

Code Hunting Games

CodeWeek2018

Guide for game organizers

Definitions

Game organizer: you, who are planning to organize a local Code Hunting Games session in your school/town/etc.

Players: people playing your game (or any other Code Hunting Game organized within the Code Week).

Bot: the automatic system that will deliver the game experience to players through a chat conversation on Telegram.

Team: a group of players (usually from 2 to 20 participants).

Team leader: a team's representative, one per team.

Location: physical place around your school/town/etc that must be reached by teams.

Quiz: coding question that will be sent by the bot. Team leaders will have to answer the question correctly on behalf of their team in order to proceed.

Requirements

Code Hunting Games makes use of the Telegram instant messaging platform in order to offer an accessible and easy-to-use game experience, both for players and game administrators.

Game organizers and team leaders must have:

- Smartphone
- Telegram account
- Data connection (check GSM and WiFi coverage)
- QR Code scanner application (many smartphone operating systems have QR Code scanners built-in in the camera app)
- Fully charged battery (if the team leader's smartphone powers off this usually means the *game is over*).

QR Code scanning

The game is based on the following mechanism:

1. Users scan a QR Code using their QR Code scanner app,
2. The code opens up a Telegram conversation,
3. The users interact with the bot through text messages,
4. The bot directs users to the next QR Code.

You can check whether the QR Code scanning works by scanning the following code:



If the code is scanned correctly, the bot will answer and confirm that everything works.

Note that users must click on the “Start” button in Telegram, after scanning the QR Code.

Warning!

A recent Telegram update on iOS (version 5) has a known bug that breaks the QR Code scanning process. Check this [Reddit thread](#) for possible workarounds (e.g., using Android, downgrading to Telegram 4).

Playing the game

In order to understand how the game works, please make yourself familiar with the game’s structure reading the [“How to play” guide on the official website](#).

You may also want to [watch a demo video of the game](#).

Creating a new game

A Code Hunting Game for CodeWeek 2018 can be created following these simple steps:

1. Scan in the special QR Code available at <http://codehunting.games/codeweek2018>,
2. Complete the game creation procedure (see below for more detail),
3. Print out the game QR Codes,
4. Promote your game,
5. Make sure your players gather for the game on 20th October at 11:00 (CET) and make them scan the start QR Code you printed out.

Before attempting to create a CodeWeek game, it is suggested you try out the standard code creation procedure for a “free” game. Check out the [guide on the official website](#).

Game creation procedure

The creation procedure is a conversation with the bot that starts as soon as you scan the special “game creation” QR Code.

The procedure is composed of the following steps:

1. Basic game information: the game’s **name**, the game’s **public Telegram channel** (where progress will be posted during the game, see [here for further detail](#)), an **e-mail address** (will be used to reach you in case of problems).
2. The **start location**, which must be specified by sending a geographical location to the bot (use Telegram’s “share location” button, i.e. click on the “attachment” icon and tap on “location”).
3. The **final location**, which must be specified as the start location above. This location is where all teams will be directed when the game is over. Once teams reach this location they will be assigned the final quiz to complete the game.
4. A sequence of **intermediate locations**: these locations must have a **name** (this identifies the location internally to you), a **geographical**

position (send it using the “share location” button just like before), and, optionally, a **picture** (which may either show the location itself or a riddle that hints at the location).

If you add a picture to the location, the picture will be sent to team leaders when they must reach the location. Make sure that the picture you use is helpful for the players and not too difficult to understand.

If no picture is set, the bot will send the geographical location. Locations are visualized as pins on a map and are usually quite easy to reach for players. Make sure that the location you use is precise and matches where you will install the QR Code.

5. When you complete 8 intermediate locations (or more), you may terminate the game creation process.
6. The bot will now generate the QR Code package and send it to you (as a ZIP archive of PDFs).
7. Activate the game by clicking on the “activate” button.
8. You’re ready to go!

Managing a game

Before the game starts

As a game administrator, you can **scan any of your game's QR Codes** (except the registration code) and the bot will respond with information about the location the QR Code represents (its name, location, and other information if available).

When **promoting your game**, include a copy of the *registration QR Code*: this will enable your players to register ahead of the game and check that they satisfy technical requirements.

Starting the game

Gather with your players at the convened place and time (11:00 CET of 20th October for the CodeWeek 2018 event) and show them the *start QR Code* (i.e., the QR Code of the first location).

Once players scan the code they will start the game (if they are registered). Keep the *registration QR Code* at the ready for latecomers or for teams that did not complete the registration process correctly.

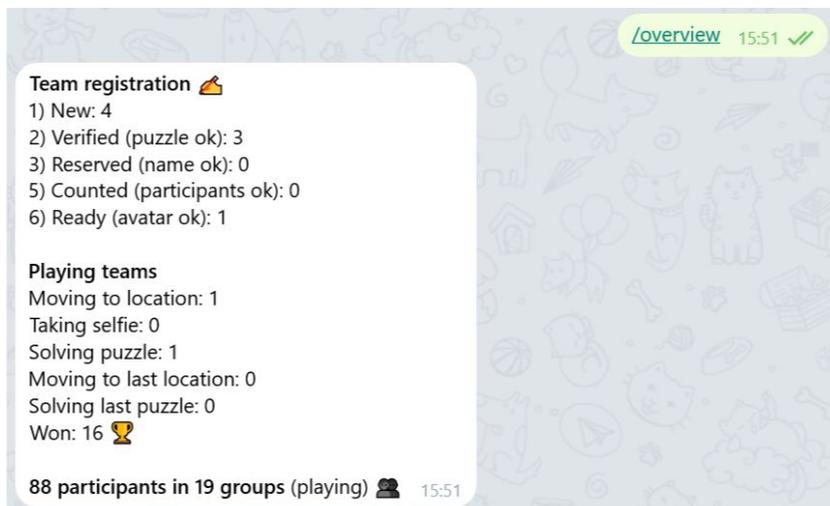
During the game

If you have configured your game with a **public Telegram channel** you will be able to effortlessly follow the teams' progress. You may also use the same channel to post updates, give hints and suggestions, or for any other communication to the players.

You may also want to give players a way to contact you privately in case there is a problem.

The bot supports a set of commands reserved to game administrators. Simply type the commands into the conversation with the bot and send. The commands are:

- `/status`: describes your current active role within the game (administrator or player). If you are playing, it also describes your team name and status (see also [Help, I registered to my own game!](#)).
- `/mygames`: allows you to switch between admin and player roles of any active game you are associated with.
- `/overview`: gives you an overview of the number of teams registered (or playing) and their status.



- `/leaderboard`: returns the list of currently playing teams (who have reached at least one location), their ID, their names, their standing (in terms of reached locations), and their current action (whether they are moving to a location, solving a riddle, or snapping a selfie).



- `/info #` (where # is a team's ID): gives you information about one specific team, including its name, its leader's name, the number of participants, their current action, the last location they reached successfully and, if they are currently solving a riddle, the riddle and

its solution (useful if you need to help out a stuck team).



After the game

Once the game is underway, it is best to get to the final location and wait for the teams to reach you. Teams reaching the last location will have to solve a **final riddle**: this riddle is based on a sequence of 3 pictures and must be solved using a sequence of “hints” that the bot sends during the game.

The hint is composed of one or more letters following the congratulations the bot sends out when a team solves a riddle.



Sample hint (circled in red) after a riddle is solved.

Each hint represents a standard CodyRoby action (F for “forward”, in the picture above). The sequence of hints composes a sequence of actions that players must use on the final riddle in order to solve it.

The first team solving the final riddle wins the game (this will be communicated on the public channel). Following teams can still win the game and their success will also be communicated on the public channel.

Once the game is completed, team leader will receive a short questionnaire through the bot. Once the questionnaire is completed, the bot will generate a **final certificate** and send it to the team leader.

Help, I registered to my own game!

At any given time, you can *play* or *administer* a game. The Code Hunting Games bot will either see you as a *player* or an *administrator* of one game.

You become an *administrator* by creating a game: once you start the creation process you become the game’s only administrator. This status persists until you create a new game (making you the administrator of the new game) or until you register as a player.

You become a game’s *player* by scanning the *registration QR Code* of a game. You keep being a player of that game until you register for another game or you start creating your own game.

You can switch between roles anytime by using the `/mygames` command: a list of all roles both as player and as administrator are shown as buttons.



A list of admin and player roles available to a user.

If you are unsure of your current role, use the `/status` command.

