Managing Dub Hunt

Where

http://DubHunt.com (login required)

Running a Game

- Create a new game with a name up to three characters. Password is optional. If you do not assign a password, then everyone who can login can edit your game.

- Go to the game and select the numbers of questions from areas of you choice. You must choose at least one area.

- You must have at least one team. Once a team is added, you can add phone numbers to the team. It is probably a good idea to have only one phone for each team. When a phone is added to a team, a message is sent to that phone telling them what team they are on.

- After you have selected areas and you have at least one team with a phone, then you start the game by clicking the Let The Game Begin button. As the game progresses you can refresh the browser window to see the current scores of the teams. A time will be displayed for a team after it has completed the game.

- After you are done with a game, delete it by clicking the Destroy Game button. If the game is not destroyed, then users in the game may not be able to use the standard mobile applications.

Commands Team Members Can Send

- Any team member whose phone is registered can send the answer to the current question.

- Team members can also send

    - *exit* to leave the game

    - *question* to resend the current question

    - *stats* to get statistics for all teams in form team:#right[R(running) or D(done)]

    - example of statistics message stats:1:3R,2:5D,3:4R

    - *team* to find out which team they are on

    - *help* to list commands

Areas and Number of Questions

Trask (37) Athletic Fields (19) Central Campus (231) Library (59) Sciences (49) Recreation (30) Education (40) Wagoner (81) Graham (38)