

USER MANUAL



© 2008 W.LINDO Marketingberatung – Alle Rechte vorbehalten
Alle Rechte, auch Übersetzungen, sind vorbehalten.
Reproduktionen, gleich welcher Art, ob Fotokopie, Mikrofilm
oder Erfassung in Datenverarbeitungsanlagen, nur mit
vorheriger schriftlicher Genehmigung!

Introduction

Overview

Quizzermania provides a complete solution for interactive games/quizzes whether your goal is to create a single game or many different games about many different subjects. Each game/quiz you create has its own set of options completely independent of other games. For instance, you can set the number of seconds a player has to answer a question, the number of questions they'll receive each game session, etc. Each of these options only applies to the specific game you set them for (if you had 3 games each could have their own time limit per question, number of questions per session, etc.).

While a user plays a game, the game will keep up with the player's score. When a player answers a question correctly, a certain number of points (which you define) will be added to their score. You can also specify a certain number of points to subtract from their score if they answer a question incorrectly (or run out of time on a question). The final scores of all game sessions are saved to the database and used to determine the high score list.

Features

- **Quiz Contest** - Players can challenge other Players for a contest!
- **Prize of the month** - Prize of the month will be only showed, if there is a picture for the prize.
- **Unlimited games**
- **Unlimited questions**
- **Select number of questions for each game** - Questions and answer choices appear in random order each time the games are played.
- **Images** - Create questions with pictures.
- **Timelimit** - Set time limits for each game to give the player.
- **Time-Bonus** - A player will get a bonus if he answered a question in a short time.
- **Unlimited answers**
- **Points for correct and wrong answer** - Can be adjusted for each game.
- **Game auto-expiration** - The game ends automatically to the given date/time-of-day and appears no more in the games list.
- **Highscores** - High score list for each game shows top scoring players.
- **Archive** - Expired games will be archived for a later use.
- **Game mode** - Admin can set games on- or offline and also maintenance-mode.
- **Colors** - Colors now can be changed via the administration panel.
- **Newsletters** - Player can choose, whether he wants to receive the newsletter or not.
- **News/Announcements** - There is a simple way to post news or announcements on the start page.
- **"Activation mail" or "Activation by Admin" modes**
- **Deletion of not-confirmed registrations**
- **Suspend or delete players**
- **E-Mail templates**
- **"Password forgotten" function**
- **Date & Time format**
- **Easy installation**
- **Easy customization** - Header and footer fields are available.
- And much more features!

Requirements

- The Quizzermania software requires for proper functionality:
- PHP 4.06 or later
- MySQL 3.23.54 or later

Quiz Contest

Each active user that has points above zero and applied for contests in his registration form can challenge another user with the same criteria. Challenger must make a bet which will be transferred from loser to winner overall core. Obviously user can't make the bet more than he or challenged person owns.

After challenger played the game his opponent would get an email with the challenge. If the challenged player will not play the "Quiz Contest" within X days (determined by value of "Contest timeout" setting) then he will lose betted points. After both users played the contest the winner is determined in such way: challenger must get more points to win, so challenged user must get not less point than challenger.

The contest game consists of random questions from the whole question-pool (from all questions of all games). The contest game process may be changed via special game initially named "Contest". It behaves the same to other games but it is not enlisted anywhere but in admin panel and it can't be played, deleted etc. You may change its properties and change its status (online, offline, maintenance) to manage contest process.

With this function the players have the chance to improve their high-scores and that this is a great fun for players to challenge each other.

But in the registration form and in the profile a player have to choose, whether he wants to play "Quiz Contest" games or not. If he chooses no, than this player can't challenge or be challenged.

How Questions are given to the Player

Quizzermania features a unique system of randomizing questions given to the player. With many older systems, the game/quiz consisted of only the set of questions you added to it. With Quizzermania, you can select as many questions as you like, and then specify the number of questions to give to the player each session. For example, let us say you create a "Video" game using 100 questions. Next, you set the questions per session to 10. When the game is played, the player will be given 10 questions randomly selected from the 100 available in the game. There could be many different combinations.

High Score Lists

Each game also has its own high scores list. This list shows the top X number of players, ranked in order by their score (from greatest to least). You have an option to define how many scores to show on the high scores list. Since all final scores are saved to the database at the end of game sessions regardless of whether or not it is a high score, you can change the number of high scores to show at any time and the list will automatically change.

Game Modes

In order to make maintenance of games simple and efficient, each game has three different modes that it can be in. You can change the mode that a game is in via the game browser on the control panel. The modes are as follows:

Online

The game is online and can be played. **No changes can be made to the game options or any of the questions used by the game, as this could have strange effects on games already in progress.**

Offline

The game is not online, and no game sessions can be started. All games start in this mode when first created. It is important to remember that if a game is online, and you change the mode to offline while people are in the middle of playing, their game sessions will immediately be interrupted and their scores will not count towards the high score list. This could frustrate people playing the game, so it is not recommended that you change a game from online to offline while people are playing.

Maintenance

This mode is designed to make it easy to make changes to your game without worrying about interrupting game sessions. On busy sites where there are people playing often, there may not be a convenient time for you to set the game to offline without interrupting players' game sessions. By setting a game to maintenance mode, you will stop any players from starting new game sessions, however, any game sessions that were already in progress can finish normally. This way, within several minutes (or however long a game session takes), there will be no users playing. Once all game sessions are finished, you will be able to make changes to the game options and/or the questions used by the game. To allow people to start games again, you should set the mode back to online once you are finished making changes.

Expired

When the game reaches its end date it's automatically turned to expired mode, which is equal to maintenance mode.

Getting Started

Installation

To install the software, follow the instructions below. If you are unfamiliar with setting up PHP software or MySQL databases, or otherwise have difficulty completing this installation, our technicians can provide you with full installation services for a small fee. You can order the installation on the ordersite.

Installation Instructions

1. Log into your web site via FTP (or some other file transfer utility). Create a directory in your web site where you would like to place the Quizzermania software, such as /quiz.
2. Upload everything and all subdirectories.
3. Set the /quiz/img/quest directory, the /quiz/img/prize directory and the /quiz/inc to chmod 777.
4. Open your web browser and direct it to the install program where you uploaded the software. Example: if you uploaded the software to /quiz and your domain name is domain.com, point your web browser to:
`http://domain.com/quiz/install/index.php`
5. Delete /quiz/install directory from the place on your server where you uploaded the software to avoid undesirable reinstallations. But you should leave this directory in your installation package.
6. Ready. Now log in and enter administration. Go to settings and change the URL of Quizzermania to your URL, where you have installed Quizzermania!

Enjoy using Quizzermania!

Getting Started Guidelines

With all of the features in Quizzermania, many new administrators wonder where to get started creating their games. Listed below are guidelines in order to start creating games. The steps should be done in the order they are given. For a more detailed explanation of each step, click "More Information" under that step.

1. Edit Options

The very first thing you should do is set up the program options. This is where you will enter the name and the address of your Quizzermania installation. If you only set one option, set the Quiz site URL, as this is required for the game frontend to function properly.

2. Create Game

Before you can create any questions, you must create some games.

3. Create Questions

Once you have the game(s) you want, begin adding questions to them.

4. Browse Games

When a new game is created, it is automatically set to **offline** mode by default. Before it can be played, it must be set to **online** mode. This is done via the game browser. Find your game and change the mode to online.

5. Test your Game

Now that your game is online, you can test it by going to your main site. Click "Home" on the top-left. Select your game by clicking to test it. Note: If you are logged in as the administrator when you play, your score will not count towards the high scores list for that game.

Frequently Asked Questions / Troubleshooting

I tested my game, but I don't see my score on the high scores list?

If you are logged in as the administrator when you play your game, the score will never be counted towards the high score list. The reason is obvious - you have access to the answers and counting your score would not be fair to other users.

I created a game but why can't I see it on my site?

The game must be in online mode to show up on your site. After you create your game, make sure you go to the game browser (by select "View/edit games" on the left), and set your game to online. Otherwise, it cannot be played.

The contest game is offline, but I have set it to online. Why this?

Make sure that in the table qm_games the id is 0 and the name is „Contest“. Is there another id or another name, the contest doesn't work.

Why I loose an contest although I have more points?

Make sure that points_0 and points_1 of the game „contest“ in the table qm_games have the value 1. Otherwise the contest will not work correct.

Control Panel

Settings

The program settings can be modified using the edit settings page on the control panel. The options control the general configuration of the software. They are as follows:

Quiz site URL

The URL to where you have this software installed. For example, if you installed it to /trivia on your site, the url would be something like
`http://www.domain.com/Quizzermania/`

Quiz site name

The name of the trivia section on your web site. For example, if your Home Site Name is "Sports Central", you may call your trivia site "Sports Central Quiz", or something similar.

Page header

There may be cases where you would like to include your own HTML **above** the site generated by Quizzermania, perhaps to keep the look of the rest of your web site. Maybe you have a logo and some navigation buttons that you would like to appear above your trivia site. This can easily be done by inserting the appropriate HTML code into the **Page header** template.

Page footer

There may be cases where you would like to include your own HTML **below** the site generated by Quizzermania, perhaps to keep the look of the rest of your web site. Maybe you have a logo and some navigation buttons that you would like to appear above your trivia site. This can easily be done by inserting the appropriate HTML code into the **Page footer** template.

Player activation

If this option is set to "by email (auto)", new registering users will first be sent an email (to the address they signed up under), containing a link that will activate their account. Their account will not be active or valid until they have clicked this link. This helps prevent users from making multiple accounts very quickly as they will need a valid email address for each account. If you set this options to "by admin (manual)", this feature will not be used and new accounts are active after admin manually confirms user registration.

Number of highscore items

The number of high scores to show on the high score list. Example: setting this to 10 will show a "Top 10 High Scores" list. This does not determine which scores are saved to the database, as all game scores are saved. This means that you could change this number at any time and the high score list would change appropriately.

Bonus points for approved players questions

Players may post their own questions to administrator. Then administrator has to approve or delete these questions. If you approve question by moving it to appropriate game then player is given bonus points. You should set it to non-zero value to encourage players.

Date format

The format of the dates shown on the site. This format is identical to the one used by the PHP strftime() function. To learn more, check out the PHP manual entry for the strftime () function:

<http://www.php.net/manual/en/function.strftime.php>

Time format

The format of the times shown on the site. Uses the strftime () function as mentioned above, but only place time related options here.

Membership confirmation timeout

This is number of days while the player/admin (depends on Member activation mode) must confirm player membership.

Contest timeout

This is number of days while the challenged player has to accept the contest. If he doesn't accept the contest during this term then he automatically considered as failed.

Session timeout

This is number of seconds while the player/admin session remains valid. After session is expired player/admin must login again. Session ID is propagated by cookies.

Game session timeout

This is the maximum period (minutes) between two sequential questions in single game session.

Attempt timeout

This is the minimum period between two sequential attempts to play the same game. To change any of these options, simply fill out the form given and click "Save" at the bottom. Remember that each time you go to edit options, your previously saved options will already be filled in.

Color Settings

You can change site colors to meet you unique design needs. Note: these color settings are not valid for header and footer!

Email templates

This tool helps you to manage you email settings and templates.

Email from

This is the email address that all emails sent from the software will appear to be from. Emails sent from the software include the activation email link sent to new users sign ups and the "forgot info" email that includes their username and password.

This must be in the form of an email address but the address does not necessarily have to exist. You may want to have it from a fake user at your domain such as noreply@example.com so that users will not be able to reply and send email back to you when these automated emails are sent.

Mail templates are used for automated email notifications. These templates may contain parameters:

- ~username~
- ~password~
- ~email~
- ~homepage~
- ~location~

They will be automatically changed in sent email to appropriate player data.

Confirm message

This is the activation email template. This email will be sent after user fills the signup form and presses "Register now" button.

Additional parameters:

~ConfirmTimeout~ – value of "Membership confirmation timeout" setting ~Link~ – confirmation link (URL)

Login message

This email will be sent to user on "Forgotten password" request.

Welcome message

This email will be sent to user after his registration is completed.

Contest message

This email will be sent to user after someone challenges him for a contest.

Additional parameters:

~ContestTimeout~ – value of "Contest timeout" setting ~Link~ – the link (URL) to accept the contest ~Bet~ – contest bet

News

This section gives you ability to make announcements on your site starting page. You may use HTML tags inside "News Title" and "News Message" fields.

Prize

You can describe the prize of a month and even upload its image (in JPEG format).

Prize name

Prize name will be shown in bold font. Leave it blank if you don't want to show prize of a month box.

Prize description

Prize description will be shown in regular font.

Prize image

Put the filename of image you want to upload and show as prize of a moth. Use only JPEG images.

Games

Games are the actual, playable games that your users will be able to participate in. To create a game for your users to play, you must create a game.

Creating Games

To create a game, simply fill the form shown, which contains the fields described below:

Name

A short name for the game. For example, a game about Sports could be called "Sports Quiz".

Description

A short description for the game. It may describe what type of questions are contained in the game and anything else notable about the game.

Number of questions

This defines the number of questions a player will receive each time the game is played. This number of questions will be randomly selected from the question you chose. By having more questions available in the categories than you set this number to, their game would most likely contain different questions every time, thus making the game more interesting.

For example, you create a "Video" game using 100 questions. Next, you set the questions per session to 10. When the game is played, the player will be given 10 questions randomly selected from the 100 available in the game. There could be many different combinations.

Question time limit

The number of seconds a player has to answer each question. When a question is given, a countdown from this number to 0 will be shown. Once the timer hits 0, the game accepts current user choice or the question is automatically counted as incorrect if user doesn't make a choice.

Correct points

The number of points added to a player's score if a question is answered correctly.

Incorrect question penalty

The number of points to subtract from a player's score if a question is answered incorrectly.

End date

The date on reaching which the game will be automatically set in maintenance mode to prevent further use.

Show correct answer

This option allows you to specify whether or not to reveal the correct answer to a question after a player answers it incorrectly. If you set this to Yes, they will still have the question counted incorrectly (and the incorrect question penalty will apply), but the correct answer will be shown to them. This allows for your users to learn more by playing the game. If set to no, the correct answer will Not be shown to them if they answer incorrectly. This would keep your questions "fresh" for longer as players would not learn the answers as quickly, and this would offer more replay in many cases. Once you have filled in all required fields, click "Create " to create the game. If there are any errors in the form, they will be shown at the top of the page and you will be able to correct them.

Note: When you create a game, it starts in offline mode. This means that it cannot yet be played. You can change the mode of the game via the game browser.

Browsing Games

This tool shows a list of games in the database. To view them, select "View/edit Games" from the list of options on the left of the control panel. "Order" field specifies the order the games will appear in. The games (if you have more than one) will be displayed in ascending order by what you enter in this field. For example, if you place a "1" in one game, and a "2", in the other, the first game will be displayed above the second one on your main page. To update the orders, click "Save" button. You will see several links to the right of the game name. They are as follows:

Edit

This option allows you to edit any options related to the game. If you select it you will be shown the same form you used to first create the game, except your previously set options will already be filled in.

Note: You cannot edit a game while it is in online mode or if it is in maintenance mode but games are still in progress.

Delete

Allows you to delete the game. This removes everything related to the game, such as game questions, logs and the high score list.

Archive

This option allows you to hide game from games list. It also makes the game offline. Therefore you should first make maintenance before archiving if you want to perform graceful action.

Reset high scores

This option allows you to reset the high score list. It does not delete the game logs, it only disincludes all previous game scores from the current top 10.

Reset logs

This completely deletes all previous game logs (records of game sessions). Since the game logs also include the scores for each game played, this actually resets the high score list at the same time. This will set the number of plays to 0 as well.

Set mode to:

This option allows you to change the mode of the game, either to online, offline, or maintenance mode.

Questions

The question editor is a tool designed to make adding and editing questions as fast and easy as

possible. To add a question to the database, select "Add Question" from the list of options.

Game

The game the question will reside in. This can be changed at any time.

Question

The question that will be given to the player. Example: "What is the name of current president of United States?"

Answer Choices

This form allows you to edit the answer choices that will be given for this question. There are 5 different options/fields for each answer choice. Each row represents an answer choice.

Answer Number

This is not a field but a number given to each answer choice for convenience. These numbers will not show up when the question is given in a game.

Correct

This field is a radio button between all of the answer choices (meaning only one of them can be selected). Whichever answer choice has the radio button checked is considered the correct answer choice for the question. Any other answer choice is considered incorrect.

Answer

The actual text of the answer choice shown to the player.

Order

This is a special field that determines the order the answers will appear in. By default, the answer choices are given in random order when the question is shown in a game (meaning what you may enter as the last answer could be the first answer when the question is given to a player. The order is randomized). However, there are certain types of questions which require answers to be in certain locations every time (for example, in an "All of the Above" question, you would want the "All of the Above" answer choice to always appear at the bottom, and only the other answer choices to appear in random order).

Just place the number of the position you want the answer choice to appear in for answers you want to appear in a fixed location. Example: for a question with 5 answer choices, to have an answer always appear as the 5th answer choice given, place a 5 next to it under order. Any answer choices which have their order field left blank will appear in random order.

Delete

You may decide you do not want a certain answer choice or that you want less answer choices for a question. To delete an answer choice, check the box under Delete for that answer. You can select any number of answer choices to delete, once you are ready, click "Del" at the bottom of the Delete column.

Because questions can have anywhere unlimited answer choices, you will see an option below the answer choices that says "Add [x] new answers [Go]". To add more answer choices (which will be added to the bottom of the list), input the number to add, then click "Go".

Image

This image will be shown left to the question. You may upload image to make question clearer. Use only JPEG images.

Answer Notes

This field is for entering any notes about the correct answer that you wish to show to the player once the question is answered. For example, you may want to explain why it is the correct answer or just give them background information about it.

The information you enter here will only be shown to the player if the question is answered correctly or if you have set the game to show them the correct answer if they get it wrong. Once you have filled out each field, click "Save" at the bottom to save the question to the database. If there are any problems with your form, they will be displayed at the top and you will be given a chance to correct them.

Questions from Players

Players may post their own questions to administrator. Then administrator has to approve or delete these questions. If you approve question by moving it to appropriate game then player is given bonus points. Otherwise you can delete posted question.

Players

Browsing Players

This tool shows a list of registered players. You can activate, suspend or delete players.

Activate

Active players are full functional and have full opportunities to play games and contests.

Suspend

Suspended players are not allowed to login and play until administrator makes them active. While player is suspended all his logs (game score, contests) are still valid.

Delete

Deleted players are completely wiped from system and not allowed to login and play. All their logs (game score, contests) are removed too therefore it may cause high-scores to be changed.

Confirm Players

You can confirm players' membership manually. Select desired players with checkboxes and press "Active" button. They will be automatically notified by email about their membership confirmation.

Note: If you set "Player activation" mode to "by admin (manual)" then this is the only way players may be registered.

Mail to Players

This tool gives you possibility to send email to all of your players who chose to accept newsletters. Type in the "Subject" and "Message" fields and press "Send" button to send email. In "Message" field you may use following parameters:

- ~username~
- ~password~
- ~email~
- ~homepage~
- ~location~

They will be automatically changed in sent email to appropriate player data.

● USER MANUAL Quizzermania

(Version 11.11.2007)

/FUNCTIONS



- **Quiz-Cafe** - a simple forum with smilies. Old entries will be deleted after x days. As Admin you can change or delete every entry
- **Contest-Limit**- you can set, how often each play can start a contest.
- **Game Limit** - you can set a number how much any player can play each game.
- **URL-Help-Link** - you can define a help link for each question. So you can send players to other sites, where they can find the answer (for example: send the players to sponsor- or partner sites).
- **Icons** - you can define for each game another icon or graphic.
- **Question-Bonus** - players can post question and earn bonuspoints, after the admin have approved the question.
- **Player online** - see how much and which players are currently online
- **Newsletter** - the receive of newsletter can be set on or off from each player.
- **Newsmodul** - you can post news or announcements.
- **Price** - you can set a price for the winner of a game round (or leave it free, if there is nothing to win ;-)).
- **Color management** - the most color can be set in the administration.
- **Unlimited number of games**
- **Unlimited number of questions and answers**
- **Number of questions** - set the number of questions for each game. For example: you insert 40 questions for the game "Music". Then you set the number of question, which shall be used in the game, to 10. 10 question will be selected by random out of the question-pool of 40 questions.
- **Image questions** - Create questions with pictures
- **Time Limit** - Set time limits for each game to give the player
- **Points for correct answer** can be adjusted individually per play.
- **Points of minus for wrong answers** can be adjusted just as individually
- **As many as desired possible answers** per question
- **Sequence of the answers** can be specified manually.
- **End of the play** - the play ends automatically to the given date/time and appears no more in the play list. e.
- **Highscores** - to each play the Highscore can be called up. In addition there is still another Top Highscore cunning
- **Indicate the played plays** - a player logged in, then he sees, he already played which plays, as well as his current total scoring and.
- **Play info.** - at the beginning of the play the Spielinfos is shown (points for correct and/or wrong answer, time limit, number of questions, current Top player).
- **Archives function** - terminated plays can be archived for later use. .
- **Play mode** of plays on-line, off-lines can be switched or into the maintenance mode over the administration.
- **Log files delete** - log files of each individual play can be put back. That is, that also players, who already played this play can play again.
- **Points delete** - points of each individual play can be set again to 0. The points of the player from this play, collected so far, purged and/or are deleted.
- **IP barrier** - each player can play each play only once to get (20 times not to thus only try out around the answers).
- **Indicate the correct answers** - correct ones answers can when desired the

● USER MANUAL Quizzermania

(Version 11.11.2007)

administrator after answer by the player are shown

→	Auxiliary information - the administrator can indicate additional background information to the question. .
→	Profile of the player
→	Aktivierungsmail or de-energising - Registration is only locked by Aktivierungsmail or by de-energising by the administrator n
→	Deletion of not confirmed Registrationen - players, who do not confirm their Registration within x days, become automatically again from the data base geloes
→	Players close and delete - administrator can close and delete players
→	New type character dispatch to all players
→	E-Mail collecting mains can be arranged individual
→	Password forget - password/player name forgotten - function
→	Date & time format individually adjustable
→	Simple installation with installation routine
→	Simple adjustment of the layout to the own Website by headers and Footer.

Der vorliegende Titel wurde mit großer Sorgfalt erstellt. Dennoch können Fehler nicht vollkommen ausgeschlossen werden. Der Autor und das Team von <http://www.quizzermania.de> / <http://www.quizzermania.com> übernehmen daher keine juristische Verantwortung und keinerlei Haftung für Schäden, die aus der Benutzung dieser Software oder Teilen davon entstehen. Insbesondere sind der Autor und das Team nicht verpflichtet, Folge- oder mittelbare Schäden zu ersetzen.

Gewerbliche Kennzeichen- und Schutzrechte bleiben von diesem Titel unberührt.

Das Werk einschließlich aller Teile ist urheberrechtlich geschützt. Alle Rechte, auch die der Übersetzung, des Nachdrucks und der Vervielfältigung dieses Titels oder von Teilen daraus, verbleiben bei W. LINDO Marketingberatung. Ohne die schriftliche Einwilligung der W. LINDO Marketingberatung darf kein Teil dieses Dokumentes in irgendeiner Form oder auf irgendeine elektronische oder mechanische Weise für irgendeinen Zweck vervielfältigt werden.

© W. LINDO Marketingberatung

Baldersheimer Weg 56

D-12349 Berlin

Telefon: +49(0)30/ 743 747 67

Telefax: +49(0)30/ 743 747 68

E-Mail: info@puzzlemaker.de oder info@lindo.de