

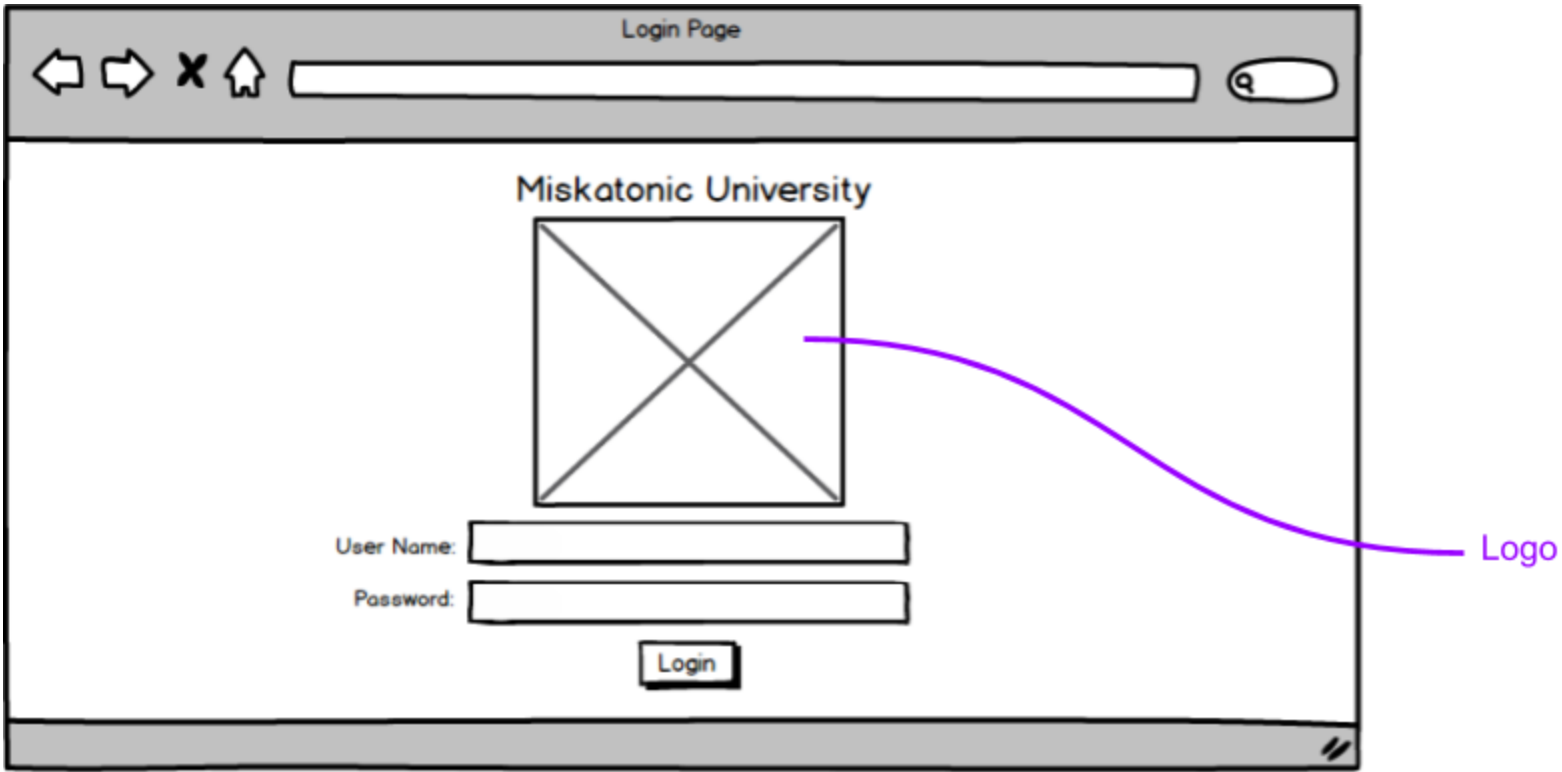
List of Page Templates

The table on the right details the various templates that are necessary for this project. I've attempted to give a brief description of each of the pages and to figure out how many different versions/visual skins each page will need.

Template	Page Name	Version s	Notes
A	Login	1	Teams can logon to system from multiple devices. One username/password per team.
B	Main	8	<p>8 visual skins depending on what "chapter" teams are currently in. Separate visual look once teams are assigned a side. Tab on the bottom changes depending on whether or not teams currently have an open puzzle.</p> <p>These are the 10 versions depending on roles and time of day:</p> <ul style="list-style-type: none">Chapter 1: Friday PM (Activity Fair)Chapter 2: Saturday AM (Start of College)Chapter 3: Saturday PM (Initial Investigation)Chapter 4: Overnight (Asylum)Interlude: Picking Sides (Rockshaw tests)Chapter 5: Sunday AM (2 versions - good vs evil)Finale: Noon (Lead up to the final battle)Results: (2 versions depending on which team wins) <p>There will also need to be two final results pages, which one is displayed will change depending on which side wins the final battle. While at this point most of the app's functionality is no longer needed I think teams will want access to the story and to be able to see their sanity meter. Also we are having a banquet at the conclusion of the event, so they will need the directions page to get to that, so it makes sense to just change the main screen to a final thematic image reflecting the result of the battle.</p>
C	Driving Directions	2	Appears as soon as teams solve a puzzle. The first part of the page includes congratulatory/story details. Once teams click continue the rest of the page appears, displaying information about where to go to get to the next location.
D	Puzzle	2	Two slightly different versions depending on whether or not the puzzle in question is a meta puzzle.
E	Story	1	Page is updated as the event progresses with new story details and audio clips added to the end.
F	Codes and Ciphers	1	Page contains a bunch of common encoding methods (such as morse code and semaphore) that teams can use as a resource. One or two puzzles include custom encoding methods. These codes become available to teams on the page once they are discovered.
G	Contact GC	1	Static page listing contact information for event organizers.

Template A: Login Page

This is intended to be a basic login page like the kind that a university might have to allow students to log onto their accounts. Each team will have a username and password so that they can log into the system on multiple devices. The current state of each team is saved on the server so that all devices can be synced just by reloading the page (ie: players don't have to enter every solution into each device in order to have them all display the same thing).



Template B: Main Page

This is the main page of the app. Over the course of the weekend the appearance of this page will change multiple times depending on the current state of the story, however the location of items and their functionality remains the same. There will be approximately 8 visual looks based on what "chapter" teams are currently working on and which side they've chosen to align with.

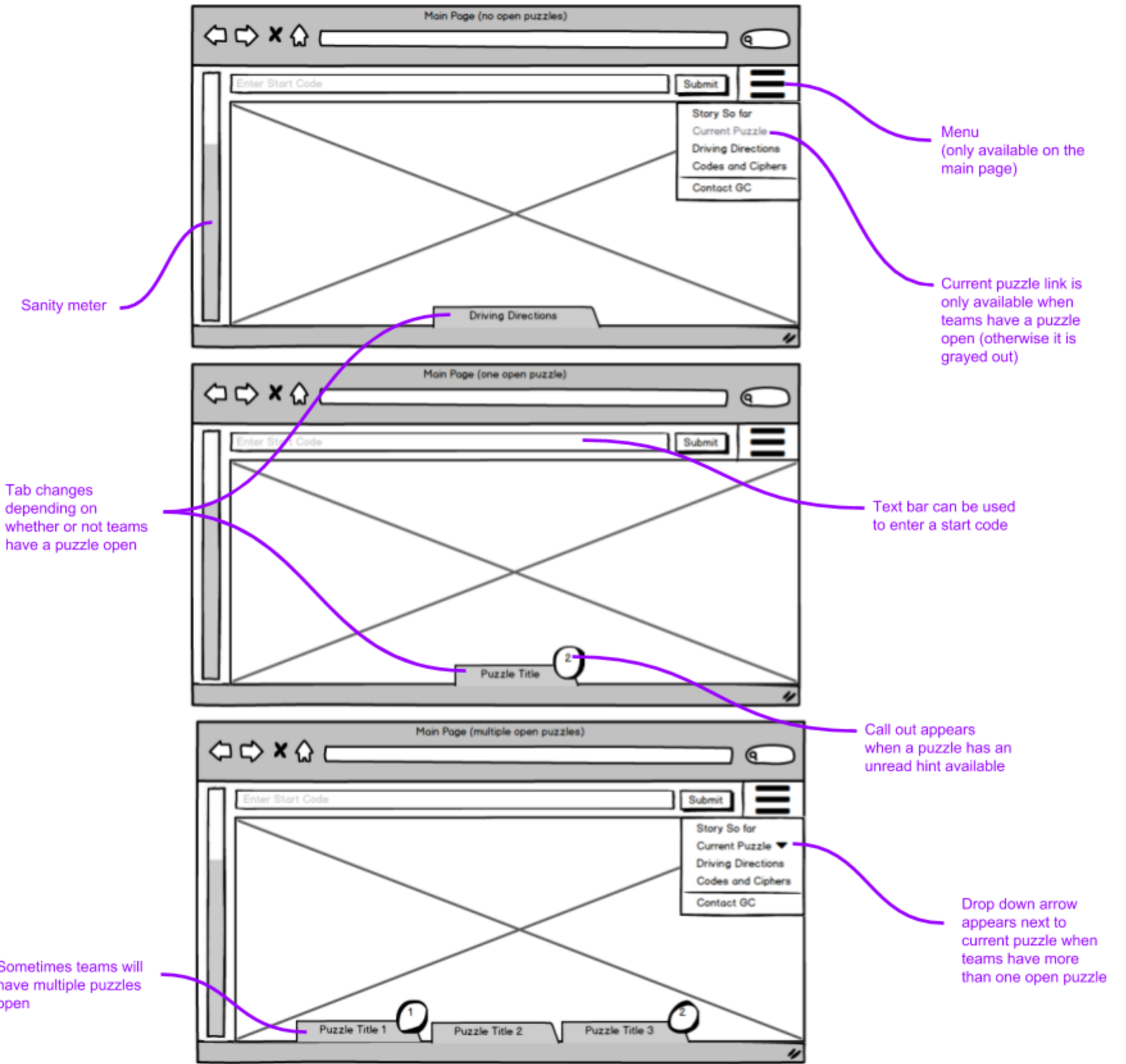
All other pages are accessed from the main page and for the most part teams must return to the main page in order to access other pages. There is a hamburger menu at the top of the page with all available links, the current puzzle link will be grayed out when teams don't have any open puzzles. A drop down arrow will appear next to it when teams have more than one available puzzle.

The tabs at the bottom of the screen allow teams to access the current puzzle or driving directions. The tabs will change based on whether or not teams have an open puzzle. Note that it is possible for teams to have multiple puzzles open at the same time in which case there will be multiple tabs on the bottom of the screen. Each tab will be labeled with the title of the corresponding puzzle. The content on the pages the tabs lead to will change over the course of the event with old data being thrown out as soon as it is no longer relevant (this means that there is no way to get back to a page for a previously solved puzzle). Callouts will appear on the tabs when teams have unread hints available, the numbers in these callouts indicate how many unread hints they have for the given puzzle.

The bar at the top of the page allows teams to enter start codes.

The meter on the left keeps track of their "sanity". A team's sanity decreases over time, though doing things like solving a puzzle, or taking a hint, will temporarily provide a small increase.

The background of the page will be a thematic image that changes slightly each time teams solve a puzzle.



Template C: Driving Directions

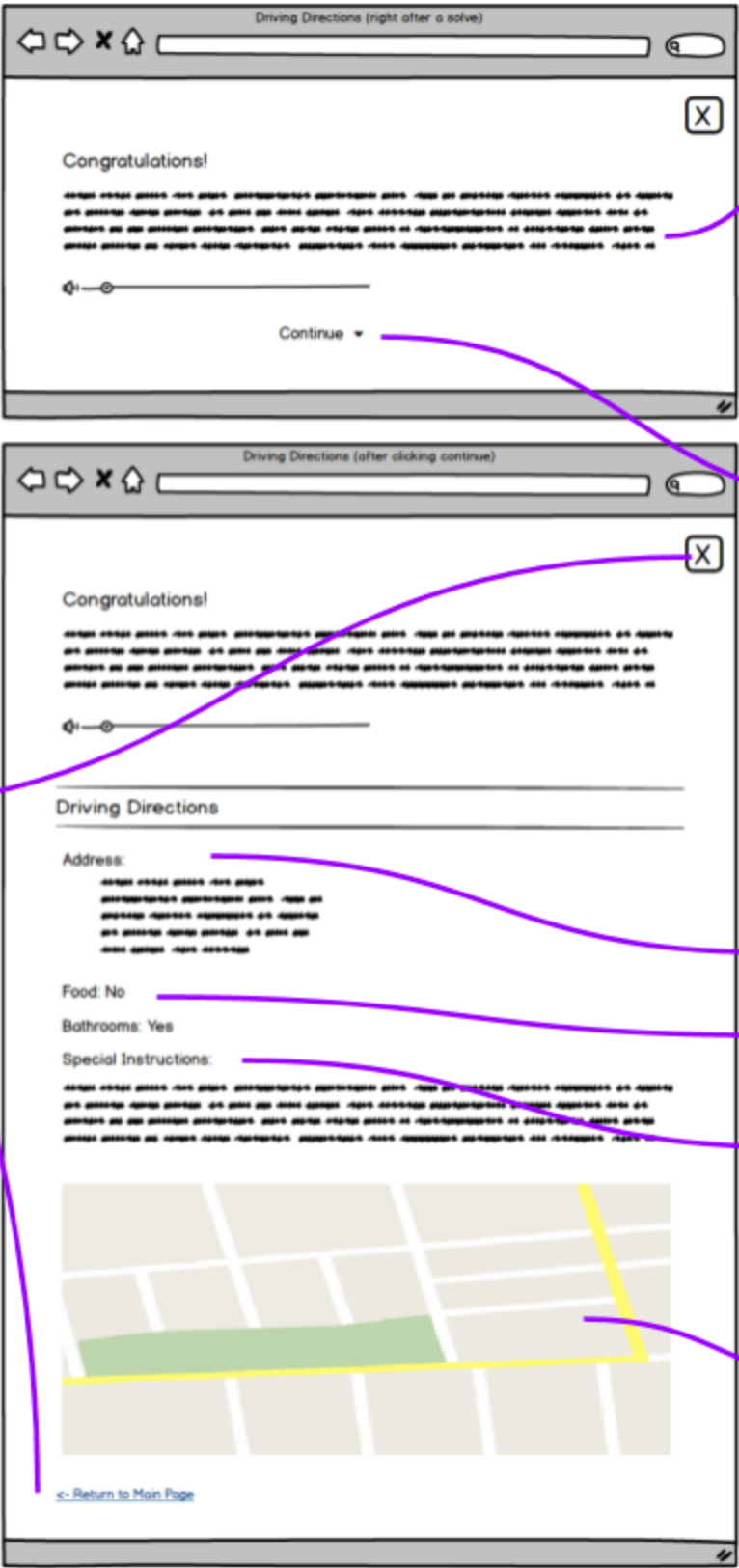
This is the page that appears once teams solve a puzzle. It pops up as soon as they submit a correct solution and initially just congratulates them for solving the puzzle and tells them (in character) what they need to do next to advance the story line. Basically this will detail new plot developments and sometimes include audio clips.

At the bottom of the initial screen is a "continue" button. When teams click this more information will appear on the screen detailing (out of character) where teams need to go to receive their next puzzle.

These directions will include the address of the location they need to go to. A google map. Information about what services/facilities are available at the location (such as the availability of food and bathrooms). If necessary it will also include special instructions for the site (such as parking information, or instructions as to where to go or what to do when they arrive).

To return to the main page teams can either click the X in the top right corner, or click "return to main page" on the bottom left of the page.

Teams can return to the main page by clicking the X, or by clicking the link.



This page appears as soon as teams solve a puzzle. Initially the text just relates to the fact that their solution is correct, and they are given information (and sometimes audio clips) that advances the storyline. As soon as this content is unlocked it is added to the "story page".

When teams click "continue" the page changes to display information on how to get to the next puzzle location.

Address of their next location

Information about facilities (food, bathrooms, etc) at the location

Special instructions for the location. For example indicating where to park or where to go once they arrive

Link to Google map

Template D: Puzzle Page

When teams enter a "start code" on the main page, a dedicated puzzle page will appear. This page will give a variety of information about the puzzle in question, and track any incorrect or partially correct solutions that teams input.

The basic page will display the title of the puzzle, and (if applicable) any flavor text.

Overtime, as hints become available, they will appear on the page. In order to help keep track of which hints they have or haven't read, teams will need to click on each hint in order to display it. In order to encourage teams to take hints, taking a hint will provide a small sanity increase.

Because we expect that teams will submit incorrect or partially correct solutions, the page will keep a log of all attempted solutions so that teams can easily keep track of what they have or haven't submitted for a given puzzle.

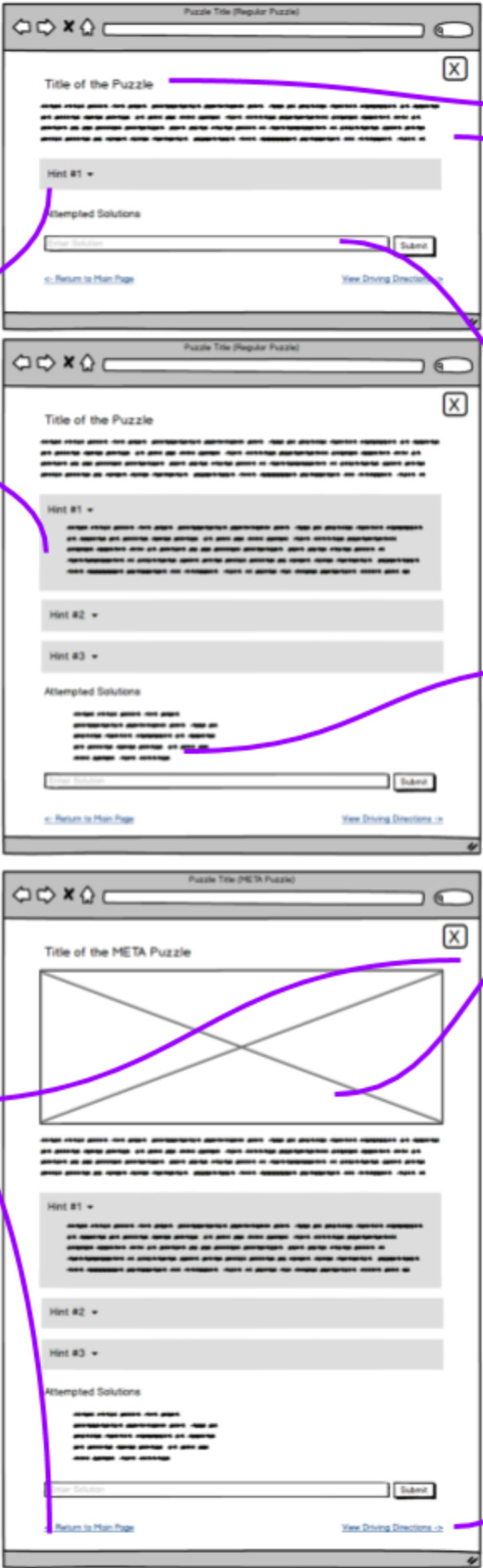
The pages for META puzzles will look the same as the pages for regular puzzles except that each of the META puzzle pages will have an image at the top of the screen. This image will display a list of the solution words necessary to solve the META. (The words are the solutions to previous puzzles in the round). The image that shows the solution words will be thematically related to the image that was on the main page of the app during the corresponding chapter.

At the bottom of the puzzle page is a link to the driving directions that teams used to arrive at the current site. While we don't expect teams to need to revisit these directions often, we wanted to include them in case teams wanted to leave and then return to the site (for example to visit a restaurant).

Once a puzzle is solved, its puzzle page is no longer available to teams. (After the event we plan to allow teams to download and view all of the content and their submission logs, however during the event we don't want to overwhelm them with irrelevant data).

As hints are unlocked (over time) they will appear on the page. In order to make it obvious which hints have or haven't been read, teams will need to click each hint in order to display it. Taking hints will increase a team's "sanity".

Teams can return to the main page by clicking the X, or by clicking the link.



Title of the puzzle

Sometimes puzzles have "flavor text", a sentence or two of introduction that gives solvers information about the puzzle. If the puzzle has any flavor text, that text will be displayed here.

A submission bar which teams can use to submit an answer to the puzzle is at the bottom of the page.

If/when teams submit incorrect, or partially correct answers, those answers will be displayed on the puzzle page so that teams can keep track of their incorrect, and partially correct answers.

The puzzle pages for META puzzles look the same as the usual puzzle pages except that they include an image at the top of the page. This image includes a list of all of the solution words necessary to solve the META. These words are the solutions to previous puzzles in the chapter. The image for each META puzzle is related to the image on the main page of the app (from the corresponding chapter).

At the bottom of the page there is a link to the driving directions that teams used to get to the current site.

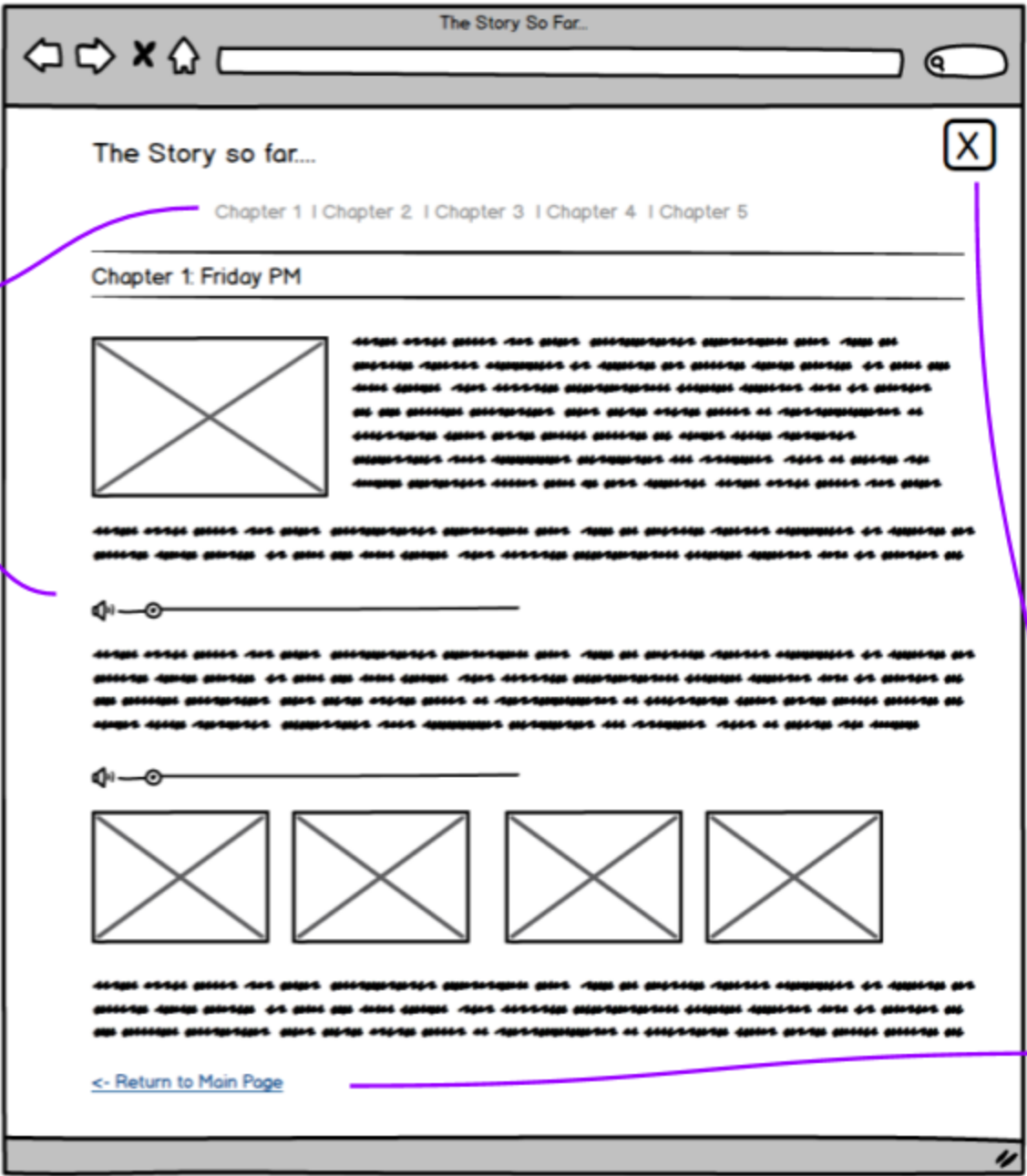
Template E: Story

This page will change over time. At the start of the event there is only a little bit of information on it, detailing teams' acceptance as students at Miskatonic University, and their arrival on campus.

As teams solve puzzles the plot of the weekend will unfold. As information is revealed to teams (through text, audio transmissions, and physical objects), this information will appear on the story page. The idea is that teams can use this page at anytime to refresh their memories about the evolving plot.

Quick links to each chapter of the story so that teams can refresh themselves on the evolving plot.

As teams solve puzzles and learn more about the story, content (text, images, and audio clips) is added to this page.



Teams can return to the main page by clicking the X, or by clicking the link.

Template F: Codes and Ciphers

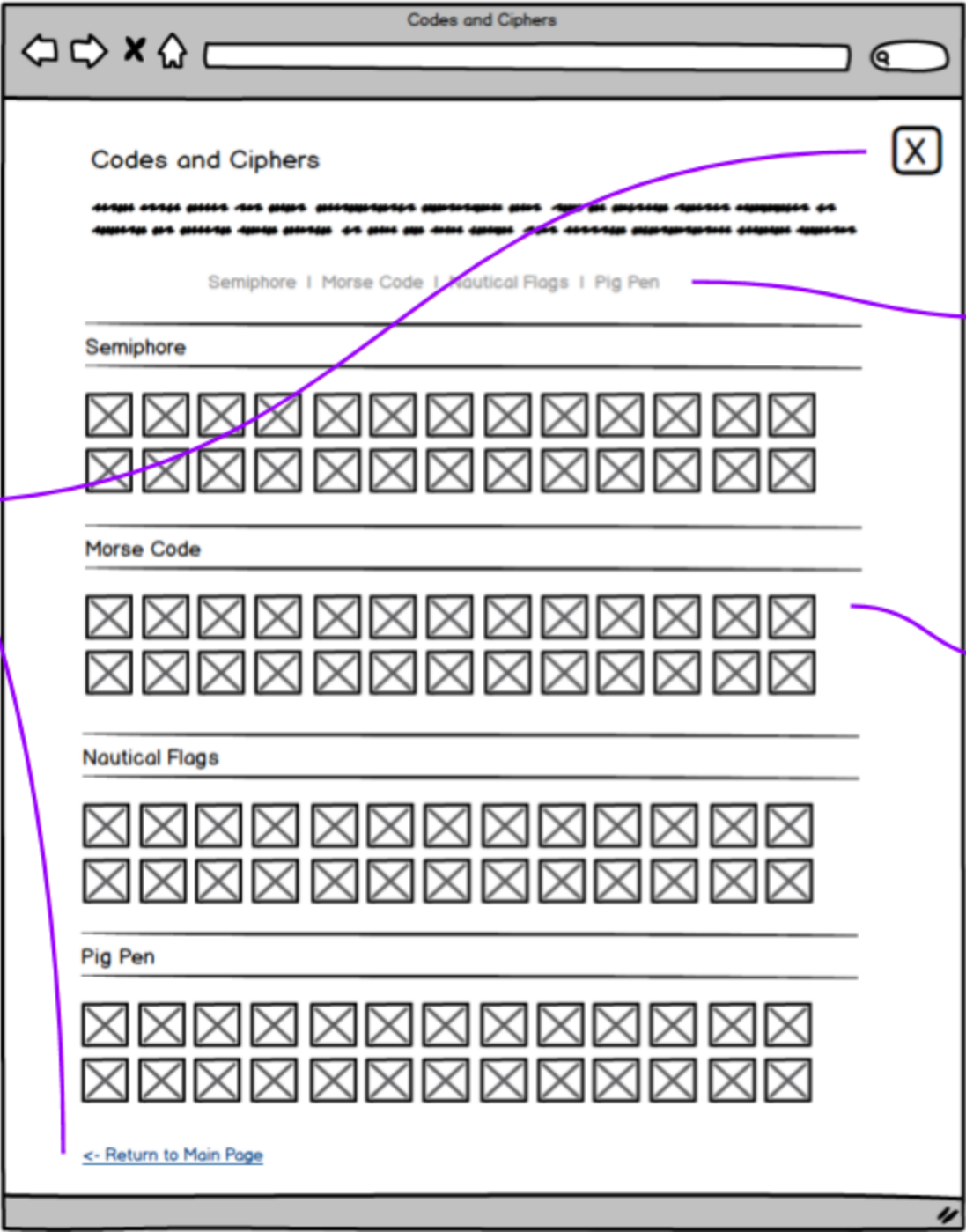
There are a number of standard codes that are used to encode information in puzzles (ex: semaphore, morse code, nautical flags). This page is intended as a repository of common codes that teams can access if/when they need them.

This page is mostly static however, over the course of our event we are planning to use one or two custom encoding methods. As our intention is to reuse at least one of these codes in a later puzzle, our intention is to make this easier for teams by adding it to the code page once they encounter it. (We will alert them to the fact that this has happened on the solution page for the initial puzzle.)

Teams can return to the main page by clicking the X, or by clicking the link.

Quick links to each of the encoding methods on the page.

Various standard encoding methods that we suspect teams will want to refer to over the course of the event. Custom encoding methods specific to our event will be added over the course of the weekend as team discover them.



Template G: Contact Game Control

This is a static page listing several contact numbers for event organizers. Teams are encouraged to call in if they think they're being asked to do something questionable or unsafe. They're also asked to check in if they're struggling with a puzzle and need more help than the automated hints can provide, or if for some reason they aren't having fun and need help moving past whatever it is they're stuck on.

A reminder to call 911 for medical emergencies is also included.

