

Sudoku portlet - User Guide

Introduction

The User Guide describes the [Sudoku portlet](#) from the point of view of users and administrators.

Users may play Sudoku games, save them and load them. Games may be generated or obtained from remote publishers. A user can load and play finished games of other players.

User results are shown in statistics which are divided into statistics about the current game solution and into summarized statistics of all games. Each finished game may be rated by the user who solves it. Filled rating is visible in statistics as well.

User may customize the appearance by changing of the skin or by creating of his/her own custom skin. Remote publishers are managed by administrators of the portal.

Notes

1. All sections of the text, marked by the red color are only dedicated for portal administrators.

Portlet modes and window states

The portlet works in three portlet modes which may be switched, using portlet window controllers. The controllers are placed in the upper right corner of the portlet window. The first button handles switching between portlet modes. The second button may be used for minimizing of the portlet. The third button switches the portlet to the maximized window mode and back to the normal window mode.

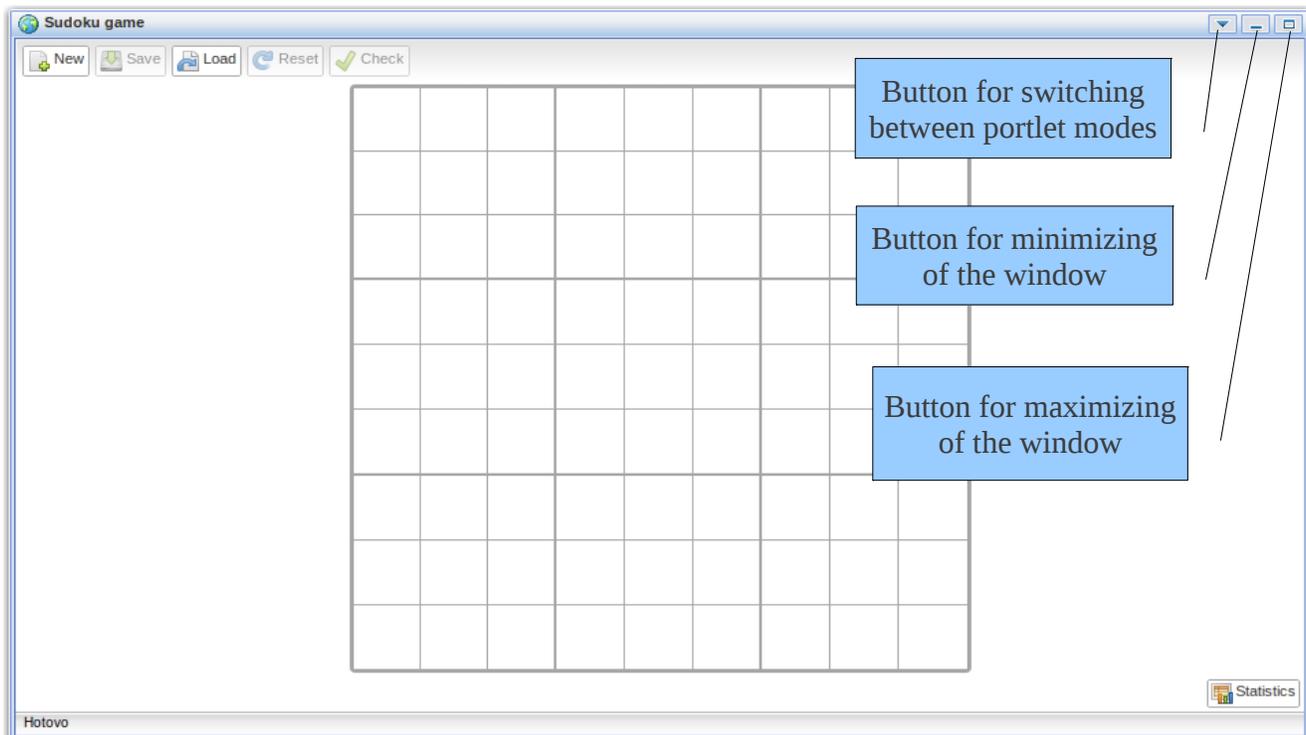


Figure 1: The portlet in the VIEW mode and in the normal window state.

VIEW mode

The VIEW mode of the portlet contains an application for playing of games. In the normal window state the application includes a toolbox, a game board, a timer and a button for viewing of statistics. The button for viewing of statistics is not available in the maximized window state because statistics are displayed besides the game board in this mode.

The toolbox provides operations over the current game solution, such as resetting, checking, saving and also static operations for creating and loading of games. Operations of saving and loading are only available for logged users.

The game board represents the Sudoku game. Missing fields of the Sudoku puzzle may be inserted by the keyboard or by a hint that is shown after clicking on a blank field.

The timer which shows the spent time in the current game solution may be used for pausing and re-starting of the current game solution.

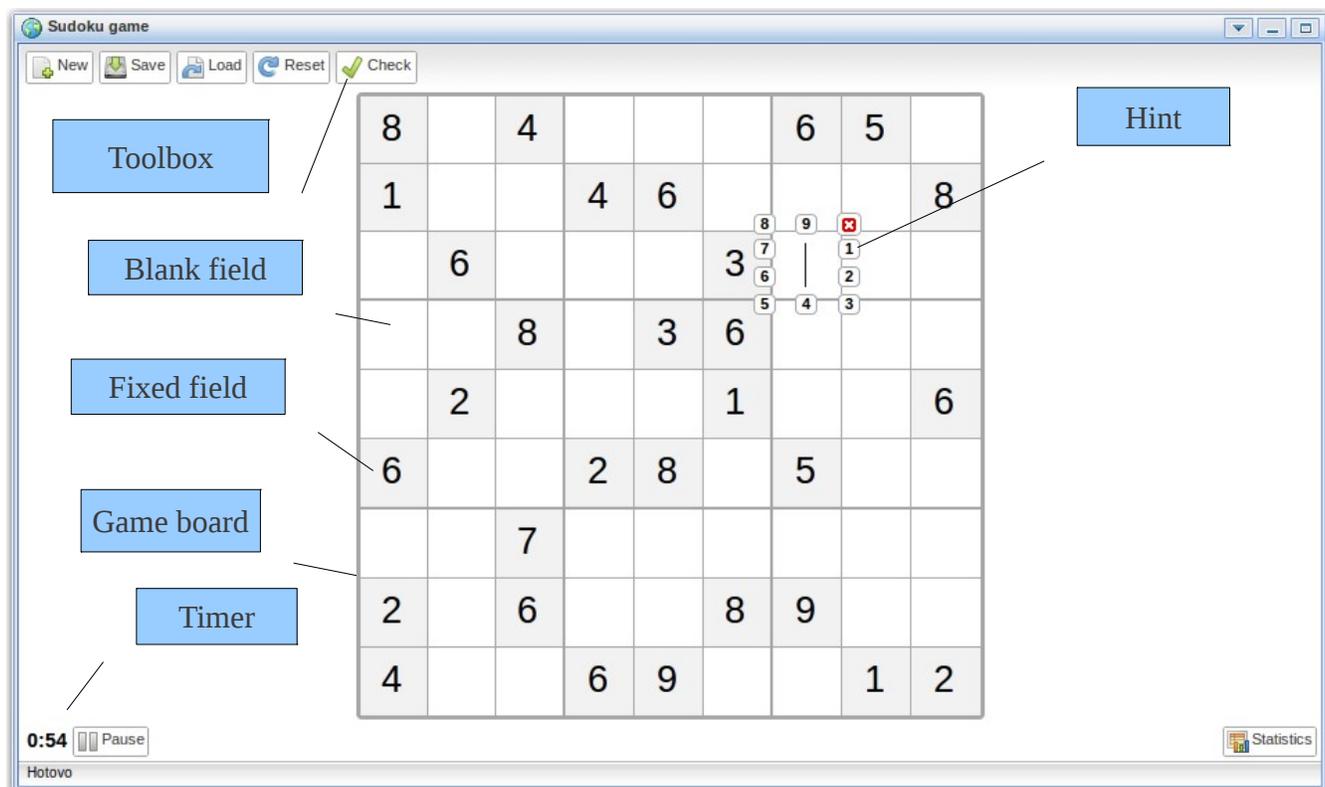


Figure 2: The interface for playing of games.

Creating of game solution

A game solution may be created by a wizard in a dialog, opened by the operation “new” of the toolbox. Users can choose from four options.

The first option enables to load an unfinished game solution of the logged user. The game is selected from a table in the next step.

The second option provides solved games of other users. A game is selected in the next step as well as in the first option.

The third option serves games which were obtained from remote publishers. A game is selected in the

next step as well as in the first option.

The last option allows to generate a new random game. The next step enables to set the difficulty of the generated game.

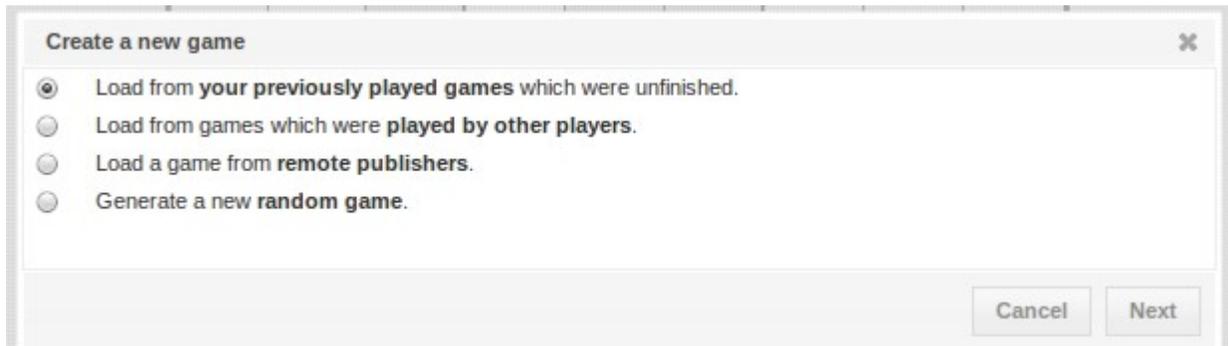


Figure 3: The wizard for creating of game solutions.

Saving of game solution

The current game solution may be saved by a dialog that is opened after triggering of the “save” operation of the toolbox. The dialog enables to insert a name of a saved game.



Figure 4: The dialog for saving of the current game solution

Loading of game solution

Saved game solutions can be loaded by a dialog that is opened after triggering of the “load” operation of the toolbox. The dialog contains a table of saved game solutions which may be selected for loading. If the saved game is loaded, it will rewrite the last user solution according to the saved solution.

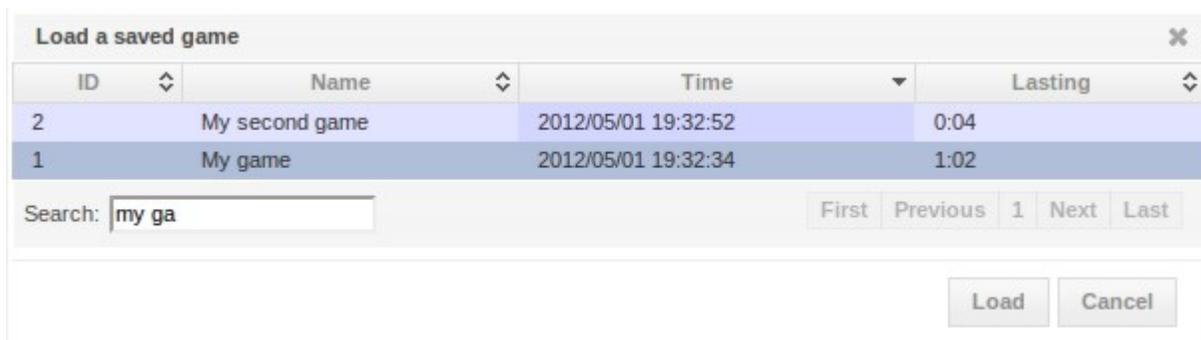


Figure 5: The dialog for loading of previously saved game solutions

Checking of game solution

The validity of the current game solution may be checked by triggering of the “check” operation of the toolbox. Incorrect fields are marked by the red background. Each solution may be checked for three times.

Resetting of game solution

All unfixed fields of the current game solution may be blanked by triggering of the “reset” operation of the toolbox.

End of game solution

The end of the game solution is automatically recognized. A dialog which allows to rate the game is shown after the end of the game solution. Then the statistics of the game are displayed.

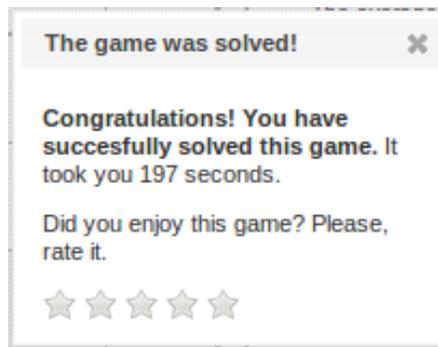


Figure 6: The dialog for rating of a solved game.

Statistics

Statistics are divided into two categories. The first category contains information about the current game solution, such as the best solvers, the type of the game, etc. The second category provides summarized statistics from all games, such as the best solvers, average solve time, etc.

The statistics may be shown alone by triggering of “statistics” button in the normal window state or besides the game board in the maximized window state.

EDIT mode

Appearance

The appearance of the game board may be customized for the logged user. The user may select from predefined skins or create own custom skin. **Predefined skins are stored in the `sudoku-portlet-skins.xml` file.**

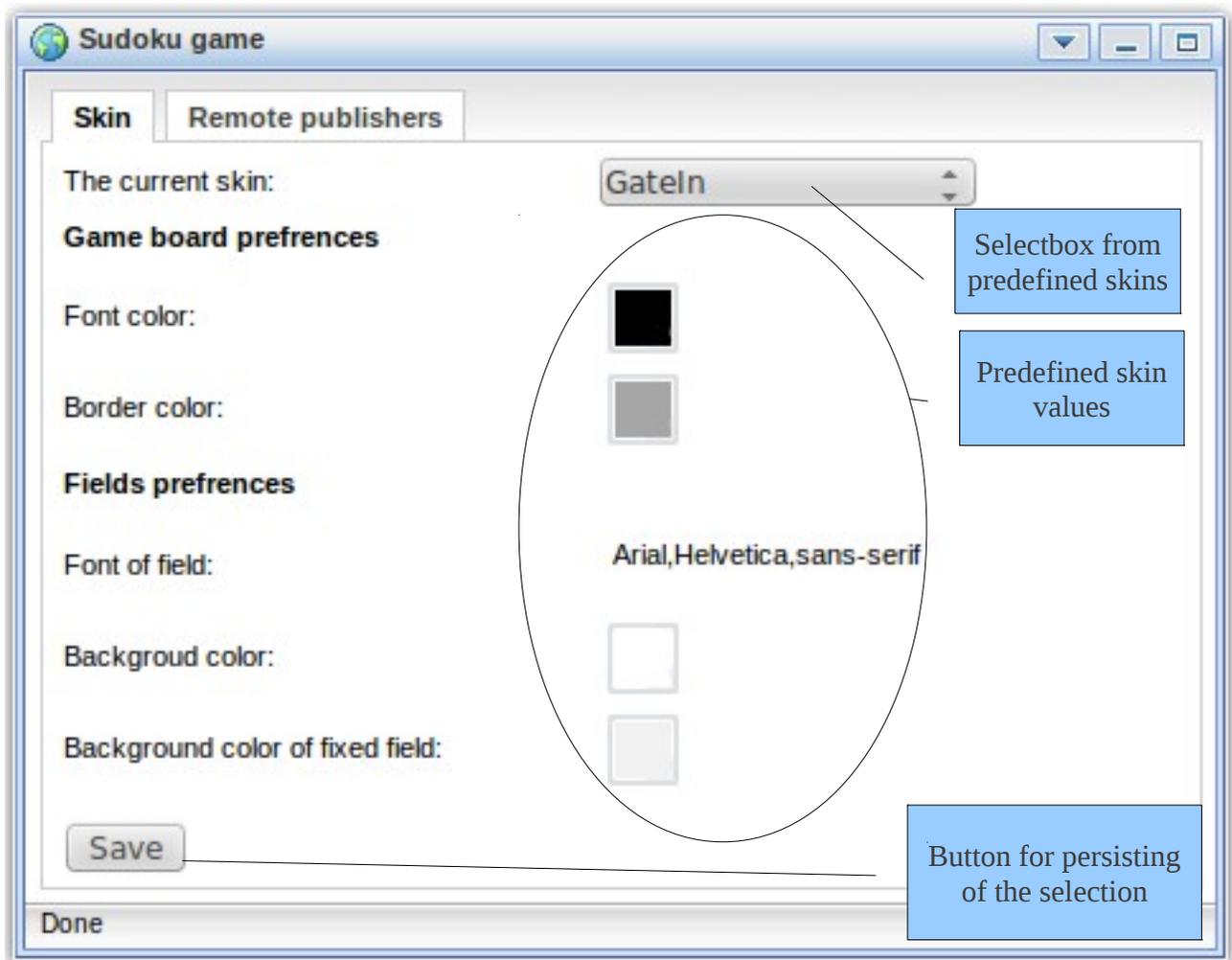


Figure 7: The portlet in the EDIT mode

In order to create a custom skin a user have to change the value of the selectbox which indicates the current skin to “- Custom -”. If the custom skin is selected, the user may edit fields of the skin. Colors are edited by the color picked widget and a font is changed by a value from a list of available fonts. Changes can be confirmed by the save button.

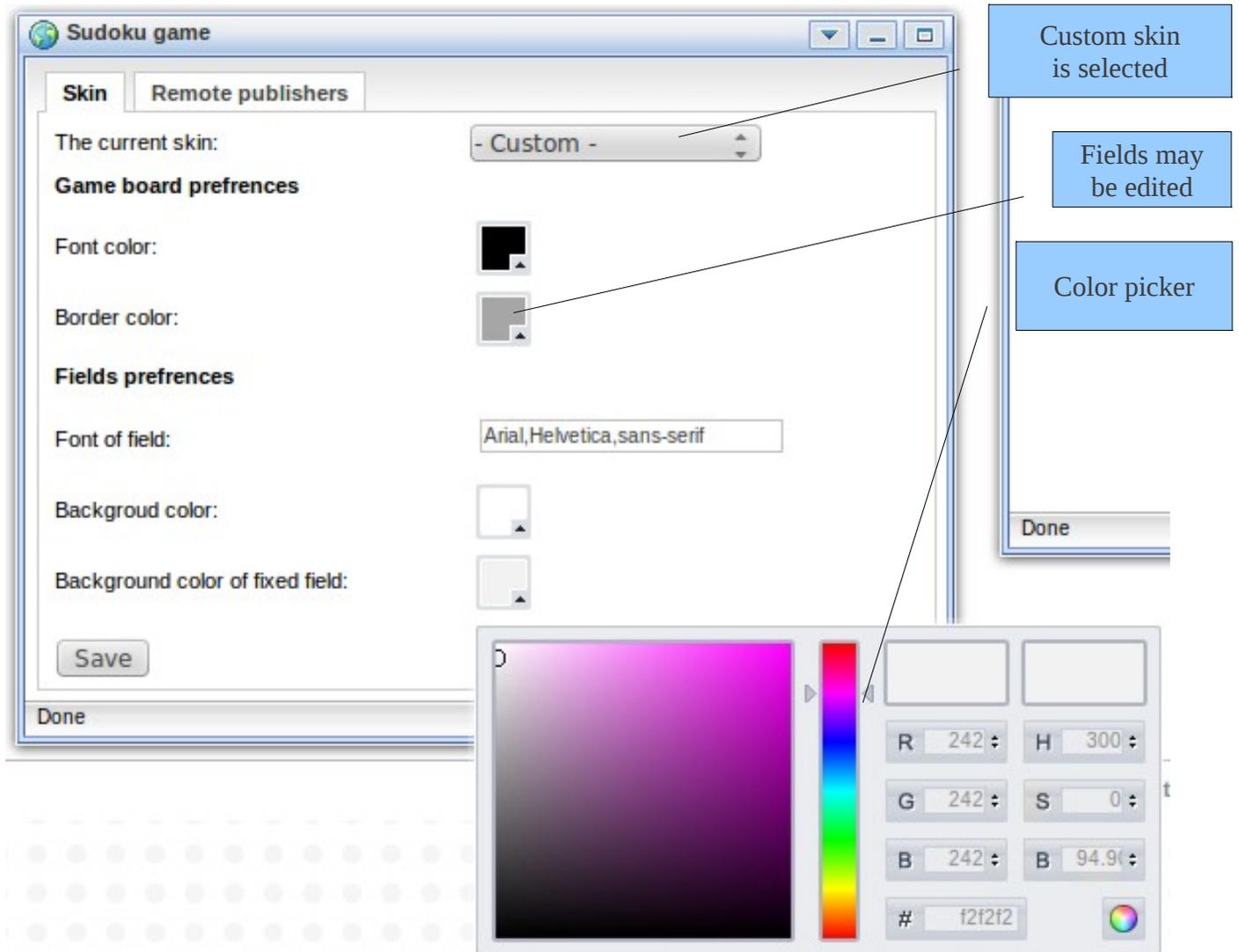


Figure 8: The portlet in the EDIT mode during creating of a custom skin

Periodical remote publishers

Administrators of the portal may manage remote publishers through the EDIT mode of the portlet. Publishers may be viewed, added or edited. A publisher cannot be deleted but it can be disabled. A disabled publisher cannot obtain any new game.

Adding of a new publisher is performed by a dialog. An administrator must enter an optional name, a URL and check time. The publisher must be supported by the portlet, available publishers and their URLs can be found in the `sudoku-portlet-periodical-service-drivers.xml` file. Check time indicates a time period in seconds after which the portlet may attempt to obtain a new game from the publisher.

The dialog for editing of publishers shares the same functionality as the dialog for adding.

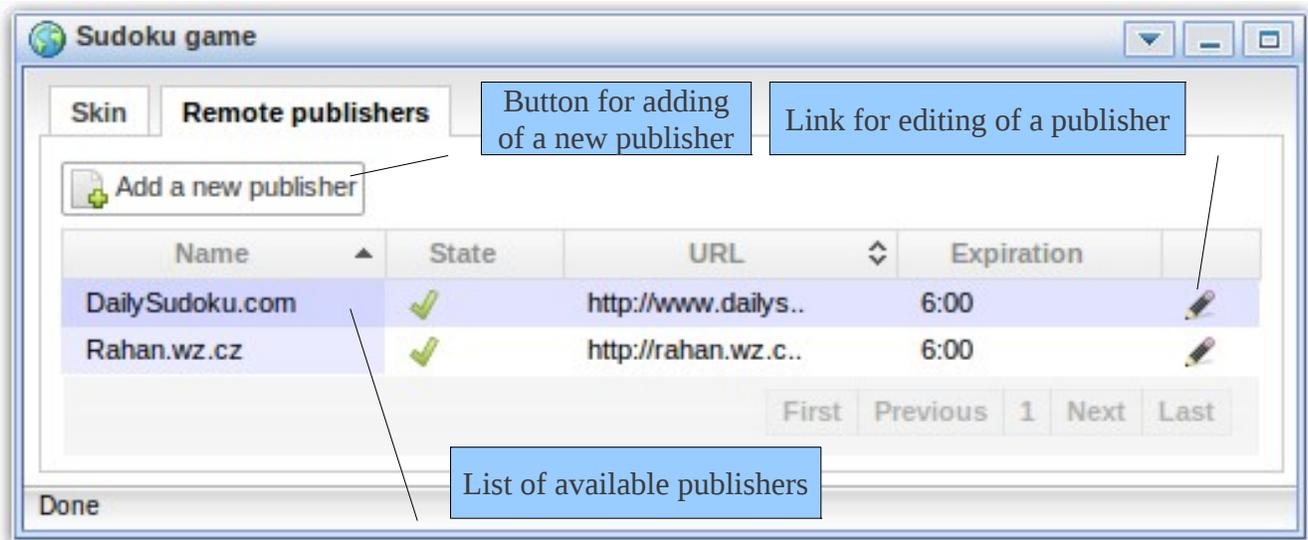


Figure 9: Viewing of publishers.

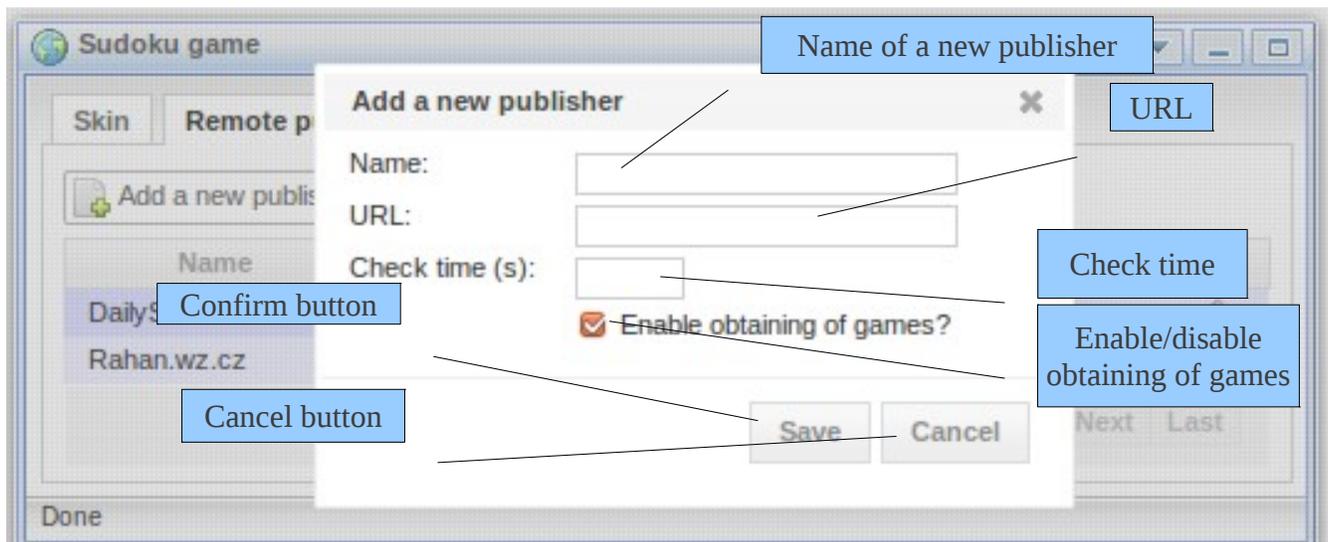


Figure 10: Adding of a new publisher.

HELP mode

In the help mode the content of the portlet contains a link to this User Guide.