entire remote intergenerational communication experience. To access the administrator web, the following link must be used:

https://pergamex.invid.udl.cat/pergamex/scoreboard5/

This link does NOT have to be provided to participating teams. It is for the sole use of the game administrator.

The link opens the administrator's main menu:
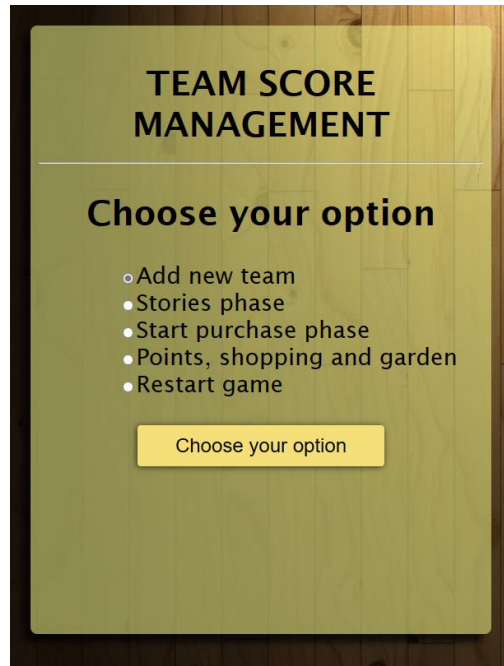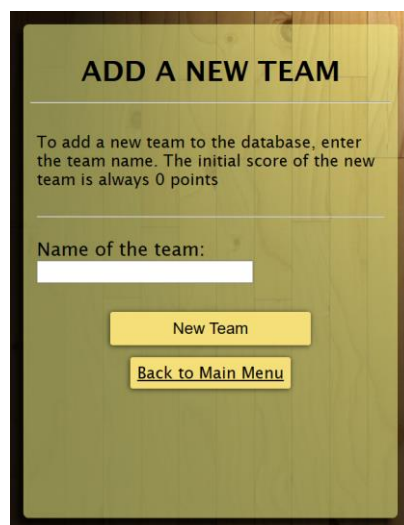

[Fig. 07]

Add new team

The name of the new team can be entered and by pressing the "New Group" button it will be added to the game. All teams need to be added at the beginning of the experience.

[Fig. 08]

Stories phase

From this option, teams will explain their stories and the rest will try to guess the underlying emotion and whether the story is real or invented.

In Figure 9, the "Team A" team explains their story and the rest of the teams try to guess, selecting both the emotion and the type of story.

[Fig. 09]

Clicking "Solve" solves the story and assigns the points to each team. Then, it is the turn of the next team.


[Fig. 10]

When all teams have explained their story, a summary is displayed, and another round can be performed. When the administrator believes that enough rounds have taken place, the storytelling phase is completed.

[Fig. 11]

Start purchase phase

To begin the purchase phase, the system must calculate the "price" of the "Garden of Dreams" items. This process is shown in Figure 12
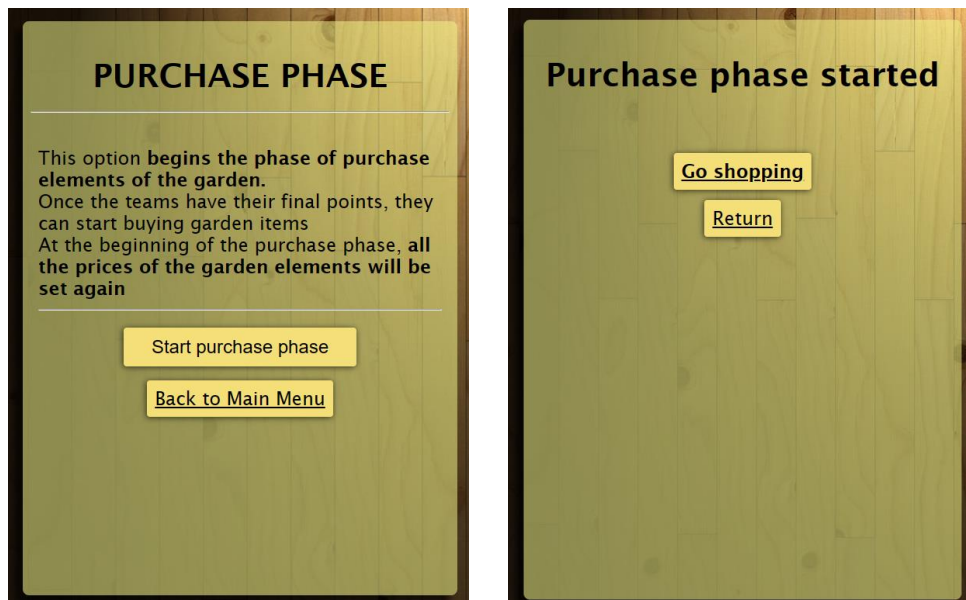
[Fig. 12]

Points, Shopping & Garden

This menu option allows the administrator to view the score of the game, the current status of garden items (purchased and to be purchased) and manage the joint purchase of those items.

[Fig. 13]

All participating teams are shown on the **left**, with their current points, and the total points. The "Points" column is used to indicate how many points each team will spend to purchase the desired item.

All items in the garden are shown on the **right**. Items that can be purchased are shown with a white background and black print. Purchased items are shown in gray background and letter. Initially, the "Purchase" button is disabled.

To purchase an item, it is necessary to choose it from the list on the right and negotiate how many points will be spent by each of the teams. When the total amount of purchase points selected in the "Points" column is exactly enough to buy the selected item, the "Purchase" button will be activated.
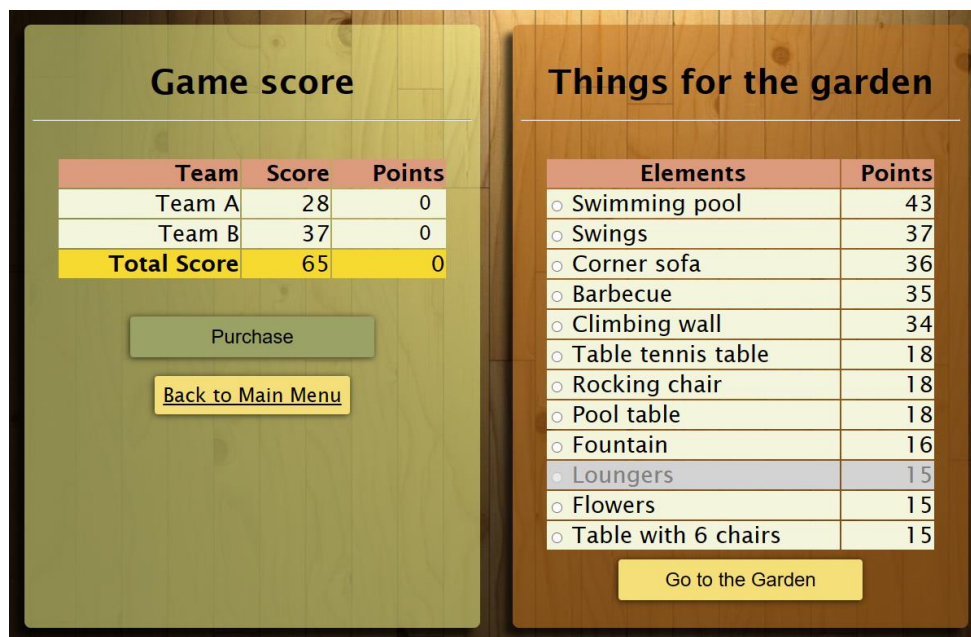

[Fig. 14]

Clicking on the "Purchase" button will make the purchase and show the garden with the item purchased.
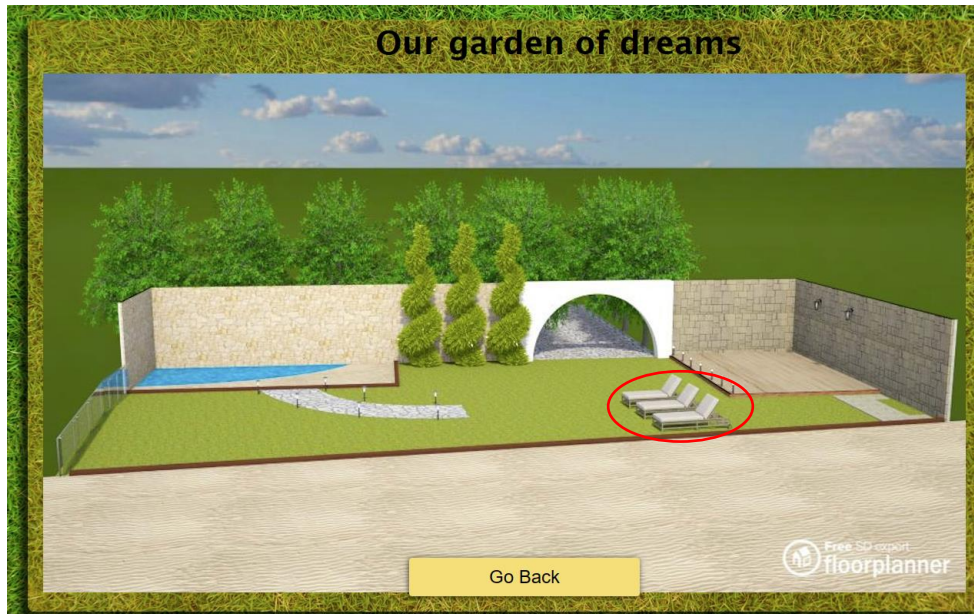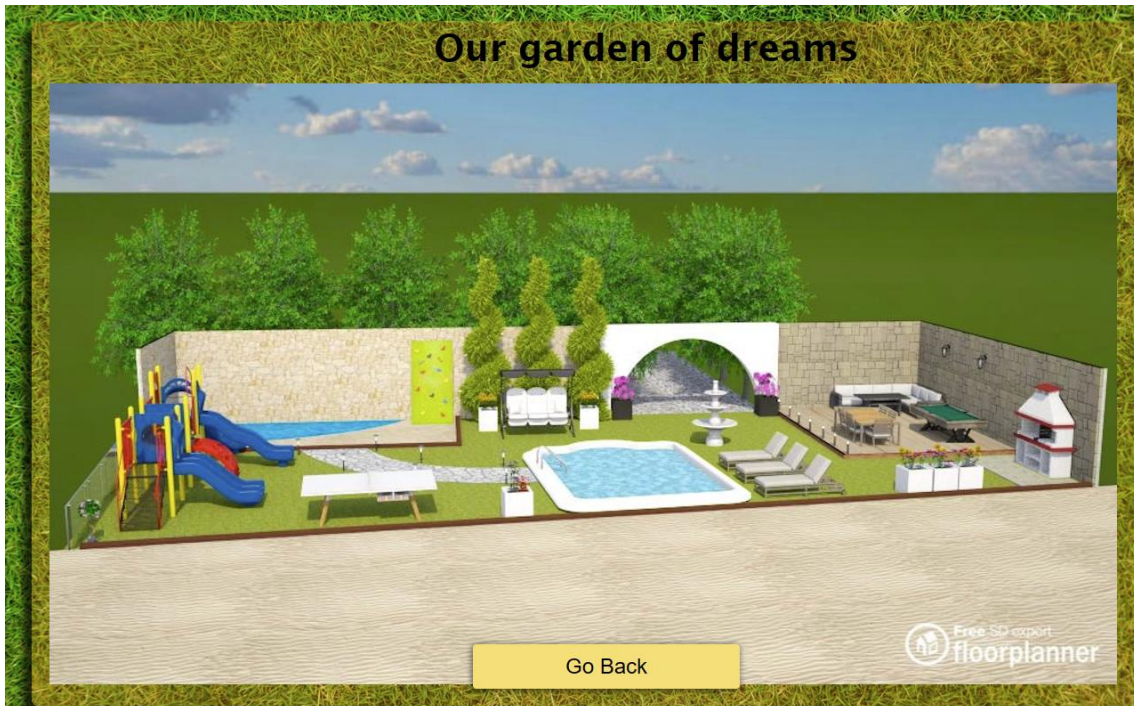

[Fig. 15]

And thereafter, the item will be displayed as already purchased and the points for each of the equipment will have been updated:
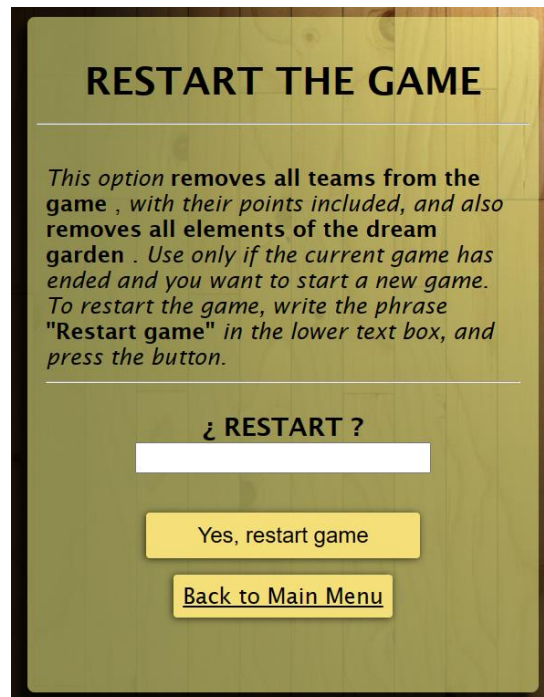

[Fig. 16]

Pressing the "Go to Garden" button will display the finished shopping item in the Garden of Dreams. The Garden of Dreams with all purchased items looks like this:

[Fig. 17]

Restart Game

Before starting a game, or when it is finished, it is necessary to restart the game, to remove all participating equipment, and remove all items purchased in the Garden of Dreams.


[Fig. 18]

An information and warning message is displayed. To protect the system from an accidental restart, the phrase "Restart game" must be typed in the text box and press the "Yes, Restart game" button.
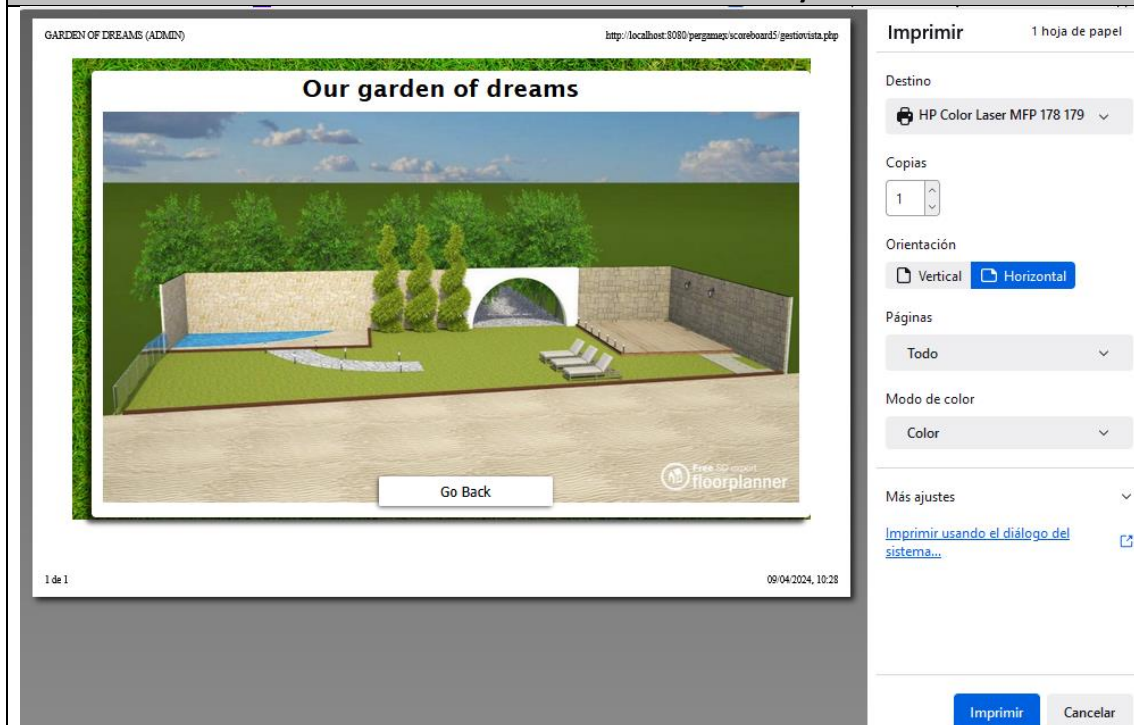
When the game restarts, all the items from the garden of Dreams are deleted, leaving an empty garden and all items ready to be purchased.

Print the Garden of Dreams

All web browsers have an option to print the page being viewed. This option is usually in the upper right, in icons like these:
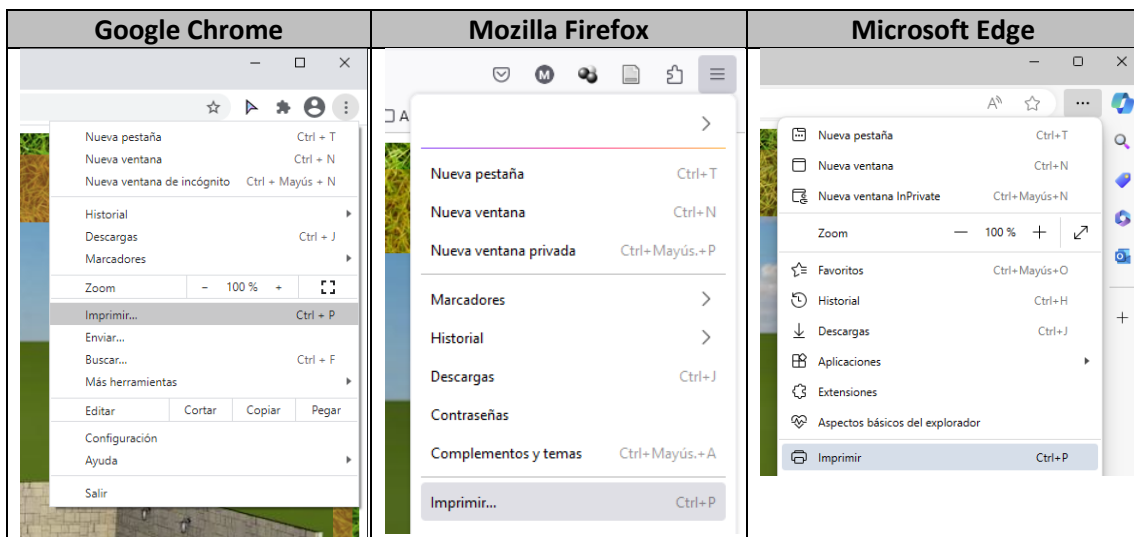
Google Chrome	Mozilla Firefox	Microsoft Edge
The same can be achieved with the "Control + P" key combination.		

[Table 01]