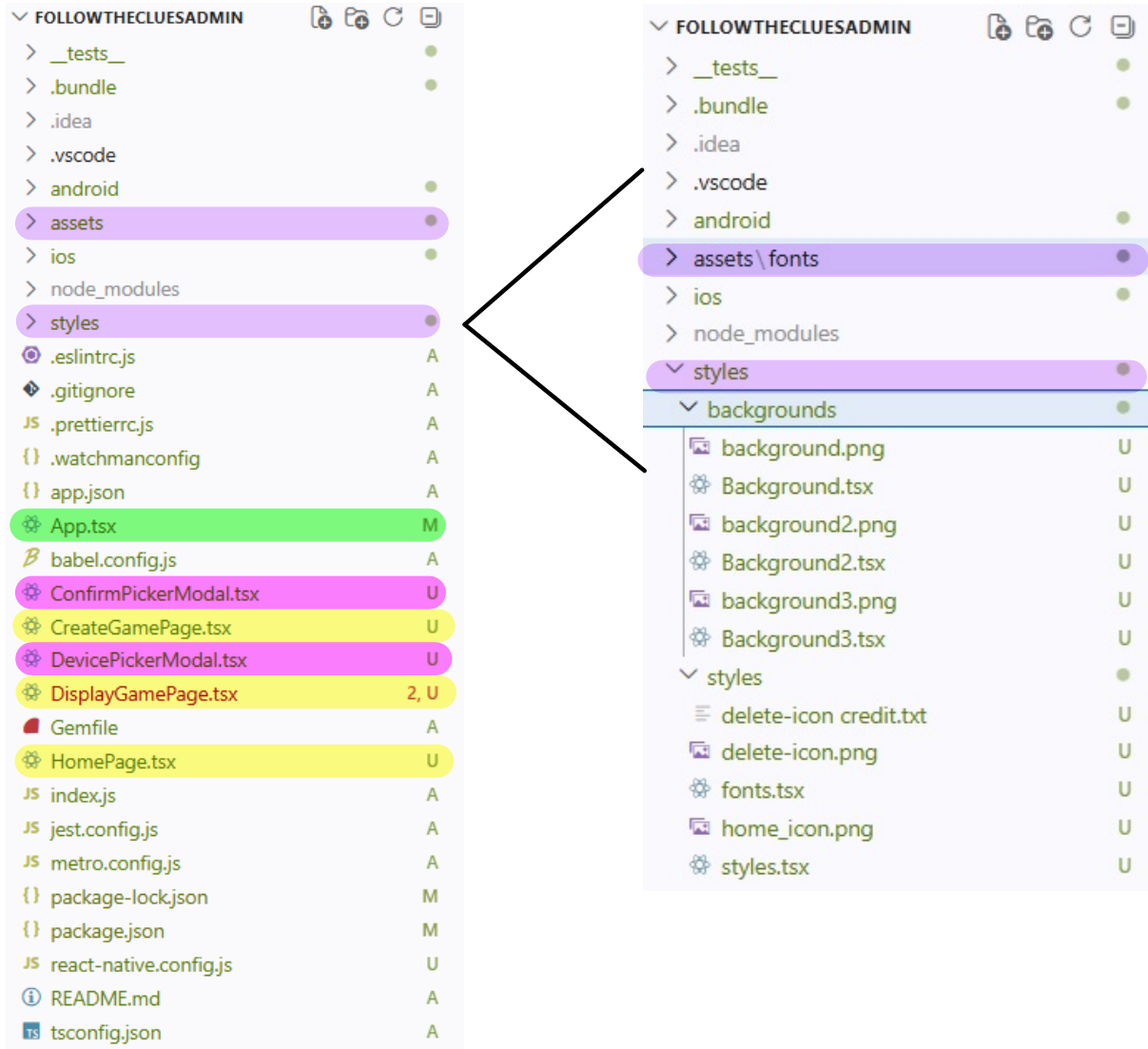


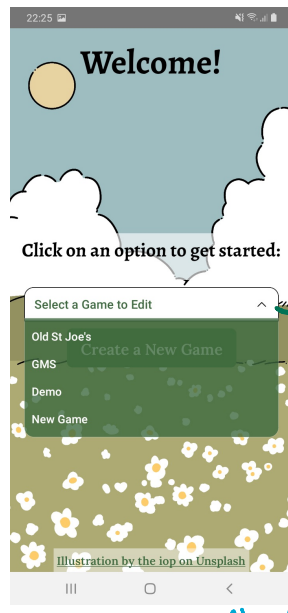
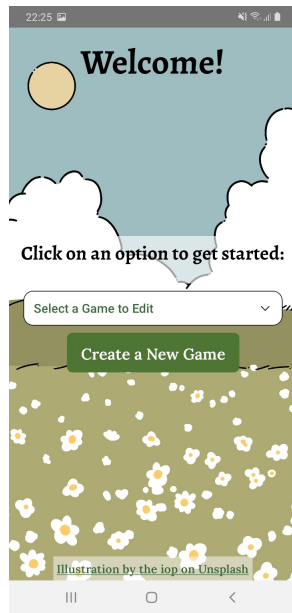
Admin App: Files



- Hidden, App.tsx is the file that sets up navigation between visible pages.
- Visible, these pages make the app run and have an appearance. The HomePage.tsk is the initial screen and has buttons to the other three screens.
- Hidden, these pages set up the two pop up displays that happen in the application. One is for selecting a BLE device and one is for confirmation doing an action such as deleting.
- Hidden, this is where all of the styling for the app is stored. Backgrounds, fonts, and css like stylesheet.

Admin App: Datasources

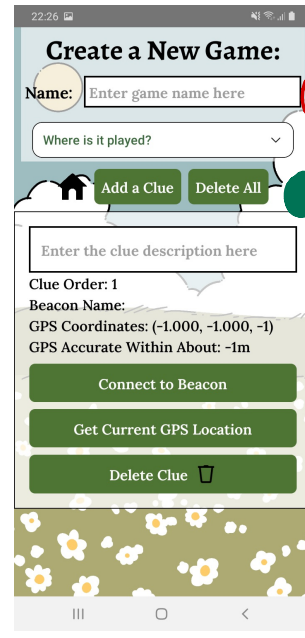
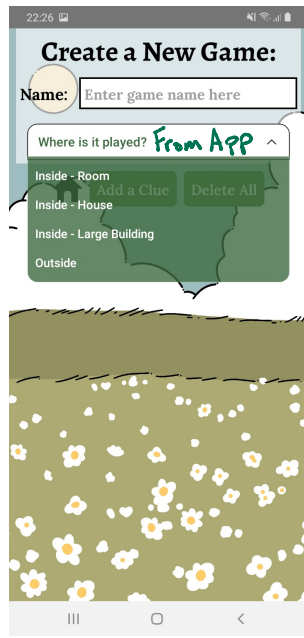
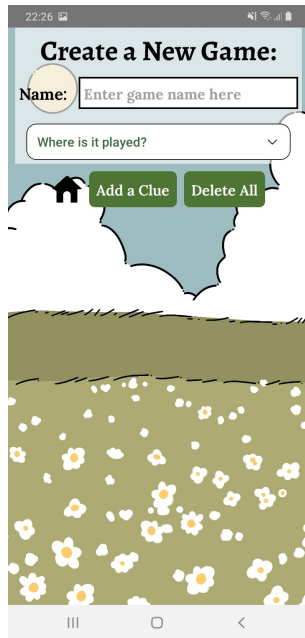
HomePage.tsx



Data from CompSci:04 Games.json

Location

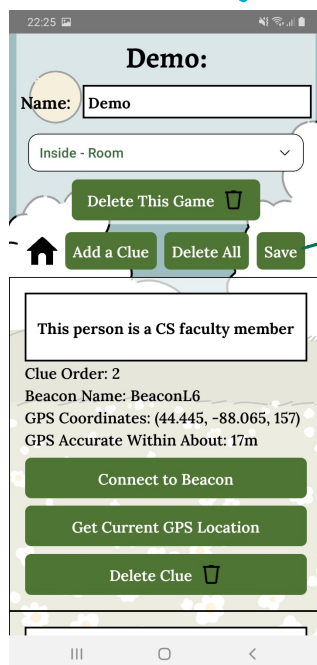
New Clue



Required to Show button

Hidden Save button Writes to CompSci:04 Games.json

Create Game Page.tsx



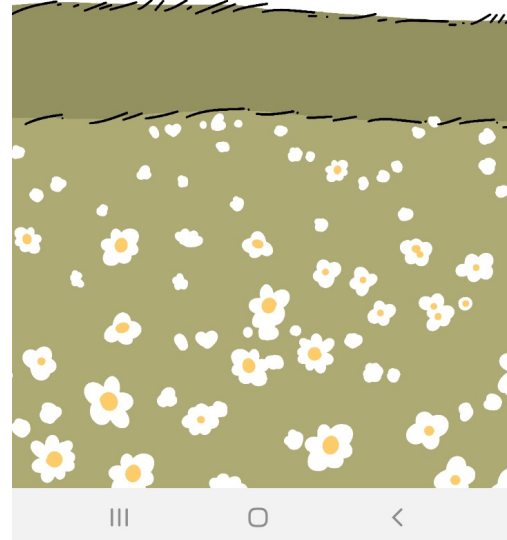
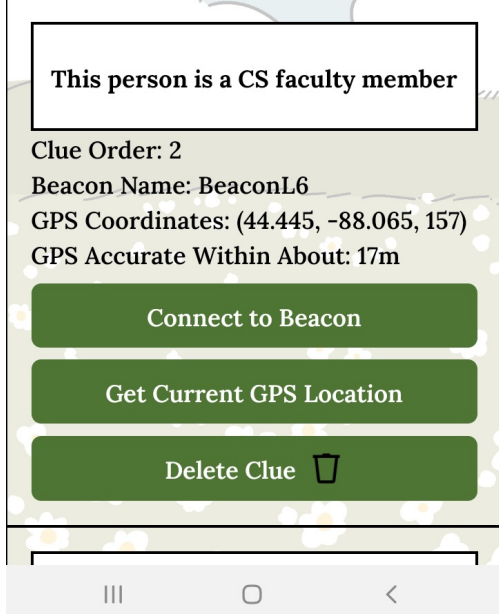
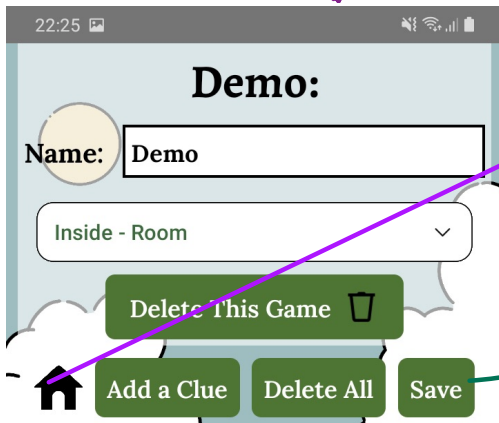
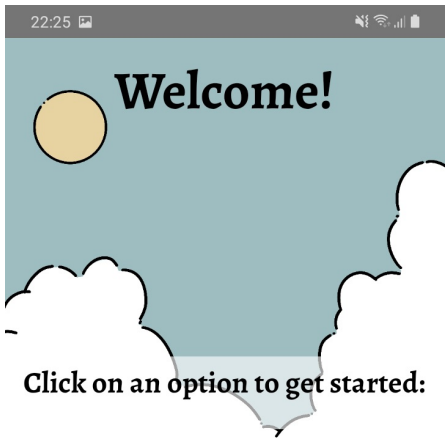
Data from CompSci:04 Games.json

Writes to CompSci:04 Games.json

DisplayGamePage.tsx

Admin App: Navigation

HomePage.tsx

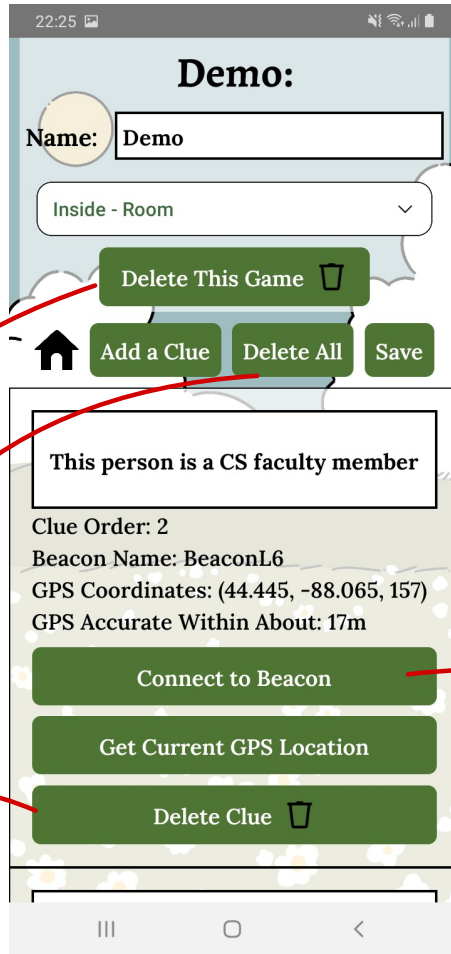


DisplayGamePage.tsx

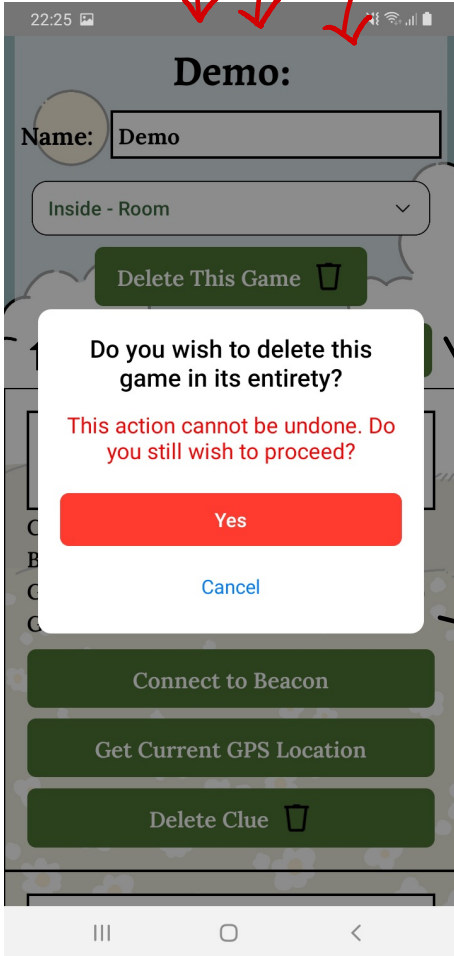
Create Game Page.tsx

Admin App: Modals

Display Game Page.tsx



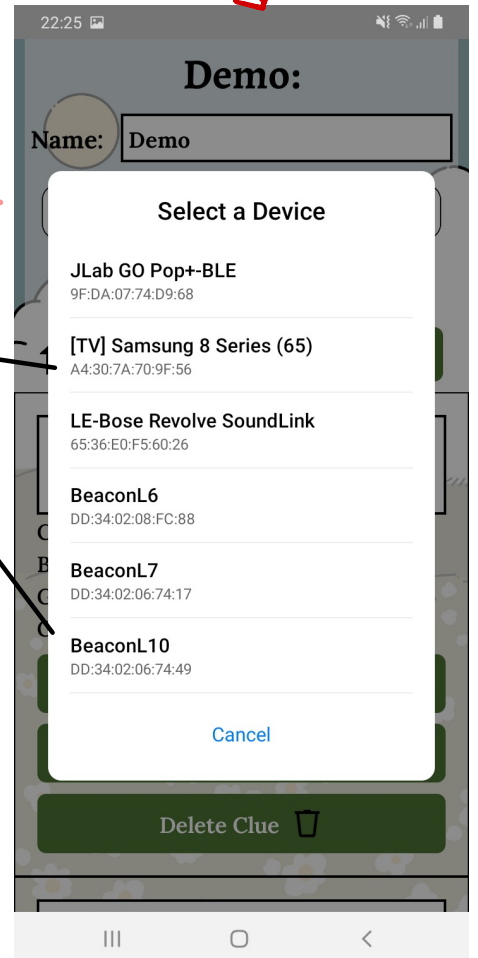
*Different Text
Same modal*



Display Game Page.tsx

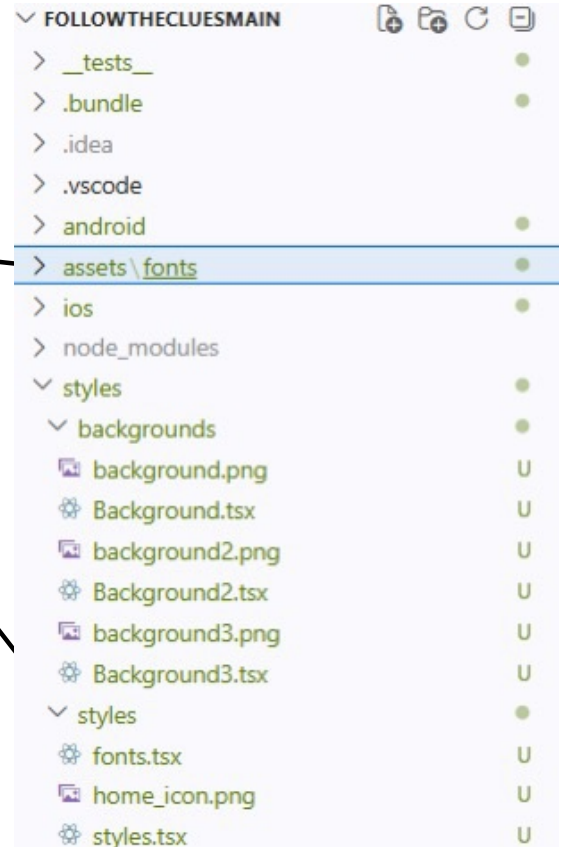
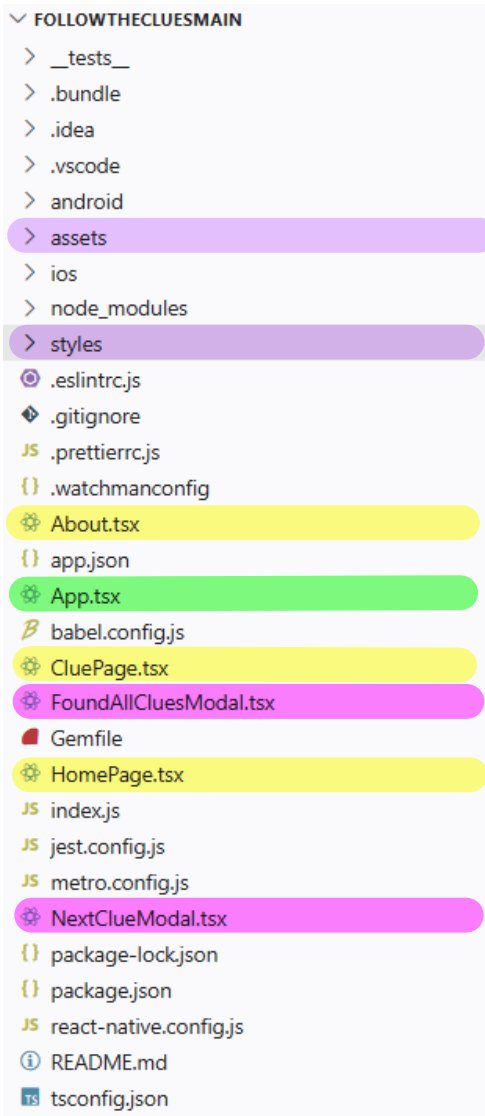
Device Picker Modal.tsx





Confirm Picker Modal.tsx



Display Game Page.tsx

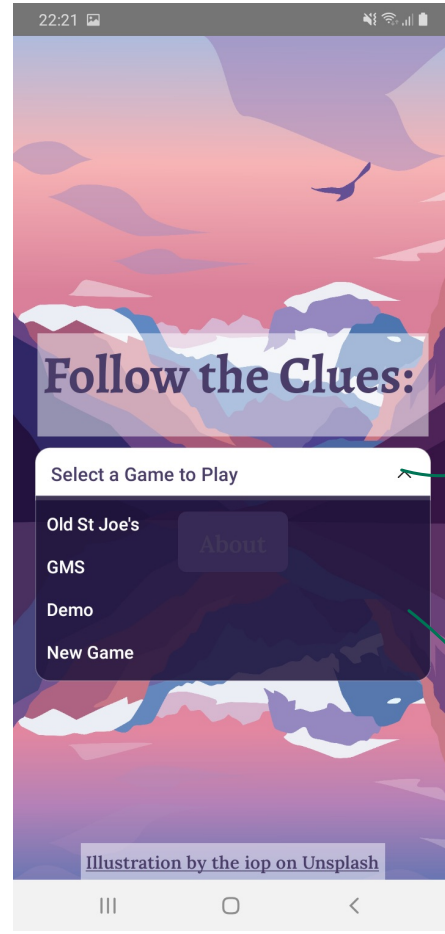
Main App: Files



-  Hidden, App.tsx is the file that sets up navigation between visible pages.
-  Visible, these pages make the app run and have an appearance. The HomePage.tsx is the initial screen and has buttons to the other two screens.
-  Hidden, these pages set up the two pop up displays that happen in the application. One is for when a user needs to go to the next clue and the other is when a user has found all the clues.
-  Hidden, this is where all of the styling for the app is stored. Backgrounds, fonts, and css like stylesheet.

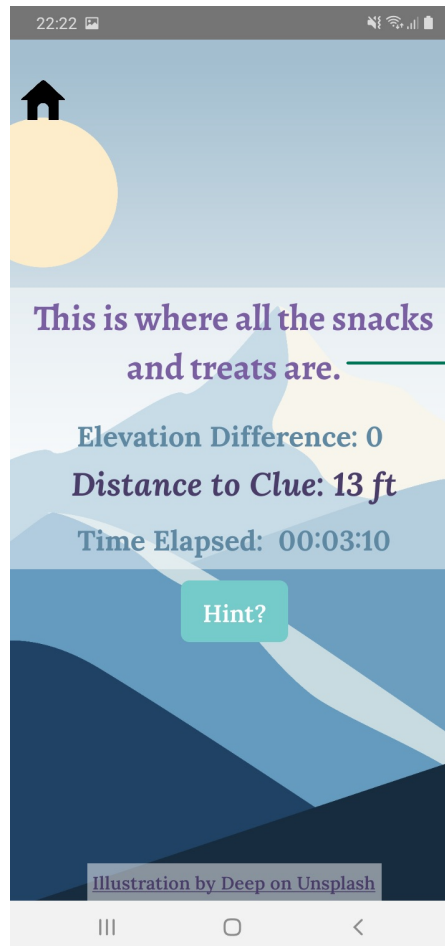
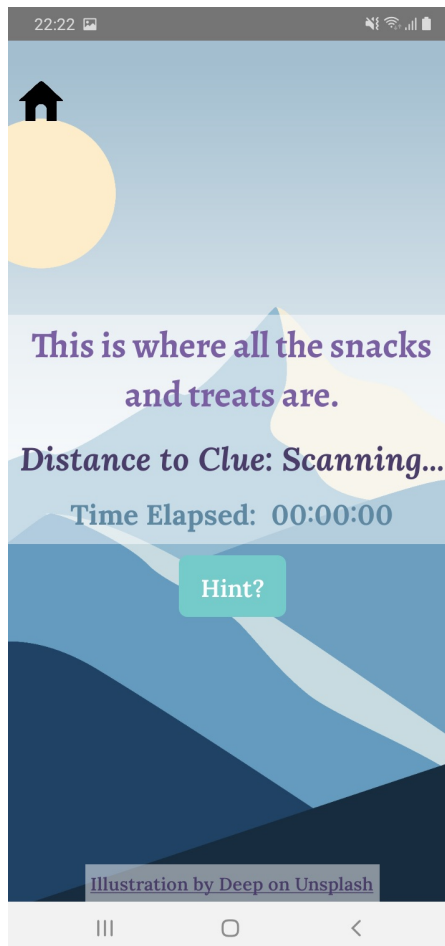
Main App: Datasources

HomePage.tsx



→ Data from
CompSci04 Server
Games.json

Passes Variables
to CluesPage.tsx
o measured Power
o Path Loss Exponent
o Game Data
↳ From
CompSci04

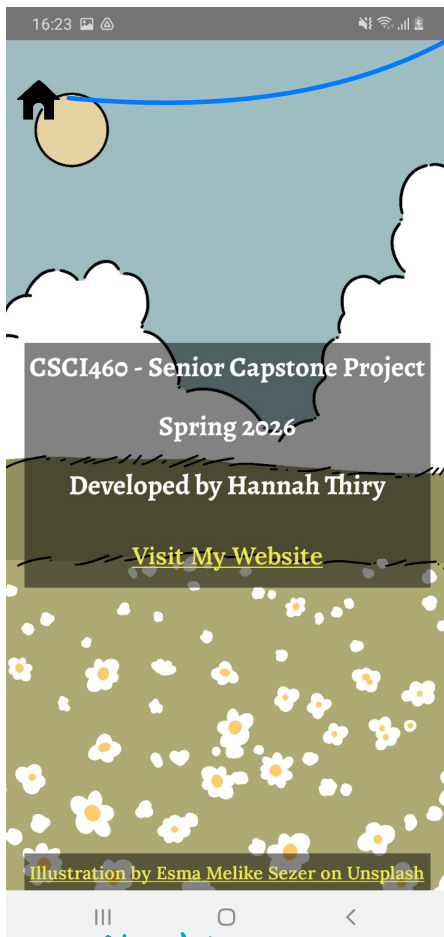


From HomePage.tsx
Variable:
GameData.Clues

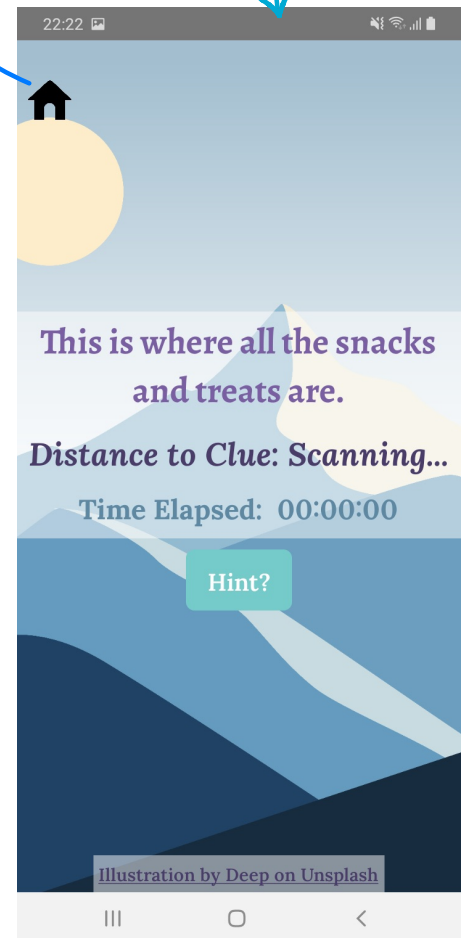
CluePage.tsx

Main App: Navigation

HomePage.tsx



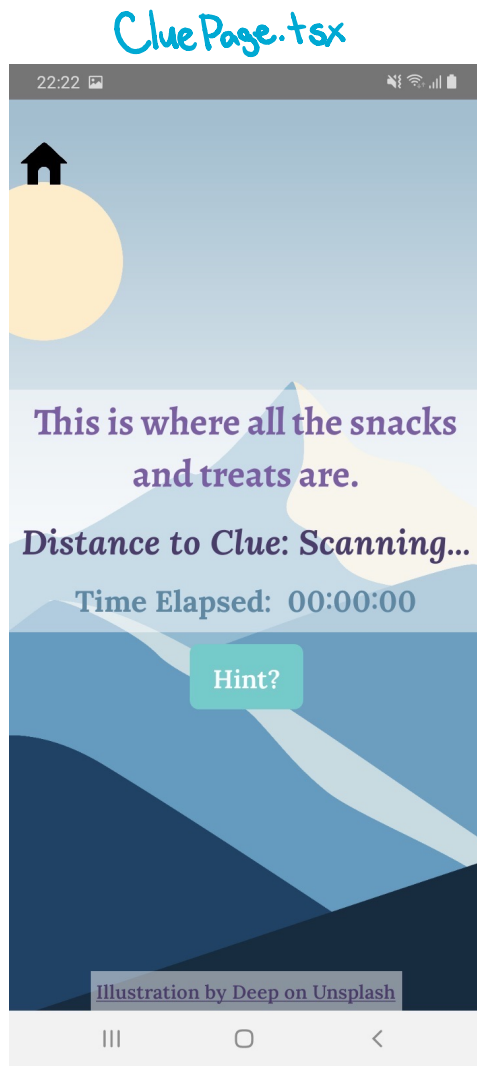
About.tsx



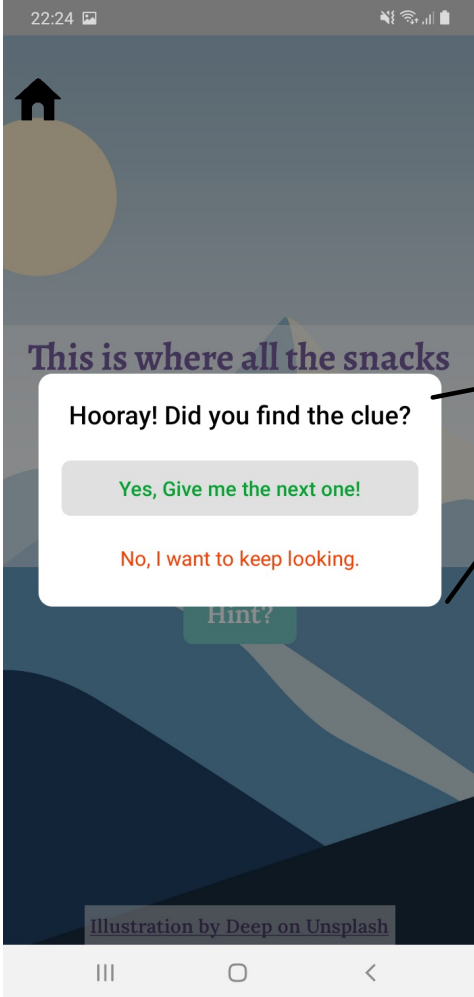
CluePage.tsx



Main App: Modals



Happens within 5ft of clue

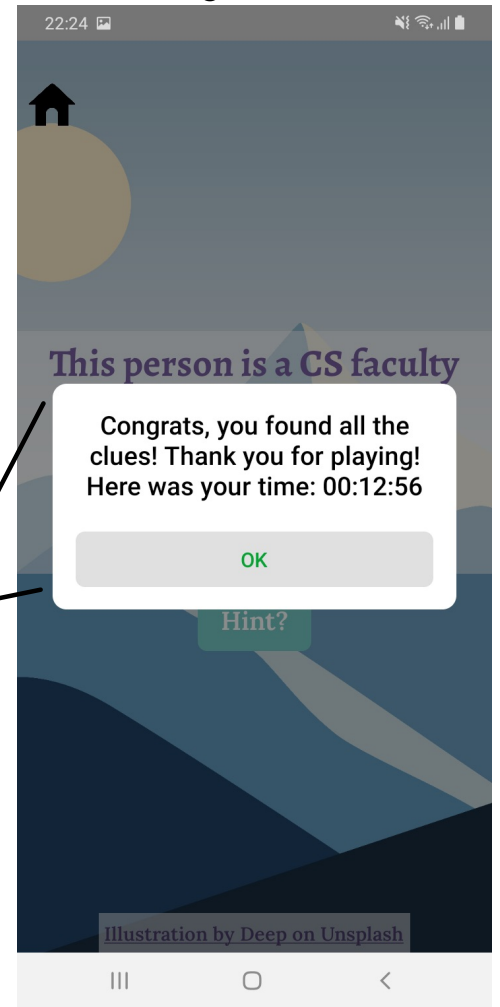


CluePage.tsx

NextClueModal.tsx

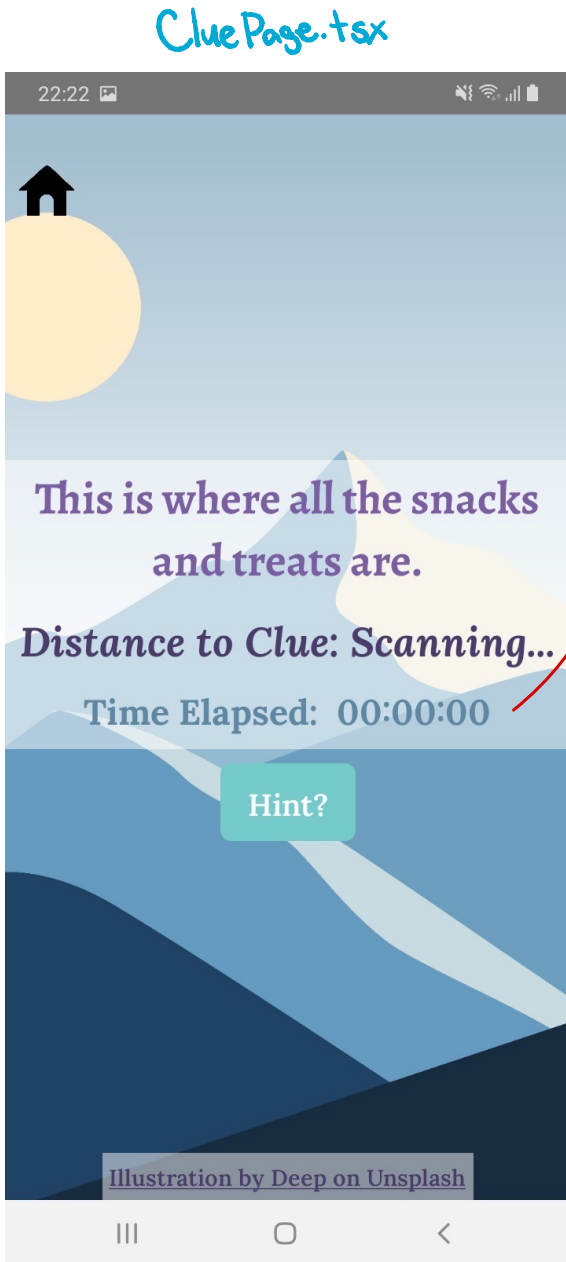
FoundAllCluesModal.tsx

Happens when user finds all clues in the game.



CluePage.tsx

Main App: Flow of CluesPage.tsx



Note:
Timer only
Starts When
initial distance
is displayed

