B. Guideline for Online Dominoes

1. Meeting Room

   1.1 There are four (4) options displayed in the Menu:

      1.1.1 Messages from the Administrator. If the player has received notices from the Administrator, the messages from the Administrator will be displayed when logged in.

      1.1.2 Statistics. Will send you to the module where you can check your statistics.

      1.1.3 Change Password. Allows you to change your password

      1.1.4 Exit

   1.2 Body of Screen Displayed

      1.2.1 Players on line

Once you have logged in, you will receive a Welcome! message.

Next, you will find a list of the players presently logged in the platform. The players logged in the platform are those who have not been identified as absent. You´ll see those who are with status playing, invited, coming back and on line.

For each of the players the name, the status and the quintile that it holds within the platform´s classification will be displayed.

The order of the list of players will be based on the status, first on line; second, invited; third, playing; and fourth, waiting; each ordered by the time in which the user logged into the platform, more to less time.

If a user remains inactive for more than 10 minutes on the platform, its element of authentication will be eliminated and the user will be sent to the login screen.

      1.2.2 Chat

At the right side of the page you will find a chat where you can exchange messages in a public fashion with other players online and in order that you may come to an agreement to play.

      1.2.3 Creating your Table

Comentado [J1]: Creo que lo acomodaría en un mismo renglón. Statistics, will send you to the section where you can check your statistics…

Any player will have the option to create a game table and act as the organizer of such game.

Amigos por el Domino offers three variants to play online: 100 or 200 pips and Run Out Match.

When the target is set for 100 or 200 pips, the sum of the pips in each hand are counted and accrued in favor of each Partner until achieving the 100 or 200 pips. The first to achieve the target wins the match. When the target is set for 100 points, the pips of the unplayed tiles of the losing partners are tallied in favor of the winners. When the match is set for 200 pips, all the unplayed tiles are tallied in favor of the winners. For both targets, in case the hand is blocked, the tiles of each of the partners are counted, the partners with a lesser tally wins the hand. In case of a tied block, no one wins and the hand rotates.

When the target is Run Out Match, the tally is for hands won by Run Out, that is, one of the winning players plays all his 7 tiles. In case the hand is blocked no one wins, and the hand rotates. The match is won by the Partners that wins at least four hands with a minimal difference of two, with respect to their rivals. The score will be carried out in a vigesimal fashion up to number 60, subsequently, it will be written as an advantage when winning a hand.

The information needed to create the table is the following:

      1.2.3.1 Name of the table. Text identifier.
      1.2.3.2 Target
            1.2.3.2.1   100 pips
            1.2.3.2.2   200 pips
            1.2.3.2.3   Run Out Match
      1.2.3.3 Assign a place

The organizer will be in charge of assigning each player its place at the table, the available positions are:

            1.2.3.3.1   Above, will be the organizer partner

            1.2.3.3.2   Left
            1.2.3.3.3   Right.

When the organizer integrates the four players on the table, will invite each player to play by means of a button labeled Create Table. The players invited will receive a notice and will have 30 seconds to accept it. If the invitation is accepted, the player will be sent to the game table, if

the invitation is rejected or does not have a reply within 30 seconds, then the system will notify the organizer that the invitation was rejected.

If any of the players was already at the table, but one of the guests rejected the invitation or did not reply, all the players who were at the table will be taken back to the Meeting Room.

Once each of the four players have accepted the invitation and are at the table, the organizer will see a box with the name of the game, the target and the button to start the game:

2.1 Information on the game screen
    2.1.1   Name of the game
    2.1.2   Target
    2.1.3   Scoreboard. It will show the results accrued to the previous hand. For the target of 100 or 200 pips, the number of pips scored of each Partner. For the target Run Out Match, the games won by each Partner noted in a vigesimal fashion.
    2.1.4   Game clock.   Depending on the condition available to the player for laying, the clock will begin its countdown from one of the following numbers, which represents seconds:
        2.1.4.1   60.   If there is a blocking situation.
        2.1.4.2   5.   If the player has one sole option to play.
        2.1.4.3   20.   If the player has more than one option to play.
    2.1.5   Penalty Cards per player.   Next to the name of each player on the table there will be a display of the number of penalty cards that the player has accrued by color.
2.2 Starting the game

When the organizer presses the button to start the game, the system will deal the 28 tiles among the 4 players. The distribution will be done through an algorithm that generates statistically unique codes for an hexadecimal key of 36 positions, this is in order to ensure that the distribution is absolutely random.

The system will randomly choose the leader who will start the game. The player chosen will be notified by a smiley emoticon and the countdown will begin for the leader to lay the first tile.

The leader must choose one of its tiles and the system will place it in the middle of the table. The initial tile will be placed horizontally if it is a double, and vertically if it is a single mixed tile.

2.3 Game playing
    2.3.1   If the first tile is a double, the second tile will be laid above the double. The chains of the tiles have two layout forms, upwards or downwards.

When space is needed to lay the tiles, then the chains will rotate to the left or right respectively. The first is called Up Left. The second is called Down Right.

2.3.2 Emoticons

The next turn goes to the right of the one that just played. A smiley emoticon will be displayed to the player in turn, to indicate that it is her/his turn to play. This emoticon disappears as soon as the player lays. If the player does not have a tile that it can lay on the table, the system will display a mad red emoticon, the turn passes to the next player. The emoticons disappear until one of the players lays. In case of block, the emoticons disappear when the system carries out the tally and determines the winner of the hand or a tie. All the players see the emoticons.

2.4 Choosing the tile to lay, you have the following options:

2.4.1   Keyboard.   While pressing the Tab key, the user will be selecting a different tile and by pressing the Enter key, the tile chosen will be played in the gaming table.

2.4.2   Tap.   If the player is participating with a touch screen device, taping on the tile will lay it on the table.

2.4.3   Mouse.   By double clicking on a tile (which can be played on the table) the tile will lay it on the table.

If at the end of a hand the target set for the game in progress has not been achieved, the system will deal again the 28 tiles randomly among the 4 players and will assign as leader, the player who is to the right of the player who led the previous hand.

2.5 Notices

2.5.1   In the event that the two terminals have the same value, the tile played will be placed in the terminal located to the right of the player who started the hand.

2.5.2   If the tile to be played is suitable for both terminals, the system will ask the player on which side is the tile to be played: Up Left, or Down Right.

2.5.3   If a player tries to lay a tile, but it is not his turn, the system will show him a message warning him that he cannot make the lay at the moment because it is not its turn.

2.5.4   If a player chooses a tile that is not suitable, the system will display a message warning that the tile is not suitable to lay.

2.5.5   The system will notify the players of the end of each hand by displaying the board count (tally) updated to that moment.

2.5.6   The system will notify the players of the end of the match by displaying the boardscore with the final result.

2.6   Scoreboard

The scoreboard is the system's tool for controlling and keeping the tally for the game. In addition, it allows the user to know the situation of the game through the pips scored by each Partner. Or the This element varies according to the target of the game.

In the upper part the names of the players that comprise each Partner will be displayed. The name of the game organizer will be displayed on the left side and the other Partner will be displayed on the right side.

Below the Partners names, the screen will be divided in half. In the lower part of each Partner, the system will display the sum of the pips of all the hands by each Partner during the current match. Below of each sum will display the pips scored as obtained in each hand won.

2.6.1   Target set for 100 or 200 pips.

The winners of a match for a target set to 100 or 200, will be precisely 100 or 200 pips scored in favor respectively, depending on the target, even if the sum of the pips won exceed. The pips against will be those obtained by the Partners that lost.

2.6.2   Target: Run Out Match

Below the Partners, there is a section where the games "Without games won" will be displayed. A letter "C" will indicate that there was a block out and no one won the hand.

Below the "Without games won" section, the screen will split in two parts, displaying next to each of the partners their corresponding number, according to the score sequence of the Run Out Match.

2.7   End of the hand

2.7.1   Target set for 100 or 200 pips.

2.7.1.1	If the target is set to 100 scoring pips. The pips are obtained from the sum of the unplayed tiles of the losers and are tallied in favor of the Partner that won the hand.
2.7.1.2	If the target is set to 200 scoring points. The pips are obtained from the sum of all the unplayed tiles and are tallied in favor of the Partner that won the hand.
2.7.1.3	If the target is Run Out, the pips of the tiles are not tallied. One point will be given to the winning partners.

2.7.2   Blocked

If none of the players can continue playing their tiles, it is considered that hand ends blocked.

2.7.2.1	If the target is set to 100 points. The scoring points that each pair of partners has will be tallied and the Partner that have less points will be considered as the winner. The scoring points are obtained from the sum of the unplayed tiles by the losers and are counted in favor of the Partners that won the hand. In case of a tie, there is no winner of the hand, a zero will be written on the annotation template on the side of the pair that has the player who blocked the game.
2.7.2.2	If the target is set to 200 points. The scoring points that each pair of partners has will be tallied and the Partner that have less points will be considered as a the winner. The scoring points are obtained from the sum of all the tiles not laid and are counted in favor of the Partners that won the hand. In case of a tie, there is no winner of the hand, a zero will be written on the annotation template on the side of the pair that has the player who blocked the game.
2.7.2.3	If the target is set for Run Out Match. The scoring points are not tallied. A letter C will be written ó displayed in the space identified as "Without Score points" of the annotation template. The hand is rotated.

2.8 Chat

A chat is displayed where players can write whatever they want as long as it does not contravene the rules for playing online, and also that there are no attempts to inject remote code to the other participants.

2.9 End of the match

    2.9.1   If the target for the match is not achieved, another hand will be started.

    2.9.2   The match ends when the established target is achieved.

    2.9.3   Options after the match ends

        2.9.3.1   Communication. The System will send you to the Meeting Room.

        2.9.3.2   Rematch.   Start a new match changing positions between the organizer and its Partner.

        2.9.3.3   Rotate.   Start a new match assigning new places in the following manner: the person that was playing as a Partner with the organizer will be located to the left of the organizer; the one to the left of the organizer will be located to the right of the organizer; and the one to the right of the organizer will be Partners with the organizer.

In order that a Rematch or Rotate can occur, the four players will have to press the same button. Through the chat you can come to an agreement. With one player who selects a different button, the system will take all of them to the Meeting Room.

Other ways that a match can end:

    2.9.4   When one of the players leaves the match and does not return.

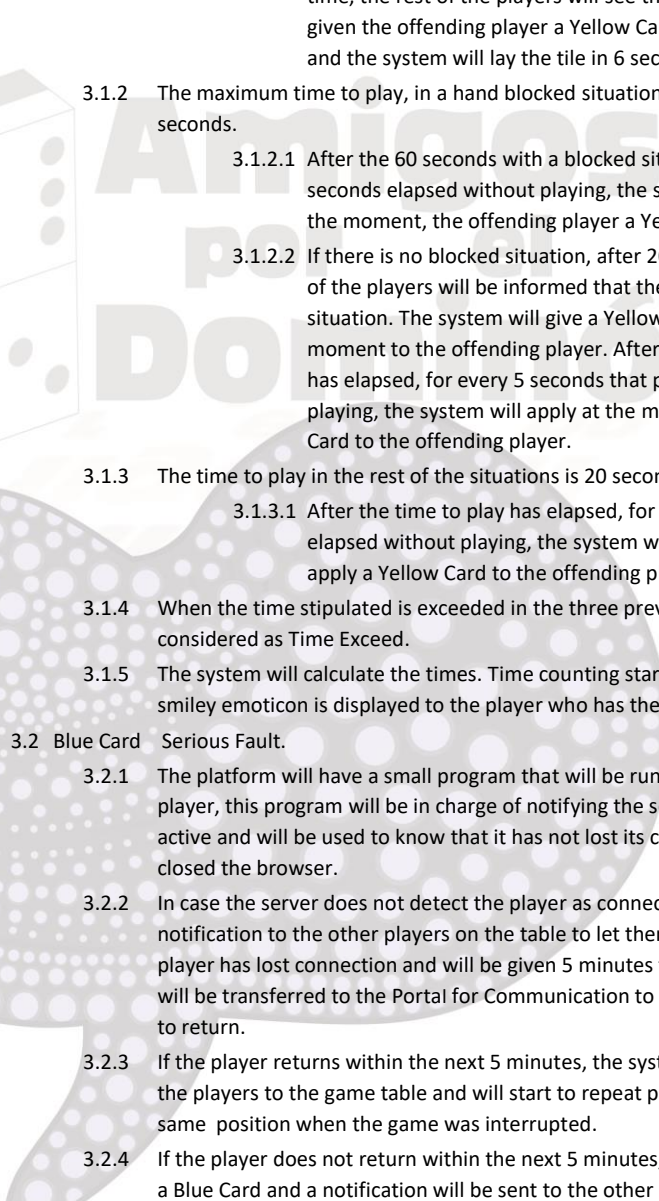   2.9.5   When one of the players accrues the number of cards needed to suspend its account.

The match and its development will be stored in the server only when the match enden due to the first reason stated above.

3.   Sanctions

Sanctions are classified by the color of the card that is received as a result of a fault and Accrue throughout the match.

3.1 Yellow Card.   Minor Fault.

    3.1.1   The maximum time to play when having one sole option to play will be 5 seconds.

        3.1.1.1 If the player lays before 5 seconds, the system will not inform the rest of the players that it was the only chip left to play.

3.1.1.2 When you have one sole option to lay and exceed that time, the rest of the players will see that the system has given the offending player a Yellow Card at the moment, and the system will lay the tile in 6 seconds.

3.1.2 The maximum time to play, in a hand blocked situation, will be 60 seconds.

3.1.2.1 After the 60 seconds with a blocked situation, for every 5 seconds elapsed without playing, the system will give, at the moment, the offending player a Yellow Card.

3.1.2.2 If there is no blocked situation, after 20 seconds the rest of the players will be informed that there is no blocked situation. The system will give a Yellow Card at the moment to the offending player. After the time to play has elapsed, for every 5 seconds that pass without playing, the system will apply at the moment a Yellow Card to the offending player.

3.1.3 The time to play in the rest of the situations is 20 seconds.

3.1.3.1 After the time to play has elapsed, for every 5 seconds elapsed without playing, the system will immediately apply a Yellow Card to the offending player.

3.1.4 When the time stipulated is exceeded in the three previous cases, it will be considered as Time Exceed.

3.1.5 The system will calculate the times. Time counting starts as soon as the smiley emoticon is displayed to the player who has the turn to lay.

3.2 Blue Card   Serious Fault.

3.2.1 The platform will have a small program that will be running on each player, this program will be in charge of notifying the server that it is active and will be used to know that it has not lost its connection or has closed the browser.

3.2.2 In case the server does not detect the player as connected, it will send a notification to the other players on the table to let them know that the player has lost connection and will be given 5 minutes to re-enter. Players will be transferred to the Portal for Communication to wait for the player to return.

3.2.3 If the player returns within the next 5 minutes, the system will re-enter the players to the game table and will start to repeat play-by-play to the same position when the game was interrupted.

3.2.4 If the player does not return within the next 5 minutes, it will be awarded a Blue Card and a notification will be sent to the other players to let them

know the situation and may either create a new game, or participate in another.

      3.2.5   The players who are waiting for the player who left, must not leave the platform, otherwise they will be marked as "Abandon" and will have 5 minutes to re-enter.

3.3 Red Card. Very serious fault that causes the expulsion of the player of the game, Harmful Player.

      3.3.1   If any player is aggressive, insulting or his attitude is not acceptable to any player at the playing table or in the dominoes Academy, will be labelled as a harmful player and the administrative staff of "Amigos por el Domino" will monitor his activity by reading the chat. The Red Card will be given by decision of the administrative staff of "Amigos por el Domino".

      3.3.2   The Administrator will receive notifications of the reports made by the players. In each notification will receive:

            3.3.2.1   Player who notifies.

            3.3.2.2   Player indicated (pointed out).

            3.3.2.3   Comment taken by the player that notifies.

            3.3.2.4   Number of occasions that the indicated player has been reported if applies.

            3.3.2.5   The decision to deny access to Online Dominoes to a player who has been reported, will correspond in full to the Administrator of the platform, given that an evaluation of the report is required and based on such, to take the decision to:

            3.3.2.5.1   Ignore the report.

            3.3.2.5.2   Send a warning notice to the player involved.

            3.3.2.5.3   Block Access to Online Dominoes to the player involved.

      3.3.3   Equivalences

If a player amasses 28 Yellow Cards, its "Amigos por el Dominó" account will be suspended for 1 week, and if amasses 2 Blue Cards its "Amigos por el Dominó" account will be suspended for 2 weeks.

If a player receives a Red Card, its "Amigos por el Dominó" account will be suspended for 1 month.

If during the course of a match a player accrues the number of cards necessary to be suspended, the game will be marked as not completed and the players (except the offender) will be returned

to the Meeting Room, while the authentication element of the offender will be delete, and will be sent to the login screen with a notice that the account has been suspended.

4. Statistics

This module consists of a list with the results of the last 50 games or matches in which the player has participated and his ranking on the platform.

  4.1 The information is displayed is classified in two levels:
    4.1.1   Match Level
        4.1.1.1   Match number
        4.1.1.2   Date and time of match
        4.1.1.3   Table name
        4.1.1.4   Target 100, 200 or Run Out.
        4.1.1.5   Hands won
        4.1.1.6   Hands lost
        4.1.1.7   Scoring points in favor
        4.1.1.8   Scoring points against
        4.1.1.9   Results
        4.1.1.10   No-pips won (excluding Run Out Match)
    4.1.2   Hand Level
        4.1.2.1 Match number
        4.1.2.2 Target 100, 200 or Run Out.
        4.1.2.3 Hand number
        4.1.2.4 Position on the table of each player
        4.1.2.5 Value of the tiles of each player
        4.1.2.6 Number of doubles.
        4.1.2.7 Number of tiles of the same suit.
        4.1.2.8 Number of tiles without suit
        4.1.2.9 Result
        4.1.2.10 Differential pips.

Under the accrued, a graph will be displayed that will help you to learn the behavior and the quintile in which it has been placed during the last 50 matches.

  4.2 Classification

The amount of points that a player has will place her/him in one of the quintiles in which all the players registered in the platform are grouped.

A player's classification is calculated as follows:

PR(n)= $PR(n-1) + 1 + PP + PT\,Opponent1 + PTOpponent2$

Where:

PR(n) = Current Points

1. PR (n-1): Number of points the player had until the previous game.
2. PP: Points assigned per match (applies only for 100 and 200 targets):
    a. -2 if she/he it was lost by more than 50 points difference.
    b. -1 if lost by more than 9 points but less than 51 difference.
    c. 0 if lost by less than 10 points of difference.
    d. +1 if won by less than 10 points of difference.
    e. +2 if won by more than 9 points but less than 51 difference.
    f. +3 if she/he won by more than 50 points of difference.
3. PTContrario(*Opponent*)1: Points that are assigned by the result of the game based on the position in the table of the opponent 1.
4. PTContrario(Opponent)2: Points that are assigned by the result of the match ó game based on the position in the table of the opponent 2.

The PT points that are assigned based on the position in the opponent´s table are assigned as follows:

1. +5 if Q5 beats Q1.
2. +4 if a player who is 3 quintiles above is beaten.
3. +3 if a player who is 2 quintiles above is beaten.
4. +2 if a player who is in an upper quintile is beaten.
5. +1 if a player who is in the same or lower quintile is beaten.
6. -1 if she/he loses with a player who is in a lower quintile.
7. -2 if she/he loses with a player who is 2 quintiles below.
8. -3 if she/he loses with a player who is 3 quintiles below.
9. -4 if Q1 looses with Q5.

4.3 Recordings

The system will store the complete progress of all the matches played in Online Dominoes with the purpose of:

1. Watching again each of its matches available in the repetition portal and analyze consequently the progress of each hand along with the application "Academy".

2. Carrying out simulations of each hand, intervening in the tiles played by each player, and being able to consequently perform an analysis of the hand. If you wish to simulate the complete match ó game, all you have to do is start the simulation of each hand that molded the match ó game.