

Doctor Ecco HOW TO ADD A GAME - DEVELOPERS -

To add a new game to the website Dr. Ecco, it is necessary to meet certain requirements:

1) The code of the game must have functions to return the variables corresponding to the winner's name and to his score. By default, these variables (String) will be defined "not set".

➤ Here's an example with the existing games "Dating Game" and "Superply" (java applets):

Superply :

```
public class Superply extends Applet implements ActionListener, MouseListener {  
    /**  
     *  
     */  
    private static final long serialVersionUID = 1L;  
    TextField player1Field;  
    TextField player2Field;  
    Button enterButton;  
    Button start;  
    Button askHint;  
    Button infoOn;  
    Button infoOff;  
    public String winner = "not set";  
}
```

```
public String getWinner()  
{  
    return winner;  
}
```

```
if (gameOver) {  
    font = new Font(Font.DIALOG, Font.BOLD, 24);  
    g.setFont(font);  
    g.drawString("Winner is " + player[currPlayer] + "!!!", 100, 70);  
    winner = player[currPlayer];  
}
```

Dating game :

```
public class DatingGameFinalFinal extends JApplet
{
    private static final long serialVersionUID = 0x6d8f4b3e714995c2L;
    private boolean gameOver;
    private boolean gameSetup;
    private boolean menuSetup;
    private boolean menuActive;
    private boolean gameActive;
    private int N;
    private Candidate candidateSelection[];
    private Matchmaker matchmaker[];
    private Person person;
    private Tab tabs[];
    private int activeTab;
    private Vector graphPoints;
    int clock;
    int frameCount;
    int numMatchmakers;
    boolean timer;
    private menuIcon mOne;
    private menuIcon mTwo;
    private menuIcon easy;
    private menuIcon med;
    private menuIcon hard;
    private menuIcon yes;
    private menuIcon no;
    private Icon next;
    private Icon prev;
    public String winner;
    public String winnerScore;
    public String winnerTries;
```

```
public String getWinner()
{
    return winner;
}

public String getWinnerScore()
{
    return winnerScore;
}


public String getWinnerTries()
{
    return winnerTries;
}
```

```
winner = "not set";
winnerScore = "not set";
winnerTries = "not set";
```

```

if(gameOver)
{
    fill(0.0F, 0.0F, 0.0F);
    textSize(16F);
    if(numMatchmakers == 1)
    {
        text((new StringBuilder()).append("GAME OVER! YOUR BEST SCORE: ").append(matchmaker[0].getScore()).toString(), 500F, 700F);
        winner = "Matchmaker One (single player)";
        winnerScore = (new StringBuilder()).append("").append(matchmaker[0].getScore()).toString();
        winnerTries = (new StringBuilder()).append("").append(matchmaker[0].getCount()).toString();
    } else
    if(matchmaker[0].getScore() > matchmaker[1].getScore())
    {
        text("GAME OVER! MATCHMAKER ONE WINS!!", 500F, 700F);
        winner = "Matchmaker One";
        winnerScore = (new StringBuilder()).append("").append(matchmaker[0].getScore()).toString();
        winnerTries = (new StringBuilder()).append("").append(matchmaker[0].getCount()).toString();
    } else
    if(matchmaker[0].getScore() < matchmaker[1].getScore())
    {
        text("GAME OVER! MATCHMAKER TWO WINS!!", 500F, 700F);
        winner = "Matchmaker Two";
        winnerScore = (new StringBuilder()).append("").append(matchmaker[1].getScore()).toString();
        winnerTries = (new StringBuilder()).append("").append(matchmaker[1].getCount()).toString();
    }
}

```



2) The folder, which contains all the game files, must have an .html (or php if you want to display the scores...) file that launches the game. This file must follow this model (javascript to get the score's variables + html button to save the score):

➤ Here's an example with the existing game Voronoi (java applet) :

Voronoi.php (opening in a new window). If your game opens in a new window you have to follow this model :

```
1 <html xmlns="http://www.w3.org/1999/xhtml">
2 <head>
3 <!-- page's title -->
4 <title>Dr Ecco</title>
5
6 <!-- open the css sheet for the style -->
7 <link href="../../style.css" rel="stylesheet" type="text/css" media="screen" />
8
9 </head>
10 <body>
11
12 <!-- div to get the background and the css style -->
13 <div id="body1">
14
15 <div class="post">
16 <h2 class="title"><a href="#">Voronoi</a></h2>
17 </div>
18
19
20
21 <!-- javascript to get the winner's variables in the game's code -->
22 <SCRIPT>
23     function theWinner(){
24         if(document.voronoiapplet.getTheWinnerName() != "not set"){
25
26
27             winnerScore = document.voronoiapplet.getTheWinnerScore()
28             winnerScoreString = winnerScore.toString();
29             winnerScoreOk = winnerScoreString.split('.');
30             winnerFinalScore = winnerScoreOk[0];
31
32             document.location.href="http://cims.nyu.edu/drecco/index.php?task=Voronoi&winner="+document.voronoiapplet.getTheWinnerName()+"&ws="+winnerFinalScore;
33
34         }else{
35             alert ("the winner is not known !");
36         }
37     }
38 </SCRIPT>
39
40
41
42 <center>
43 <br /><br />
44
45 <!-- "Save my score" button to save the score in the database -->
46 <form name="voronoiWinner">
47 <input type="button" value="Save my score" onClick="theWinner()">
48 </form>
49
50
51 <!-- launch the java applet -->
52 <applet name="voronoiapplet" code="Voronoi.class" width="400" height="470" >
53 </applet>
54
```

If the game opens in a new window, you have to follow this model and add :

- The Dr Ecco title
- A link to the css (../../style.css)
- The body1 div to keep the design of the site
- The game title (here Voronoi)

An HTML button placed before the game to save the score (with a call to javascript)

Game opening, in this case, a java applet (with mayscript)

We add a Javascript script that retrieves score's variables and then saves them in the database. First we test if the variable exists and if the winner's variable has a value (other than "not set"). After that, we send the variables in the URL. If the game is in a separate window it will be :

- document.location.href="http://cims.nyu.edu/drecco/index.php?task=[**exactly the name that you gave to the folder which contains the game files**]
&winner=[document.appletorgamename.functionwinnername()]&ws=[document.appletorgamename.functionscorename()]

ALWAYS winner and ws in the URL !! The website only recognizes these keywords!

If the game opens in the same window it will be :

- top.document.location="index.php?task=[**exactly the name that you gave to the folder which contains the game files**]
&winner=[document.appletorgamename.functionwinnername()]&ws=[document.appletorgamename.functionscorename()]

ALWAYS winner and ws in the URL !! The website only recognizes these keywords!

Voronoi.php (continuation) :

```
55 </center>
56 <br /><br />
57
58 <!-- display the last and best scores -->
59
60 <!-- open the connection with the database -->
61
62 <?php
63     include '../..//functions.php';|
64
65
66     getScores("Voronoi");
67
68     ?>
69
70
71
72 </div>
73 </body>
74 </html>
75
```

If you want to view the last 10 scores, add this PHP code.
the getScores function cares of everything! (it needs functions.php).

/ ! \ The name between parenthesis should be the same that the one after
index.php?task= in the javascript (the name of the folder containing the
games)

Last 10 scores			
Date	Player Account	Player name	Score
2011-08-23 03:58:21	marco	Green (Human)	72179
2011-08-23 03:56:00	marco	Blue (Human)	121497
2011-08-22 11:47:45	sandymoliner	Blue (Human)	147927
2011-08-22 02:15:37	sandymoliner	Blue (Human)	89883

- Here's an other example with the existing game Superply (java applet). If your game opens in the same window as the website you have to follow this model :

index.php (opening in the same window):

```
1 <html>
2
3 <div class="post">
4   <h2 class="title"><a href="#">Superply </a></h2>
5 </div>
6
7
8
9 <SCRIPT>
10  function theWinner(){
11    if(document.superplyapplet.getWinner() != "not set"){
12      top.document.location = "index.php?task=superply&winner="+document.superplyapplet.getWinner()+"&ws=won";
13    }else{
14      alert ("the winner is not known !");
15    }
16  }
17
18
19
20 </SCRIPT>
21
22 <center>
23   <FORM name="superplyWinner">
24     <input type="button" value="Save my score" onClick="theWinner()">
25   </FORM>
26
27   <applet name="superplyapplet" CODE="Superply.class" archive="games/superply/superplyt.jar" WIDTH="580" HEIGHT="530" MAYSCRIPT="mayscript">
28   Java Error
29   </applet>
30 </center>
31
32 <br /><br />
33
34 <!-- display the last and best scores -->
35
36   <!-- open the connection with the database -->
37
38   <?php
39
40     // functions.php in case of an opening in the same window
41     // ../../functions.php in case of an opening in a new window
42
43     include 'functions.php';
44
45
46     getScores("superply");
47
48   ?>
49
50
51 </html>
```

Game's title (post and h2 divs)

An HTML button placed before the game to save the score
(with a call to javascript)

Game opening, in this case, a java applet (with mayscript)

If you want to view the last 10 scores, add this piece of PHP code.
the getScores function cares of everything! (it needs functions.php).

/ ! \ The name between parenthesis should be the same that the one after index.php?task=
in the javascript (the name of the folder containing the games)

Once this file has been created according to the corresponding model, be sure to create a zip archive with the same name as the one given after "index.php?=task" and "getScores ()". This zip archive has to contain the game's files directly and not a subfolder. Once it's done, send the archive to Dennis Shasha, administrator of <http://cims.nyu.edu/drecco>

