

Gravitational Voronoi

Instructions: Instructions and any reference links etc.

Rules of the game:

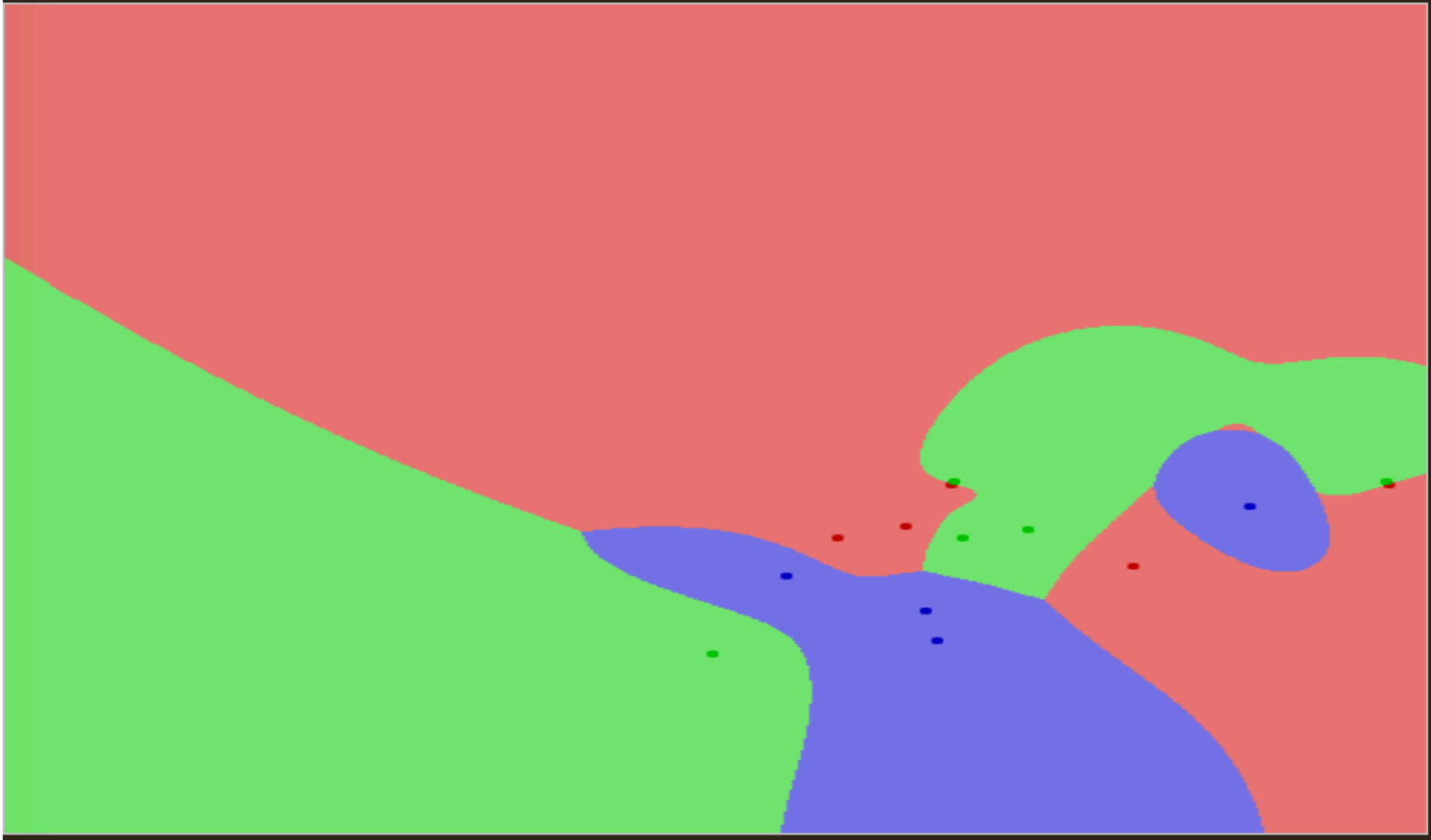
- Rule #1: Blah blah .
- Rule #2: Blah blah .

The object of the game is to The winner is the one who blah blah...

Rules & Instructions

Game Display

Game Controls/
Status



x:484 y:283

Reset

Player 1: 144380

Player 2: 79104

Player 3: 26516

Player 3 to move

Save Score

Save Score activated
on game completion

Last 10 scores

Date	Player Account	Player name	Score
2015-11-30 09:12:35	dennis	guest	2300

Previous top 10 scores

```
1 <!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
2 "http://www.w3.org/TR/html4/loose.dtd">
3 <html xmlns="http://www.w3.org/1999/xhtml">
4   <head>
5     <title>Dr Ecco</title>
6     <meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
7     <link rel="stylesheet" type="text/css" href="styles.css" />
8     <link rel="stylesheet" type="text/css" href="../../style.css" media="screen" />
9   </head>
10  <body>
11    <div style="position:absolute; left:0; top:0%; height:5%;width:80%">
12      <h1 class="title">Gravitational Voronoi</h1>
13    </div>
14    <div style="position:absolute; height:15%; top:5%;width:80%">
15      <div class="instr">
16        <b>Instructions:</b> Instructions and any reference links etc. </p>
17      </div>
18      <div class="instr">
19        <b>Rules of the game:</b>
20        <ul>
21          <li><span style="color:red"> Rule #1: </span>Blah blah .</li>
22          <li><span style="color:red"> Rule #2: </span>Blah blah .</li>
23        </ul>
24      </div>
25      <div>
26        <b>The object of the game is to .....</b>. The winner is the one who blah blah...
27      </div>
28    </div>
29  </body>
</html>
```

Game Name/
Title

Game Rules
and Instructions



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```
<div id="gameArea" style="position:absolute;top:22%; height:60%; width:90%">  
  <div id="left-pane" style="position:absolute; top:0;left:0;height:90%;width:90%">  
    <!-- canvas id="canvas" style="width:90%;height:100%" width="500" height="500" -->  
    <canvas id="canvas" style="width:90%;height:100%" width="500" height="500">  
      Your browser does not support the HTML5 canvas tag.  
    </canvas>  
  </div>  
  <div id="right-pane" style="position:absolute;top:0;left:82%;height:90%;width:20%">  
    <div id="mousePosition">x:? y:?</div>  
    <div>  
      <button id="reset" type="button">Reset</button>  
    </div>  
    <div id="scores"></div>  
    <div id="message">Player 1 to move</div>  
    <div>  
      <script>  
        function postScore(ws) {  
          var wr = "<?php $_SESSION['login'] ?>";  
          if (wr == "") wr = "guest";  
          document.location.href="/drecco/index.php?task=f15Grav&winner="+wr+"&ws="+ws;  
        }  
      </script>  
      <button id="score" onClick="postScore('2300')" type="button">Save Score</button>  
    </div>  
  </div>  
</div>  
<script type="text/javascript" src="logic.js"></script>  
<div style="position:absolute; top:80%; height:10%">  
  <h2 class="title">Last 10 scores</h2>  
<?php  
  
  // functions.php in case of an opening in the same window  
  // ../../functions.php in case of an opening in a new window  
  
  include '../../lastScores.php';  
  getScores("f15Grav");  
  
>  
</div>  
</body>
```

Game specific display area

Javascript to capture winner score

Game logic specific Javascript

Previous top 10 scores

Add a new game

Need help to add a new game? See the tutorial in pdf.

French : click [here](#)

English : click [here](#)

Developers: how to adapt the game for the Dr Ecco website ? Click [here](#)

Game Name (ex : Superply) : Safe Roving V2

Game Launcher (ex : superply.html or index.html) : launch.php

Game Folder name (ex : superply) : SafeRovingV2

Game Files (.zip) : saferovingv2.zip

Where do you want to put this game ?

- In a new window (eg Voronoi, Dating Game)
- In the same window (eg Superply)

DrEcco Game Site URL: <http://cims.nyu.edu/drecco/index.php?task=homepage>
Server emergon2: /usr/httpd/entities/drecco/games/
Login with your netID. All game files are each in their own sub-directory under games, and owned by 'nobody', with universal 'rwx' privileges:

Documentation:

<http://cims.nyu.edu/drecco/tuto/tutoAdminUS.pdf>
<http://cims.nyu.edu/drecco/tuto/HowToDevelopers.pdf>

<http://cims.nyu.edu/drecco> ----> to login on the website as an admin and add games:
[dennis](#)
[densha](#)

/usr/httpd/entities/drecco (through [emergon2](#) to login in the account at [cims](#) and if needed change code or etc.):
swm27
[Ney_wAp7](#)

On [Linserv2](#):
[drecco](#)
^)MoHvzC

In general most of the games going forward could conform to the template enclosed here (f15heuristics.zip). Games are written in javascript, HTML and CSS. They are incorporated into the [DrEcco](#) site by embedding into a launch.php file.

Most of the 2015 Fall games are Javascript/HTML based; so they do not require any backend state preserving services or servers.

However, the Auction game uses a python server backend on [LINSERV2](#) listening on port 19234, started under user ID 'drecco'. HTTP requests are sent to this server from the front end Javascript through AJAX calls to URL [/drecco/games/Auction/send2srv'](#), which is mapped to port 19234 on [LINSERV2](#) by CIMS Systems Support (). There is cronjob that restarts this:

```
drecco@linserv2\[~\]$ crontab -l  
05 00 * * * /usr/httpd/entities/drecco/games/Bullying/cronjob.sh
```

For future games that require states to be persisted and/or a server component to be run, use a solution design/architecture that mimics Auction game. Use URL to port mapping.

```
|  
For backups of past games:  
drecco@linserv2\[~\]$ pwd  
/home/drecco  
drecco@linserv2\[~\]$ ls  
2015-Dec15  games.2015.12.11.tar  games-Dec2015  mail  public_html  
drecco@linserv2\[~\]$
```