



Nutty Website System User Manual

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General Overview

System Overview

Nutty is an Android compatible mobile application which is created to help aid stage one computing science students at Newcastle University become more familiar with the university campus with the use of treasure hunts.

This manual discusses the accompanying website which was created to help organisers (namely the Newcastle University lecturers and staff) become more familiar with the Nutty mobile application (through the various marketing information and documentation) and also act as a platform for staff members to create and manage various treasure hunts.

Navigating through this Manual

This user manual will consist of three main sections – General Overview, Getting Started, and Using The Website.

The General Overview section will be describing the general system and its purpose.

The Getting Started section will be describing the system's levels of access, the system's hardware and software requirements of using the website.

Using The Website section will be describing the different features of the website.

Getting Started

The System's Levels of Access

For the website, everyone is allowed access to it except for the control panel. The control panel will house the hunt creation and management sections and as a result, is restricted to the Newcastle University lecturers and staff members who have the appropriate log-in details.

The System's Hardware and Software Requirements

To be able to run the Nutty website, users are able to use their mobile devices or a computer. Should users decide to access the Nutty website, users can use the Android operating system or the Apple iOS operating system. When using a mobile device, users must ensure that they are connected to the internet through the means of Wi-Fi, 3G or 4G. Users should also ensure that they are using a browser to access the website.

Should the user decide to access the Nutty website on a computer, users should use a web browser of their choice and ensure that their Javascript is enabled. Furthermore, the user must ensure that their computers are connected to the internet, through ethernet or through Wi-Fi. Hardware wise, the user must have a keyboard and pointing device (trackpad or mouse) to help them navigate through the website.

Accessing the Nutty Website

To access the Nutty website, the user must follow this link to access the website: http://homepages.cs.ncl.ac.uk/2016-17/csc2022_team06/public/. Backup site: <http://nutty.rzlm.net/> (secondary) When accessing the website, the user can then further select various sections such as "About", "Get Nutty", "Portal", "Get in Touch" and "Meet the Team".

Using The Nutty Website

This section of the manual will concentrate describing the different functions of the staff Portal section of the website as the other components of the website are purely for marketing purposes.

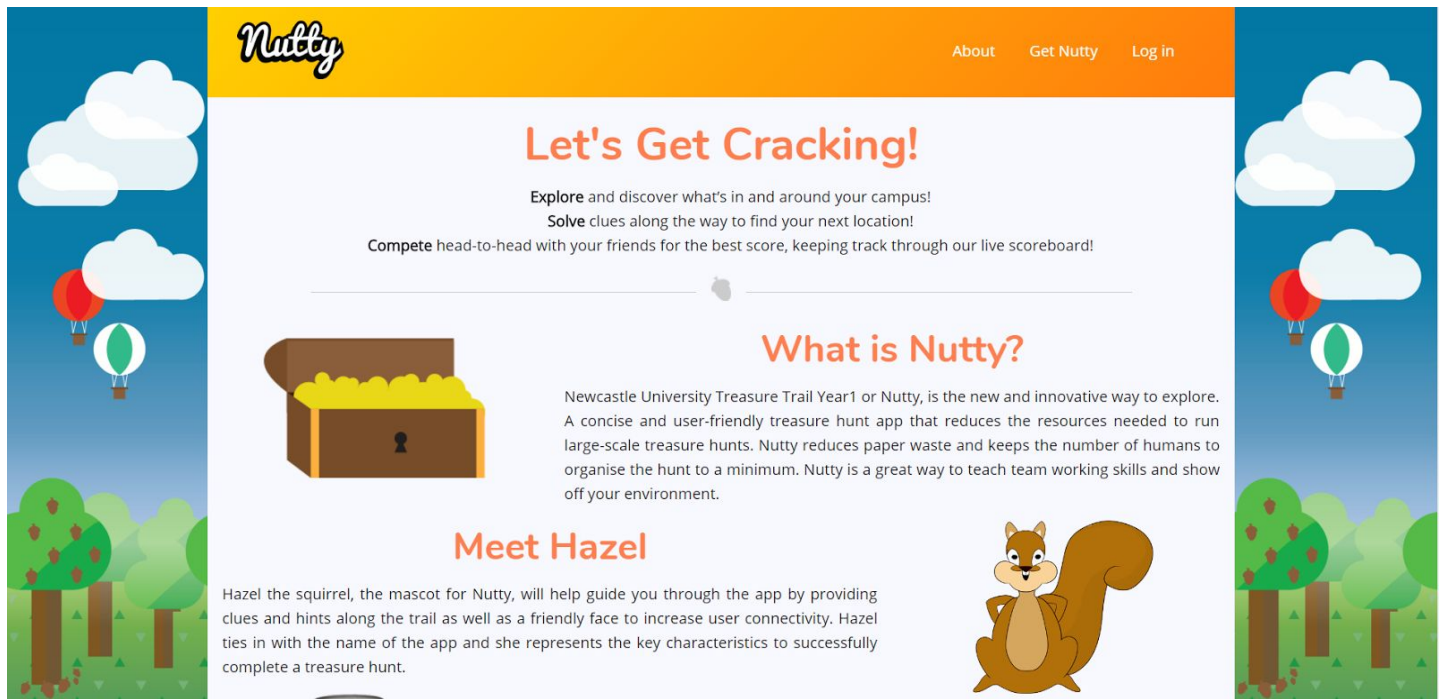


Figure 1: This is the Nutty website homepage.

Once a user accesses the Nutty website homepage, they will be greeted with three main sections on the navigation bar. The “About” section, the “Get Nutty” section and the “Log In” section. This “Log In” section is where the user will be able to enter the authorised log in details and access the portal where they will be able to create and manage hunts.

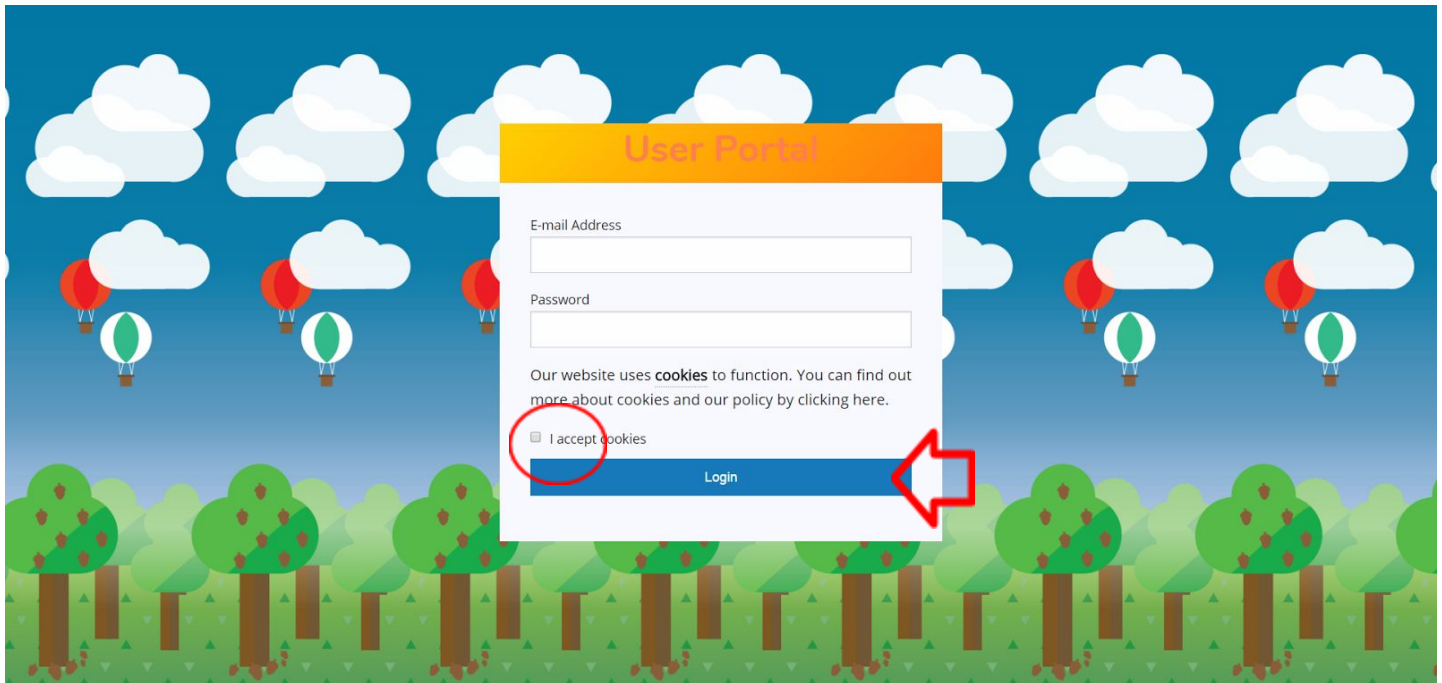


Figure 2: This is the log in screen

When the user wishes to log in, they will be greeted with this log in screen. If the user does not have an email address and password combination which match the database's list of authorised users (either because they are not authorised or because they typed the details incorrectly), then the Hazel, the Nutty team mascot will appear warning the user that there is something wrong (as seen in Figure 3). However, if the user is authorised and are indeed a Newcastle University staff or lecturer, the user must accept the cookies as indicated by the red circle, and also press the "login" button as indicated by the red arrow. If the user does not accept cookies, then a warning message will pop up as indicated by Figure 4.



Figure 3: If the user inputs incorrect log in details (be it they are not authorised or that they have mistyped the details) an error message from Hazel will be present.

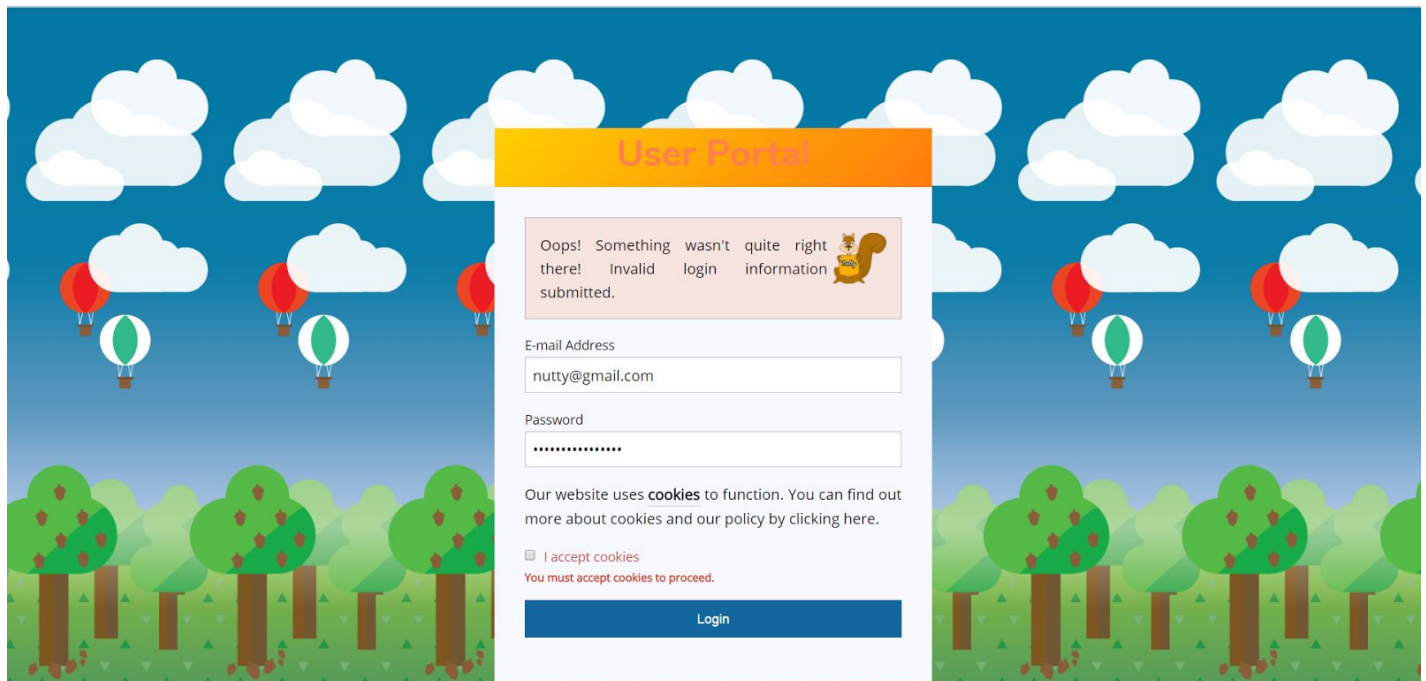


Figure 4: If the user does not accept the cookies, a warning will pop up indicating to the user that cookies are mandatory.

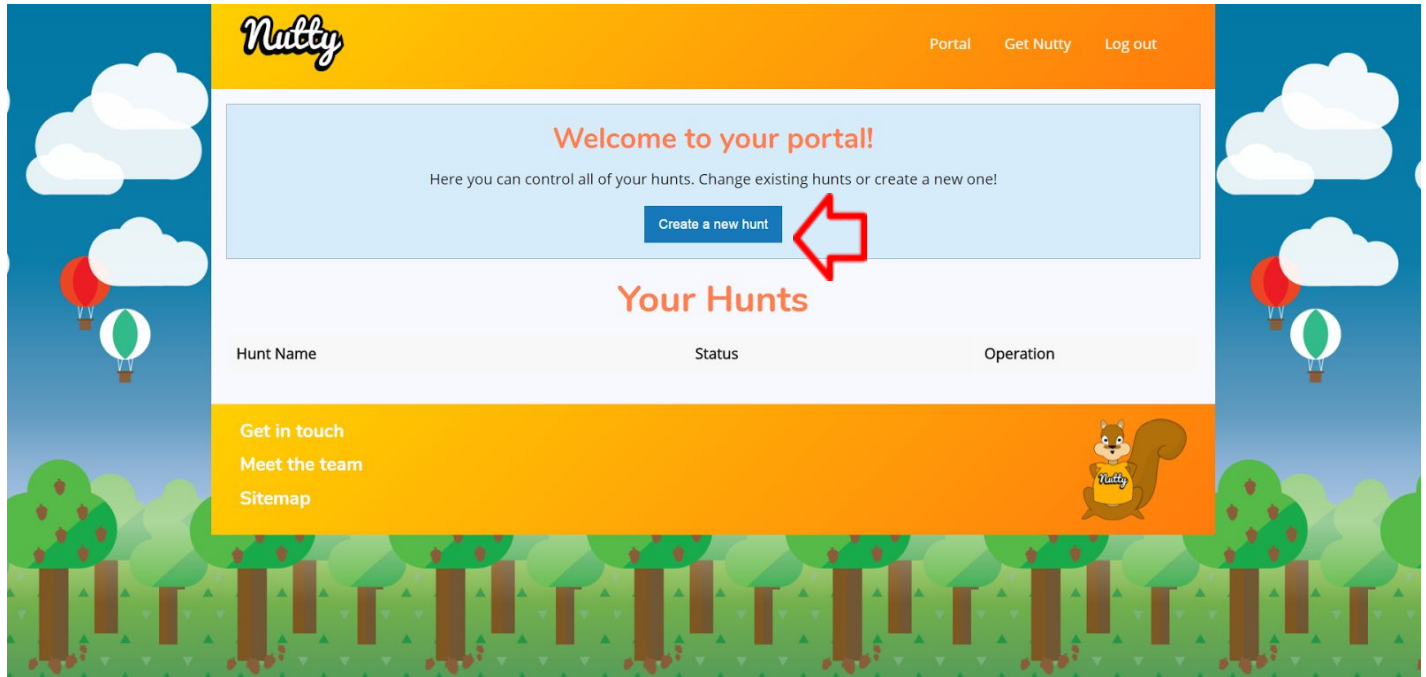


Figure 5: The portal page of which the user will be able to access previous hunts and create new hunts.

Once the user has logged in successfully, the user will be greeted with the following page. This is the main portal page where the staff members are able to create and manage hunts. To create a hunt, the user simply has to press the blue button as highlighted by the red arrow. When the user selects that button, a hunt creation form will appear as seen in Figure 6.

The screenshot shows a web portal for 'Natty'. The header is orange with the 'Natty' logo and links for 'Portal', 'Get Natty', and 'Log out'. The main content area has a light blue background with the text 'Welcome to your portal!' and 'Here you can control all of your hunts. Change existing hunts or create a new one!'. Below this is a 'Create a new hunt' button. The 'Create a hunt' section has a title 'Create a hunt' and four input fields: 'Hunt Name' (with placeholder 'A Hunt Name'), 'Duration (in minutes)' (with placeholder '1-1440'), 'Number of Teams' (with a slider and a text input showing '8'), and 'Enable secondary hint' (with radio buttons for 'Yes' and 'No'). A 'Create' button is at the bottom. The form is decorated with illustrations of clouds, hot air balloons, and trees on the sides.

Figure 6: The hunt creation form where the user will be able to create a treasure hunt

To create a hunt, there are a few steps involved:

- 1) Come up with a hunt name which represents the hunt and fill it in the “Hunt Name” field.
- 2) Determine how long the whole hunt would take in minutes and fill it in the “Duration” field.
- 3) Determine the number of teams participating the hunt and use the slider or merely type into the “Number of Teams” text box provided.
- 4) Determine if a second hint is needed. If the user is unsure about what a secondary hint is, the user can roll over the words “secondary hint” as pointed by the red arrow and learn more about it. Figure 7 illustrates the hint provided.
- 5) Finally, the user can press the blue “Create” button and the hunt will be successfully created and will appear in the “Your Hunts” section of the portal as seen in Figure 8.

Nutty Portal Get Nutty Log out

Welcome to your portal!
Here you can control all of your hunts. Change existing hunts or create a new one!

Create a new hunt

Create a hunt

Hunt Name:

Duration (in minutes):

Give your hunt a memorable name. This is how long your users will have to complete the hunt.

Num: ms.

After a set number of time a radius will be shown on the map, pointing the users in the right direction.

Enable secondary hint: ☒ Yes ☐ No

Create

Your Hunts

Figure 7: If the user wishes to learn more about the secondary clue, this is what happens when the user rolls over the "secondary hint" phrase.

Nutty Portal Get Nutty Log out

Welcome to your portal!
Here you can control all of your hunts. Change existing hunts or create a new one!

Create a new hunt

Your Hunts

Hunt Name	Status	Operation
Test	Not Yet Started	Delete Modify Start

Get in touch
Meet the team
Sitemap

Figure 8: After a hunt has been successfully created, then the user will be able to see their created hunt in the "Your Hunts" section of the portal. To edit the locations and add questions to the hunt, merely press the "modify" button as circled in red.

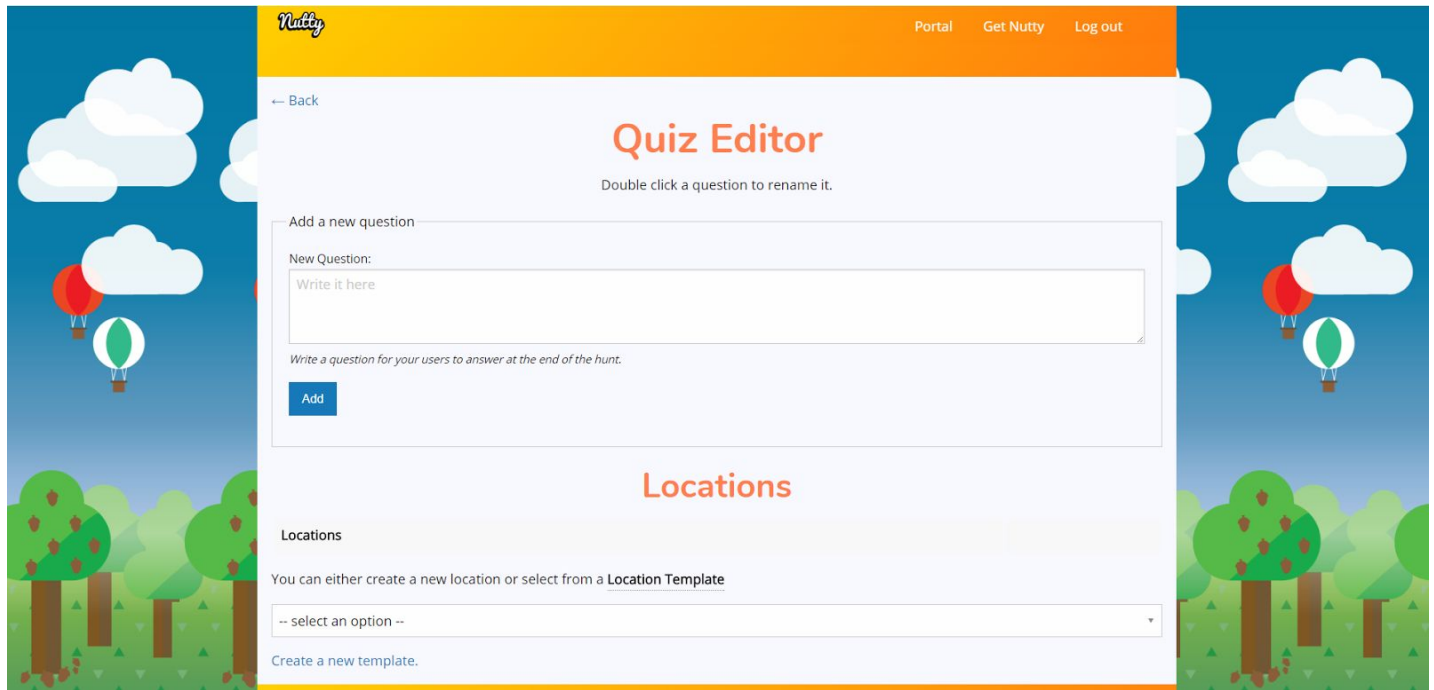


Figure 9: Adding a new question to the quiz.

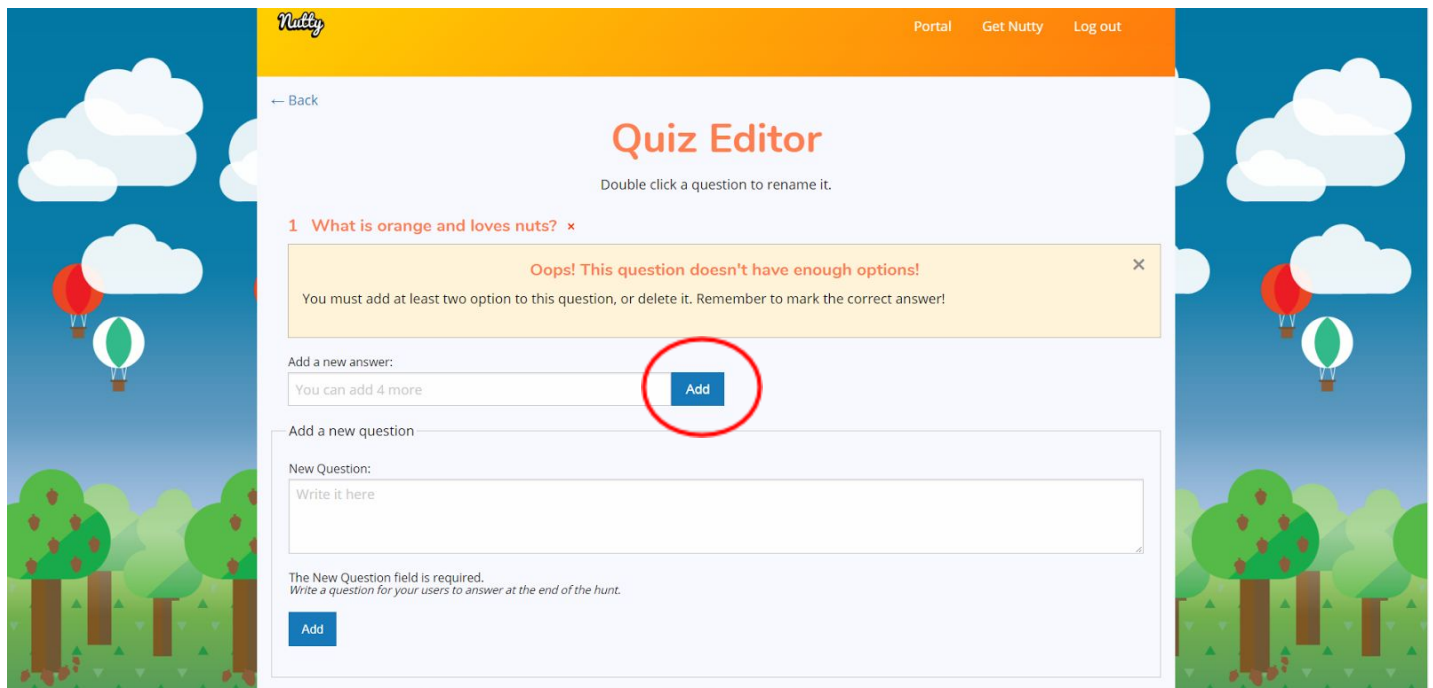


Figure 10: Adding answer options to the question in the quiz.

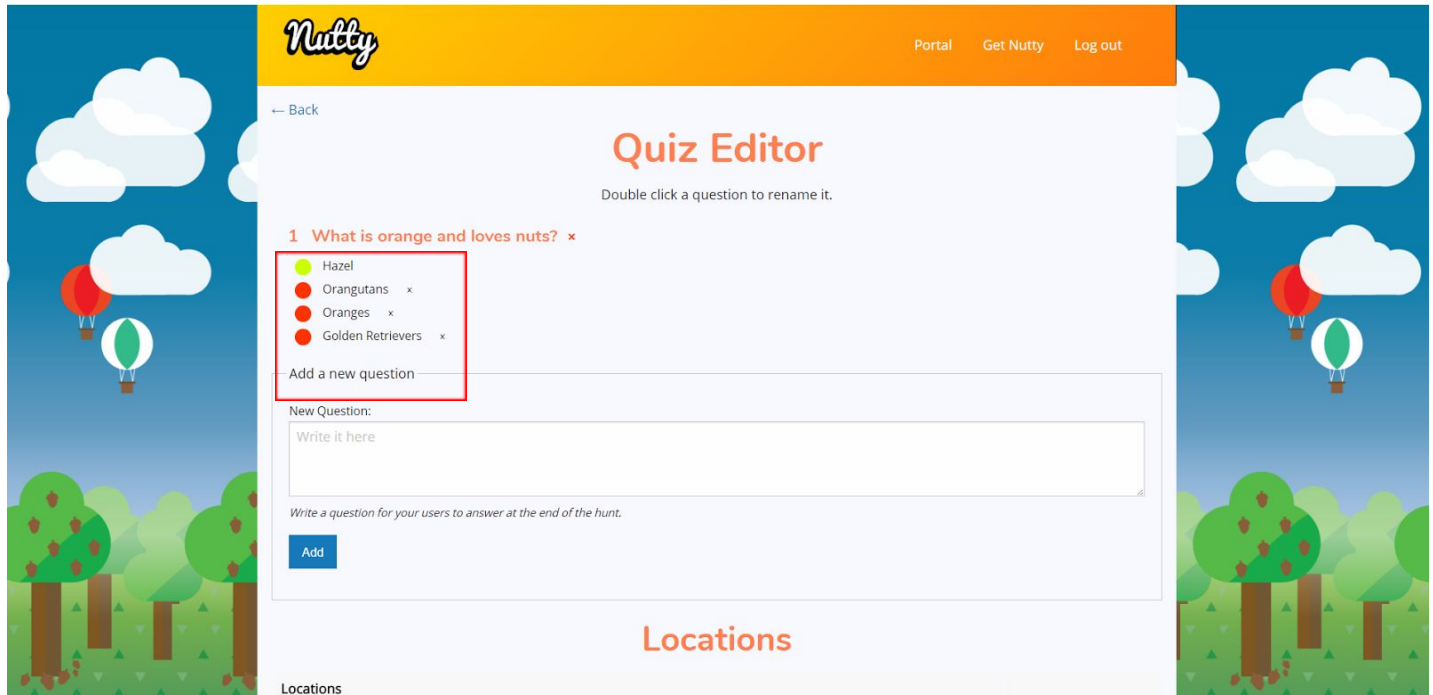


Figure 10: Selecting the correct answer option for the quiz question.

Once a user has created the barebones of a hunt, the user can now add locations and add questions for their quiz and flesh out their hunt. This will be done so by pressing the “modify” button beside the user’s hunt as seen in Figure 8. A hunt cannot be activated (started) if there are no locations within it, so it is imperative to add the locations and relevant quiz questions.

To add the quiz questions, the user should enter the question into the free text box as highlighted by the red arrow in Figure 9. After the user has entered the question, the user must press the blue “Add” button as indicated by the red circle. If a question has been successfully created, the user will be directed to the screen as indicated in Figure 10.

As seen in Figure 10, the user will be given instructions on how many answers each question needs to include and for each question, four options are necessary. To add an option, the user has to merely type in the answer and click the blue “Add” button as indicated by the red circle. A unique feature of this question creation form is that the user can simply change the wording of the question by double clicking on the question itself.

Once all four options are provided as seen in Figure 11, the user is able to indicate which option is the correct answer by clicking on the red and green buttons as indicated by the red box. If the option is coloured in green, it indicates that that option is the correct answer and if the option is coloured in red, it indicates that that option is an incorrect answer. If the user is unhappy with one of the options they can simply click on the cross icon next to the option and they will be able to change the details of the option.

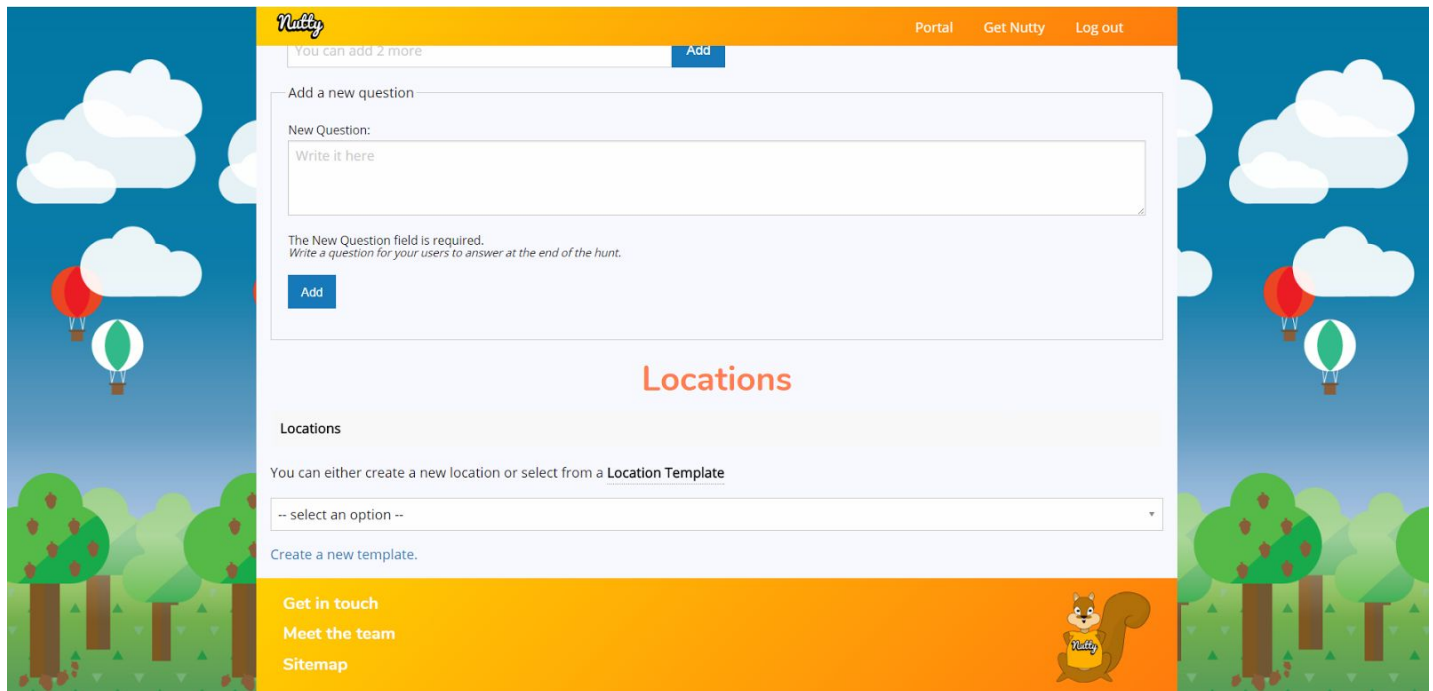
The screenshot shows the 'Nutty' website interface. At the top, there's a yellow header with the 'Nutty' logo and navigation links: 'Portal', 'Get Nutty', and 'Log out'. Below the header, there's a section for adding a new question. It includes a text input field labeled 'New Question:' with a placeholder 'Write it here' and a blue 'Add' button. A message below the input field states: 'The New Question field is required. Write a question for your users to answer at the end of the hunt.' Below this is another blue 'Add' button. The main content area is titled 'Locations' in orange. Underneath, it says 'Locations' and 'You can either create a new location or select from a Location Template'. There's a dropdown menu with the text '-- select an option --'. Below the dropdown, there's a link 'Create a new template.'. At the bottom, there's a yellow footer with links: 'Get in touch', 'Meet the team', and 'Sitemap'. A cartoon squirrel character is also visible in the bottom right corner of the footer area. The entire page is framed by a decorative border featuring clouds, hot air balloons, and trees.

Figure 11: Creating new locations for the hunt.

There are two ways to create locations for a hunt - using a location template or simply creating a new hunt. The location template is useful when the user has to create many treasure hunts with many identical locations, and by using the template, the user would not have to create the same hunt location multiple times but simply, choose from a drop down list.

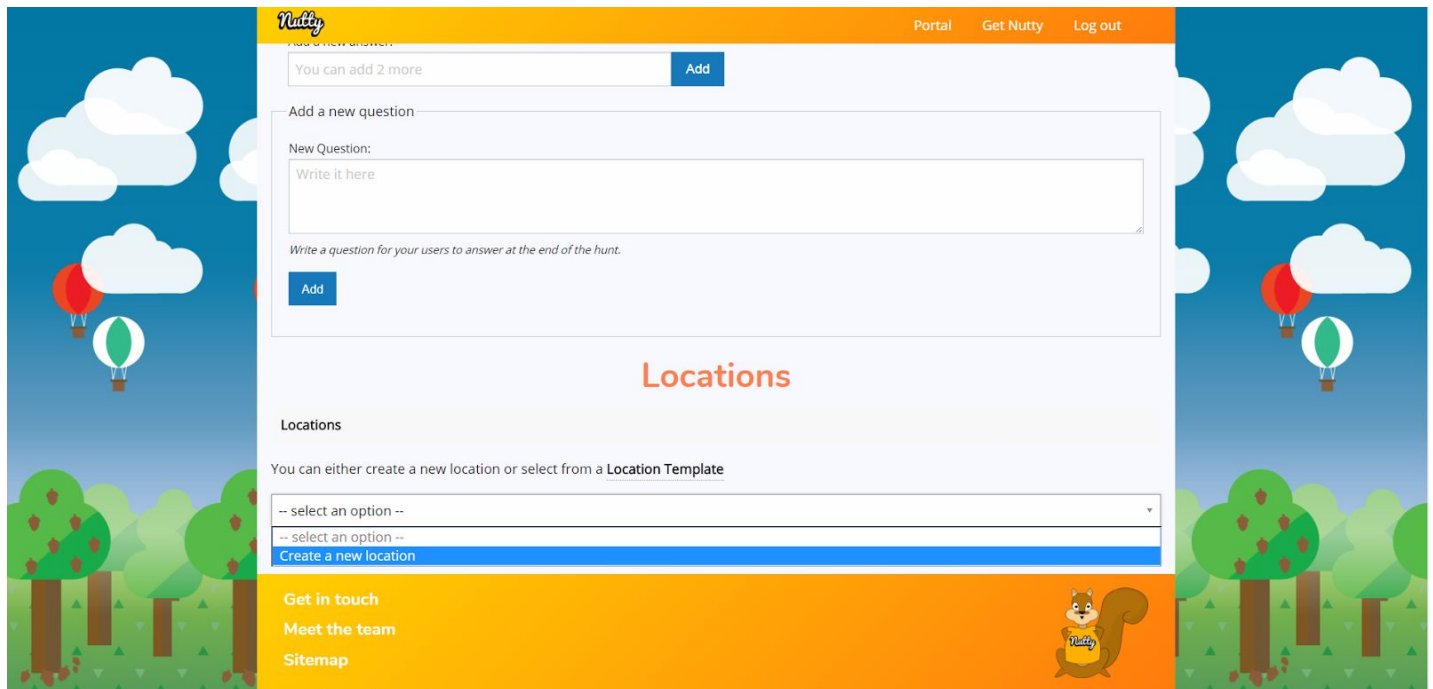


Figure 12: Creating new locations by using the drop down menu.

To create a single location which will not be used in other hunts, the user can simply click on the drop down icon as circled in red in Figure 11 to select the “Create a new location” option. Once that option is clicked, the same screen as Figure 13 will appear.

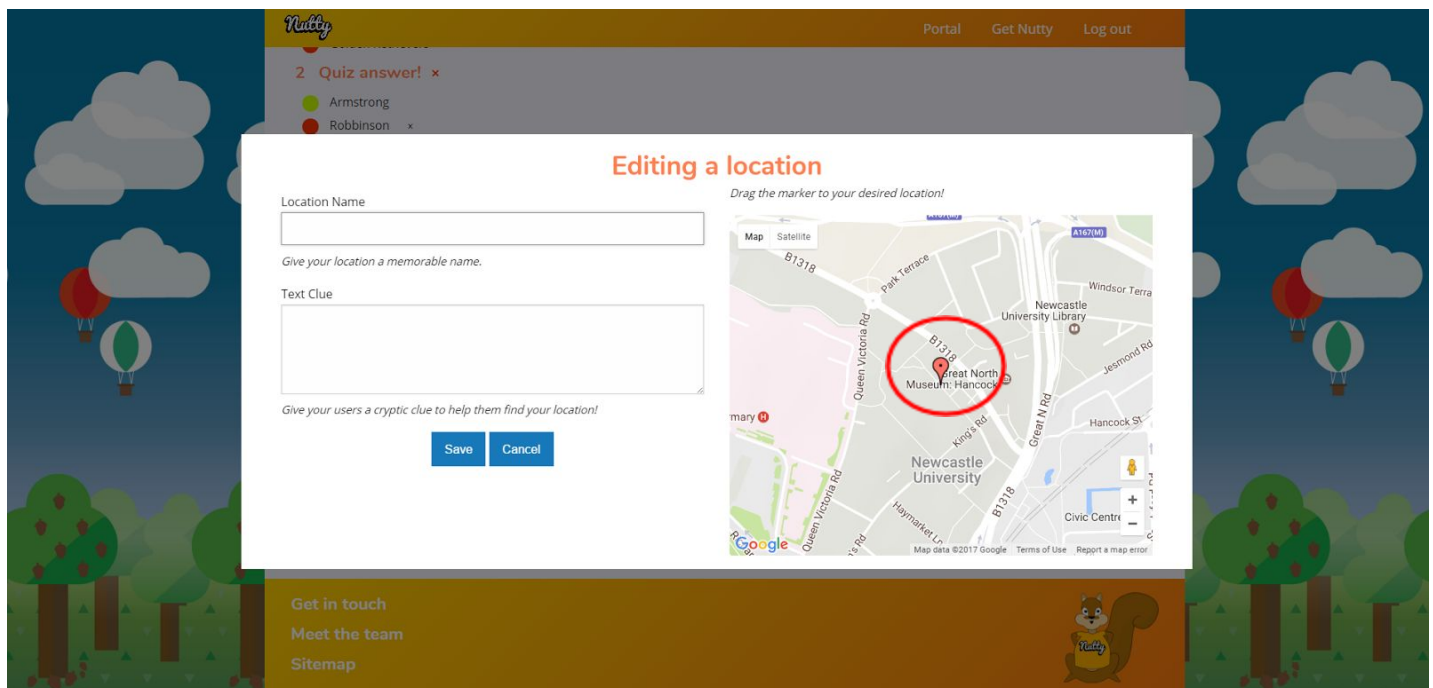


Figure 13: A hunt location pop up form.

To create a hunt, as seen in Figure 13, there are three components involved:

- 1) Give the location a name (usually the name of the location itself) in the “Location Name” field.
- 2) Give a text clue about the location in the “Text Clue” text box.
- 3) Move the marker on the map around to the location as circled in red.

2 Quiz answer! ×

● Armstrong

● Robinson ×

Editing a location

Drag the marker to your desired location!

Location Name

Newcastle Library

Give your location a memorable name.

Text Clue

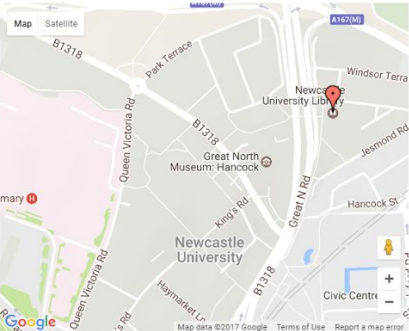
Endless shelves.

Give your users a cryptic clue to help them find your location!

Save

Cancel

Map Satellite



Map data ©2017 Google

[Terms of Use](#)

[Report a map error](#)

Get in touch

Meet the team

Sitemap




Figure 14: An example of a filled in hunt creation form.

Nutty

[Portal](#)[Get Nutty](#)[Log out](#)

Add a new question

New Question:

Write it here

Write a question for your users to answer at the end of the hunt.

Add

Locations

Locations

Newcastle Library

EditDelete

You can either create a new location or select from a Location Template

-- select an option --

Create a new template.

Get in touch

Meet the team

Sitemap




Figure 15: A successfully added location to the list of locations in a hunt.

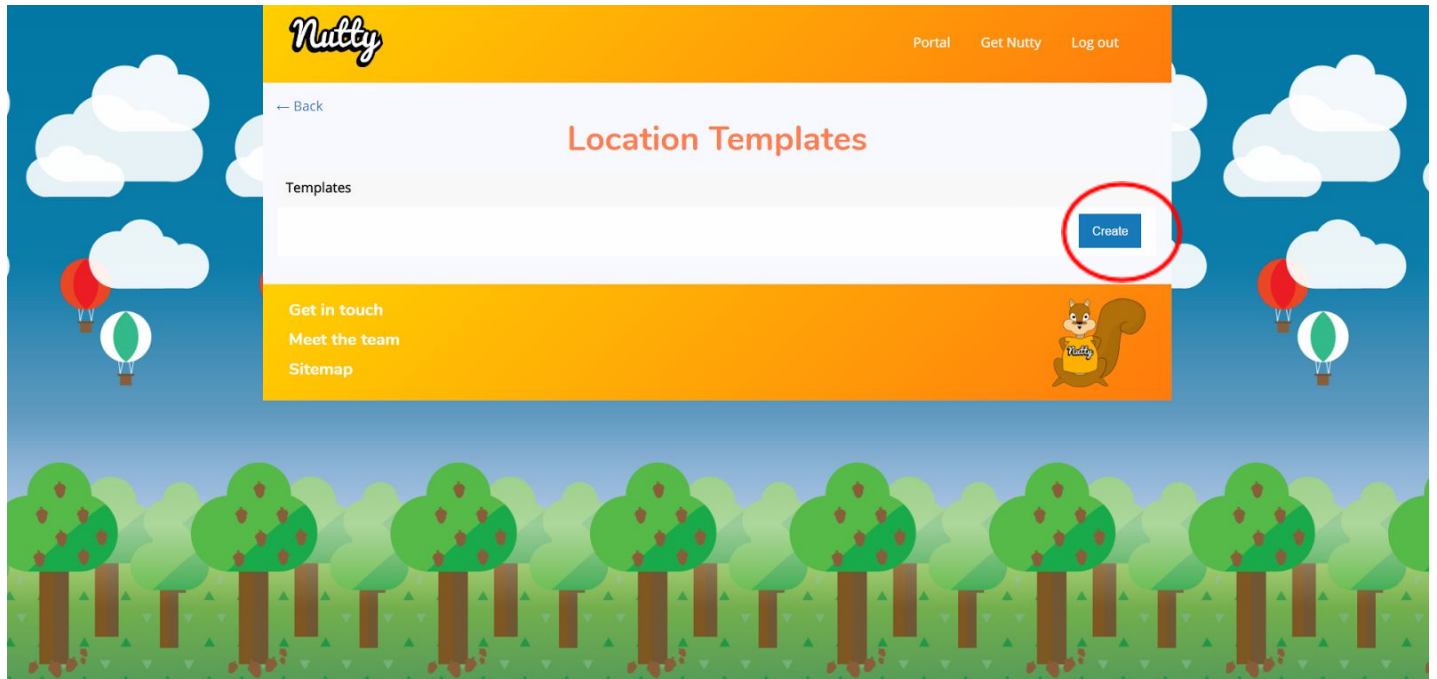


Figure 16: Alternate method to add locations to a hunt - using a location template.

If the user has the need to create a location which can be used for multiple hunts, the user can simply press on the 'Create a New Template' button as seen in Figure 11. To create the template, the user needs to press on the blue "Create" button as circled in red.

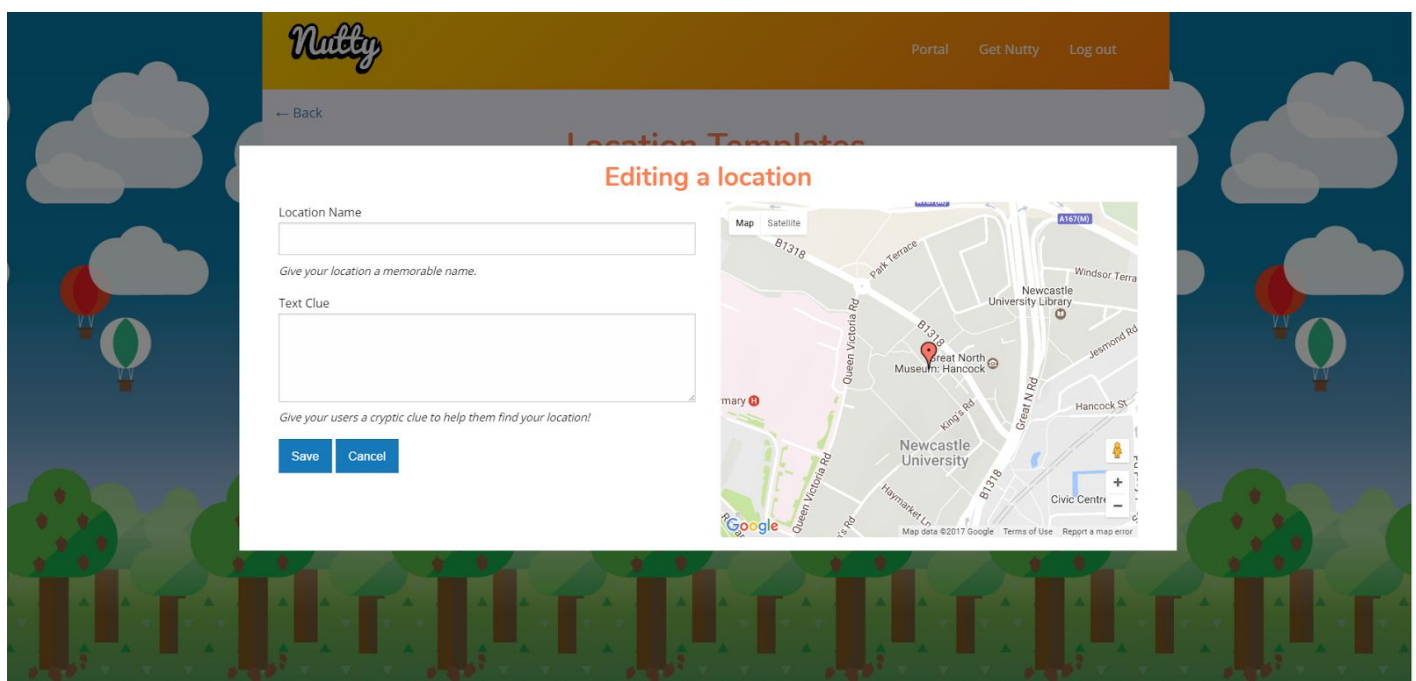


Figure 17: Adding a location using the location template is exactly the same as creating a location normally for they share the same form.

As seen in Figure 17, the exact same form as seen in Figure 13 will pop up. The user would need to follow the exact same procedure. Once the user has completed the steps, a screen similar to Figure 18 will appear and the user can either edit the location or they can delete the location.

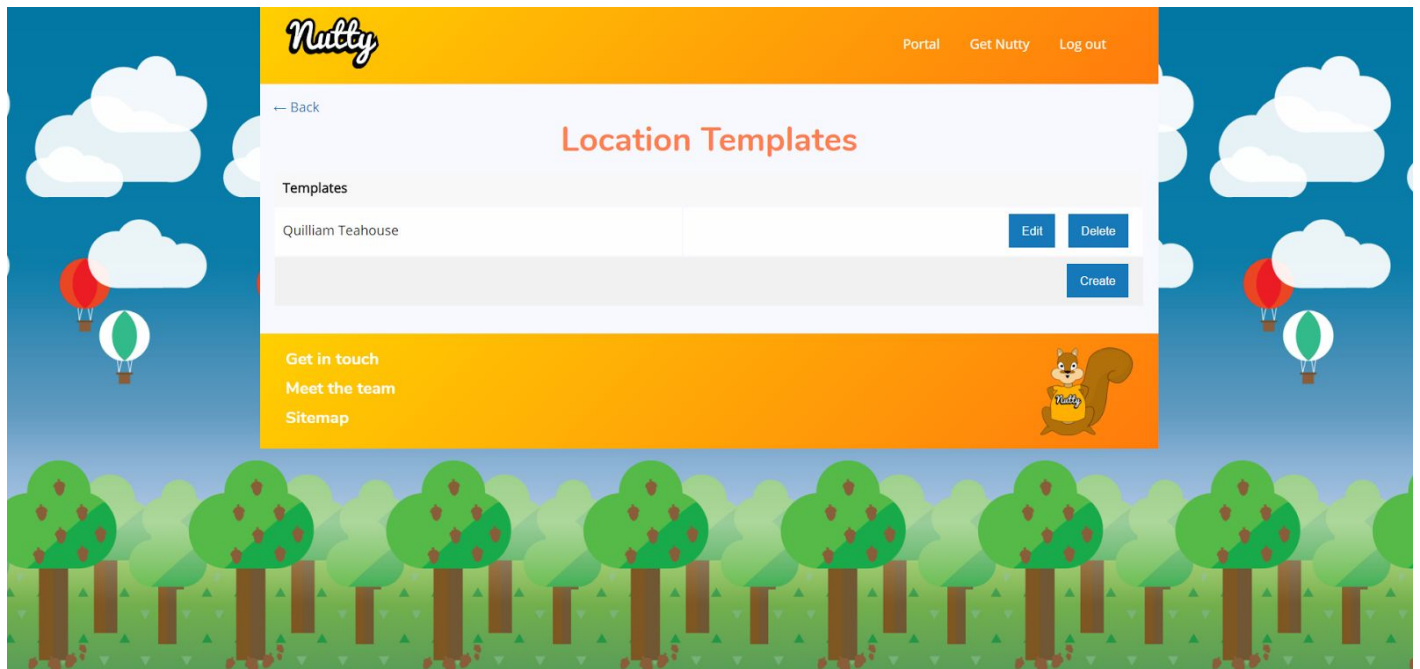


Figure 18: How an added location looks after having it created through the location template.

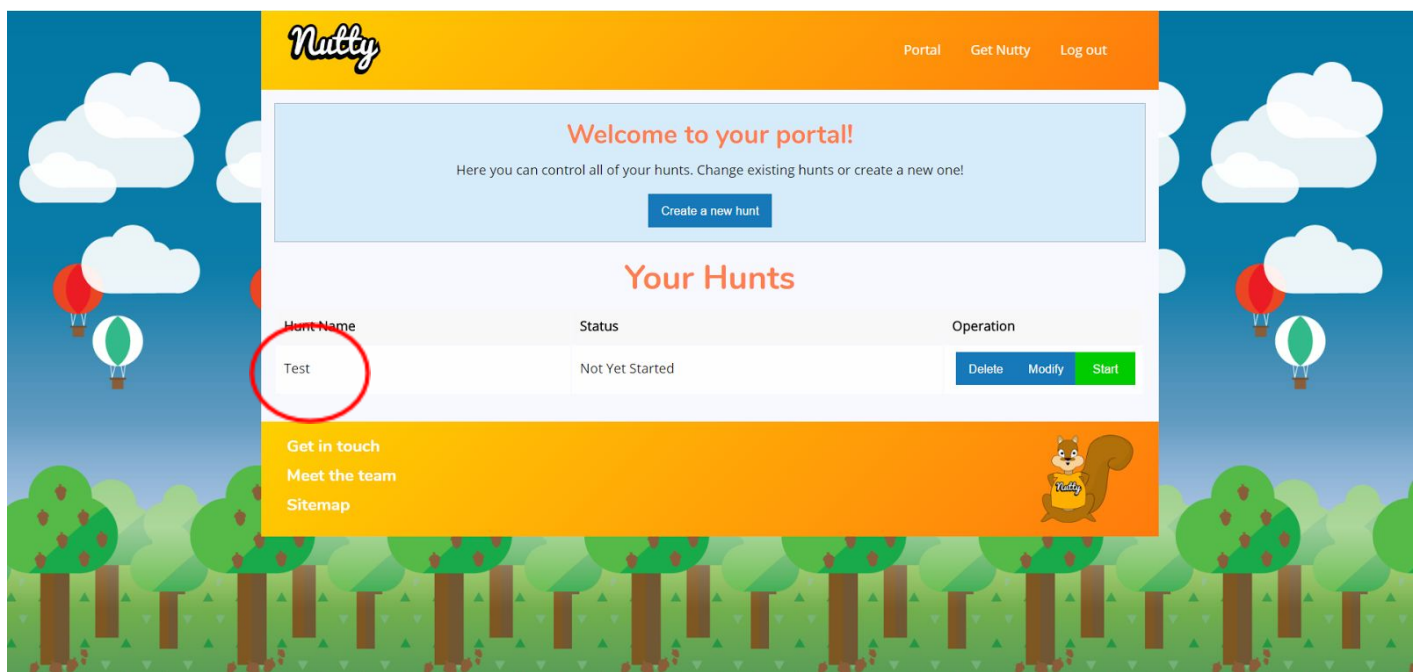


Figure 19: Accessing the QR Code printables and team passwords.

Now that the hunt has its locations and quiz questions written, the final steps include getting the passwords to the students going on the hunt and also printing the QR codes for the different locations of the hunt. To do so, the user simply has to click on the name of the hunt as circled in red in Figure 19 and a resources page will pop up.

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Teams

No.	Team Name	Password	Email	Operation
1.	Unnamed	[Mouse over to reveal]	<input type="text" value="Not assigned"/>	Send Email
2.	Unnamed	[Mouse over to reveal]	<input type="text" value="Not assigned"/>	Send Email
3.	Unnamed	[Mouse over to reveal]	<input type="text" value="Not assigned"/>	Send Email
4.	Unnamed	[Mouse over to reveal]	<input type="text" value="Not assigned"/>	Send Email
5.	Unnamed	[Mouse over to reveal]	<input type="text" value="Not assigned"/>	Send Email

Printables

Team Names

[Print List](#)

Location QR codes

Figure 20: The list of teams and the team passwords available to print.

As seen in Figure 20, the user will be able to see all the passwords that are generated for the number of teams participating in the hunt. The user will be able to type in the email addresses of the students involved in that group as well as pointed out by the red arrow. Note: to send emails to multiple students, a space is used to delimit between email addresses. The user is also able to print out the list of user passwords as seen by the “print” button circled in red.

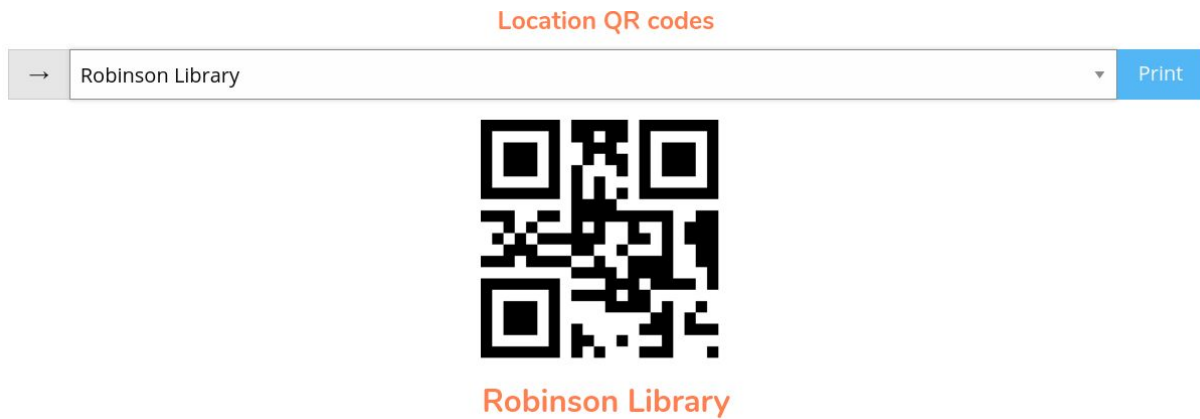


Figure 21: A location's QR code and the print button.

As seen in Figure 21, the user is also able to print the QR codes relevant to a particular location. The user simply clicks the drop down menu as circled in red and select the location they want and click the “print” button beside it.

Nutty

Portal Get Nutty Log out

Welcome to your portal!

Here you can control all of your hunts. Change existing hunts or create a new one!

Create a new hunt

Your Hunts

Hunt Name	Status	Operation
CS Hunt - Video	Ended	Delete Modify Reset
Twilight Forest	Not Yet Started	Delete Modify Start
First Year Comp Sci	On going	Modify Reset
City Centre Hunt	Not Yet Started	Delete Modify Start
Famous Landmarks	Not Yet Started	Delete Modify Start
Campus Hunt	Not Yet Started	Delete Modify Start

Figure 22: Making a hunt active.

Finally, to make the hunt active, the user needs to simply select the green “Start” button. Once a hunt is active, it will become a red “Reset” button.

