

# GAL2 Admin View instructions

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# 1. Card Editor

## 1.1 New Card / Edit Card(s)

### 1.1.1 More than once? -checkbox

Tells whether or not a card can come more than once during a simulation.

### 1.1.2 Hidden from regular situations? -checkbox

Tells whether or not a card is hidden and can come during a simulation only when referenced by the card's ID.

### 1.1.3 Tags

Tags define which categories a card belongs to and are used in simulations when the next card is drawn. Tags start with the # symbol and are separated with space (e.g. *#employed #unemployed*).

### 1.1.4 Stat requirements

Stat requirements define conditions that player have to meet for that card to be drawn. Stat requirements are separated with space and must start with the @ symbol (e.g. *@year>2000 @unemployed=false*).

Possible stat requirements:

- *@stat-2 @other\_stat+4*
- *@stat>2 @other\_stat<5*
- *@stat>=2022 @other\_stat<=4*
- *@stat[1-3] @other\_stat[23-27]*
- *@stat=6 @other\_stat=yes*
- *@stat+5.5 @other\_stat-3.24*

### 1.1.5 Description

Current values of a player's stats can be embedded into card description by using the tag *{@stat\_name}*. Texts that are visible to player only if stat conditions are met can be embedded by using the format *{TEXT\_COND[@stat\_name>=1][Text that is visible only if the condition is met.]TEXT\_COND}*. Player names can be embedded by using the tag *{PLAYER\_NAME}*.

### 1.1.6 Choices & Results

Cards can have no or multiple different choices and every one of those must have at least one result. Every choice and result contains a description of it. Current values of the player's stats can be embedded into choice and result descriptions by using the tag *{@stat\_name}* and texts that are visible to the player only if stat conditions are met can be embedded by using *{TEXT\_COND[@stat\_name>=1][Text that is visible only if condition is met.]TEXT\_COND}*. Player names can be embedded by using the tag *{PLAYER\_NAME}*. Results can also contain a percentage value, stat changes and next card criteria.

Percentage can be used to change the emphasis between different results when the result is drawn during the simulation. If the percentage field is left empty then the results are automatically balanced so that the overall percentage including all results is 100%.

Stat changes define what effects the result has to the player. Stat changes are separated with space and must start with the @ symbol (e.g. *@year+1 @unemployed=true*).

The next card criteria defines the tag(s) that the card drawn next must or cannot have. This can also be an ID of a specific card. Tags in next card criteria start with the # symbol and are separated with space (e.g. *#employed #feeling\_good* or *ID165*).

More complex conditions are also possible:

- *#A #B #C* - card that have tag *#A* and/or tag *#B* and/or tag *#C*
- *(#A #B)* - card that must have tags *#A* and *#B*
- *(#A) #B #C* - card that must have tag *#A* and have also tag *#B* and/or tag *#C*
- *(#A) -#B* - card that must have tag *#A* but it can't have tag *#B*

### ***1.1.7 Expert advice***

If expert advice is given, the player can view that advice during the simulation while deciding which choice they will choose.

### ***1.1.8 Comment***

Comment from the creator or editor of a card. Not visible to players.

### ***1.1.9 Image***

An image related to the card that is shown during the simulation when the card is played. The preferred orientation of a card image is landscape because the image is scaled to fit in the card panel.

## 2. Player Profiles

### 2.1 View Profile

#### 2.1.1 Received cards -table

The first number in Choice & Results column represents the ID of the received card. The second number is the ordinal number of that choice the player has chosen. The third number represents the ordinal number of the drawn result. If the Choice & Result column is empty but there's an ID of a card in the Card received column then the player hasn't made any choice or there are no choices in that card.

## 3. Settings

### 3.1 General

#### 3.1.1 Background tile

The background tile field allows setting a repeating background texture to simulation pages.

#### 3.1.2 Background color

Background color defines the background color of the simulation pages (if no tile is set) and also the backgrounds of all pop ups. It also defines the text color in the header, the open simulation buttons and the choice buttons.

#### 3.1.3 Text color

Text color defines all basic texts on the simulation pages and the color of the text in the hovered choice button. It also changes the background color of the header.

#### 3.1.4 Link color

Link color defines all basic links on the simulation pages and the background color of choice and the open simulation buttons.

#### 3.1.5 Link hover color

Link hover color is the color of all basic links when hovered. It also defines the background color of the choice buttons when hovered.

#### 3.1.6 Button text color

Button text color changes the color of the text in buttons.

#### 3.1.7 Button text hover color

Button text hover color is the color of the button text when hovered.

#### 3.1.8 Image folder location

The location of uploaded images (card images, logos and background tiles) can be changed via the Image folder location field. The location is relative to the installation directory.

#### 3.1.9 Simulation logo

The simulation logo defines the logo used in the simulation header. The recommended dimensions are 200 x 78 pixels.

#### 3.1.10 Simulation slug

Simulation slug is the unique identifier of each simulation and redirects users to the right simulation. It's the part after the base URL when Apache rewrite module is enabled.

### 3.2 User List

User list shows all registered users who have played a simulation. Users can be promoted to administrators of a simulation or those rights can be removed by other admins. Every simulation must have at least one admin and the main admin of the simulation can't be removed.

## 3.3 Simulation Settings

The Simulation Settings view defines the main settings of the simulation. Different features can be disabled or enabled. (E.g. if Use stats is set to “no” then the simulation doesn't take stat requirements into account when drawing the next card even if a card contains stats.)

### 3.3.1 Sudden Scenarios

Sudden scenarios are random events that may occur during the simulation. It's advised not to have any choices in cards that are met for sudden scenarios. The idea is that when conditions for sudden scenario are met and the scenario occurs then the next card is drawn based on previous card when the player continues.

The first field in sudden scenario is for stat requirements. The second field can be used to create more complex conditions by adding *AND* and/or *OR* between conditions. The third field (if just one condition) is the percentage which defines the odds for a scenario to occur when the conditions are met. The last field is the tag(s) or id of a card to draw when the scenario occurs.

(E.g. *If @stat1[10-20] AND @stat2<3.4 OR @stat3=5 Then 15 % change of displaying #sudden\_scenario*)

### 3.3.2 Ending Criteria

When the player's stats meet the ending criteria, the simulation ends and the card from the defined tag(s) or id is drawn. Even if the card drawn at the end had choices those are not visible in the ending page.

The first field in ending criteria is for stat requirements. The second field can be used to create more complex conditions by adding *AND* and/or *OR* between conditions. The last field is the tag(s) or id of a card to draw when simulation ends.

(E.g. *If @stat1>=6 OR @stat2>3 AND @stat3<15 Then go to ID213*)

### 3.3.3 Panic Card ID

The Panic Card is for situations that may occur when there are no cards left or none of the cards available meet the criteria for the next card. The panic card can inform about the error and advice the player to rewind to a previous situation or it can have choices that lead to results that have less demanding criteria for the next card. The card that is chosen to be the panic card is recommended to allowed to be showed more than once so that it can be shown multiple times if error situations happen more than once.

### 3.3.4 Limit Rewinds

The limit rewinds field defines how many times player can go back to previous situations during a simulation. When the limit is reached the Back-button is hidden.

## 3.4 Simulation Texts

In simulation texts the view texts of the simulation can be edited and new translations can be added (requires also corresponding locale files for every language in */locales/* folder).

## 3.5 Visible Stats

Stats that are visible to the player during the simulation can be controlled via visible stats view. The available stats section lists all stats and those can be dragged to the Selected stats section. In the Selected stats section the order of the visible stats can be changed by dragging the stats to their desired position. Stats can be sent back to Available stats section by clicking the corresponding X.

## 4. Import/Export

### 4.1 Import cards as csv file

Import cards allows card importing from a csv file. The import process skips the first two rows of the file and information of the cards start at the third row. Every row represents one card and the total number of columns depends on the biggest number of choices and results in the cards imported. Columns must be separated with a semicolon.

Mandatory columns in order are:

- 1 – Comment
- 2 – ID (if defined updates card that has the same ID)
- 3 – Repetitive (yes/no)
- 4 – Name
- 5 – Description
- 6 – Tags (must start with the # symbol and need to be separated with space)
- 7 - Stat requirements (must start with the @ symbol and need to be separated with space)
- 8 - Expert advice
- 9 - Image (have to exist in image folder or need to be placed there later)
- 10 - Layout (must be *normal* if no custom layouts are defined)
- 11 - Number of choices in the card

Columns that depend on choices and results:

- For every choice:
  - 1 – Choice text
  - 2 – Number of results related to choice
- For every result:
  - 1 – Percentage (can be left empty for automatic balancing)
  - 2 – Result text
  - 3 – Stat changes (must start with the @ symbol and separated with space)
  - 4 – Next card criteria (tags that must start with the # symbol and separated with space or exact card ID e.g. *ID123*)

### 4.2 Export player profiles to csv file

With player profile exporting you can export the information related to player profiles as a csv file (e.g. for analyzing data with other applications). The file is encoded in UTF-8. The first line is for column headings and every line after that represents single player profile in lines that follow.

The column structure of the csv file:

- 1 – Profile id
- 2 – Date created
- 3 – Player name
- 4 – Cards played

The rest of the columns represent one played card each. The first number is the card's ID, the second number is the choice ordinal and the third number is the result ordinal.