

# NAE DANGER: THE GAME TECHNICAL DOCUMENT

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# TECHNICAL DOCUMENT

*This document is aimed for technical administrators of School Networks.*

Nae Danger was developed to allow for multiple users to play along with a story based game using a mobile phone or web browser. There are two applications built which are needed to run the game.

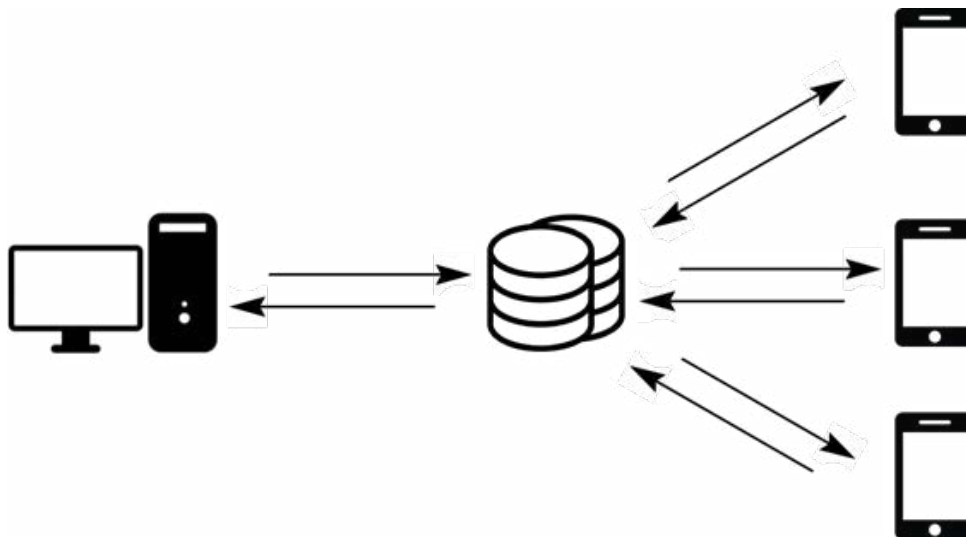
- **The desktop application - which main game is played on**
- **The web app - acts as a controller for users to play the game (multiple people can join in and play)**

There is no installation for the Desktop Application, unzip and play using the exe provided.

The game has been developed using Unity (For the desktop application) and Construct for the web app.

The game works using a Firebase Realtime Database which holds all the game data. The facilitator starts the PC version which connects to the database and then creates an entry on the database that represents a unique game. This game is given a random 4 letter code.

Users wanting to play, go to the web address <https://nkbl.pocketsizedhands.com/> and enter the 4 letter Code to access the game.



A gamestate is stored on the database which is monitored by the clients which keeps the game insync. When users submit an answer, this is pushed to the database which can be retrieved by the facilitators PC.

When a game is completed, the game data is deleted from the database and is not stored anywhere else once the game is over.

## Network Permissions (On Local PC/Firewall)

When running the game for the first time, an admin popup will display and show a panel asking for permission for the application to access the internet (see image below as example). This **MUST** be accepted to allow the app access through the firewall. This may be disabled by your network administrators, which means you may have to manually allow access for the Nae Danger PC application.

## Network Permissions (On School Network/IT Department)

The following domains **MUST** be added to the firewall whitelist in order for the game to function over the network. All of these domains are required.

<https://nkblnarrative.firebaseio.com/>

<https://nkbl.pocketsizedhands.com/>

<http://naedanger.pocketsizedhands.com/>

## Considerations:

- Every School Network can be different and there may be additional steps needed to be taken to allow the game access to the internet.
- Access to the internet may also be blocked by some antiviruses and it may also need to be whitelisted within them.
- SSL port: 443 may need to be opened when possible