

EMPAVILLE RaspberryPI

This page describes how to deploy EMPAVILLE role-playing game in a RaspberryPI. For further information about RaspberryPI visit <https://www.raspberrypi.org/> [<https://www.raspberrypi.org/>].

This EMPAVILLE role-playing game in a RaspberryPI provides a fully functional infrastructure to play the game in a small environment. This deployment creates a local (without Internet access) WiFi network, a “empaville.game” domain and the EMPATIA Platform configured with EMPAVILLE entity and users.

The game manager, using the WiFi network, is able to access the EMPATIA Backoffice using the administrator account, create an EMPAVILLE session using the EMPAVILLE Wizard (just requires the session title) and manage all EMPAVILLE game process (e.g. EMPAVILLE presentation, vote, analytics).

The game users, using the WiFi network, are able to participate on the game using computers, mobile devices or EMPATIA Kiosks.

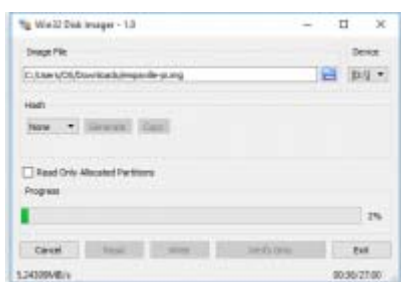
Requirements

To deploy EMPAVILLE role-playing game in a RaspberryPI you require:

- RaspberryPI 3 model B (previous versions can be used, but may have performance limitations and required additional components like WiFi dongle)
- SD card with more than 8GB (we recommend class 10 or higher for performance reasons)
- Latest EMPAVILLE role-playing game RaspberryPI image file ([download here \[https://cloud.empatia-project.eu/public/empaville-rpi\]](https://cloud.empatia-project.eu/public/empaville-rpi))

Deployment

The first step to start using the EMPAVILLE role-playing game in a RaspberryPI is to deploy the latests EMPAVILLE role-playing game RaspberryPI image into an SD card (follow RaspberryPI tutorials for your operating system). An example of how to deploy the imagem to an SD card on Windows is presented in the next image (using Win32 Disk Imager).



After the first step boot the RaspberryPI with the SD card and wait until “EmpavilleGame” WiFi network is available and connect to this network.

EMPAVILLE website is available using the URL: <https://empaville.game> [<https://empaville.game>]



Game manager

The game manager (EMPATIA administrator) is able to access the EMPATIA Backoffice by performing login using the administrator account (select top menu option “Login”).

Administrator account:

- Login: admin@empaville.org
- Password: empatia2016

After successful login the option “Backoffice” is available in the user menu.

In an EMPAVILLE deployment the administrator is always redirected to the EMPAVILLE wizard that allows the creation of a new EMPAVILLE game. Add the title of the EMPAVILLE game (ex: location of the game) and select the option “Create CB” to create a new EMPAVILLE game, or select the option “Go to Dashboard” to skip the wizard.



At this point an EMPAVILLE game should be available and everything is ready to start the game.

The game manager can in the EMPATIA Backoffice (please refer to the full EMPATIA Backoffice administration for more details):

- Follow EMPAVILLE specific presentation to support the game [Ideas - <your game> - Empaville Analytics - Presentation Language - Presentation]
- List and see game ideas/proposals [Ideas - <your game> - Topics]
- Start/end voting phase of the game [Ideas - <your game> - Empaville Analytics]
- Game analytics [Ideas - <your game> - Empaville Analytics]
- Change the game in the EMPAVILLE “Game” menu [Contents - Menus - Menu Empaville - Menus - Game - Edit]

Game user

The game users can login into the game using the EMPAVILLE game ID details (login/password, RFID, QR Code, access code). After a successful login the user can select the “Game” menu and enter the game. In the game, the user can see the existing ideas/proposals, create a new proposal and vote depending on the status of the game.

Role-playing users IDs: to be provided in PDF format.