



# SOCIAL GAME

LMS installation  
& other FAQs



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## About this manual

*This manual was designed to assist in the preparation and management of the FENIX VALLEY Social Game training.*



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## LET'S START IT!

### PREPARE THE LEARNING EXPERIENCE

*For the installation and preparation of the FENIX VALLEY Social Game on a Learning Management System (LMS), the responsible person will receive the training kit.*

#### WHAT IS A TRAINING KIT (FICHEIRO FENIX\_PACKAGE.ZIP)?

The kit (fenix\_package.zip) includes the **FENIX BackOffice** (backoffice.zip) and the **SCORM training package** (course.zip), which will be sent together with this manual.

Download the kit to your computer and extract it.

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### BACKOFFICE INSTALLATION INSTRUCTIONS

*The BackOffice is the management panel of the FENIX VALLEY Social Game. It will be used to configure the game period, visualise the players, stop the game, among other functionalities about the game.*

*We recommend that the installation is carried out by an IT specialist.*

#### WHAT ARE THE TECHNICAL REQUIREMENTS FOR INSTALLING THE BACKOFFICE?

To install BackOffice, you need to have MySQL and Php.

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#### HOW TO INSTALL THE BACKOFFICE?

To install the BackOffice, follow these steps:

- **File extraction (zip)**

1. Locate the file "backoffice.zip" inside the kit ("fenix\_package.zip") and unzip the "backoffice.zip";
2. Open the extracted folder "backoffice". Locate and copy the file "backoffice.sql". Then, paste it where you see fit. You will need it in later steps!

#### ▪ Database creation

1. On your hosting, create a database and a user for that database. This data must be saved. You will need them later!
2. Once you have the database created, import the "backoffice.sql" file you saved earlier into the database (topic "File extraction (zip)" > 2);
3. After importing "backoffice.sql", you will see that you have all the tables related to the game;
4. The database import process is completed.

#### ▪ Uploading and editing BackOffice files

1. Now, upload the ZIP "backoffice.zip"\* to a directory on your hosting. This zip may or may not contain "backoffice.sql". It is not relevant;
2. Extract the "backoffice.zip" file you just uploaded. You will now have a folder "backoffice";
3. Open the "backoffice" folder and locate the "functions" folder. Then, open "db-connect.php". Edit the variables **\$username**, **\$password** and **\$bd**. Place the data you saved when you created the database (topic "Database creation" > 1).

4. Save the Absolute URL where the backoffice was placed, as you will need it later. Example:  
<https://yourdomain.com/backoffice/>
5. Test the database connection by logging in to the BackOffice page.

\*User: master  
\*Password: master

\* The username and password can be changed in the database.

After performing all the previous steps and checking that the BackOffice is working properly, follow the instructions below to install the SCORM package.

## SCORM PACKAGE INSTALLATION INSTRUCTIONS

*As it is a social game, it is necessary to prepare the SCORM package before its installation on an LMS platform.*

### HOW TO INSTALL THE SCORM PACKAGE?

To install the course, follow these steps:

- **Unzip the SCORM package**
  1. Start by extracting (unzipping) all the files from the SCORM package (course.zip).
- **File configuration (change of game parameterisation)**
  1. After extracting the files (step above), open the folder "resource" > "config" > "config.js";

2. In "config.js", find the line "Config.Game" at the end of the document;
3. Define the absolute URL for the ApiURL parameter, for example <https://yourdomain.com/backoffice/>. This URL should contain all the BackOffice files, including the "functions" folder (the same URL as defined in the previous instructions);
4. Still in "config.js", find the line "Config.Layout". Set the absolute URL to defaultImgPath - you should include the directory "/game-assets/images/" at the end to follow the whole structure. Example: <https://yourdomain.com/backoffice/game-assets/images/>
5. Return to the "resource" folder and locate the index.html file. Replace all the "SRC" of the images to the Absolute URL used in the previous point and do the same for the audio and video tags.  
E.g. 1: <https://yourdomain.com/backoffice/game-assets/images/>  
E.g. 2: <https://yourdomain.com/backoffice/game-assets/audio/>  
E.g. 3: <https://yourdomain.com/backoffice/game-assets/videos/>
6. Return to the "resource" folder, open the "config" folder again, open the "custom.css" file and change all URLs to the absolute URL used in point 5. Save all the changes;
7. Return to the "resource" folder, open the "css" folder and in the base.css file change all URLs to the absolute URL used in point 5. Save all the changes;
8. Return to the "resource" folder. Open the "html" folder and, in the "cities.html" file, change all SRC/URLs to the absolute URL used in point 5. Save all the changes;
9. In the "intro.html" file, change all SRC/URL to the absolute URL used in point 5;

- **Zip package (compress)**

1. Navigate to the root folder of the "course" package. Make sure you are in the correct folder; this folder should only contain 5 files and the "resource" folder;
2. Select all the files and the resource folder and make a ZIP with the selected files;
3. Once you have the ZIP file (new SCORM package), upload it to the LMS.

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## OTHER FAQs

### **WHAT IS THE RECOMMENDED LMS PLATFORM TO INSTALL THE SCORM PACKAGE?**

Any LMS platform can be used to install the FENIX VALLEY Social Game, however we recommend using Moodle or Cornerstone, platforms used in the testing phase of the game.

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### **CAN THE LEARNER TAKE THIS COURSE ON A COMPUTER OR MOBILE PHONE?**

Yes, however, it is recommended to play the FENIX VALLEY Social Game on a computer, as the game is optimised for this type of screen.

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### **WHICH BROWSERS ARE RECOMMENDED TO BE USED BY THE TRAINEE?**

We recommend using Google Chrome or Microsoft Edge.

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**THE GAME IS OVER AND WE INTEND TO RUN A NEW VERSION OF THE FENIX VALLEY SOCIAL GAME WITH THE SAME GROUP OF PARTICIPANTS. HOW TO PROCEED?**

In BackOffice, go to the "Course" menu, select "Settings" and click on the "Purge database" button. Doing so will delete all the data present in the database. You will then have to reload the scorm package and re-enrol the trainees in the new course (package).

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**WE NEED TO EXTEND THE END DATE OF THE GAME. HOW TO PROCEED?**

The start and end dates of the game can be changed at any time during the game.

To do so, access the BackOffice using your login credentials and, under "Course" > "Settings" > "Start Date" and "End Date", change the date(s) to the desired one(s). Save.

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**WHEN THE LEARNER ENTERS THE COURSE, THEY ONLY SEE THE BLUE SCREEN WITH CLOUDS. WHAT TO DO?**

Firstly, the learner should log out of the course and log back in.

If the problem persists, check:

1. If the match date (start and end) has been set in the BackOffice (it should be set).
2. If the "Game State" button is in "ongoing" mode Save all changes.



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**I PROCEEDED AS INDICATED IN THE ANSWER ABOVE, BUT THE PROBLEM PERSISTS. WHAT TO DO?**

Please report the problem:

1. Right-click on the faulty screen;
2. In the new window, click on "Console";
3. Screenshot the window;
4. Send the screenshot with a detailed description of the problem to [maria.moreira@isqe.com](mailto:maria.moreira@isqe.com). If you consider it convenient, take a video screenshot and send it, together with a detailed description.

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**A TRAINEE CONTACTED ME WITH QUESTIONS ABOUT THE RULES OF THE GAME. WHAT SHOULD I DO?**

The rules of the game are presented within the game. The trainee can review them by clicking on the information button in the top right corner.

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If you have any questions about the game that are not included in this manual, please contact the Social Game responsible: [maria.moreira@isqe.com](mailto:maria.moreira@isqe.com)