Administrator Manual

This document serves as the Administrator Manual for the Mid Carolina RAC’s Injury Prevention game. The target audience is anyone attempting to deploy a copy of the game onto a new server. Minimal technical skills are recommended.

Before beginning the deployment process, it is recommended that you read the README/Design Doc for this project, which outlines how the game was created and provides details on how to properly modify the game.

Preparing for Deployment

To prepare for deployment, you should ensure that all of your changes are saved, and that the game has been properly bundled using Browserify. Steps on how to do this can be found in the README/Design Doc.

You will also need to create a MySQL database to store high scores. Update the php script called savescores.php located in the ./db-api/ directory with your database’s name, username, password, and the server on which it is located.

Our database is structured such that there are two tables – called `water-scores` and `helmet-scores`, each of which contains 3 fields: `id` (PK), `name` (not currently in use), and `score`. If you follow the same structure, you will be good to go; otherwise, you may need to update a few queries within the php script for your high score table to work. (Note that there is error handling built into the game such that end users will still be able to play if your database is missing or misconfigured. However, by setting your database up correctly, you provide your users a higher quality of gameplay.)

Save the php script.

Deploying the Game

Using an FTP/SFTP client (we recommend FileZilla), connect to your web server on which you plan to host the game. Navigate to the directory where you would like to store the game, and copy the entire contents of your EducationalPatientGames directory onto the server.

The contents that you have uploaded include an index.html file (containing the game) which will be displayed whenever a user navigates to the proper directory. For instance, if your server name is www.test.com, and you uploaded the game into a directory called game, users will be able to play the game at www.test.com/game.

The game itself is designed to be plug-and-play. Aside from the few changes made necessary by the database connections, you should be able to deploy the game onto your own server and begin playing
immediately. All dependencies are bundled in the repository, meaning there are no additional required downloads.

Testing the Deployment

To test your new deployment, point your browser at the directory in which you uploaded the game. The splash screen should appear, and you should be able to start playing immediately.

If changes you have made do not appear to be reflected in the game, try re-bundling the game using Browserify. Instructions on how to do so can be found in the README/Design Doc.

If your high score tables do not seem to be working, ensure that your database connection credentials are valid and that your schema matches what the php script expects.