TCU

ReadySet Go User Manual

For user operation of the site

Version History

Version	Date	Author	Description
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Texas Christain University

Contents

CHAPTER 1

Account Creation

This is a comprehensive step by step guide for creating an account on the ReadySet Go website located at `ai.tcu.edu`

1. Navigate to the homepage of the website at `ai.tcu.edu`

2. Click on the button in the top right corner labeled **Sign-In.**

3. Click on the link at the bottom of the form that says **Don't have an account? Sign Up.**

4. Enter your first name, last name, desired username, email, and password into the appropriate fields. The username must be one that does not already exist on the website, and the password must be at least 8 characters and include an uppercase character, lowercase character, number, and a special character.

5. If you wish to be a researcher, check the researcher box. (NOTE: this process requires an admin to accept your request before you can access any researcher functions)

6. Click the **Sign-Up** button once all fields have been filled, and a confirmation email will be sent to your email address.

7. Go to your email inbox, find the new message for email confirmation, and click the link in the email.

8. Congratulations! You have successfully created an account.

CHAPTER 2

Login

This guide will walk you through the login process

Login

1. Navigate to the homepage of the website at `ai.tcu.edu`

2. Click on the button in the top right corner labeled **Sign-In.**

3. Enter your ReadySet Go username and password into the appropriate fields.

4. Click the **Sign-In** button.

Forgot Password?

1. If you have forgotten your password, simply navigate to the sign-in page, then click the link that says **forgot password?**

2. Enter your email address, and a secure link will be sent to you.

3. Find the email from the site and click the link to be taken to the password reset page.

4. Enter a new password, confirm it, and click the **Submit** button.

5. Your password is now reset, and you can sign in as normal.

CHAPTER 3

Play Go versus AI

This guide will walk you through the process of setting up a game against an AI agent of your choosing.

1. Log into the website.

2. Select the **Play** tab from the navigation bar at the top of the screen.

3. Select an AI agent to play against from the list of published agents.

4. Select to play on a 7x7 or a 9x9 board.

5. Select to play as black or white. Note that black will always go first, but white gets bonus points called komi.

6. Select the thinking time for the AI. This will add a delay after your moves to give time to think.

7. Select the komi value that the white player will receive. A typical value is 7.

8. Click the **Let's GO!** button to begin play.

9. If you want a hint at any point during the game, simply click the **Hint** button to have the AI suggest coordinates for a potential next move.

10. Once you and the AI consecutively pass turns, the game ends, and you will be allowed to play again, or go to your profile to view the newly played game.

If you need a refresher on the rules of Go, click the **How to Play** link in the footer of any page.

CHAPTER 4

Saved Games and User Statistics

This guide will walk you through replaying, deleting, or permanently saving a recent game file.

Permanently save a recent game

1. Log into the website.

2. Click **Player Profile** in the navigation bar at the top of the screen. Note that you can also view your game statistics, such as win rate, on this page.

3. Find the game you wish to permanently save from the recent games table. The recent games table will save the 10 most recent games you have played. Any game not saved after 10 new games have been played will be deleted.

4. Click the **Save Icon** in the table entry of the game you wish to save. This will save the game into your permanently saved games table, also found on this page.

Delete a saved game

1. Navigate to your **Player Profile** page.

2. Find the game you wish to delete from your permanently saved games table.

3. Click the **Trash Can Icon** in the table entry of the game you wish to delete. This will permanently delete the game file from your profile.

Replay a saved game

1. Navigate to your **Player Profile** page.

2. Find the game you wish to replay from either table.

3. Click the **Eye Icon** to view the replay of the game.

4. You can use the navigation arrows to step forward and back through turns of the game.

CHAPTER 5

Edit and Delete Account

This guide will walk through the process of editing and deleting your account.

Edit Account

1. Log into the website.

2. Select the **Account Management** tab from the navigation bar at the top of the screen.

3. Select the **Edit Account** button.

4. Update your name and username. Note that each username must be unique on the site.

5. Once you have updated your information, click the **Update** button.

6. The site will save your changes to your account.

Delete Account

1. Log into the website.

2. Select the **Account Management** tab from the navigation bar at the top of the screen.

3. Click the **Delete Account** button.

4. The site will ask if you are sure you wish to delete your account. This is permanent, and will erase all saved games, statistics, and any other user data stored on your account.

5. If you still wish to delete your account, click the **Delete** button to permanently delete your account. Otherwise, click the **Cancel** button to exit out of the deletion menu.

CHAPTER 6

Research: Train a new AI Agent

NOTE: This guide is for a feature only accessible to those with the research role. If you are not a researcher, you will not have access to the research portions of the website.

This guide will walk through the process of training a new AI Agent.

Training

1. Log into the website.

2. Select the **Research** tab in the navigation bar at the top of the screen.

3. Select the **Train a New Agent** button.

4. Give your agent a nickname. This will be used for easier identification by all users.

5. Fill out the parameters for training the new AI agent. The site will give suggestions for values to be entered into each parameter.

6. Once all parameters have been filled, click the **Let's GO!** button at the bottom.

7. If all values are valid, training will begin, and you can check on the live training progress by viewing the agent. This is covered more in the next section.

CHAPTER 7

Research: View, Publish, and Delete AI Agents

NOTE: This guide is for a feature only accessible to those with the research role. If you are not a researcher, you will not have access to the research portions of the website.

This guide will walk through the process of viewing, publishing, or deleting existing AI Agents.

View Agent

1. Log into the website.

2. Select the **Research** tab in the navigation bar at the top of the screen.

3. Select the **View Existing Agents** button.

4. Find the agent you wish to view from the table of all existing agents.

5. Click on the **Eye Icon** in the table entry of the agent you wish to view to go to that agent's profile.

6. From here you can view real-time metrics and training progress, even before the training has concluded. You may also publish and delete agents from this page.

Publish Agent

1. Use the **View Agent** guide above to find the agent you wish to publish.

2. Click on the **Publish Agent** button at the bottom of the page.

3. The site will ensure you wish to publish this agent. By publishing an agent, it will become available as an opponent in Play mode for all users.

4. If you still wish to publish the agent, click the **Publish** button to do so. Otherwise, click the **Cancel** button to exit out of the menu.

Delete Agent

1. Use the **View Agent** guide above to find the agent you wish to delete.

2. Click on the **Delete Agent** button at the bottom of the page.

3. The site will ensure you wish to delete this agent. This is permanent, and cannot be undone. All training and all data about this agent will be erased.

4. If you still wish to delete the agent, click the **Delete** button to permanently delete this AI Agent. Otherwise, click the **Cancel** button to exit out of the menu.

CHAPTER 8

Admin: Research Requests and User Control

NOTE: This chapter is for Admin controls and abilities. If you are not an admin user, you will not have access to these features on the website.

This guide will walk through the process of Accepting or denying a new user's request to become a researcher, as well as deleting users from the site.

8.1   Accept/Deny Research Request

1. Log into the website under the admin account.

2. Select the **Admin Panel** tab in the navigation bar at the top of the screen.

3. Select the **Researcher Requests** tab to view all pending research requests.

4. To approve a request, simply press the **Approve User as Researcher** button to change the user's role to a researcher. To deny the request, press the **Deny User for Researcher** button to change the user's role to a player. Players will not have access to research features.

8.2   Delete User from Site

1. Lot into the website under the admin account.

2. Select the **Admin Panel** tab in the navigation bar at the top of the screen.

3. Select the **All Users** tab to view all users on the site, as well as their roles and email verification status.

4. Navigate to the user you wish to permanently delete from the site.

5. Click the **Delete Icon**. This will open a confirmation window.

6. To delete a user, click the **Delete** button. This will permanently remove the user's profile, login credentials, and all user data, including stored games and agents. Otherwise, click the **Cancel** button to exit out of the menu.

CHAPTER 9
Admin: Editing and Adding to About Us and News Pages

NOTE: This chapter is for Admin controls and abilities. If you are not an admin user, you will not have access to these features on the website. This chapter also requires access to the site code repository, and will require redeployment of the site. See the developer manual for more information on deployment.

This guide will walk through the formatting and process for editing and updating the static "About Us" and "News" pages on the site.

9.1 Modify About Us Page

- Navigate through the repository and find
  Ready-Set-GO/src/main/js/components/pages/About.js

- The page is formatted using react Grids and default typography settings. Grids by default divide the page into 12 equally sized segments. Placing grid items that do not fill the entire page will be placed in the middle.

- To create a new section in the page, follow this format.

```
<br></br>
        <br></br>
        <h1>Section Title</h1>
        <br></br>
    <br></br>
```

```
<br></br>
<Grid container spacing={2} justify="center">
<Grid item xs={4} >
        <h2>Segment Subtitle</h2>
        <br></br>
          <Typography>This is where you place text or
          any biographies for people or events you wish
          to include in the About Us page.</Typography>
    </Grid>
    <Grid item xs= {2} alignItems="center">
        <img src={Image Source}
        className={classes.bigImage} alt="Img"/>
    </Grid>
</Grid>
```

- Note that this will create a 6 unit wide grid with one 4 unit segment and one 2 unit segment. The 2 unit segment in this example is a picture. You may feel free to change the width of the grid items as you choose, but the rest of the page is formatted to 6 units wide.

- To begin a new paragraph of text, simply enclose each paragraph in its own <Typography> tag. Typography can also be used to change the font, size, or style of the text.

- To update the website once you are satisfied with your changes, you must update the repository and redeploy the .jar for the site. See the developer manual for deployment instructions.

- React Grids- `https://material-ui.com/components/grid/`

- React Typography- `https://material-ui.com/components/typography/`

9.2   Modify News Page

- Navigate through the repository and find
  Ready-Set-GO/src/main/js/components/pages/News.js

- The page is formatted using react Grids and default typography settings. Grids by default divide the page into 12 equally sized segments. Placing grid items that do not fill the entire page will be placed in the middle.

- To create a new section in the page, follow this format.

```
      <Grid container spacing={2} justify="center">
    <Grid item xs={4} >
        <h2>News Tagline</h2>
        <Typography>Main News Body Text</Typography>
    </Grid>
    <Grid item xs= {2} alignItems="center">
      <a href= "External Link" target="_blank">
      <Button
        type="submit"
        fullWidth
        variant="contained"
        color="primary"
        className={classes.submit} >
       Link
      </Button>
      </a>
    </Grid>
    </Grid>
```

- Note that this will create a 6 unit wide grid with one 4 unit segment for news and one 2 unit segment containing a button that can be linked to external sites. If the news entry does not have an external link, or is just text based, delete the 2 unit wide grid item, and change the width of the remaining grid item to 6.

- The site uses default typography settings, but the Typography tag can be used to change the size, font, and style of the text.

- To update the website once you are satisfied with your changes, you must update the repository and redeploy the .jar for the site. See the developer manual for deployment instructions.

- React Grids- `https://material-ui.com/components/grid/`

- React Typography- `https://material-ui.com/components/typography/`