



# User Manual

Complete reference for the Moove80 back-office

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[moove80.mooveteam.com](http://moove80.mooveteam.com)

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01

## Guide

Your first steps with Moove80 — from logging in to running  
your first event.

# About This Manual

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MooveTeam is a platform for creating GPS-based team-building events. You design an activity on a web-based back-office called **Moove80**, and participants play it on their phones using the MooveTeam app.

This manual covers Moove80 — the place where you create events, manage teams, build challenges, track live gameplay, and export results.

## Who this manual is for

You are an **event manager**. You work at a team-building agency, an event company, a school, or a brand. Your job is to create group experiences for your clients.

You do not need technical skills. If you can use a web browser, you can use Moove80.

## What you can do with Moove80

Here is what a typical workflow looks like:

1. **Design** — Create an event. Add teams, build challenges, draw routes on a map.
2. **Test** — Run a free demo to make sure everything works.
3. **Run** — Start the event for real. Watch teams move on the map. Send messages. Score photo challenges.
4. **Finish** — Stop the event. Review results. Export scores and photos. Invoice your client.

Everything happens in the browser. There is nothing to install on your computer.

## How do I read this manual?

- **New to MooveTeam?** Start with [The Platform](#) and read through to [Results and Export](#). By the end, you will have created and run your first event.
- **Know the basics already?** Jump to the [How-To Guides](#) for specific tasks.
- **Something went wrong?** Open [Troubleshooting](#).
- **Need to look up a field or button?** Check the [Interface Reference](#) — it documents every screen in detail.

## A note on pricing

Creating events in Moove80 is free. Testing them in demo mode is free and unlimited. You only pay when you run an event with real clients — each device costs one credit. You purchase credits in advance, and they never expire.

This means you can follow every step in this manual without spending anything.

# The Platform

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MooveTeam is not a single app — it is an ecosystem. This chapter explains how the pieces fit together so you know what goes where.

## Three pieces, one workflow

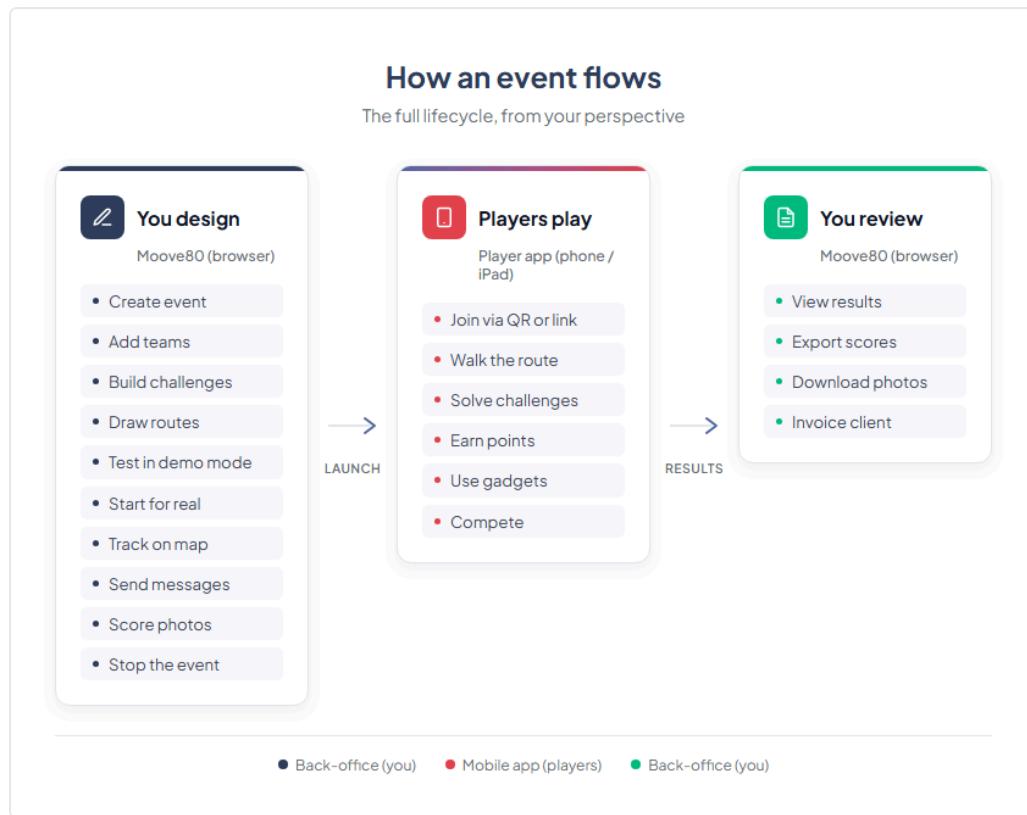
Everything in MooveTeam revolves around three components:

1. **Moove80** — the back-office. A website where you design events, manage teams, and monitor live gameplay. You open it in your browser and log in with your credentials. This is what the manual covers.
2. **The player app** — what participants use. A phone app (iOS and Android) that shows the map, displays challenges, and tracks GPS. Players install it before the event or scan a QR code you provide.
3. **The iPad app** — for on-site staff. If you run indoor activities or need a quiz-show format, you use one of the iPad apps (MooveQuiz, MooveIndoor, or MoovePhotoCall).

Your job lives in Moove80. You design the experience there, then participants play it on their phones.

## How an event flows

This is the complete lifecycle, from your perspective:



Everything on the left and right happens in Moove80. Everything in the middle happens on the player's device. You never need to touch the player app yourself (unless you want to test).

## What participants see

When a player opens the app, they see:

1. **A map** with icons marking challenge locations
2. **A list** of challenges they can attempt
3. **A leaderboard** showing team rankings
4. **A chat** where you can send messages (you control this from Moove80)

When they walk to a challenge location, the challenge activates automatically. They complete it — answer a question, take a photo, solve a puzzle — and earn points.

## The products

MooveTeam has several products that share the same back-office:

Product	What it is	Who uses it
<b>MooveTeam</b>	GPS team-building events with on-site staff	Event agencies, team-building companies
<b>MooveXR</b>	Same as MooveTeam, plus augmented reality	Agencies wanting 3D objects in the real world
<b>MooveGo</b>	Self-guided GPS experiences, no staff needed	Tourism companies, self-service city tours
<b>MooveGoXR</b>	Self-guided experiences with augmented reality	Tourism + education with AR

There are also iPad-only apps for specific formats:

App	Format
<b>MooveQuiz</b>	Presentation-style quiz shows
<b>MoovelIndoor</b>	Indoor activities without GPS (uses QR codes and Bluetooth beacons)
<b>MoovePhotoCall</b>	Interactive photo booth for events

All of these are managed from the same Moove80 back-office. If you learn Moove80, you can run any of them.

## Credits — how pricing works

Creating events is free. Testing them is free. You only pay when you run an event with real participants.

The currency is **credits**:

- **1 credit = 1 device for 1 event**
- A team of 5 people sharing one iPad = 1 credit
- A player using their own phone = 1 credit per phone
- You purchase credits in advance, and they **never expire**
- Larger packs cost less per credit

**Cost summary:**

Action	Cost
Create an event	Free
Edit and configure it	Free
Run it in demo mode	Free (unlimited)
Run it with real participants	1 credit per device
Buy more credits	Volume pricing – ask your account manager

This means you can build your entire event, test it thoroughly in demo mode, and only spend credits when the client is on-site.

## User roles

Not everyone sees the same Moove80. What you can do depends on your role:

Role	What you can do
<b>Agency</b>	Create and run events, manage teams and challenges, handle sales. This is what most users have.
<b>Viewer</b>	See events, teams, and results. Cannot create or change anything. Good for clients who want to observe.
<b>Indoor</b>	Access only to the indoor event mode.

If you are reading this manual, you are most likely an **Agency** user. Everything in this manual is written for that role.

## Languages

Moove80 supports five languages for the back-office interface: English, Spanish, French, Dutch, and Polish. You can switch at any time from the login page or the top-right menu.

The player app supports 26 languages – so your participants play in their own language regardless of which language you use in the back-office.

# Key Concepts

Before you create anything in Moove80, you need to understand six building blocks. Every event is made from these pieces, and they connect in predictable ways.

## Events

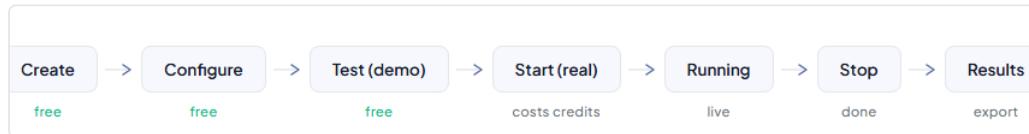
An **event** is the container for everything. It holds your teams, challenges, routes, and settings. It functions as a project container.

Every event has:

- A name
- A number of team slots
- A duration (in days — the access window, not a gameplay timer)
- A center location on the map
- A visual theme (pirate, medieval, Christmas, and more)

You can create as many events as you want for free. You only pay credits when you start one with real participants.

### Lifecycle of an event:



## Teams

A **team** is a group of players who compete together. You create teams inside an event and assign each team a name and a number.

Players join their team by scanning a QR code or tapping a link you send them. Once they join, their phone becomes the team's device — it shows the map, tracks their position, and lets them complete challenges.

### Key facts about teams:

- You set the maximum number of teams when creating the event
- Each team can have one or more players on a single device (iPad mode), or each player can use their own phone (BYOD mode)
- You can import teams from a CSV file instead of adding them one by one
- You can mark a team as “Organization Staff” — staff teams can monitor the event from the app without competing

## Challenges

A **challenge** is a task that teams must complete to earn points. Challenges are the core of the gameplay — they are what players actually *do*.

MooveTeam supports **14 challenge types**, grouped by what they ask players to do:

### Knowledge

Type	What it does
Questions	Multiple-choice or free-text questions

### Creative

Type	What it does
Picture / Video	Take a photo or record a video as proof
Physical Activity	Perform a physical task (dance, pose, exercise)

### Narrative

Type	What it does
Hints	Show information — a clue, a story, an instruction. No scoring.
Geolocated Video	Play a video when the team reaches a location

### Mini-games

Type	What it does
Puzzle	Reassemble a jigsaw image
Guess the Word	Figure out a hidden word from clues
Hangman	Classic hangman
Find the Pairs	Memory card-matching game
Related Words	Group words by category
Slot Machine	Luck-based slot machine

## Advanced

Type	What it does
AR Shell	Find virtual objects using augmented reality
Guess the Song	Identify a song from an audio clip
Robots	Interact with a programmable robot

### How challenges activate

Players do not manually pick challenges from a list. Challenges activate when something triggers them:

Trigger	How it works
GPS proximity	The player walks near the challenge location. The app detects it and opens the challenge.
QR code	The player scans a physical QR code you placed at the location.
Bluetooth beacon	For indoor events — a small device triggers the challenge when players walk past it.
Map tap	If you enable it, players can tap an icon on the map to start the challenge (no walking required).
Chaining	Completing one challenge automatically triggers the next one.

Most outdoor events use GPS proximity. Indoor events use QR codes or Bluetooth beacons. You choose per challenge.

## Routes

A **route** is a path through the event — a specific set of challenges in a specific order. You assign teams to routes.

Without routes, all teams converge on the same locations simultaneously. Routes split teams across different paths so they spread out across the map.

### Example:



All three routes can have different challenges, the same challenges in different order, or a mix. You decide.

## Segments

A **segment** is a phase or level within an event. Segments create progression — teams must finish one phase before the next one opens.

Segments function as sequential phases:



Without segments, all challenges are available from the start. With segments, you control the pace and create a narrative arc.

**Premium feature:** Dynamic segments can unlock based on time, score, or collecting specific objects — not just completing challenges.

## Objects and Gadgets

These two are often confused. Here is the difference:

### Objects (Collectibles) — help your own team

An **object** is a virtual collectible item that teams find to unlock progress. Teams earn objects by completing challenges, and they may need objects to unlock other challenges or segments.

**Example:** Complete the “Find the Key” challenge → receive the “Golden Key” object → use the Golden Key to unlock the “Open the Vault” challenge.

Objects create puzzle-like progression. They are tools for your benefit.

### Gadgets (Sabotage tools) — mess with other teams

A **gadget** is a sabotage tool that teams use to attack rivals (e.g., a Screen Bomb that covers their display with an explosion). Each team starts with a limited supply.

The ten gadget effects:

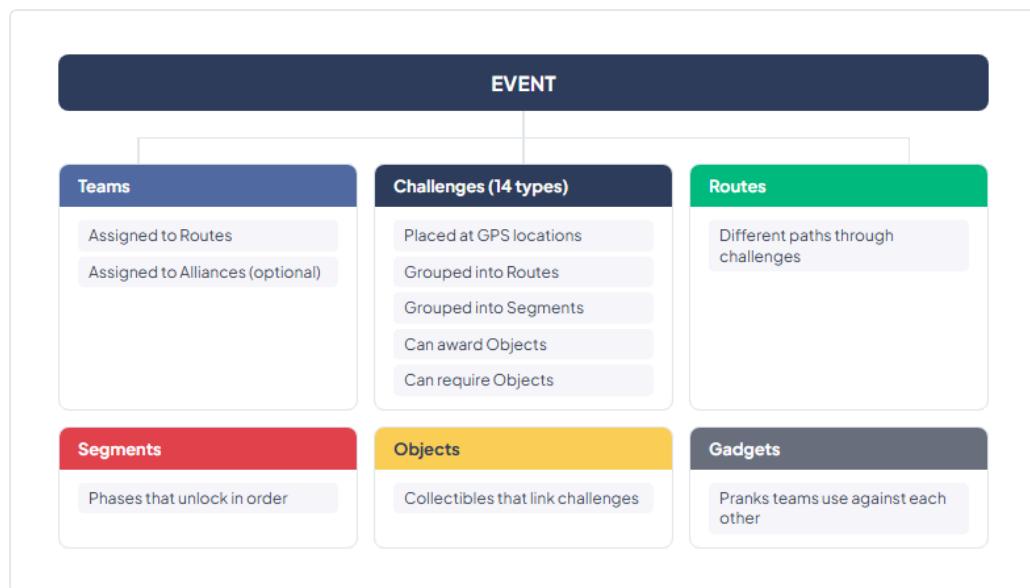
Gadget	What it does to the target team
<b>Bomb</b>	Explosion animation covers their screen
<b>Alcohol</b>	Screen wobbles as if drunk
<b>X-Ray</b>	X-ray visual filter on their screen
<b>Scare</b>	Jump-scare effect
<b>Fart</b>	Plays a fart sound
<b>Love</b>	Hearts animation covers their screen
<b>Fireworks</b>	Fireworks animation
<b>Broken Screen</b>	Screen appears cracked
<b>Inverted Screen</b>	Everything flips upside down
<b>Lock Screen</b>	Screen locks temporarily — they cannot do anything

Gadgets are strategic: you have a limited number, so choosing when and who to target matters.

	Objects	Gadgets
<b>Who benefits?</b>	Your own team	Hurts rival teams
<b>Purpose</b>	Progression (unlock things)	Competition (slow others down)
<b>Supply</b>	Earned by completing challenges	Fixed starting stock

## How it all connects

Here is how the six building blocks fit together inside one event:



You do not need to use every building block. A simple event can be just teams + challenges. Routes, segments, objects, and gadgets add complexity – use them when the event design calls for it.

# Logging In

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This chapter shows you what happens when you open Moove80 for the first time — the login screen, the dashboard, and how to find your way around.

## Getting your credentials

Moove80 does not have a public sign-up page. You get access after a demo with the mooveTEAM team:

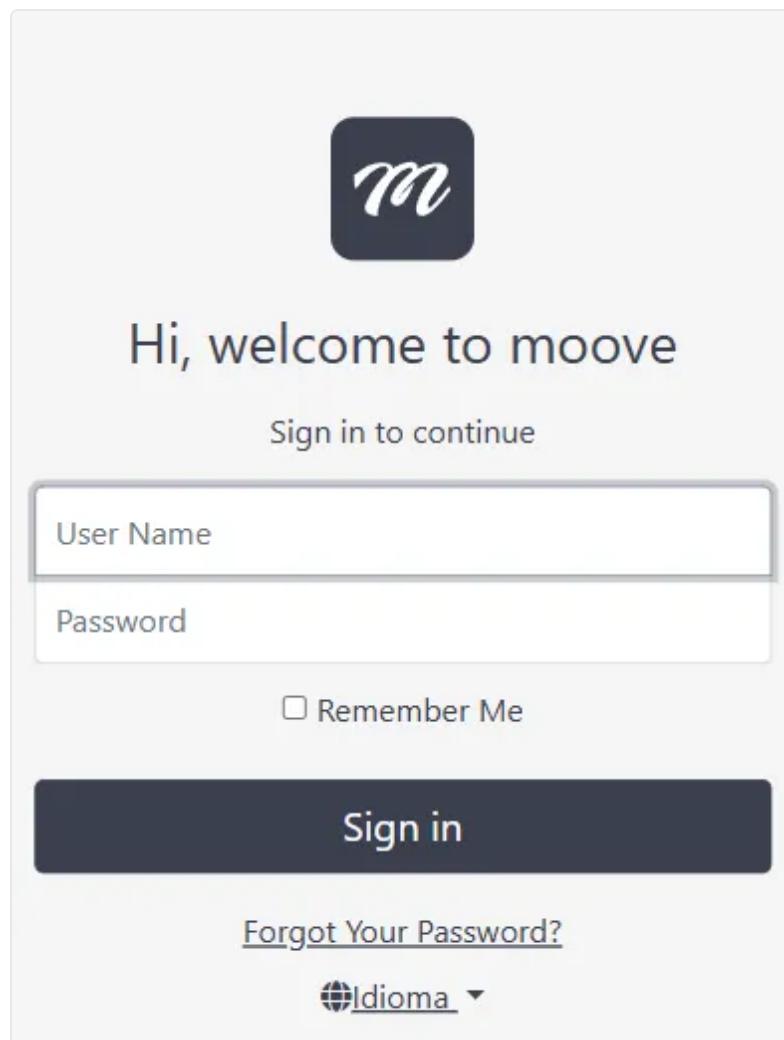
1. **Request a demo** at [mooveteam.com](http://mooveteam.com) — click “Request a Demo” or fill out the contact form.
2. **After the demo**, mooveTEAM creates your free account and sends you a username and password for the back-office.
3. **Start building** — create as many games as you want and play unlimited demos at no cost. You only pay for credits when you run a real activity with paying clients.

 **NOTE**

If you already have an account, your MooveTeam contact may have created it for you. Check with them for your credentials. You can change your password at any time from the user menu.

## Sign in

Open the Moove80 back-office in your browser. You will see the login page.



1. Type your **User Name**.
2. Type your **Password**.
3. Check **Remember Me** if you want to stay signed in after closing the browser.
4. Click **Sign in**.

#### If something goes wrong:

- “User Inactive” — your account exists but has not been approved yet. Ask your administrator to activate it.
- “User Locked” — too many failed login attempts locked your account. An administrator must unlock it.
- Forgot your password? Click **Forgot Your Password?** below the sign-in button to reset it by email.

## Change the language

You can switch the interface language in two places:

- **Before signing in:** Use the “Idioma” dropdown at the bottom of the login page.
- **After signing in:** Click the globe icon in the top-right menu.

Available languages: English, Spanish, French, Dutch, and Polish. The language is saved in a cookie – you only need to set it once.

## The dashboard

After signing in, you land on the **Home** page – the dashboard.

Purchase Date	Start	End	Teams playing	Teams possible	Partner	Event
09/02/26	09/02/26	01/03/26	0	10	Empresa de GersonNajera	DOA AÑO DE LA REVANCH 2026
05/02/26	06/02/26	21/02/26	0	5	marcos_premium	Beautiful Italy - BeOne
10/02/26	10/02/26	25/02/26	14	14	BestCorporateEvents	Barcelona Event-Natus Sensory - 2/10/2026
18/1/25	09/02/26	24/02/26	0	3	Judith Moreno	Event Test
09/02/26	09/02/26	24/02/26	4	5	Empresa de red herring	Amazon-9th Feb 26
27/1/25	03/02/26	18/02/26	1	3	Empresa de MaxiMice	Arlanów DELOTTE
02/02/26	09/02/26	12/02/26	1	3	Judith Moreno	Around the World Challenge
30/01/26	30/01/26	14/02/26	3	3	EMConsolle	Conquer Bologna 30.01.2026
06/02/26	10/02/26	25/02/26	0	10	equinocio	BdP Bombordo Open Day 2026
28/01/26	28/01/26	12/02/26	6	6	Teamfabriek	Amsterdam Winter Canal Rally 280126
05/02/26	05/02/26	20/02/26	3	3	uvme	05.02 - Hunted - HMC Antoniushove
29/01/26	29/01/26	13/02/26	2	5	rachida	Signaleer jij ondermijning?
06/02/26	09/02/26	14/02/26	0	6	lemonnier	Barcelona Tech Rally Convatec
09/02/26	09/02/26	24/02/26	6	6	seven	Event Quiz
28/01/26	28/01/26	12/02/26	3	3	BEVENT	Water Escape Rotterdam Stedin Leuvenhaven 29 januari 2026
07/09/24	09/02/26	12/02/26	1	3	AdvWarsaw	Odkryj I-Wrocław Dyka
12/12/25	09/02/26	12/02/26	1	3	AdvWarsaw	Odkryj Łódź Etex Poland 12.12.25 PL
05/02/26	08/02/26	08/03/26	8	8	betaembuilding	Mapfre 10.02.26
09/02/26	09/02/26	13/02/26	8	8	HUMANSIDE	Madrid iPad Quest 9.2.26

The dashboard shows a table of all your events with key information at a glance:

What you see	What it means
<b>Total possible teams</b>	How many team slots exist across all your events
<b>Logged in teams</b>	How many teams have actually connected to the app
<b>Event table</b>	A row for each event showing dates, team counts, and the event name

Click any event name to jump straight to its edit page.

## Finding your way around

Moove80 has a fixed top bar that stays visible on every page. Here is what you see:

### The main menu (top bar)

Menu item	What it does
Home	Returns to the dashboard
Events	Opens the events list — this is where you spend most of your time
Gallery	Your shared image library (photos, logos, illustrations)

### The user menu (top-right dropdown)

Click your name in the top-right corner to open the user menu. Here you will find:

Menu item	What it does
Language	Switch the interface language
My Data	Your company account settings and billing details
Downloads	Download links for the mobile apps
Accounting	Your sales and billing history
Characters	Manage custom avatars for events
AR Scenes	Manage augmented reality scenes
Log Off	End your session

#### NOTE

The exact menu items you see depend on your role. Agency users see all of the above. Viewer users see fewer options. Admin users see additional system tools.

## The events list

Click **Events** in the top bar. This is the main working area — a list of all your events.

Events		xavi guardia		Tags	1	2	3	4	>
182 Events	Search								
Name / Location	Date	Actions	Results	Buy					
Team building Ali ali Barcelona (Spain) active  	2026-02-04	Elements	 Start	   	 				
Evento a Barcelona (Spain) active  	2024-11-28	Elements	 Start	   	 				
Evento segmentos issue active  	2024-05-10	Elements	 Start	   	 				
Evento segmentos issue- Copia(08/05/2024 8:24) active  	2024-05-10	Elements	 Start	   	 				
oraculo									

Each row shows one event. The columns tell you:

Column	What it means
<b>Start</b>	Green button — click to start the event
<b>Name</b>	The event name (click to open and edit it)
<b>Date</b>	When the event was created
<b>Location</b>	Where the event takes place
<b>Teams</b>	How many teams are assigned
<b>Challenges</b>	How many challenges exist
<b>Actions</b>	Quick-access icons for results, details, and more

Each row also has a small dropdown arrow. Click it for additional actions: duplicate the event, export it, view results, generate reports, and more.

Use the **search box** to filter events by name, and the pagination controls to change how many events you see per page.

## What you have learned

You now know how to:

- Sign in and change the language
- Read the dashboard
- Navigate using the top bar and user menu
- Find and filter your events

You are ready to create your first event.

# Create Your First Event

By the end of this chapter, you will have a fully configured event ready to test. We will walk through every step — from creating the event to verifying it on the map.

## What you will need

- A Moove80 account with Agency or Admin role
- Challenge content: a few questions, at least one photo challenge, and GPS coordinates for each (a street address works too)
- About 30 minutes

## Step 1 — Create the event

1. Click **Events** in the top bar.
2. Click the **New** button above the events table.



3. Fill in the fields:

Field	What to enter	Example
<b>Name</b>	A name your participants will see	"Barcelona Team Challenge"
<b>Number of Teams</b>	Maximum teams for this event	10
<b>Duration of game in days</b>	How long the event is accessible after starting — this is the access window, not a gameplay countdown (minimum 3, maximum 120)	15
<b>Location</b>	Type an address or click the map to place a pin	"Plaça Catalunya, Barcelona"
<b>Event Theme</b>	Visual style for the player app	Default, Christmas, Pirates, or Halloween

**TIP**

Even for a 2-hour event, set the minimum duration (3 days). Duration controls how long the event stays accessible in the app — you control the actual game length by manually [stopping the event](#) when time is up.

4. Click **Save**.

You are now on the **Event Edit** page. This is where you will spend most of your setup time. Notice the **10 tabs** across the top:

Tab	What it configures	Reference
Event	General settings and gameplay options	<a href="#">Event Tab</a>
Logo	Event branding (logo images)	<a href="#">Logo Tab</a>
Alliances	Cooperative team groups	<a href="#">Alliances Tab</a>
Teams	Your team roster	<a href="#">Teams Tab</a>
Challenges	The tasks players will complete	<a href="#">Challenges Tab</a>
Routes	The paths teams will follow	<a href="#">Routes Tab</a>
Objects / Gadgets	Collectibles and sabotage tools	<a href="#">Objects / Gadgets Tab</a>
Segments	Game phases and levels	<a href="#">Segments Tab</a>
Custom Map	A branded map overlay	<a href="#">Custom Map Tab</a>
Documents	Attached files for teams and staff	<a href="#">Documents Tab</a>

You do not need to fill every tab. For a basic event, you need: **Teams**, **Challenges**, and **Routes**. Everything else is optional.

## Step 2 — Set your gameplay options

You are already on the **Event** tab (the first one). Review the gameplay checkboxes:

Option	What it does	Recommended for your first event
<b>Allow players to click map icons to activate challenges</b>	If on, players can tap a challenge on the map without walking to it	Leave off — GPS proximity is the core experience
<b>Don't allow users to switch segment</b>	Locks players to their current game phase	Leave off (or skip if you are not using segments)
<b>Display rankings exclusively for the active segment</b>	Hides the overall leaderboard	Leave off
<b>Hide chat icon on app</b>	Removes the in-app messaging button	Leave off — you may want to send messages during the event

Click **Save** when done. The other fields (name, duration, theme) are already set from Step 1.

## Step 3 — Add teams

Click the **Teams** tab.

1. Click **New**.
2. Fill in:
  - **Name** — a team name (e.g., “Blue Sharks”)
  - **Number** — a team number (1, 2, 3...)
  - Leave Route empty for now — we will assign routes in Step 6.
3. Click **Save**.
4. Repeat for each team. For your first event, create 3–4 teams.

**Shortcut:** If you have many teams, click **Import** to upload a CSV file with all team names at once.

After creating your teams, you will see them listed:

New	T1	Number	T1	Name	T1	e-mail Address	T1	Alliance	T1	Route	T1	This team is Organization Staff	T1	Picture of the team	T1	Details	T1
<input checked="" type="checkbox"/>	<input type="checkbox"/>	14	<input type="checkbox"/>	131	<input type="checkbox"/>		<input type="checkbox"/>	N/A	<input type="checkbox"/>	N/A	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
<input checked="" type="checkbox"/>	<input type="checkbox"/>	15	<input type="checkbox"/>	132	<input type="checkbox"/>		<input type="checkbox"/>	N/A	<input type="checkbox"/>	N/A	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
<input checked="" type="checkbox"/>	<input type="checkbox"/>	1	<input type="checkbox"/>	1	<input type="checkbox"/>		<input type="checkbox"/>	N/A	<input type="checkbox"/>	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
<input checked="" type="checkbox"/>	<input type="checkbox"/>	2	<input type="checkbox"/>	2	<input type="checkbox"/>		<input type="checkbox"/>	N/A	<input type="checkbox"/>	2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
<input checked="" type="checkbox"/>	<input type="checkbox"/>	3	<input type="checkbox"/>	3	<input type="checkbox"/>		<input type="checkbox"/>	N/A	<input type="checkbox"/>	3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
<input checked="" type="checkbox"/>	<input type="checkbox"/>	4	<input type="checkbox"/>	4	<input type="checkbox"/>		<input type="checkbox"/>	N/A	<input type="checkbox"/>	4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
<input checked="" type="checkbox"/>	<input type="checkbox"/>	6	<input type="checkbox"/>	6	<input type="checkbox"/>		<input type="checkbox"/>	N/A	<input type="checkbox"/>	6	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
<input checked="" type="checkbox"/>	<input type="checkbox"/>	7	<input type="checkbox"/>	7	<input type="checkbox"/>		<input type="checkbox"/>	N/A	<input type="checkbox"/>	7	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
<input checked="" type="checkbox"/>	<input type="checkbox"/>	8	<input type="checkbox"/>	8	<input type="checkbox"/>		<input type="checkbox"/>	N/A	<input type="checkbox"/>	8	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
<input checked="" type="checkbox"/>	<input type="checkbox"/>	9	<input type="checkbox"/>	9	<input type="checkbox"/>		<input type="checkbox"/>	N/A	<input type="checkbox"/>	9	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		

### TIP

Mark one team as “Organization Staff” by checking the staff checkbox. Staff teams can monitor the event from the app without competing — useful for on-site coordinators.

## Step 4 — Create challenges

Click the **Challenges** tab. This is where you build the gameplay.

1. Click **New**.
2. Pick a **challenge type**. For your first event, start with these three:

### A question challenge

Choose **Questions** as the type. Fill in:

- **Name** — the challenge title (e.g., “History Quiz”)
- **Question** — the question text (“In what year was the Sagrada Família started?”)
- **Answers** — set the correct answer and wrong options (A: 1882, B: 1900, C: 1920, D: 1950)
- **Points** — how many points this challenge is worth (e.g., 100)
- **Location** — type an address or click the map to place the challenge

Click **Save**.

## A photo challenge

Choose **Picture / Video Point** as the type. Fill in:

- **Name** — the challenge title (“Team Selfie at the Cathedral”)
- **Question** — the instruction (“Take a team photo in front of the Cathedral main entrance”)
- **Points** — the maximum points (e.g., 200 — you will score these manually)
- **Location** — where the team must go

Click **Save**.

## A hint

Choose **Hints** as the type. Fill in:

- **Name** — the hint title (“Welcome Message”)
- **Question** — the text to show (“Welcome to the Barcelona Team Challenge! Head to your first location marked on the map.”)
- **Points** — 0 (hints are informational, not scored)
- **Location** — the starting point of the event

Click **Save**.

3. Create at least 5–6 challenges total for a complete test. Mix types: a few questions, one or two photo challenges, and a hint at the start.

The challenge list shows your work so far. The sidebar on the left counts how many challenges you have per type.

### TIP

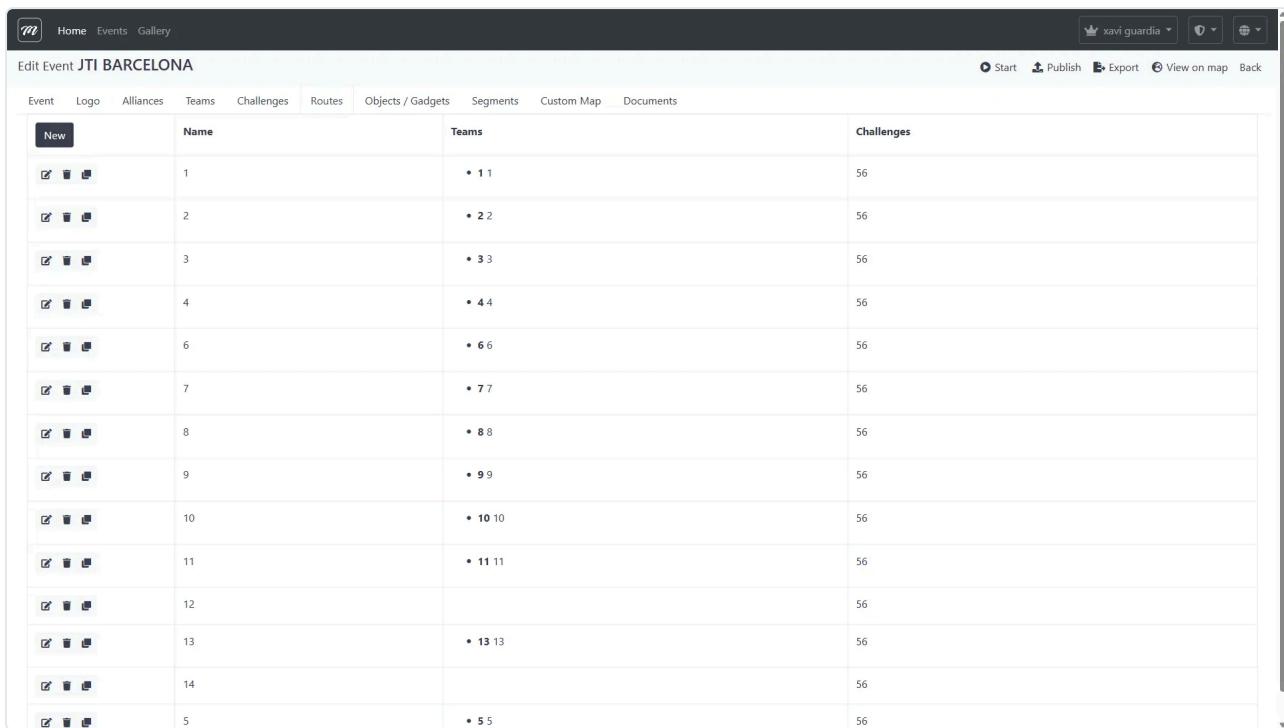
You can import challenges from another event. If a colleague already created challenges you want to reuse, click **Import Challenges from other events** to copy them.

## Step 5 — Create routes

Click the **Routes** tab. Routes define which challenges each team sees and in what order.

For your first event, create at least two routes so teams go to different places:

1. Click **New**.
2. Name the route (e.g., “Route A — Gothic Quarter”).
3. On the route detail page, assign challenges to this route. Drag them to set the order.
4. Click **Sort by nearest distance** to arrange challenges in a logical walking path.
5. Save.
6. Repeat for a second route with a different set of challenges (or the same challenges in a different order).



New	Name	Teams	Challenges
<input checked="" type="checkbox"/>	1	• 1 1	56
<input checked="" type="checkbox"/>	2	• 2 2	56
<input checked="" type="checkbox"/>	3	• 3 3	56
<input checked="" type="checkbox"/>	4	• 4 4	56
<input checked="" type="checkbox"/>	6	• 6 6	56
<input checked="" type="checkbox"/>	7	• 7 7	56
<input checked="" type="checkbox"/>	8	• 8 8	56
<input checked="" type="checkbox"/>	9	• 9 9	56
<input checked="" type="checkbox"/>	10	• 10 10	56
<input checked="" type="checkbox"/>	11	• 11 11	56
<input checked="" type="checkbox"/>	12		56
<input checked="" type="checkbox"/>	13	• 13 13	56
<input checked="" type="checkbox"/>	14		56
<input checked="" type="checkbox"/>	5	• 5 5	56

Now go back to the **Teams** tab and assign each team to a route. Edit each team and pick a route from the dropdown.

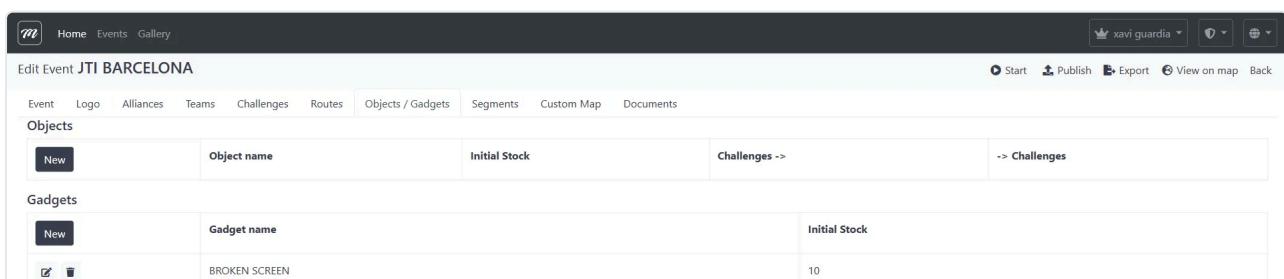
**Why routes matter:** Without routes, all teams go to the same challenges in the same order. With routes, teams spread across the map — less crowding, more variety.

## Step 6 — Add gadgets (optional)

Click the **Objects / Gadgets** tab.

Gadgets let teams sabotage each other. For your first event, add two or three:

1. Click **New** in the Gadgets section.
2. Choose an effect — **Bomb** and **Lock Screen** are common choices.
3. Set the **Initial Stock** to 3 (each team gets 3 uses).
4. Save.



New	Object name	Initial Stock	Challenges ->	-> Challenges
<input checked="" type="checkbox"/>				
<input checked="" type="checkbox"/>	BROKEN SCREEN	10		

**Skip this for now?** Gadgets are optional. You can always add them later. They add competition between teams.

## Step 7 — Verify your setup

Before testing, do a quick check:

Check	Question to ask yourself	Where to look
Routes assigned	Is every team assigned to a specific route?	Teams tab
Locations set	Does every challenge have GPS coordinates on the map?	Challenges tab (or the map view)
Route order	Do challenges in each route follow a logical walking path?	Routes tab → detail view
Gadget stock	Is the stock per team reasonable (3–5, not 100)?	Objects / Gadgets tab

Now click **View on map** in the action bar (top-right of the event edit page). This opens a map showing all your challenge locations as pins. Verify they are where you want them.

## What you have built

Your event now has:

- Basic settings (name, location, duration, theme)
- 3–4 teams assigned to routes
- 5–6 challenges of mixed types (questions, photos, hints)
- 2 routes spreading teams across the map
- A few gadgets for competition (optional)

This is enough to test. In the next chapter, you will run this event in demo mode — completely free — to make sure everything works.

**Before moving on**, consider these optional tabs if your event needs them:

Tab	When to use it
<b>Logo</b>	Upload your client's logo for branded events
<b>Alliances</b>	Group teams into cooperative factions for large events
<b>Segments</b>	Break the event into phases (exploration → investigation → finale)
<b>Custom Map</b>	Overlay a themed illustration on the real map
<b>Documents</b>	Attach PDF rules, maps, or instructions for teams

For field-level detail on every tab, see the [Interface Reference](#).

**Before you test:** Run through the [Go-Live Checklist](#) to make sure nothing is missing. It is short and catches common oversights.

# Run Your First Event

Your event is configured. Now you will start it, watch it run, and learn how to handle what happens during gameplay. We will start with a free demo, then cover how a real event works.

## What you will need

- The event you created in the previous chapter
- A phone with the MooveTeam app installed (optional – demo mode works without real players)

## Start a demo

Demo mode lets you test everything for free. It works exactly like a real event, but is limited to 2 teams and costs nothing.

1. Go to the **Events** list.
2. Click the green **Start** button on your event's row (or open the event edit page and click **Start** in the top-right action bar).



3. You will see two tabs: **Demo** and **Real Game**. Make sure the **Demo** tab is selected.

4. Click **Start**.

Your event is now running.

**What just happened behind the scenes:** Moove80 set a start date, cleared any old test data, distributed gadgets to teams, and prepared the game for players to connect.

## What players do (so you know what to expect)

When the event is running, players join by scanning a QR code or tapping a link. Here is what they experience:

1. They open the MooveTeam app on their phone.
2. They scan the QR code you generated (from the Teams tab → QR Code sub-tab) or tap the activation link you emailed them.
3. The app loads the event – they see a map with challenge icons.

4. They walk toward a challenge location. When they are close enough, the challenge opens automatically.
5. They complete the challenge (answer a question, take a photo, solve a puzzle).
6. They earn points. The leaderboard updates in real time.
7. They continue to the next challenge on their route.

For your demo test, you do not need real players walking around. The demo confirms that:

- Your challenges appear on the map at the right locations
- The routes make sense
- The scoring works
- The QR codes generate correctly

## What staff teams see

If you marked a team as “Organization Staff,” their app experience differs from regular players:

- They see the same map with all challenge locations
- They can walk to challenges and view their content
- Their results are recorded but earn **0 points** — they do not appear on the leaderboard
- They do not consume credits
- They can receive messages from the back-office

Use staff teams for on-site coordinators who need to see the map and challenges without affecting the competition.

## Track teams live

While the event is running, you can monitor everything from the tracking dashboard.

From the events list, use the row dropdown menu and click to access tracking. You will see:

Trial categories	Name	Teams pending	done / total	
Questions	BCN22 10 pts. <a href="#">...BCN22 10 pts.</a>	▶Push ▶Skip	0 / 0	<a href="#">Detail</a>
Questions	BCN1 10 pts. <a href="#">...BCN1 10 pts.</a>	▶Push ▶Skip	0 / 0	<a href="#">Detail</a>
Questions	BCN2 10 pts. <a href="#">...BCN2 10 pts.</a>	▶Push ▶Skip	0 / 0	<a href="#">Detail</a>
Questions	BCN3 10 pts. <a href="#">...BCN3 10 pts.</a>	▶Push ▶Skip	0 / 0	<a href="#">Detail</a>
Questions	BCN4 10 pts. <a href="#">...BCN4 10 pts.</a>	▶Push ▶Skip	0 / 0	<a href="#">Detail</a>

The tracker shows every challenge in your event as a row. Each row displays:

Column	What it shows
<b>Trial categories</b>	The challenge type (Questions, PhotoVid, Hints, etc.)
<b>Name</b>	Challenge name and point value
<b>Teams pending</b>	Teams that have not completed this challenge yet, with <b>Push</b> and <b>Skip</b> controls
<b>done / total</b>	Completion count (e.g., “3 / 10” means 3 out of 10 teams finished it)
<b>Detail</b>	Opens the detailed view for that challenge

### ⓘ PUSH AND SKIP

Each challenge row has two staff controls for managing teams during a live event:

- **Push (▶)** — Forces the challenge to a team’s mobile app immediately. Use this when a team is stuck or idle and you want them to attempt a specific challenge now.
- **Skip (▶▶)** — Skips the challenge for a team entirely. The team bypasses it without completing it and moves on. Use this when a challenge is causing problems or a team cannot reach the location.

Both actions send a real-time notification to the team’s device.

## What you can do during a live event

Action	How	When to use it
<b>Push a challenge</b>	Tracker → click <b>Push</b> on the challenge row	A team is idle or stuck — forces the challenge to their device
<b>Skip a challenge</b>	Tracker → click <b>Skip</b> on the challenge row	A challenge is causing problems or a team cannot reach the location
<b>Send a message</b>	Teams tab → select a team → Send message	A team is lost, you need to give them a hint, or you want to announce something
<b>Score a photo</b>	Tracker → click a photo challenge → review submissions	A team submitted a photo that needs manual scoring
<b>Check a team’s position</b>	Tracker → team statistics	You want to know where a team is
<b>Suspend the leaderboard</b>	Action menu → Suspend scoring	You want to hide rankings before the final reveal
<b>Reassign a segment</b>	Segment tracking → move a team to a different segment	A team is stuck and needs to skip ahead

## Score photo challenges

Photo and video challenges are not scored automatically — you decide how many points each submission deserves. During the event (or after):

1. Open the tracker or results list.
2. Find photo challenge results showing 0 points.
3. Click the points field and type the score (e.g., 150 out of 200).
4. Click **Save**.

The team's total score updates immediately.



### TIP

Use the “Photos without score” filter in the results list to find all unscored photos quickly.

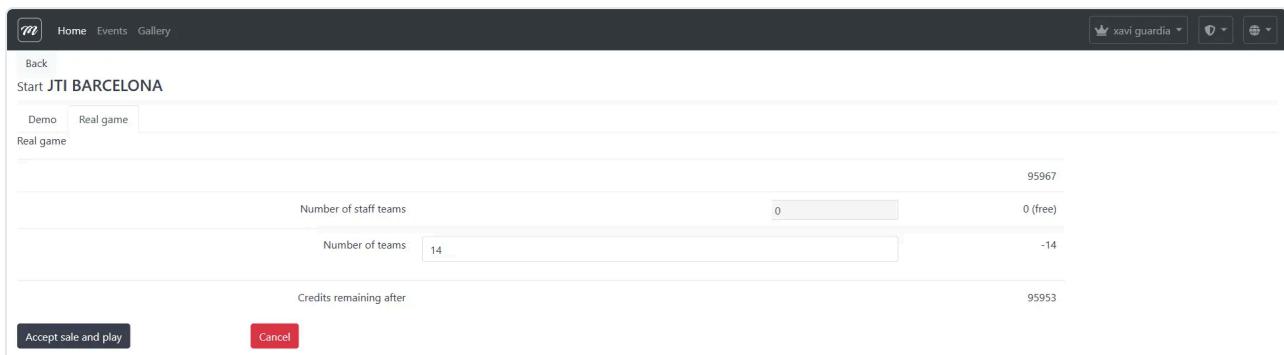
## Handle common problems

Problem	What to do
<b>A team cannot connect</b>	Check that the event is running (green Start button should now say the event is active). Regenerate the QR code from the Teams tab and have them scan again.
<b>A challenge does not activate</b>	Verify the GPS coordinates are correct. The player must be within range of the challenge location. Check if the challenge is assigned to the team's route.
<b>A team is on the wrong route</b>	Edit the team in the Teams tab and change their route assignment.
<b>You need to hide the leaderboard</b>	Use Suspend Scoring to temporarily hide rankings from all public displays. Results still accumulate — they just are not shown.
<b>A device crashes</b>	The player can re-open the app and rejoin. Their progress is saved on the server, not on the device.

## Start a real event

When you are ready to run the event with actual participants (after testing in demo mode), the process is almost the same:

1. Click **Start** on the event.
2. Select the **Real Game** tab.



### 3. Review the credit cost:

- **Credit balance** shows how many credits your company has
- **Number of teams** shows how many playing teams will consume credits (1 credit per device)
- **Staff teams** are free — they do not consume credits
- **Credits remaining after** shows your balance after the deduction

#### ⚠ CREDITS ARE DEDUCTED IMMEDIATELY

Starting a real event consumes 1 credit per playing team. Verify your team count before clicking.

#### ❗ IF THE EVENT RAN BEFORE, EXPORT YOUR DATA BEFORE CLICKING START

Starting permanently deletes all previous results, GPS positions, photos, gadget inventories, and device registrations. There is no undo.

### 4. Click **Accept sale and play** to start (this deducts credits from your balance — it is not a credit card charge).

## Stop the event

#### ❗ DO NOT PRESS RESTART TO END AN EVENT

Restarting permanently deletes all data. Use **Stop** to preserve results.

- **Stop** = event ends, all data preserved for reporting and export
- **Restart** = all data destroyed, event restarts from zero

**After a finished event, always press Stop. Never press Restart.**

When the event is finished:

1. Access the stop function from the admin interface.

2. Review the confirmation showing how many results and GPS positions were captured.

3. Click **Stop**.

The event stops immediately. All data is preserved — results, photos, GPS tracks, messages.

Nothing is deleted when you stop.

## What you have learned

You now know how to:

- Start an event in demo mode (free) or real mode (uses credits)
- Monitor teams using the tracking dashboard
- Score photo challenges manually
- Send messages to teams
- Handle common problems during a live event
- Stop an event safely

For field-level detail on live operations, see the [Live Control Reference](#) and [Results Reference](#).

# Results and Export

The event is over. Now you need to review what happened, finalize scores, generate reports for your client, and export the data. This chapter covers everything you do after pressing Stop.

## Review results

Open the results list for your event:

1. Go to the **Events** list.
2. Find your event and open the row dropdown menu (small arrow on the left).
3. Click **Results**.

The results list shows every challenge response from every team:

Column	What it tells you
<b>Team</b>	Which team submitted this response
<b>Date</b>	When they submitted it
<b>Type of Challenge</b>	What kind of challenge it was (Questions, Photo, Puzzle, etc.)
<b>Correct Answer</b>	The expected answer (for quiz-type challenges)
<b>Answer</b>	What the team actually answered
<b>Picture</b>	Thumbnail of their photo submission (click to see full size)
<b>Name</b>	The challenge name
<b>Points</b>	Points awarded
<b>Extra points</b>	Bonus points, if any

Use the **search box** to filter by team name, challenge name, or any other column. Change the page size (10, 25, 50, 100 results per page) to see more at once.

## Score remaining photos

If your event had photo or video challenges, some results may still be unscored. You assigned a maximum point value when you created the challenge — now you decide what each submission actually deserves.

### Quick method — inline scoring

1. In the results list, find photo results showing **0 points**.
2. Click the points field directly in the table.
3. Type the score you want to award.
4. Click **Save**. The change is saved instantly.

### Find all unscored photos at once

Switch to the **Photos without score** view — this filters the results list to show only photo submissions that have not been scored yet. Work through them one by one.

## Score free-text answers

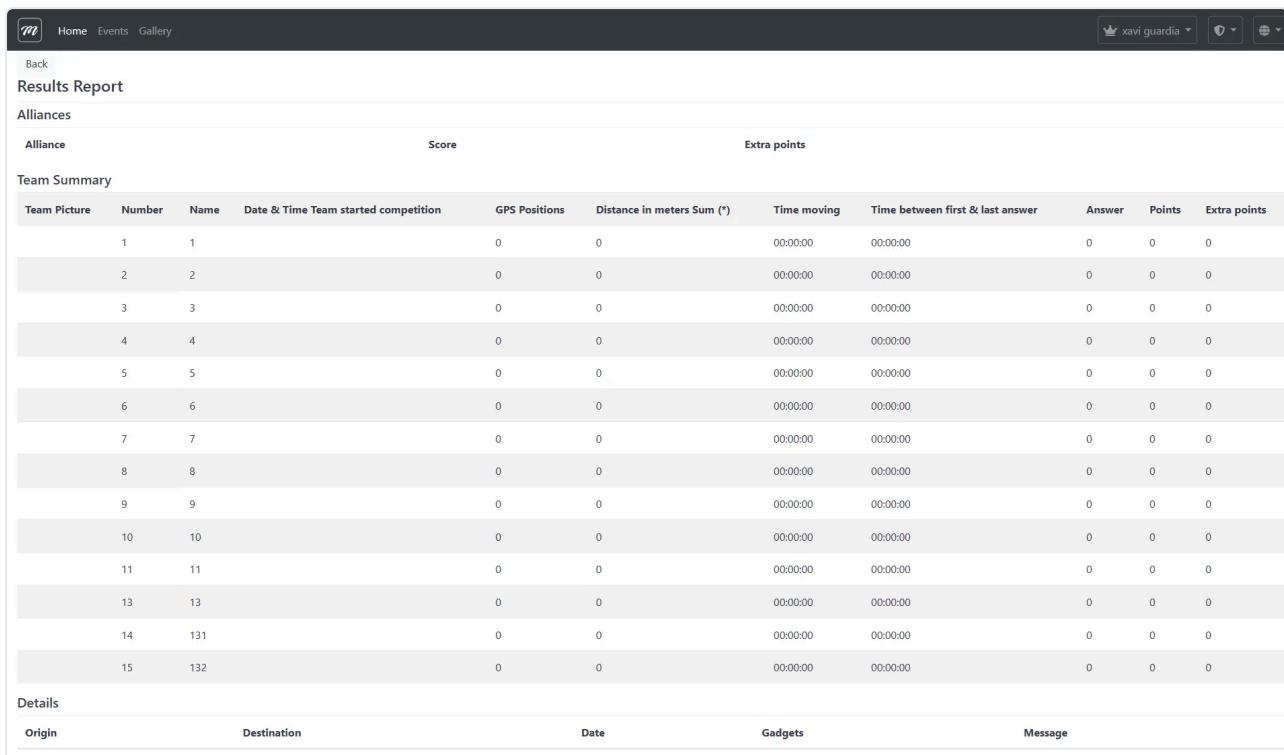
If any challenges used free-text responses (where the team types their own answer instead of picking from multiple choice), use the **Score free text questions** page:

1. From the results list, click the link to score free-text questions.
2. You will see each team's response next to the question that was asked.
3. Read the response and type a score.
4. Click **Send** for each row.

## Generate the report

The report is what you give your client — a complete summary of the event. Moove80 generates it automatically.

1. From the events list row dropdown, click **Report** (or from the results list, click **Report**).



The screenshot shows the Moove80 Results Report interface. At the top, there are navigation links for Home, Events, and Gallery, and a user profile for 'xavi guardia'. Below the header, there are sections for 'Alliances' and 'Team Summary'. The 'Team Summary' section contains a table with 15 rows, each representing a team. The columns in the table are: Team Picture, Number, Name, Date & Time Team started competition, GPS Positions, Distance in meters Sum (\*), Time moving, Time between first & last answer, Answer, Points, and Extra points. The 'Details' section below the table includes columns for Origin, Destination, Date, Gadgets, and Message.

Team Picture	Number	Name	Date & Time Team started competition	GPS Positions	Distance in meters Sum (*)	Time moving	Time between first & last answer	Answer	Points	Extra points
1	1			0	0	00:00:00	00:00:00	0	0	0
2	2			0	0	00:00:00	00:00:00	0	0	0
3	3			0	0	00:00:00	00:00:00	0	0	0
4	4			0	0	00:00:00	00:00:00	0	0	0
5	5			0	0	00:00:00	00:00:00	0	0	0
6	6			0	0	00:00:00	00:00:00	0	0	0
7	7			0	0	00:00:00	00:00:00	0	0	0
8	8			0	0	00:00:00	00:00:00	0	0	0
9	9			0	0	00:00:00	00:00:00	0	0	0
10	10			0	0	00:00:00	00:00:00	0	0	0
11	11			0	0	00:00:00	00:00:00	0	0	0
13	13			0	0	00:00:00	00:00:00	0	0	0
14	131			0	0	00:00:00	00:00:00	0	0	0
15	132			0	0	00:00:00	00:00:00	0	0	0

The report includes:

### Alliance summary (if alliances were used)

- Total score per alliance (averaged, so bigger alliances do not automatically win)

### Team summary

For each team:

- Team photo
- When they started playing
- GPS positions recorded
- Total distance walked (in meters)
- Time spent moving
- Number of challenges answered
- Total points and bonus points

### Per-team detail

Below the summary, each team has its own section with:

- Every challenge response (question, answer, points, response time)
- All photos and videos submitted
- Gadget inventory (which gadgets they had and used)

## Messages log

All messages sent during the event — between teams, from teams to you, and from you to teams.

The report is designed for printing. Each team section starts on a new page.

**Distances report:** If you only need movement data (distance walked, time moving), use **Distances report** from the row dropdown — it shows just the GPS metrics without all the challenge detail.

## Export to Excel

For clients who want raw data in a spreadsheet:

1. From the events list row dropdown, click **Export results**.
2. A ZIP file downloads to your computer.
3. Open the ZIP — inside is an Excel workbook with:
  - A **Results** sheet listing every challenge response (team, challenge, answer, points, time)
  - A separate sheet **for each team** with their submitted photos embedded

**ⓘ NOTE**

The export requires at least one result in the event. If the event has no results (e.g., a demo you never played), the export will show an error.

## Export photos

For events with many photo submissions, you can export all photos at once:

1. From the events list row dropdown, access the photo export page.
2. Enter the email addresses where download links should be sent (your company's email addresses are pre-filled).
3. Click **Export**.



This does not download instantly — photo export runs as a background job because events can have hundreds or thousands of photos. When it finishes:

- The listed email addresses receive a message with download links.

- The download links are valid for **4 days**. Save the files before they expire.
- You can check the job status on the same page (Pending → Processing → Done).

## Show results on a screen

For live events or award ceremonies, Moove80 can display results on a projector or TV:

Display	What it shows	How to access
<b>Control Panel</b>	Live leaderboard customizable with HTML templates	Share the public control panel URL
<b>Photo Slideshow</b>	Cycling display of submitted photos	Events list → row dropdown → Photo slideshow
<b>Public Results</b>	Full results table (no login required)	Share the public results URL

For field-level detail on public displays, see the [Public Displays Reference](#).

### DANGER

These public pages do not require a login. Anyone with the URL can see them. Share them intentionally — for example, project the leaderboard at the venue for the award ceremony.

### TIP

Use **Suspend Scoring** to hide the leaderboard before the final reveal, then turn it back on for the final reveal.

## Clean up

After you have exported everything you need:

- **Keep the event** if you plan to reuse it. You can duplicate it for future clients.
- **Clear results** if you want to keep the event structure (teams, challenges, routes) but wipe all results data. This is useful when rerunning the same event for a different client.
- **Delete the event** if you are done with it permanently. You must type the event name to confirm — deletion cannot be undone.

## Post-event checklist

Before closing the project:

- All photo challenges scored
- All free-text responses scored

- Report generated and saved or printed
- Excel export downloaded
- Photos exported (if needed) and download links saved before 4-day expiration
- Client received their deliverables (report, photos, scores)
- Event duplicated as a template (if you want to reuse it)

## What you have accomplished

You have created an event from scratch, run it, and extracted the results. You now know the full lifecycle:

**Design → Test → Run → Review → Export → Deliver**

From here:

- Need to do something specific? Check the [How-To Guides](#).
- Something not working? Open [Troubleshooting](#).
- Looking up a specific field or button? See the [Interface Reference](#).

---

You have reached the end of Part 2. The tutorial is complete. Everything from here is reference material — how-to guides for specific tasks, troubleshooting for common problems, and a glossary of terms.

02

## How-To Guides

Step-by-step procedures for every common task,  
grouped by topic.

# How-To Guides

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Short, focused answers to specific tasks. Each guide solves one problem.

New to MooveTeam? Read the [tutorial](#) first — it walks you through the full workflow.

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## Events

- [Create an event](#)
- [Copy an event](#)
- [Delete an event](#)
- [Import or export an event](#)

## Teams

- [Add teams](#)
- [Import teams from a CSV file](#)
- [Send a message to a team](#)
- [Handle a crashed device](#)

## Challenges

- [Create a challenge](#)
- [Choose the right challenge type](#)
- [Import challenges from another event](#)

## Routes and Segments

- [Set up routes](#)
- [Configure segments](#)

## Running Events

- [Start an event](#)
- [Track teams live](#)
- [Score photo challenges](#)
- [Stop an event](#)
- [Fix GPS problems](#)

## After the Event

- [Export results](#)
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## Account and Admin

- [Manage credits](#)
- [Change your password](#)
- [Upload images to the gallery](#)
- [Set up email \(SMTP\)](#)

## PhotoCall

- [Set up PhotoCall](#)

## Augmented Reality

- [Configure AR scenes](#)

# How do I create an event?

Create a new event from scratch and get to the configuration screen.

## Before you start

- You need an Agency or Admin role

## Steps

1. Click **Events** in the top bar.
2. Click **New** above the events table.
3. Fill in the required fields:

Field	What to enter
<b>Name</b>	The event name (visible to participants)
<b>Number of Teams</b>	Maximum number of teams
<b>Duration</b>	How many days the event stays open (minimum 3, maximum 120, default 15)
<b>Location</b>	Type an address or click the map
<b>Theme</b>	Visual style for the player app (Default, Christmas, Pirates, Halloween)

4. Click **Save**.

## Result

You are on the Event Edit page with 10 tabs. The event is created but not active — it needs teams, challenges, and routes before it can be started.

**If something goes wrong:** If the save fails, check that all required fields are filled. Name and Number of Teams cannot be empty.

For the full setup walkthrough, see [Create Your First Event](#). For field-level detail, see the [Events reference](#).

# How do I copy an event?

Duplicate an existing event to reuse it as a template. The copy includes all settings, teams, challenges, routes, segments, gadgets, and alliances. Results are not copied — the duplicate starts clean.

## Before you start

- You need an Agency or Admin role
- The event you want to copy must exist in your events list

## Steps

1. Click **Events** in the top bar.
2. Find the event you want to copy.
3. Click the dropdown arrow on the event's row.
4. Click **Duplicate**.

## Result

A new event appears in the list with “(Copy DD/MM/YYYY HH:MM)” appended to the name. Open it to rename it and adjust any settings.

### What gets copied:

Copied	Not copied
Event settings	Results
Teams (with route/alliance assignments)	GPS positions
Challenges (with images and coordinates)	Photos and videos
Routes (with challenge ordering)	Team device registrations
Segments	
Gadgets (with stock levels)	
Alliances	

### TIP

Copying is instant and costs nothing. Use it to create templates — set up a perfect event once, then copy it for each new client.

# How do I delete an event?

Permanently remove an event and all its data. This cannot be undone.

## Before you start

- You need an Agency or Admin role
- The event must be **stopped** — you cannot delete a running event
- Make sure you have exported everything you need (results, photos, reports)

## Steps

1. Click **Events** in the top bar.
2. Find the event you want to delete.
3. Click the dropdown arrow on the event's row.
4. Click **Clear results or delete event**.
5. You see a confirmation page. To delete:
  - Type the event name **exactly** as it appears. The Delete button stays disabled until the name matches.
  - Click **Delete Event**.

## Result

The event and all its data are permanently removed. There is no undo, no archive, no recycle bin.

**If you only want to clear results:** On the same confirmation page, click **Clear Results** instead. This removes all results, photos, and GPS data but keeps the event structure (teams, challenges, routes) intact — useful when you want to rerun the same event for a different client.

### DANGER

If the event is still running, stop it first. Moove80 blocks deletion of active events.

# How do I import or export an event?

Export an event as an XML file to back it up or share it. Import an XML file to create an event from a backup or a colleague's export.

## Export a single event

1. Click **Events** in the top bar.
2. Find the event and click the dropdown arrow.
3. Click **Export**.
4. An XML file downloads to your computer.

The file contains everything: settings, challenges (with images), routes, segments, gadgets, alliances, and teams.

**If the export fails:** Moove80 shows a list of missing gallery images. Some challenges reference images that no longer exist in your gallery. Re-upload the missing images and try again.

## Export all events

Click **Export** from the action bar on the Event Edit page to export that single event. To export all your company's events at once, ask your administrator — this is an admin-level function.

## Import an event

1. Go to the import page (Admin menu → Import event).
2. Click **Choose File** and select the XML file.
3. Click **Upload**.

A confirmation page shows what was imported and any errors.

### TIP

Importing always creates a new event — it never overwrites existing events. You can import the same file multiple times safely.

For field-level detail, see the [Events reference](#).

# How do I add teams?

Create teams for your event so participants can join and compete.

## Before you start

- You need an Agency or Admin role
- The event must be stopped (you cannot add teams to a running event)

## Steps

1. Open your event (Events list → click the event name).
2. Click the **Teams** tab.
3. Click **New**.
4. Fill in:

Field	What to enter
<b>Number</b>	Team number (1, 2, 3...)
<b>Name</b>	Team name ("Blue Sharks", "Team Alpha")
<b>Email Address</b>	Contact email (optional — used for sending activation links)
<b>Route</b>	Which route this team follows (leave empty if you have not created routes yet)
<b>Alliance</b>	Which alliance this team belongs to (optional)

5. Click **Save**.
6. Repeat for each team.

## Result

Teams appear in the Teams tab list. Each team can now be assigned a route, sent a QR code, or marked as staff.

### TIP

Check "This team is Organization Staff" for coordinator teams. Staff teams see the same map and challenges but earn 0 points and do not appear on the leaderboard. They do not consume credits.

**Need many teams?** See [Import teams from CSV](#) to add them all at once.

For field-level detail, see the [Teams reference](#).

# How do I import teams from a CSV file?

Add many teams at once by importing a file instead of creating them one by one.

## Before you start

- You need an Agency or Admin role
- The event must be stopped
- A CSV file with your team data (see format below)

## Steps

1. Open your event → **Teams** tab.
2. Click **Import**.
3. Select your CSV file.
4. Review the imported teams in the list.

## CSV format

The file should contain one team per row with the team name. Check the import page for the exact column format expected.

## Result

All teams from the file appear in the Teams tab. You can edit any team individually after import to assign routes, alliances, or upload photos.

**If something goes wrong:** If some rows fail, check for special characters or empty fields in your CSV. Fix the file and try again — importing does not create duplicates if the same team number already exists.

For adding teams manually, see [Add teams](#).

# How do I send a message to a team?

Send a text message to a specific team's device during a live event. Use this to give hints, announce changes, or communicate with a team that is lost.

## Before you start

- The event must be **running**
- You need an Agency or Admin role

## Steps

1. Open your event → **Teams** tab.
2. Find the team you want to message.
3. Click the message action for that team.
4. Type your message.
5. Click **Send**.

## Result

The message appears on the team's device in real time. They see it as a notification in the MooveTeam app.

### TIP

You can also send gadgets (pranks) to teams from this same interface — select a gadget type instead of typing a text message.

### NOTE

Messages are logged and appear in the event report after the event ends. Everything you send is recorded.

# How do I handle a crashed device?

A team's phone crashed, ran out of battery, or lost connection during the event. Here is what to do.

## The good news

All game progress is saved on the server, not on the device. The team does not lose their score, photos, or challenge completions.

## Steps

1. Have the team restart the MooveTeam app on their phone.
2. The app reconnects automatically and loads the team's current state.
3. If the app cannot reconnect, have the team scan the QR code again from the Teams tab → QR Code sub-tab. This re-registers their device.

## If the device is completely dead

If the phone cannot be recovered (broken screen, dead battery, water damage):

1. Get a replacement phone.
2. Install the MooveTeam app.
3. Scan the team's QR code from the Teams tab.
4. The new device picks up where the old one left off.

## Result

The team continues playing with all their previous progress intact.

### NOTE

Only one device can be active per team at a time. Scanning the QR code on a new device automatically deactivates the old one.

### TIP

For important events, have one or two spare phones ready as backups.

# How do I create a challenge?

Add a new challenge (task) to your event for teams to complete.

## Before you start

- You need an Agency or Admin role
- The event must be stopped
- Know what type of challenge you want (see [Choose the right type](#) if unsure)

## Steps

1. Open your event → **Challenges** tab.
2. Click **New**.
3. Select a challenge type from the dropdown (Questions, Photo/Video, Puzzle, Hints, etc.).
4. Fill in the common fields:

Field	What to enter
Name	Challenge title (“History Quiz”, “Team Selfie”)
Question / Description	The instruction or question text
Points	How many points this is worth (use 0 for hints)
Location	GPS coordinates — type an address or click the map

5. Fill in the type-specific fields (answers for questions, time limit for photos, difficulty for puzzles, etc.).
6. Click **Save**.

## Result

The challenge appears in the Challenges tab list and the sidebar count updates. The challenge is now available to assign to routes.

**If something goes wrong:** “Editing is not allowed while the event is active” means the event is running. Stop it first, then create the challenge.

 **TIP**

- The map defaults to the event's center location. Click the map to place the challenge somewhere else.
- Photo/video challenges have a time limit: 60 seconds for premium accounts, 20 seconds for standard.
- Hints default to 0 points — they are informational, not scored.

Not sure which type to pick? See [Choose the right challenge type](#). For field-level detail on each type, see the [Challenges reference](#).

# How do I choose the right challenge type?

MooveTeam has 14 challenge types. Here is how to pick the right one for what you want players to do.

## Quick decision guide

**“I want players to answer a question.”** → Use **Questions**. Supports multiple-choice (A/B/C/D) and free-text answers.

**“I want players to take a photo or video.”** → Use **Picture / Video**. You score these manually after the event.

**“I want to show players information without asking anything.”** → Use **Hints**. No scoring — just text, images, or video. Perfect for welcome messages, story narration, or instructions.

**“I want players to do something physical.”** → Use **Physical Activity**. Give them an instruction (do a team dance, hold a pose) and optionally require a photo as proof.

**“I want a video to play when they arrive.”** → Use **Geolocated Video**. The video auto-plays when the team reaches the GPS location.

**“I want a mini-game.”** → Choose based on the game:

If you want...	Use
A jigsaw puzzle	<b>Puzzle</b>
A word-guessing game with clues	<b>Guess the Word</b>
Classic hangman	<b>Hangman</b>
A memory matching game	<b>Find the Pairs</b>
A word association game	<b>Related Words</b>
A luck-based game	<b>Slot Machine</b>

**“I want augmented reality.”** → Use **AR Shell**. Players find virtual objects using their camera.

**“I want players to identify a song.”** → Use **Guess the Song**. Upload an audio clip and set answer options.

**“I want robotic interaction.”** → Use **Robots**. For events with programmable robots.

## Scoring differences

Most types are scored automatically — the app knows if the answer is right. Two types require manual scoring:

Auto-scored	Manual scoring required
Questions (multiple-choice), Puzzle, Guess the Word, Hangman, Find the Pairs, Related Words, Slot Machine, AR Shell, Guess the Song, Robots, Physical Activity, Geolocated Video	Picture / Video, Questions (free-text)

If you use photo or free-text challenges, plan time after the event to review and score submissions.

## Recommended mix

A good event mixes 3–4 types to keep teams engaged:

- Start with a **Hint** (welcome message)
- Add several **Questions** (the backbone)
- Include 2–3 **Photo** challenges (team creativity)
- Add 1–2 **mini-games** for variety (Puzzle, Hangman, or Find the Pairs)

For detailed field reference on each type, see the [Challenge Types reference](#).

# How do I import challenges from another event?

Copy challenges from an existing event into your current event. This saves time when you reuse content across events.

## Before you start

- You need an Agency or Admin role
- The event must be stopped
- The source event (the one with the challenges you want) must exist in your account

## Steps

1. Open your event → **Challenges** tab.
2. Click **Import Challenges from other events**.
3. Select the source event from the list.
4. Choose which challenges to import.
5. Confirm the import.

## Result

The selected challenges are copied into your event with all their settings — type, question text, answers, points, GPS coordinates, and images. The originals in the source event are unchanged.

### TIP

Combine this with [Copy an event](#) for a different workflow. Copying duplicates the entire event; importing lets you cherry-pick specific challenges from multiple events.

### NOTE

Imported challenges may need their GPS coordinates adjusted if the new event is in a different location.

# How do I set up routes?

Routes define which challenges each team sees and in what order. Different routes for different teams prevent crowding and create variety.

## Before you start

- You need an Agency or Admin role
- The event must be stopped
- You should have created your challenges first

## Steps

1. Open your event → **Routes** tab.
2. Click **New**.
3. Enter a route name (e.g., “Route A – Gothic Quarter”).
4. Save.
5. On the route detail page, assign challenges to this route from the available challenge list.
6. Order the challenges:
  - Drag and drop to reorder manually, or
  - Click **Sort by nearest distance** to arrange them by geographic proximity (a logical walking path)
7. For each challenge in the route, set its visibility:
  - **Always visible** – the icon shows on the map from the start
  - **Never show** – hidden until triggered by completing a previous challenge
  - **Launch next challenge** – completing this one automatically opens the next
8. Repeat for additional routes.
9. Go to the **Teams** tab and assign each team to a route.

## Result

Each team follows their assigned route — they see only the challenges on their route, in the order you defined.

### TIP

Create at least 2 routes for events with more than 5 teams. This spreads teams across the map. You can use the same challenges on multiple routes but in different order.

**If something goes wrong:** If a team reports missing challenges, check that their route includes the expected challenges and that the team is assigned to the right route.

For field-level detail, see the [Routes reference](#).

# How do I configure segments?

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Segments divide your event into phases or levels. Teams must complete one phase before the next one unlocks.

## Before you start

- You need an Agency or Admin role
- The event must be stopped
- You should have created your challenges first
- Segments are optional — skip this if all challenges should be available from the start

## Steps

1. Open your event → **Segments** tab.
2. Click **New**.
3. Fill in:
  - **Name** — the segment name (“Phase 1: Exploration”, “Phase 2: Investigation”)
  - **Order** — the position in the sequence (1, 2, 3...)
  - **Image** — optional gallery image to represent the segment
4. Save. Repeat for each segment.
5. Go to the **Challenges** tab. Edit each challenge and assign it to a segment.
6. Set which challenges trigger progression — on certain challenges, set “Change to segment” to the next segment number.
7. Go to the **Teams** tab. Set each team’s **Initial Segment** (usually Segment 1).

## How it works

- Teams start in their initial segment and only see challenges from that segment.
- When a team completes a challenge that triggers a segment change, the next segment unlocks.
- Challenges from previous segments stay completed but new ones appear.

## Result

Your event has a structured progression: teams advance through phases as they complete key challenges.

**Premium feature:** Dynamic segments can unlock based on time, score, or collecting specific objects – not just completing trigger challenges.

**If something goes wrong:** If teams are stuck and cannot progress, you can manually reassign them to a different segment from the segment tracking view during the live event.

For field-level detail, see the [Segments reference](#).

# How do I start an event?

Launch your event so teams can connect and play. You can start in free demo mode or real mode (which uses credits).

## Before you start

- You need an Agency or Admin role
- The event should have teams, challenges, and routes configured
- For real mode: enough credits in your company account

## Start in demo mode (free)

1. Go to the **Events** list.
2. Click the green **Start** button on your event's row.
3. On the confirmation page, select the **Demo** tab.
4. Click **Start**.

Demo mode is free, unlimited, and limited to 2 teams. Use it to test everything before the real event.

## Start in real mode (uses credits)

1. Go to the **Events** list.
2. Click the green **Start** button.
3. Select the **Real Game** tab.
4. Review the credit calculation:
  - Your credit balance
  - Number of playing teams (each costs 1 credit)
  - Staff teams (free)
  - Credits remaining after deduction

### **⚠ IF THE EVENT RAN BEFORE, EXPORT YOUR DATA BEFORE CLICKING START**

Starting permanently deletes all previous results, GPS positions, photos, and device registrations. There is no undo.

5. Click **Accept sale and play** (this deducts credits from your balance — it is not a credit card charge).

## Result

The event is now running. Teams can connect via QR codes or activation links. The tracking dashboard is available for monitoring.



### TIP

Always run a demo first. It costs nothing and catches configuration mistakes before real participants arrive.

For the complete walkthrough, see [Run Your First Event](#).

# How do I track teams live?

Monitor teams in real time during a running event — see who is where, who has completed what, and who needs help.

## Before you start

- The event must be running
- You need an Agency or Admin role

## Steps

1. Go to the **Events** list.
2. Use the row dropdown menu on your event to access the tracking dashboard.

## What you see

The tracker shows every challenge in your event with real-time completion data:

Information	What it tells you
<b>Challenge list</b>	Every challenge with its type and point value
<b>Completion ratio</b>	How many teams finished each challenge (e.g., “3/10”)
<b>Teams pending</b>	How many teams still have not attempted each challenge
<b>Per-team stats</b>	Distance traveled, challenges completed, time elapsed

## Filter the view

Use the tabs at the top to filter:

- **All tracker** — see everything
- **Word** — only word/text challenges
- **Power Scoring** — manual scoring interface for photo and free-text challenges

## Segment tracking

If your event uses segments, the segment tracking view shows which segment each team is currently in. You can manually reassign a team to a different segment if they are stuck.

## Show results on a screen

For live events at a venue, share these public displays (no login required):

- **Control Panel** — live leaderboard on a projector or TV
- **Photo Slideshow** — cycling display of submitted photos

Use **Suspend Scoring** to temporarily hide the leaderboard before a final reveal ceremony. Results keep accumulating — they just are not shown.

 **TIP**

Assign a colleague the Viewer role so they can watch the tracking dashboard without being able to change anything.

# How do I score photo challenges?

Photo and video challenges are not scored automatically — you review each submission and assign points. Free-text question answers also need manual scoring.

## Before you start

- You need an Agency or Admin role
- The event has results (running or stopped)

## Score photos (inline method)

1. Open the results for your event (Events list → row dropdown → **Results**).
2. Find photo results showing **0 points**.
3. Click the points field directly in the table.
4. Type the score you want to award.
5. Click **Save**. The change is saved instantly.

## Find all unscored photos

Switch to the **Photos without score** view to filter the results list to only unscored photo submissions. Work through them one by one.

## Score free-text answers

1. From the results list, click the link to **Score free text questions**.
2. You see each team's response next to the question that was asked.
3. Read the response and type a score.
4. Click **Send** for each row.

## Result

Scores update immediately and the team leaderboard reflects the new totals in real time.

### TIP

You can score during the event (while teams are still playing) or after it ends. Scoring during the event adds drama — teams see their ranking change in real time.

 **TIP**

Set clear scoring criteria before the event starts. For a 200-point photo challenge, decide in advance what earns 200 (perfect) vs 100 (acceptable) vs 50 (minimal effort).

# How do I stop an event?

End a running event and preserve all results for reporting and export.

## Before you start

- The event must be currently running
- You need an Agency or Admin role

### DO NOT PRESS RESTART TO END AN EVENT

Restarting permanently deletes all data. There is no undo. Use **Stop** to preserve results.

Action	What it does	When to use
Stop	Ends the event. All data is kept.	The event is done. You want results.
Restart	Wipes everything and starts over. All data is destroyed.	You deliberately want a fresh start.

## Steps

1. Access the stop function from the admin interface for your event.
2. Review the confirmation showing:
  - Number of GPS positions recorded
  - Number of results recorded
  - Whether any background jobs are still processing
3. Click **Stop**.

## Result

The event stops immediately. All data is preserved — results, photos, GPS tracks, and messages. You can now generate reports and export everything.

### NOTE

You cannot edit challenges, teams, or routes while the event is running. Stopping the event unlocks editing. If you need to fix something during a live event, stop it, make the change, and start again (but be aware that starting clears results).

# How do I fix GPS problems?

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GPS is the core mechanic — challenges activate when players walk near them. When GPS is not working, the whole experience breaks. Here is how to diagnose and fix it.

## Problem: Challenge does not activate when the team is at the location

**Check the coordinates.** Open the challenge in the Challenges tab and verify the GPS pin is where you think it is. A common mistake: the pin is on the wrong side of the street or in a different building.

**Check the route.** Make sure the challenge is assigned to the team's route. If the challenge is not on their route, they will not see it.

**Check the device.** Ask the team to:

1. Make sure Location Services are enabled for the MooveTeam app
2. Stand outside — GPS works poorly indoors, near tall buildings, or underground
3. Wait 10–20 seconds — GPS needs time to lock a position
4. Close and reopen the app

**Check the activation method.** If the challenge uses QR code or Bluetooth beacon activation (not GPS), the team needs to scan a code or be near a beacon, not just at the GPS location.

## Problem: Team position is wrong on the tracking map

GPS accuracy varies by device and environment. Urban canyons (narrow streets between tall buildings), indoor spaces, and underground areas can shift positions by 10–50 meters.

**Fix:** There is no fix for GPS inaccuracy — it is a hardware limitation. Design your event with this in mind:

- Place challenges in open areas when possible
- Leave at least 20–30 meters between nearby challenges
- For indoor events, use QR code or Bluetooth beacon activation instead of GPS

## Problem: “Allow players to click map icons” is off but the team cannot reach a challenge

If this option is off (the default), teams must physically walk to the challenge location. If the location is inaccessible (inside a private building, across a river), the team cannot complete it.

**Fix:** Either:

- Move the challenge pin to an accessible location, or

- Turn on “Allow players to click map icons” in the Event tab settings (this lets teams tap the map instead of walking there)

## Problem: No GPS data showing in the tracking dashboard

**Check that the event is running.** GPS data only accumulates while the event is active.

**Check that teams have connected.** Teams must open the MooveTeam app and join the event. If no teams have connected, there is no GPS data.

**Check device permissions.** The MooveTeam app needs Location Services permission. If a team denied it, the app cannot send GPS positions.

### TIP

For indoor events where GPS is unreliable, consider using QR codes or Bluetooth beacons as the primary activation method instead of GPS proximity.

# How do I export results?

---

Download all event results as an Excel workbook for your client or your records.

## Before you start

- You need an Agency or Admin role
- The event must have at least one result (a team completed at least one challenge)
- The event can be running or stopped

## Steps

1. Go to the **Events** list.
2. Click the dropdown arrow on your event's row.
3. Click **Export results**.
4. A ZIP file downloads to your computer.

## What you get

The ZIP contains an Excel workbook with:

- **Results sheet** — a row for every challenge response from every team. Columns: Team, Challenge Number, Challenge Title, Correct Answer, Team's Answer, Points, Date/Time, Photo
- **Per-team photo sheets** — one sheet per team named “Images of Team: {name}” with all their submitted photos embedded

## Reports (alternative)

If you want a formatted report instead of raw data:

- **Report** (from the row dropdown) — full event summary with alliance totals, team rankings, GPS distances, per-team detail, gadget inventory, and message log. Designed for printing.
- **Distances report** — just the GPS movement data (distance walked, time moving) per team.

## Result

You have a complete record of the event — every answer, every score, every photo — ready to share with your client or archive.

**If the export fails:** “No results” means no team completed any challenge. Run the event or verify that results exist in the results list first.

For the full post-event workflow, see [Results and Export](#).

# How do I export photos?

---

Download all photos submitted by teams during the event. Unlike the Excel export, photo export runs as a background job and sends download links by email.

## Before you start

- You need an Agency or Admin role
- The event must have photo challenge results

## Steps

1. Go to the **Events** list.
2. Click the dropdown arrow on your event's row.
3. Access the photo export page.
4. Review the email list — your company's email addresses are pre-filled. Edit if needed (comma-separated).
5. Click **Export**.

## What happens next

Photo export does not download instantly. It runs in the background because events can have hundreds or thousands of photos.

1. The page confirms the export job is queued.
2. You can check the job status on the same page: **Pending** → **Processing** → **Done**.
3. When complete, all listed email addresses receive a message with download links.
4. Click the links to download the photos.

## Important: download links expire

Download links are valid for **4 days**. After that, they stop working and you would need to run the export again. Save the files to your computer as soon as you get the email.

## Result

All event photos are downloaded and saved. Include them in your client deliverable alongside the [Excel export](#) and the [report](#).

 **TIP**

If you only need a few specific photos, you can view and save them individually from the results list (click the photo thumbnail to see the full-size image).

# How do I manage credits?

Credits are the currency of Moove80 — you spend 1 credit per device when running a real event. Here is how to check your balance and understand credit transactions.

## Check your credit balance

1. Click your name (top-right) to open the user menu.
2. Click **Credits** (or **Accounting**).
3. You see your transaction history:

Column	What it means
<b>Date</b>	When the transaction happened
<b>Concept</b>	What it was for (event name, team count, or purchase description)
<b>Quantity</b>	Credits added (+) or consumed (-)
<b>Balance</b>	Running total after this transaction

## How credits are consumed

- **Real Game mode:** 1 credit per playing team per event. Staff teams are free.
- **Demo mode:** Free. No credits consumed. Unlimited demos.
- **Creating events:** Free. No credits needed until you start a real event.

## How do I get more credits?

Credit purchases are handled by your account manager or administrator. Credits are bought in packs — larger packs cost less per credit. Credits never expire.

If you have a **discount code**, redeem it from the Customer tab in My Data.

## Result

You always know your credit balance and how it was spent.

### TIP

Staff teams do not consume credits. Use staff teams for event coordinators who need to monitor from the app without competing.

 **TIP**

Demo mode is free and unlimited. Test your event thoroughly in demo mode before spending credits on a real run.

For the credit system explained, see [The Platform – Credits](#).

# How do I change my password?

---

Update your Moove80 password.

## Before you start

- You must be logged in
- You must know your current password

## Steps

1. Click your name (top-right) to open the user menu.
2. Click **Change Password**.
3. Enter your **current password**.
4. Enter your **new password** (minimum 6 characters).
5. Enter the new password again to **confirm**.
6. Click **Change Password**.

## Result

Your password is updated. Use the new password next time you log in.

### If something goes wrong:

- “Current password is incorrect” — you typed the wrong current password. Try again.
- Forgot your current password? Go to the login page and click **Forgot Your Password?** to reset it by email instead.

# How do I upload images to the gallery?

---

The gallery is your shared image library. Everything you upload here — photos, logos, illustrations — is available across all your events for challenges, segments, and branding.

## Before you start

- You need an Agency or Admin role
- Your images must be PNG or JPG format, maximum 3 MB each

## Upload images

1. Click **Gallery** in the top bar.
2. Drag files into the upload area, or click it to browse your computer.
3. Images upload and appear as thumbnails.

Images larger than 1500 pixels are automatically resized. The originals are preserved.

## Crop an image

1. Click a thumbnail to select it.
2. Choose a crop ratio: **3:4** (rectangular), **1:1** (square), or **Icon** (small icon size).
3. Drag the crop box to select the area you want.
4. Click **Crop**.

Cropping creates a new image in the gallery — the original is not changed.

## Rename an image

Click the description text under any thumbnail. Type a new name. It saves automatically.

## Delete an image

Click the trash icon on the thumbnail.

- If the image is not used anywhere, it is deleted.
- If the image is used by challenges, segments, or events, you will be warned. **Force Delete** removes it everywhere — this affects live events if the image was in use.

## Result

Your images are in the gallery and available to use in any event.

 **DANGER**

Force Delete removes the image from every challenge and event that uses it. Only use it if you are sure.

 **TIP**

Upload event-specific images (team photos, challenge illustrations) before creating challenges. Having images ready in the gallery makes challenge setup faster.

# How do I set up email (SMTP)?

Configure a custom email server so that Moove80 sends notifications, results, and photo export links from your company's email address.

## Before you start

- You need Agency or Admin role
- You need your SMTP server credentials (server address, port, username, password)
- Common providers: Gmail ( [smtp.gmail.com](mailto:smtp.gmail.com) , port 587), Outlook ( [smtp.office365.com](mailto:smtp.office365.com) , port 587)

## Steps

1. Click your name in the top-right corner to open the user menu.

2. Click **Mail Settings**.

3. Fill in the fields:

Field	What to enter	Example
SMTP server address	Your mail server hostname	<a href="mailto:smtp.gmail.com">smtp.gmail.com</a>
Port	SMTP port (587 for TLS, 465 for SSL)	587
User name	Your email login	<a href="mailto:events@yourcompany.com">events@yourcompany.com</a>
Password	Your email password (stored encrypted)	—
From	The sender address recipients will see	<a href="mailto:events@yourcompany.com">events@yourcompany.com</a>

4. In the **Send test mail to address** field, type your own email address.

5. Click **Save**.

6. Check your inbox for the test email. If it arrives, the configuration is correct.

### If something goes wrong:

- No test email received — verify the server address and port. Gmail requires an App Password if 2-factor authentication is enabled.
- “Authentication failed” — double-check the username and password.
- Emails go to spam — ask your IT team to add SPF/DKIM records for the sender domain.

## Result

All platform emails (notifications, results delivery, photo export links) are now sent from your configured address. This setting is per-company — it affects all users in your company account.

For field-level detail, see [Mail Settings reference](#).

# How do I set up PhotoCall?

Create a branded photo booth experience for your event. Participants take photos on an iPad, which are uploaded in real time and can be shared via email with your branding.

## Before you start

- You need Agency or Admin role
- Frame and background images ready (PNG format, max 1 MB each)
- An administrator must authorize the purchase before iPads can start capturing

## Steps

### Create the PhotoCall setup

1. Open the user menu (top-right) and navigate to **PhotoCall**.
2. Click **New**.
3. Fill in the fields:

Field	What to enter
<b>Name</b>	A display name (e.g., “Company Gala 2026”)
<b>Email Subject</b>	Subject line for the email sent with participant photos (optional)
<b>Email Body</b>	Email body with your branding — supports rich text (optional)
<b>Twitter Text</b>	Pre-filled text for Twitter sharing (optional)
<b>Facebook Text</b>	Pre-filled text for Facebook sharing (optional)

4. Click **Save**.

### Upload branding images

1. On the PhotoCall edit page, click **Add Images**.
2. Upload a **Frame** image — this overlays on top of every photo.
3. Upload a **Background** image — this appears behind the photo.
4. Uploaded images appear as thumbnails. Click **Delete** on any thumbnail to remove it.

#### TIP

Two sample templates are available (standard frame and background). Use these as a starting point for your designs.

## Purchase a license

1. On the PhotoCall edit page, click **Purchase**.
2. Set the **Start Date** and **End Date** for the event.
3. Set the **Number of iPads** authorized to capture photos.
4. Click **Save**.

### DANGER

New purchases start as unauthorized. An administrator must authorize the purchase before iPads can register. Contact your account administrator.

## Monitor the live gallery

During the event, open the **Gallery** link from the sales table on the PhotoCall edit page. The gallery refreshes automatically every 60 seconds, showing new photos as they are captured.

The **Emails** link shows all participant email addresses collected during the session — use this for follow-up communication.

### If something goes wrong:

- iPad cannot register — check that the purchase has been authorized and that iPad slots are available.
- Photos not appearing — verify the purchase dates include today and that the gallery URL is correct.
- Cannot delete the PhotoCall — remove all linked purchases first.

## Result

Your PhotoCall is configured with branded frames, a purchased license, and a live gallery ready for event day.

For field-level detail, see [PhotoCall reference](#).

# How do I configure AR scenes?

Create augmented reality scenes that overlay images, videos, or 3D objects on printed markers. Assign these scenes to AR-type challenges in your events.

## Before you start

- You need Agency or Admin role
- At least one image uploaded to the [Gallery](#) for use as a marker
- For 3D scenes: a 3D object uploaded to Gallery 3D
- For video scenes: a video uploaded via **Characters** (user menu → Characters — the video and avatar library, separate from the image Gallery)

## Steps

### Create a scene

1. Open the user menu (top-right) and click **AR Scenes**.

2. Click **New**.

3. Fill in the fields:

Field	What to enter
<b>Scene Name</b>	A descriptive name (e.g., “Dragon at Plaza”)
<b>Image to Augment</b>	Select the marker image from your Gallery — this is the printed image participants point their camera at
<b>Type of Augmentation</b>	Choose: Image, Video, or 3D Object
<b>Width in cm</b>	The physical width of the printed marker (8–200 cm)

4. Based on the augmentation type, fill in the corresponding media field:

- **Image** → Select an overlay image from the Gallery
- **Video** → Select a video from **Characters** (user menu → Characters)
- **3D Object** → Select a model from Gallery 3D

5. Optionally adjust **Transform Scale**, **Position**, and **Rotation** to fine-tune placement.

6. Click **Save**.

## Assign to a challenge

1. Go to your event → **Challenges** tab.
2. Create or edit a challenge of type **AR Shell**.
3. In the challenge configuration, select the scene you created.
4. Save the challenge.

When participants point their camera at the marker image during the event, the AR content appears overlaid on it.

### If something goes wrong:

- AR content appears at the wrong size — verify the “Width in cm” matches the actual printed marker size. An incorrect value causes scaling errors.
- “No marker image” error — upload at least one image to the Gallery first, then return to AR Scenes.
- Scene not appearing in challenge config — scenes are company-scoped. Verify you are editing an event that belongs to the same company.

## Result

Your AR scene is configured and assigned to a challenge. Participants using MooveXR or MooveGoXR will see the augmented content when they point their device camera at the marker.

For field-level detail, see the [AR Scenes inventory](#).

# 03

## Reference

Complete reference for every screen, field, and feature in  
the platform.

# 00 - MooveTeam Concepts

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Conceptual guide to the MooveTeam platform and its back-office **Moove80**. This document serves as a reference for understanding the terminology, product architecture, and relationships between its components.

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## Table of Contents

1. [What is MooveTeam](#)
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## What is MooveTeam

**MooveTeam** is a GPS-based gamification SaaS platform that enables event companies, team-building agencies, educational institutions, and brands to create interactive geolocated experiences.

### Value Proposition

- **Free creation:** Designing activities has no cost. You only pay when they are run with real clients.
- **Pay-per-use:** Usage-based payment model built on credits (1 credit = 1 device per activity).
- **Multi-format:** Supports outdoor, indoor, remote, and hybrid activities.
- **Multi-platform:** Native apps for iOS and Android, plus dedicated iPad apps.
- **Customizable:** Logos, maps, themes, seasonal skins, and 100% customized content.

### History

- **2013:** MooveTeam founded in Barcelona.

- **2018**: Launch of MooveGo as a spin-off for the tourism market.
- **2023**: Launch of MooveXR with augmented reality support.
- **2025**: Launch of MooveGoXR 1.0 for self-guided experiences with AR.

## Product Ecosystem

MooveTeam is not a single app but rather an ecosystem of interrelated products:

### MooveTeam (core product)

Aspect	Details
<b>Target</b>	Event agencies, team-building companies
<b>Model</b>	Organized activities with on-site staff
<b>Apps</b>	MooveTeam App (iOS/Android), MooveTeam iPad
<b>Back-office</b>	Moove80
<b>Typical use</b>	Corporate team building, scavenger hunts, urban escape games

### MooveXR

Aspect	Details
<b>Target</b>	Agencies looking to incorporate augmented reality
<b>Model</b>	Organized activities with advanced AR
<b>Differentiator</b>	3D objects in glb/gltf format, AR scenes, native AR visualization
<b>Typical use</b>	Team building with virtual objects, AR treasure hunts

### MooveGo

Aspect	Details
<b>Target</b>	Tourism market, self-guided experiences
<b>Model</b>	No staff required, self-service for the end user
<b>Differentiator</b>	WooCommerce integration, direct online sales
<b>Typical use</b>	Self-guided city tours, gamified tourist visits

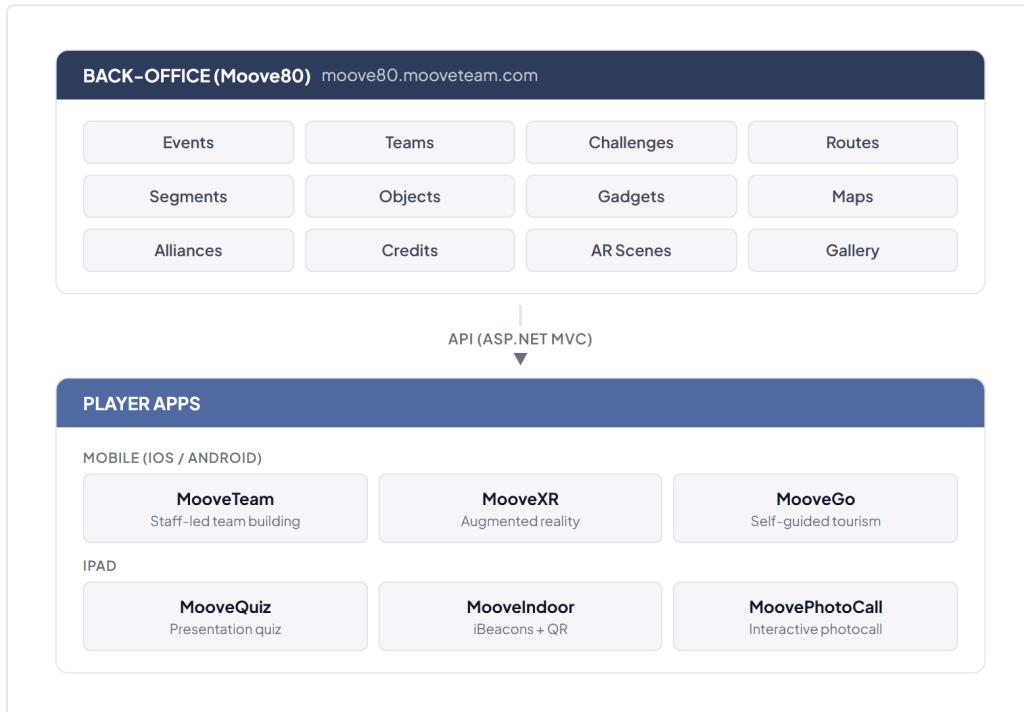
## MooveGoXR

Aspect	Details
<b>Target</b>	Tourism and education with AR
<b>Model</b>	Self-guided experiences with augmented reality
<b>Differentiator</b>	Combines MooveGo's self-guided approach + MooveXR's AR capabilities
<b>Typical use</b>	City exploration, educational trails, nature-based experiences

## Complementary Apps (iPad)

App	Function
<b>MooveQuiz</b>	Presentation-style quiz activities, ideal for indoor events
<b>Mooveldoor</b>	Indoor activities without GPS, uses iBeacons and QR
<b>MoovePhotoCall</b>	Interactive photocall for events

## System Architecture



## Moove80 (Back-Office)

**Moove80** is the web-based administration panel where all events are designed, configured, and managed.

From Moove80 you can:

- Create and edit events with all their entities
- Manage teams, routes, and challenges
- Configure visual customization (logos, maps, themes)
- Monitor live events (GPS tracking, scores)
- Manage credits and billing
- Administer users, companies, and tags
- Access the multimedia gallery (photos, videos, audio)
- Configure augmented reality scenes
- Export results and data

## Technology

Component	Technology
Back-office	Web application (browser-based)
Authentication	Username/password (forms-based login)
Maps	Google Maps (geolocation, overlays)
Apps	Native iOS/Android
3D formats	glb/gltf for AR objects
Indoor	iBeacons + QR codes

## Business Model and Credits

### Credit System

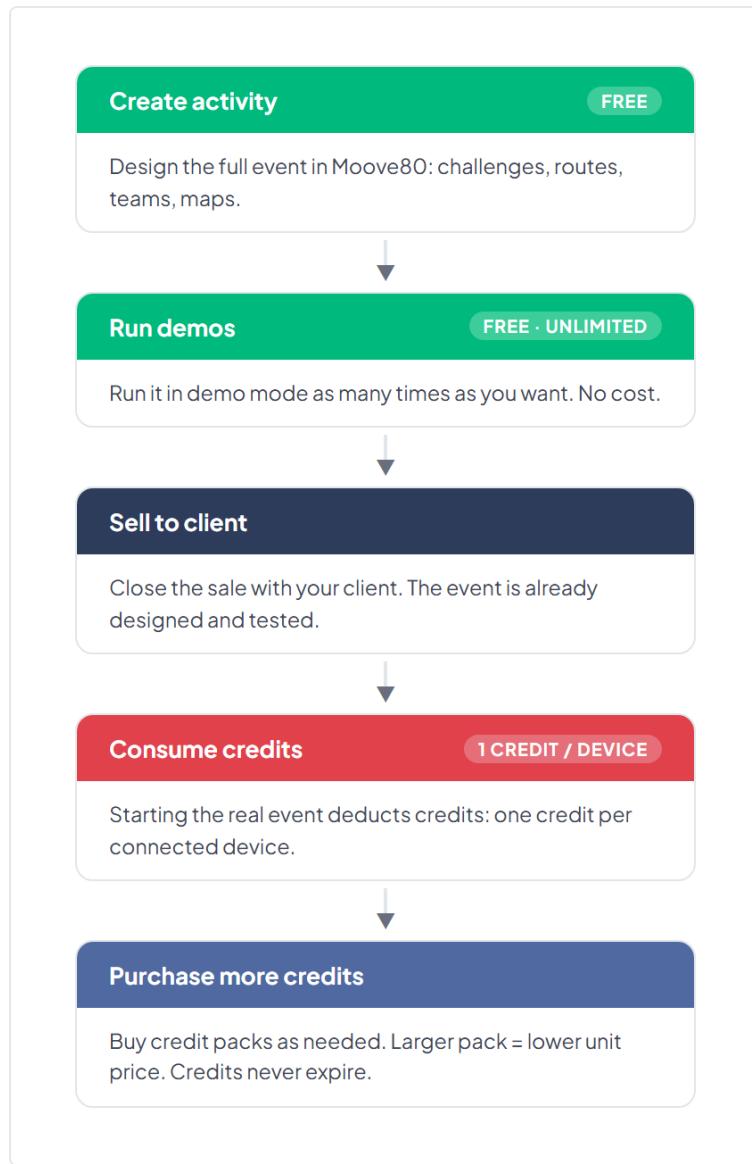
MooveTeam operates on a **pay-per-use** model based on virtual credits:

Concept	Details
<b>Cost per credit</b>	Variable depending on the pack purchased (larger pack = lower unit price)
<b>Consumption</b>	1 credit = 1 device = 1 activity
<b>Team building equivalent</b>	1 team (up to 5 players) = 1 iPad = 1 credit
<b>BYOD equivalent</b>	1 player = 1 device = 1 credit
<b>Expiration</b>	Credits do not expire
<b>Demos</b>	Unlimited and free
<b>Creation</b>	Creating activities is always free

## Special Rates

- **Education:** Reduced rate for schools, universities, and community projects
- **Large packs:** Progressive volume discounts
- **Premium:** Premium account with advanced features (custom icons, dynamic segments, etc.)

## Economic Flow



## MooveGo vs. Classic

MooveTeam serves two distinct markets with different operational models. Understanding which model applies to your events is important because it affects credits, team management, and sales workflows.

Aspect	Classic (MooveTeam / MooveXR)	MooveGo
<b>Market</b>	Corporate team building, agencies	Tourism, self-guided experiences
<b>Credit type</b>	Credits (1 credit = 1 device)	Credits Go + Locators (unique access codes)
<b>Team model</b>	Teams created by the organizer	Individual players, no teams
<b>Staff on-site</b>	Yes — organizer runs the event	No — fully self-service
<b>Sales channel</b>	Direct sale by agency	Online via WooCommerce integration
<b>Apps</b>	MooveTeam, MooveXR	MooveGo, MooveGoXR
<b>Credit management</b>	User Menu → <a href="#">Credits</a>	Credits Go (managed by MooveTeam)

**Key difference for back-office users:** If you manage Classic events, use the standard Credits system and the Teams tab. If you manage MooveGo events, use Credits Go (with Individual and E-commerce modes) and Locators instead of teams.

## Premium Features

Some Moove80 features are only available to premium accounts. Premium users see a crown icon next to their name. If a feature is marked “(Premium)” in this manual, it requires a premium subscription.

Feature	Where to configure	Effect
Don't allow users to switch segment	<a href="#">Event — General Data</a>	Players cannot change segments during gameplay
Display rankings for active segment only	<a href="#">Event — General Data</a>	Leaderboard shows only the current segment
Hide chat icon on app	<a href="#">Event — General Data</a>	Removes the in-app chat button
Dynamic segments (auto-unlock)	<a href="#">Event — Segments</a>	Segments unlock based on time, score, or challenge completion
Available Segments per team	<a href="#">Event — Teams</a>	Restrict which segments each team can access
Custom map icons	<a href="#">Game Mechanics</a>	Replace default map markers with custom images
Extended photo/video time limit	<a href="#">Picture / Video challenge</a>	60 seconds (vs. 20 seconds for standard accounts)

## Roles and Permissions

Moove80 has several user roles. Each role determines which sections and actions are available in the back-office. The table below shows the three roles relevant to event organizers.

Feature	Agency	Viewer	Indoor
<b>Events</b>			
View event list	✓	✓	✓
Create / Edit / Delete events	✓	✗	✗
Start / Stop / Restart events	✓	✗	✗
Manage teams	✓	✓ (view)	✗
Manage challenges	✓	✗	✗
Manage routes / segments	✓	✗	✗
Manage objects / gadgets	✓	✓ (view)	✗
View results / tracking	✓	✓	✗
<b>User menu</b>			
My Data (account settings)	✓	✗	✗
Gallery	✓	✗	✗
Characters	✓	✗	✗
AR Scenes / Gallery 3D	✓	✗	✗
Downloads	✓	✗	✗
Accounting	✓	✗	✗

### Role descriptions:

- **Agency** – The main event management role. Can create and run events, manage all event entities, and handle sales.
- **Viewer** – Read-only access to events. Can view event lists, team lists, gadget lists, and results/tracking. Cannot create, edit, or delete anything.
- **Indoor** – Restricted to the Indoor/Quiz event mode. Redirected to the Indoor controller instead of the standard event interface.

# Main Entities

Complete reference of the entities that make up an event in MooveTeam and their relationships.

## Event

The root entity of the platform. An event is a complete gamified activity containing teams, challenges, routes, and geolocated objects.

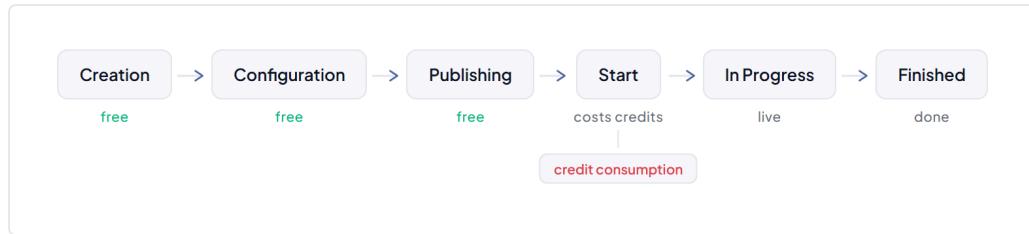
### Event Properties

Property	Description
<b>Name</b>	Name of the event
<b>Number of Teams</b>	Number of participating teams
<b>Duration</b>	Game duration in days
<b>Location</b>	Central location on the map (Google Maps)
<b>Theme</b>	Visual theme that changes icons, sounds, and the app's style
<b>Pad background color</b>	iPad background color

### Game Options

Option	Effect
Allow players to click map icons to activate challenges	Players can activate challenges by tapping icons on the map
Don't allow users to switch segment	Prevents players from switching segments manually
Enable custom point labeling	Allows custom labels on map points
Display rankings exclusively for the active segment	Rankings only show the active segment
Hide chat icon on app	Hides the chat icon in the app

## Lifecycle



## Global Actions

Action	Description
<b>Start</b>	Start the event (consumes credits)
<b>Publish</b>	Publish the event so that teams can see it
<b>Export</b>	Export data and results
<b>View on map</b>	View the entire event on the map
<b>Back</b>	Return to the event list

## Team

A group of players who participate together in an event.

Property	Description
<b>Number</b>	Team identifier number
<b>Name</b>	Team name
<b>Email Address</b>	Contact email
<b>Alliance</b>	Alliance the team belongs to
<b>Route</b>	Route assigned to the team
<b>Staff flag</b>	"This team is Organization Staff" — marks the team as staff
<b>Picture</b>	Team photo

## Team Management

- Import:** Import teams from a file
- Send mail:** Send an invitation email with an activation link/QR code
- QR Code:** Generate QR codes for quick activation

- **Export Text Elements:** Export team data in text/CSV format

---

## Alliance

A grouping of teams that cooperate with each other. Teams in an alliance **share their score** and must cooperate to achieve success.

Property	Description
Name	Alliance name
Teams	List of teams that form the alliance

### Typical Use

- In large events where cooperation between multiple teams is encouraged
- Creating “super-team” dynamics where groups compete against each other

---

## Challenge

A challenge is the fundamental unit of gameplay – a task that teams must complete to earn points. MooveTeam supports **14 challenge types** (see [Challenge Types](#)).

### Common Properties

Property	Description
Name	Challenge name
Question / Description	Question text or instruction
Points	Points awarded upon completion
Location	GPS coordinates where the challenge is activated
Hints	Clues that help solve the challenge

### Challenge Activation

Challenges can be activated in several ways:

Method	Description
<b>GPS / Geolocation</b>	Upon arriving at the specified coordinates
<b>QR Code</b>	By scanning a physical QR code
<b>iBeacon</b>	By detecting a Bluetooth beacon (indoor)
<b>Map</b>	By tapping the icon on the map (if enabled)
<b>Chaining</b>	A challenge can trigger another upon completion

## Advanced Features

- Import Challenges:** Import challenges from other existing events
- Multiple Changes:** Edit multiple challenges at once (multi-edit)
- Hidden Challenges:** Hidden challenges that are discovered during gameplay

## Route

A predefined path that groups a set of challenges and is assigned to specific teams. Routes allow different teams to follow different paths within the same event.

Property	Description
<b>Name</b>	Route name (e.g., “Route A”, “Route B”)
<b>Teams</b>	Teams assigned to this route
<b>Challenges</b>	List of challenges that make up the route

## Typical Use

- City events where different teams explore different areas
- Creating multiple difficulty levels
- Preventing all teams from crowding at the same point

## Segment

A division of the event into phases or levels. Segments allow creating a progression where teams must complete a group of challenges before advancing to the next level.

Property	Description
<b>Segment</b>	Segment name
<b>Order</b>	Display order
<b>Challenges</b>	Challenges that belong to this segment
<b>Unlock Challenges</b>	Challenges that, once completed, unlock this segment

## Dynamic Segments (Premium)

Premium accounts can use **dynamic segments** that unlock automatically based on:

- Completing certain challenges
- Collecting specific objects
- Time-based conditions

---

## Object

A virtual collectible item that teams can obtain by completing challenges. Objects can have a 3D representation for augmented reality.

Property	Description
<b>Object name</b>	Name of the object
<b>Initial Stock</b>	Initial available quantity
<b>Challenges -&gt;</b>	Challenges that grant this object
<b>-&gt; Challenges</b>	Challenges that require this object to be activated

## Typical Use

- “Keys” that unlock new zones or segments
- Collectible pieces of a larger puzzle
- Resources needed to complete advanced challenges
- AR visualization: objects can be viewed in 3D using the device camera

---

## Gadget

A strategic tool that teams can use during the game to affect other teams. Gadgets are **pranks** that delay or hinder the progress of rivals.

Property	Description
<b>Gadget name</b>	Name of the gadget
<b>Initial Stock</b>	Initial quantity per team
<b>Kind of gadget</b>	Dropdown that selects the gadget effect (see table below)
<b>This gadget can be picked up</b>	Checkbox that determines whether teams can collect this gadget
<b>Auto</b>	Automatic assignment

## Gadget Effects

The **Kind of gadget** dropdown offers 10 possible effects:

Effect	Description
<b>Bomb</b>	Triggers a bomb animation on the target device
<b>Alcohol</b>	Distorts the target team's screen as if intoxicated
<b>X Rays</b>	Applies an X-ray visual filter to the target screen
<b>Scare</b>	Displays a scare/jump-scare effect on the target device
<b>Fart</b>	Plays a fart sound on the target team's device
<b>Love</b>	Displays a love/hearts animation on the target screen
<b>Fireworks</b>	Displays a fireworks animation on the target screen
<b>Broken Screen</b>	Simulates a cracked/broken screen on the target device
<b>Inverted Screen</b>	Flips the target team's screen upside-down
<b>Lock Screen</b>	Temporarily locks the target team's screen

## Difference Between Objects and Gadgets

	Objects	Gadgets
<b>Purpose</b>	Game progression	Competition between teams
<b>Effect</b>	Unlock challenges/segments	Hinder other teams
<b>AR</b>	Can have 3D visualization	No AR component
<b>Direction</b>	Benefit the owning team	Affect rival teams

## Custom Map

An image overlaid on Google Maps to create a themed appearance.

Use	Example
Themed events	Map with medieval, pirate, or other themed aesthetics
Escape games	Clue map with detective-style aesthetics
GPX Track	Hiking trail or route overlay

## Logo

Visual customization of the event in the app.

Type	Recommended Size	Location
Event Logo	512 x 512 px	Main event screen
Custom Logo	211 x 70 px	Bottom of the iPad

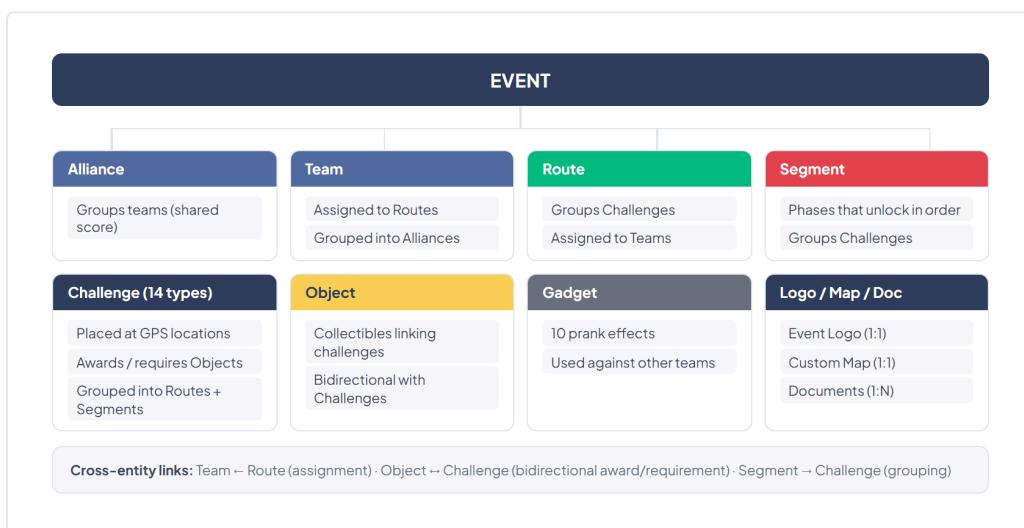
## Document

Files attached to the event that can be downloaded by participants or staff.

## Entity Relationships



## Visual Diagram



# Challenge Types

MooveTeam supports **14 challenge types** that can be freely combined to create unique experiences. Each type has distinct mechanics and is suited to different objectives.

## ⓘ NOTE

The sidebar in most events (e.g., JTI Barcelona) lists 14 types. “Step count” may not appear in all events and depends on device capabilities.

## Type Summary

#	Type	Category	Brief Description
1	Questions	Knowledge	Multiple-choice questions (A/B/C/D)
2	Hints	Narrative	Informational clues or text with no scoring
3	Physical Activity	Physical activity	Challenges that require physical movement
4	Picture/Video Point	Creativity	Photo or video capture as proof
5	Geolocated Video	Multimedia	Geolocated video that plays on arrival
6	Mini Game: Puzzle	Mini-game	Image jigsaw puzzle
7	Mini Game: Guess the word	Mini-game	Guess a hidden word
8	Mini Game: Hangman	Mini-game	Classic hangman game
9	Mini Game: Find the pairs	Mini-game	Memory card-matching game
10	Mini Game: Related words	Mini-game	Find related words
11	Mini Game: Slot machine	Mini-game	Interactive slot machine
12	Mini Game: AR Shell	Mini-game	Augmented reality game
13	Guess the song	Multimedia	Identify a song by its audio
14	Robots	Interaction	Challenges involving robotic interaction

## Real-World Example: JTI Barcelona Event

The JTI Barcelona event uses the following challenge distribution:

Type	Count
Questions	36
Hints	6
Picture/Video Point	14
All other types	0

## Detail by Type

### 1. Questions

Multiple-choice knowledge questions.

Property	Detail
Format	Question + up to 4 options (A/B/C/D)
Scoring	Configurable per question
Answer type	Multiple choice and free text
Typical use	Cultural trivia, company quizzes, themed questionnaires

**Variants:**

- **Multiple answers:** Several correct options possible
- **Free text:** Free-text answer compared against the correct one

### 2. Hints

Informational or narrative content that does not require an answer.

Property	Detail
Format	Text, images, videos, or 360-degree scenes
Scoring	Generally no points (informational)
Typical use	Providing context, telling a story, giving instructions

Hints can include:

- Rich text
- Images

- Videos
- Immersive 360-degree scenes

### 3. Physical Activity

Challenges that involve physical movement or action by the team.

Property	Detail
<b>Format</b>	Instruction + validation (photo/video or automatic)
<b>Typical use</b>	Team exercises, dances, group poses

### 4. Picture/Video Point

The team must capture a photo or record a video as proof of completing a challenge.

Property	Detail
<b>Format</b>	Instruction + multimedia capture
<b>Validation</b>	Manual (staff review) or automatic
<b>Typical use</b>	Selfies at landmarks, creative videos, documenting findings

#### Ideal for:

- Encouraging team creativity
- Creating multimedia content for the event
- Verifying that the team was at the location

### 5. Geolocated Video

A video that plays automatically when the team arrives at a specific location.

Property	Detail
<b>Format</b>	Video + GPS coordinates for activation
<b>Activation</b>	Automatic upon arriving at the location
<b>Typical use</b>	Immersive storytelling, narrative clues, venue presentations

#### Ideal for:

- Urban escape games with a narrative

- Guided tours with audiovisual content
- Educational experiences at points of interest

## 6. Mini Game: Puzzle

A jigsaw puzzle where the team must reassemble an image.

Property	Detail
<b>Format</b>	Image split into pieces
<b>Difficulty</b>	Configurable (number of pieces)
<b>Typical use</b>	Visual challenges, reconstructing logos, maps

## 7. Mini Game: Guess the word

Guess a hidden word using clues.

Property	Detail
<b>Format</b>	Hidden word + progressive clues
<b>Typical use</b>	Vocabulary, key concepts, place names

## 8. Mini Game: Hangman

A gamified version of the classic hangman game.

Property	Detail
<b>Format</b>	Word to guess letter by letter
<b>Difficulty</b>	Normal and hard mode
<b>Typical use</b>	Vocabulary, technical terms, names

## 9. Mini Game: Find the pairs

A memory game where players must match identical cards.

Property	Detail
<b>Format</b>	Board of face-down cards
<b>Typical use</b>	Memorization, concept association, branding

## 10. Mini Game: Related words

Find words that are related to each other.

Property	Detail
<b>Format</b>	Set of words to group by relationship
<b>Typical use</b>	Idea association, categorization, learning

## 11. Mini Game: Slot machine

An interactive slot machine as a game mechanic.

Property	Detail
<b>Format</b>	Slot-style reel mechanic
<b>Typical use</b>	Element of luck, random rewards

## 12. Mini Game: AR Shell

A game that uses the device camera to display virtual elements in the real world.

Property	Detail
<b>Format</b>	AR experience using the camera
<b>Requirement</b>	AR-compatible device
<b>Typical use</b>	Finding virtual objects, interacting with the environment

## 13. Guess the song

The team listens to an audio clip and must identify the song.

Property	Detail
<b>Format</b>	Audio + answer options
<b>Typical use</b>	Musical entertainment, themed quizzes

## 14. Robots

Challenges that involve interaction with robots or automated elements.

Property	Detail
<b>Format</b>	Interaction with a programmed robot
<b>Typical use</b>	Technology events, innovation activities

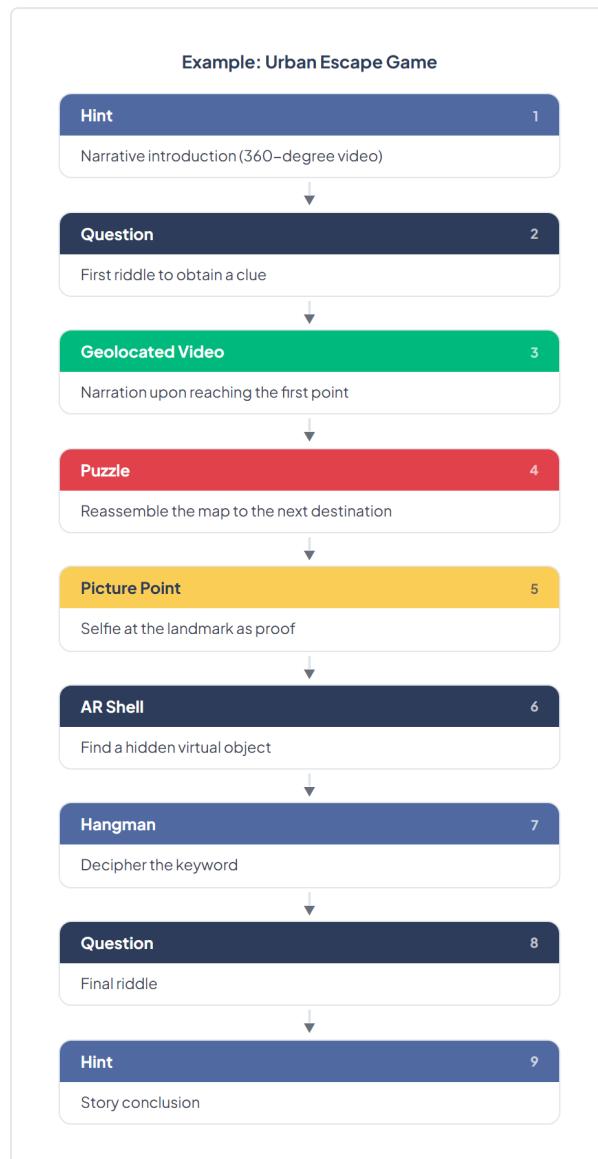
## Multimedia Properties of Challenges

All challenges can be enriched with multimedia content:

Element	Formats
<b>Images</b>	Photos, illustrations, infographics
<b>Videos</b>	Instructional, narrative, or clue clips
<b>3D Models</b>	Objects in glb/gltf format for AR
<b>Audio</b>	Sound clips, songs, effects
<b>360-degree scenes</b>	Immersive panoramas

## Combining Challenges

Challenges can be combined within a single event to create rich experiences:



# Game Mechanics

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Reference of the game mechanics available in MooveTeam and how they combine to create gamified experiences.

---

## GPS Geolocation

The core mechanic of MooveTeam. GPS transforms any physical space into a playing field.

### How It Works

1. Place challenges at specific GPS coordinates from the back-office
2. Players see the points on the app map
3. When a player physically approaches a location, the challenge activates
4. The team completes the challenge and earns points

### Activation Variants

Type	Mechanism	Use
GPS Proximity	The device detects proximity to the coordinates	Outdoor, cities
Map Tap	The player taps the icon on the map (configurable)	More open-ended events
QR Code	Scan a physical QR code	Indoor, museums, offices
iBeacon	Bluetooth beacon detection	Precise indoor, rooms
Chaining	A completed challenge activates the next one	Narrative sequences

---

## Scoring System

### Points per Challenge

Each challenge awards a configurable amount of points upon completion. The score determines the real-time ranking.

### Rankings

- **Global ranking:** Overall leaderboard of all teams
- **Segment ranking:** Leaderboard limited to the active segment (configurable)
- **Alliance ranking:** Combined score of allied teams

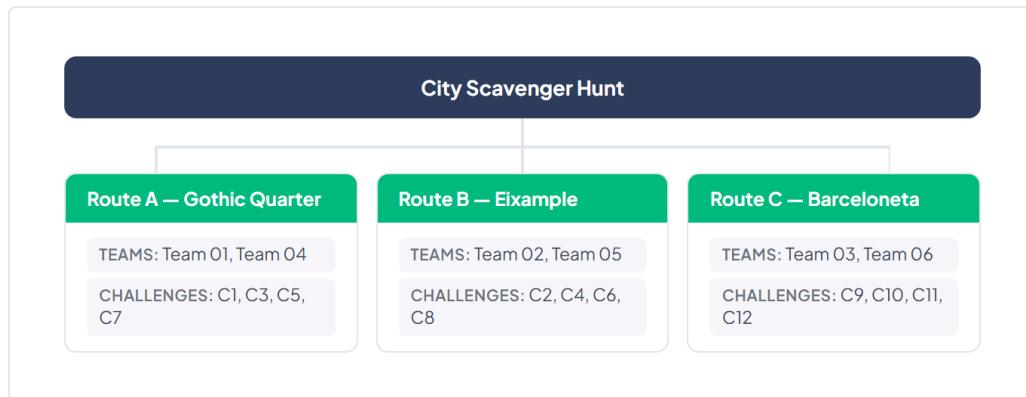
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## Routes and Itineraries

### Concept

Routes allow different teams to follow distinct paths within the same event, avoiding crowding and creating variety.

### Route Design



### Benefits

- Prevent all teams from being at the same point
- Create different experiences within the same event
- Adapt difficulty per route
- Cover wider geographic areas

## Segments and Progression

### Concept

Segments divide an event into phases or levels, creating a progression where teams must complete a group of challenges before advancing.

## Progression Flow



## Dynamic Segments (Premium)

Dynamic segments add advanced logic:

- Unlock by collecting objects
- Conditional unlock (if the team has object X, it gains access to segment Y)
- Timed unlock (activates after a certain time)

## Premium Features

The following segment-related features are marked with a crown icon and require a premium subscription:

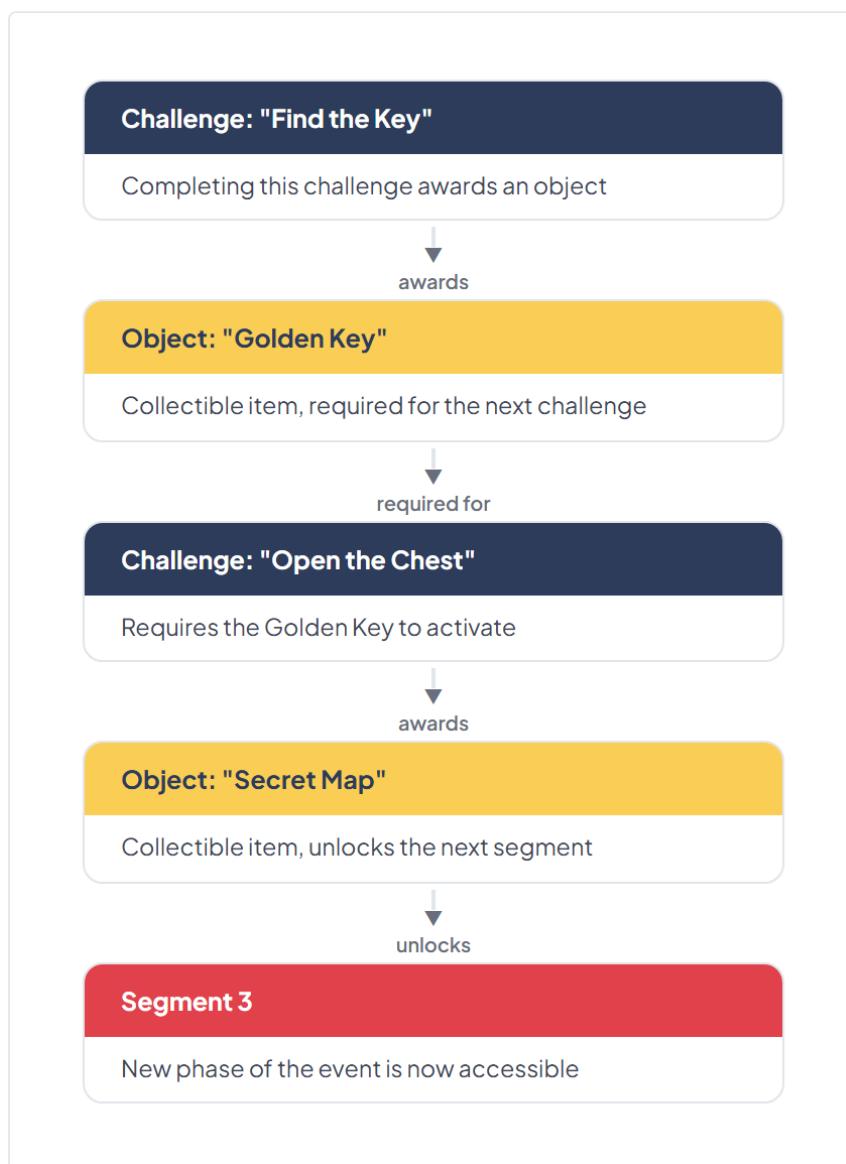
- **Segment switching lock** – prevents teams from returning to previous segments

- **Active segment ranking** — shows ranking only for the currently active segment
- **Hide chat** — disables the in-game chat for specific segments

## Objects and Collectibles

### Object System

Objects create a strategy layer by requiring teams to collect items in order to progress.



### AR Objects

Objects can have a 3D representation (glb/gltf format) that players can view in augmented reality through their device camera.

## Gadgets and Sabotage

### Concept

Gadgets are sabotage tools that add competitiveness. A team can use a gadget to hinder other teams.

### Mechanic

1. Teams receive an initial stock of gadgets
2. During the game, they can “send” a gadget to another team
3. The gadget affects the receiving team (delays their progress, temporarily blocks them, etc.)

### Strategy

- Deciding when to use gadgets (timing)
- Choosing which team to target (competitive strategy)
- Managing the limited gadget stock

---

## Alliances and Cooperation

### Concept

Alliances group teams that must cooperate to achieve joint success. Allied teams share their score.

### Mechanic

Alliance "The Vikings"		Alliance "The Pirates"	
Team 01	120 pts	Team 04	105 pts
Team 02	95 pts	Team 05	130 pts
Team 03	110 pts	Team 06	80 pts
<b>Alliance total</b>	<b>325 pts</b>	<b>Alliance total</b>	<b>315 pts</b>

### Typical Use

- Large events with many teams

- Encouraging inter-team cooperation
- “Faction war” dynamics

---

## Live Monitoring

### Back-Office (Moove80)

From the admin panel you can:

- **GPS Tracking:** View the position of all teams in real time on the map
- **Live Scoring:** View the ranking updated in real time
- **Push Notifications:** Send messages or clarifications to specific teams
- **Staff Profile:** The staff profile in the app allows monitoring without the back-office

### Staff App

You can assign teams as “Organization Staff,” granting them access to monitoring features from within the app itself.

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## Visual Customization

### Themes

Themes change the entire look and feel of the app:

- Map icons
- Game sounds
- Overall visual style
- Seasonal skins (Christmas, Halloween, etc.)

### Branding

Element	Customization
Event logo	512 x 512 px on main screen
Custom logo	211 x 70 px at the bottom of iPad
Custom map	Overlay on Google Maps
Map icons	Custom icons (Premium)
Colors	Pad background color
Avatars	Custom team images

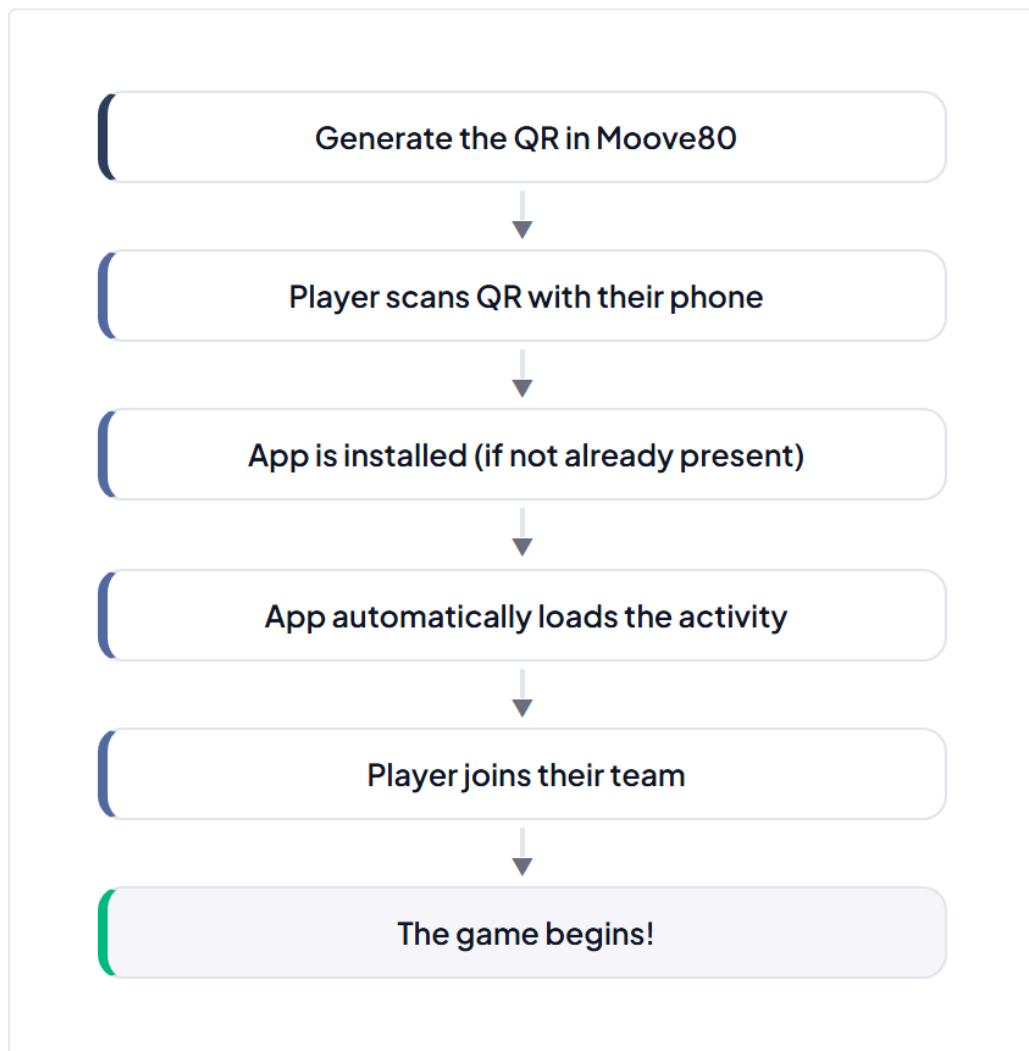
## Player Activation

### Activation Methods

Players can join an activity in several ways:

Method	Flow
Email	Send an invitation email with an activation link
QR Code	The player scans a QR code, which installs the app and loads the game
Deep Link	Direct URL that opens the app and loads the activity
Manual	The player searches for the activity within the app manually

### Typical QR Activation Flow



## Language Support

The platform supports **6 languages** for its administrative interface and event configuration:

- English
- Spanish
- French
- Dutch
- Polish
- German

 **NOTE**

The player-facing MooveTeam app supports 26 languages.

## Game Modes

MooveTeam supports different event formats:

### Outdoor

- City scavenger hunts
- Treasure hunts in parks
- Urban escape games
- GPS rallies

### Indoor

- Office or meeting room activities
- QR or iBeacon activation
- Icebreakers and group dynamics
- Gamified escape rooms

### Remote / Virtual

- Activities played from any location
- Quiz shows via video conference
- Collaborative virtual challenges

## Hybrid

- Combines indoor, outdoor, and remote elements
- Part of the team on-site, part remote
- Transitions between indoor and outdoor

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## Game Balance

A well-balanced event combines challenge variety, gadget economy, and pacing.

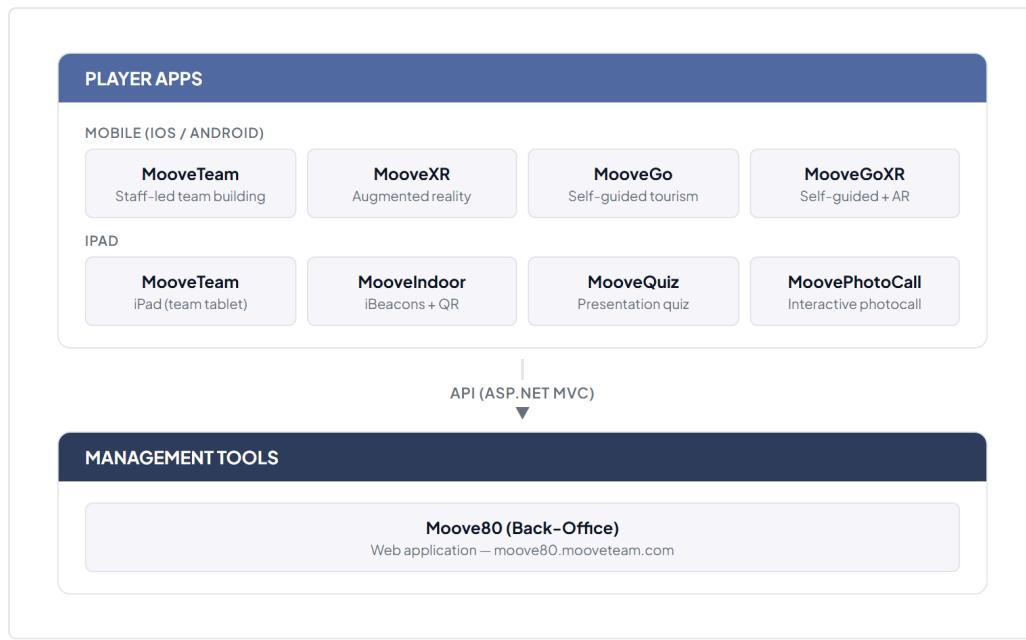
- **Challenge variety:** Mix 3–4 challenge types per event. Alternating between knowledge (Questions), physical (Physical Activity), creative (Picture/Video), and puzzle (Puzzle, Guess the Word) challenges keeps teams engaged and lets different team members contribute their strengths.
- **Gadget economy:** Limit gadget stock to 3–5 per team. Scarce gadgets force strategic decisions – when to sabotage, and who to target. Unlimited gadgets become noise. See [Objects / Gadgets – Strategy tips](#) for detailed guidance.
- **Pacing with segments:** Use [segments](#) to control progression. Break long events (2+ hours) into 2–3 segments with natural transitions (rest stops, transport, lunch). Segments prevent exhaustion and create narrative structure.
- **Difficulty curve:** Place easier challenges first (Hints, simple Questions) and harder ones later (Robots, multi-step puzzles). This gives teams time to learn the app before facing complex mechanics.

For complete event configurations with recommended challenge mixes, durations, and gadget settings, see [Game Design Recipes](#).

# Apps and Devices

Complete reference of the Mooveteam application ecosystem.

## App Map



## Mobile Apps (iOS / Android)

### Mooveteam App

The main app for participants in organized team building activities.

Property	Detail
Platforms	iOS 14.0+, Android
Size	~41 MB
Cost	Free
Languages	26 languages
Rating	4+ (suitable for all ages)

### Features:

- GPS map with geolocated challenges
- 14 types of interactive challenges

- Mini-games (puzzle, hangman, matching pairs, etc.)
- Photo and video capture
- Team chat
- Activation via QR, iBeacon, and geolocation
- Real-time ranking display
- Push notification reception from the organizer

## MooveXR

App specialized in augmented reality experiences for team building.

Property	Detail
Platforms	iOS, Android
AR Technology	3D objects in glb/gltf format
Requirement	AR-compatible device

### Additional features over MooveTeam:

- 3D object visualization in AR through the camera
- Augmented reality scenes
- AR Object Hunts (find virtual objects in the real world)
- Gadgets and objects with AR visualization
- Offline support and improved Android stability

## MooveGo

App for self-guided experiences, targeted at the tourism market.

Property	Detail
Platforms	iOS, Android
Target	Tourists, visitors
Model	Self-service (no staff required)

### Differences from MooveTeam:

- Does not require an organizer to be present
- WooCommerce integration for online sales
- The end user purchases and plays on their own

- Designed for tourist tours and self-guided scavenger hunts
- Storytelling and geolocated narrative experiences

## MooveGoXR

Combines the self-guided experiences of MooveGo with the augmented reality of MooveXR.

Property	Detail
Platforms	iOS (App Store), Android (Google Play)
Launch	May 2025
Target	Tourism, education, nature-based experiences

### Features:

- Self-guided with AR
- Multi-language and multi-audience
- City exploration, nature challenges, educational trails
- Branded user experience through a standard app

## iPad Apps

### MooveTeam (iPad)

iPad version of the main app, optimized for use in activities with tablets provided by the organizer.

Property	Detail
Platform	iPad
Use	Events where the organizer provides iPads
Credits	1 iPad = 1 credit (up to 5 players per tablet)

### MooveQuiz

Specialized quiz app for indoor contest-style activities.

Property	Detail
Platform	iPad
Use	Quiz shows, event trivia, icebreakers

## MooveIndoor

Specialized app for indoor activities without GPS.

Property	Detail
Platform	iPad
Activation	QR codes and iBeacons
Use	Indoor escape rooms, office activities, museums

## MoovePhotoCall

Interactive photo booth app for events.

Property	Detail
Platform	iPad
Use	Photo booths with overlays, themed frames, branding

## Moove80 (Back-Office)

Web-based administration panel for designing and managing events.

Property	Detail
Type	Web application (browser-based)
Access	Web (browser)
Authentication	Username/password

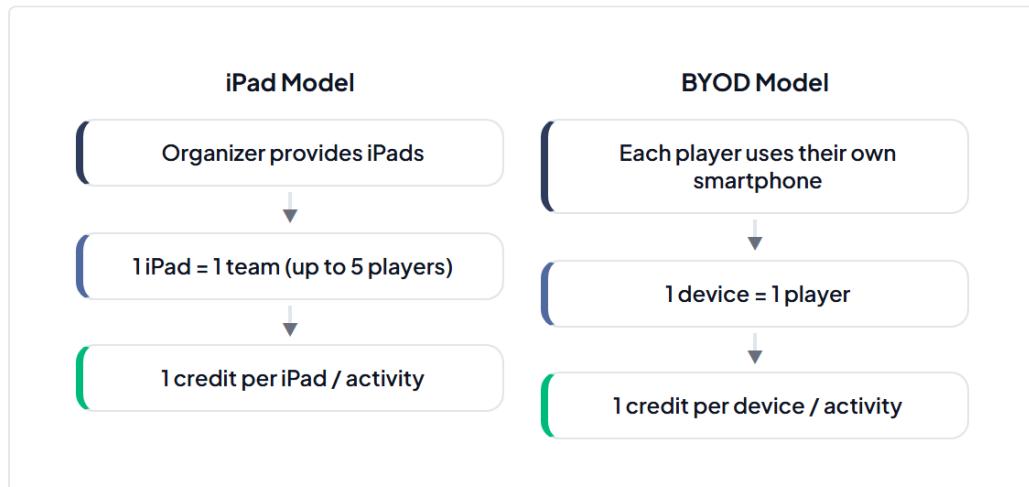
## Main Sections

Section	Function
<b>Home</b>	Dashboard with event and team summary
<b>Events</b>	Create, edit, and manage events (core of the system)
<b>Gallery</b>	Multimedia gallery (images, videos, audio)
<b>Stats</b>	Usage statistics
<b>Track</b>	Live GPS tracking
<b>My Data</b>	Personal account data
<b>Mail Settings</b>	Email configuration
<b>API Keys</b>	API integration keys
<b>AR Scenes</b>	Augmented reality scene management
<b>Credits</b>	Credit management and purchase
<b>Tags</b>	Tags for organizing events
<b>Indoor</b>	Indoor activity configuration

## Premium User Accounts

User accounts with premium status display a crown icon () next to their name. Premium accounts have access to advanced features such as segment switching lock, active segment ranking, and hide chat, among others.

## Device Compatibility



## Connectivity

Mode	Requirements	Support
<b>Online</b>	Internet connection + GPS	Full
<b>Offline</b>	No connection, pre-loaded data	Partial (improved MooveXR)
<b>Indoor</b>	WiFi + iBeacons / QR	MoovelIndoor

# Use Cases

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The main use cases of the MooveTeam platform, with examples of activity formats and the features employed.

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## 1. Corporate Team Building

The primary use case for MooveTeam. Event companies create gamified activities to strengthen work teams.

### Typical Formats

Format	Description	Key Features
<b>City Scavenger Hunt</b>	Treasure hunt across the city	GPS, Routes, Varied Challenges
<b>GPS Rally</b>	Competitive route with checkpoints	Routes, Segments, Ranking
<b>Indoor Icebreaker</b>	Quick office dynamics	MooveIndoor, QR, Quiz
<b>Fitness Challenge</b>	Sports challenge with pedometer	Step count, GPS, Ranking
<b>Murder Mystery</b>	Gamified narrative investigation	Hints, Segments, Objects
<b>Quiz Show</b>	Trivia contest	MooveQuiz, Questions

## Example: Barcelona Scavenger Hunt

Event: "Discover Barcelona"

● Routes (Gothic Quarter, Eixample, Born, Barceloneta)	4
● Teams (3 per route)	12
● Alliances ("North" vs "South")	2
● Segments (Exploration → Challenges → Final)	3
● Challenges (quiz + photo + puzzle + AR)	20
● Gadgets per team	3
● Collectible objects	5
● Duration	3 hours

## 2. Urban Escape Games

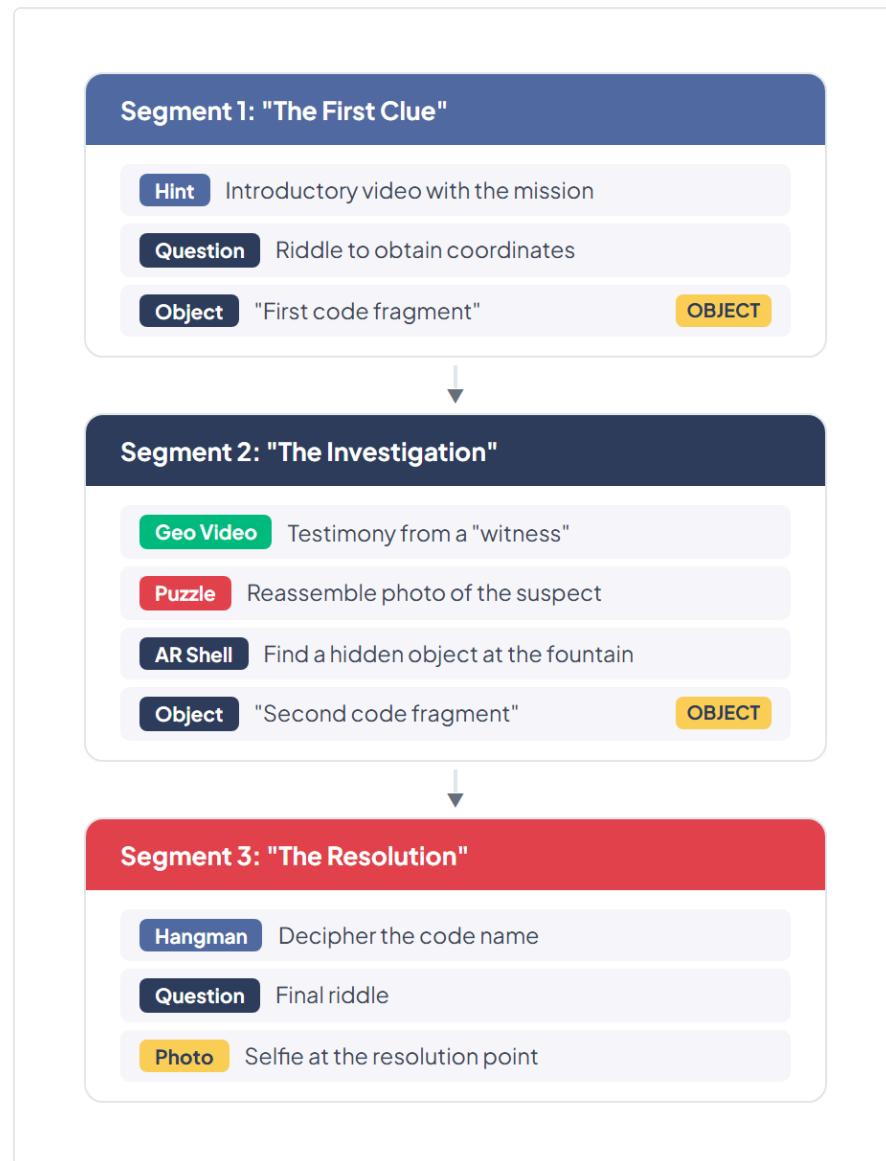
Transform the city into a giant escape room with narrative and puzzle solving.

### Characteristics

- **Storytelling:** Use of Hints with 360° videos and Geolocated Videos
- **Progression:** Segments that unlock upon solving puzzles
- **Key objects:** Objects that act as “keys” to advance
- **Varied puzzles:** Combination of mini-games and questions
- **Custom map:** Themed overlay on Google Maps

### Example: “The Hunted Experience”

Urban escape game inspired by TV shows. Real missions, strategy, and team-based problem solving.



### 3. Marketing and Brand Activation

Use gamification to help customers learn about a product or brand.

#### Objective

“Get customers to learn more about your product and brand through play, creating an emotional bond that will weigh in your favor during the purchase decision process.”

## Formats

Format	Description
<b>Brand Scavenger Hunt</b>	Treasure hunt with branded content
<b>Product Launch Game</b>	Gamified product launch
<b>Event Gamification</b>	Gamification layer on top of an existing event
<b>Networking Energizer</b>	"Turning Tables" – gamified networking dynamics

## Key Features

- Full branding (logos, colors, custom themes)
- Photo/video challenges to generate UGC (User Generated Content)
- Push notifications to communicate brand messages
- Ranking and prizes to incentivize participation

## 4. Education and Training

Gamify learning processes to increase retention and engagement.

### Concept: “Go Learn”

A gamified learning experience that combines:

- Questions to assess knowledge
- Hints with educational content (text, video, 360°)
- Challenges that reinforce hands-on learning
- Progression through segments as course “levels”

## Applications

Context	Example
<b>Schools</b>	Educational city tour with history questions
<b>Universities</b>	Campus rally with academic challenges
<b>Corporate training</b>	Gamified onboarding for new employees
<b>Museums</b>	Interactive visit with challenges in each room
<b>Communities</b>	Educational projects for local governments (e.g., Cyber24)

## Special Pricing

MooveTeam offers a **reduced rate for education**: schools, universities, and community projects.

## 5. Tourism and Self-Guided Experiences

Create experiences that tourists can enjoy without staff present, using MooveGo.

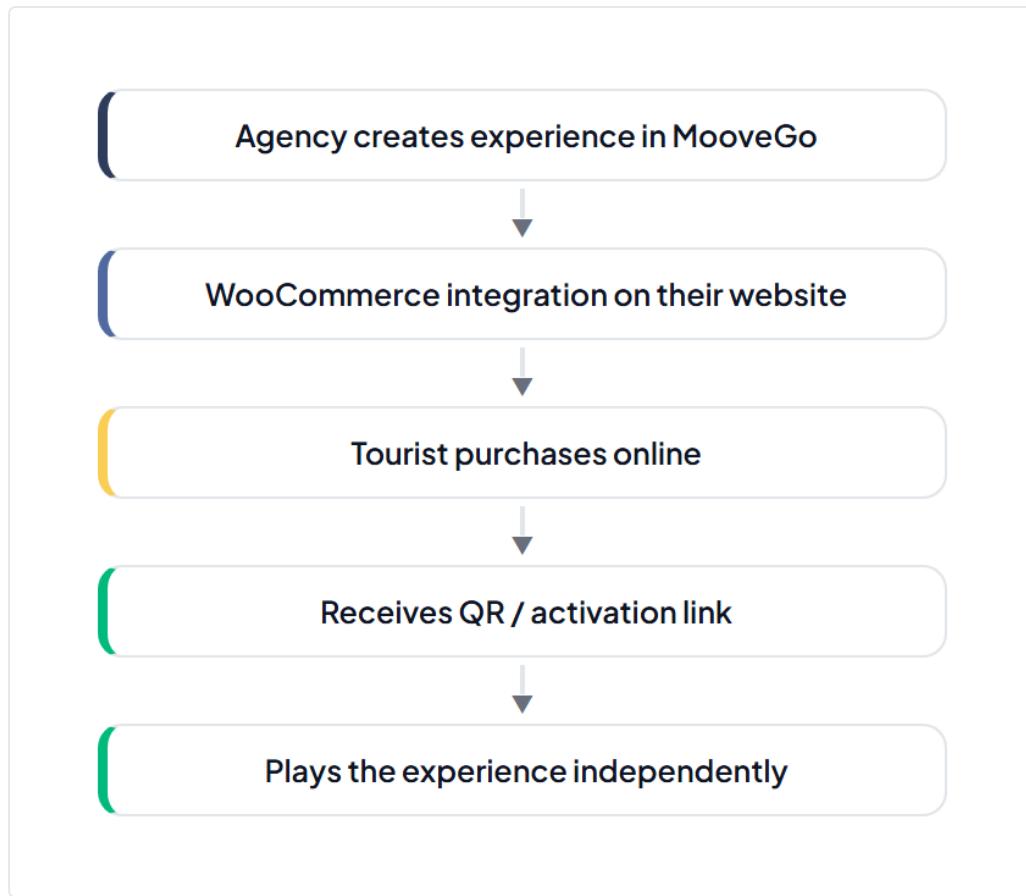
### Formats

Format	Description
Self-Guided City Tour	Tourist route with challenges
Historical Storytelling	Geolocated historical narration
Nature Trail	Nature route with challenges
Holiday Park Adventure	Experience in holiday parks

### Example: “Pyramid” (EuroParcs)

Gamified experience in EuroParcs holiday parks, where visitors solve challenges while exploring the park.

## Business Model



## 6. Indoor Activities

For when the weather is not cooperating or the venue is an office, conference room, or museum.

### Indoor Technologies

Technology	Use
QR Codes	Activate challenges by scanning codes on walls, tables, objects
iBeacons	Automatic activation when approaching Bluetooth beacons
MooveIndoor	iPad app specifically designed for indoor use
MooveQuiz	Quiz shows in presentation format

### Indoor Formats

- Icebreakers for the start of conferences
- Gamified escape rooms in offices

- Scavenger hunts in museums or shopping centers
- Quiz competitions between departments
- Team building activities in hotels and resorts

## 7. Hybrid and Remote Events

For distributed teams or events with a virtual component.

### Formats

Format	Description
<b>Virtual TV Contest</b>	TV-style contest via video conference
<b>Go Remote</b>	Remote activities for team cohesion
<b>Walk Together</b>	Walk together virtually (each person in their own city)
<b>Smart Workers</b>	Team building for remote workers
<b>Riddlethon</b>	Team riddle marathon (remote)

## 8. Seasonal Events

MooveTeam offers skins and formats adapted to special dates.

Season	Format
<b>Christmas</b>	Christmas team building with holiday skin, snowy map
<b>Halloween</b>	Haunted scavenger hunt with themed gadgets and objects
<b>Easter</b>	Virtual Easter Egg Hunt
<b>Spring</b>	Outdoor spring team building
<b>Advent Calendar</b>	Daily activity throughout December

# Game Design Recipes

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Three proven event archetypes showing how to combine challenges, routes, gadgets, and segments into a coherent experience. Each recipe includes a setup summary, challenge mix, configuration tips, and links to the relevant feature pages.

Use these as starting points. Adjust challenge counts, durations, and gadget stock to fit your audience and venue.

---

## Recipe 1 — The Icebreaker

**Use case:** Indoor team building, corporate workshops, onboarding events where the goal is collaboration over competition.

### Setup summary

Parameter	Value
<b>Event mode</b>	MoovelIndoor (QR/iBeacon) or Classic with short routes
<b>Challenge count</b>	8–12 challenges
<b>Estimated duration</b>	45–60 minutes
<b>Difficulty</b>	Low — no GPS, no time pressure, focus on teamwork
<b>Teams</b>	4–8 teams of 3–5 people
<b>Gadgets</b>	None (keep it simple for first-time users)
<b>Objects</b>	None
<b>Segments</b>	Single segment, no progressive unlock needed

## Challenge mix

Type	Count	Purpose
<a href="#">Questions</a>	3-4	Quiz-style trivia about the company, the venue, or general knowledge. Use multiple-choice for accessibility.
<a href="#">Find the Pairs</a>	2-3	Memory card game with branded images or team photos. Encourages collaboration as the team discusses card positions.
<a href="#">Physical Activity</a>	2-3	Movement-based challenges (jumping jacks, group photo poses). Breaks the ice physically and generates laughs.
<a href="#">Hints</a>	1-2	Welcome messages, instructions, or fun facts between challenges. Use <b>Never disappears</b> so teams can re-read.

## Why it works

- **No GPS dependency.** Moovelndoar uses QR codes or iBeacon triggers, so the event works in any building regardless of GPS signal quality.
- **Low-tech, low-stress.** No gadgets or objects to manage. Teams focus on challenges, not game mechanics.
- **Team collaboration.** Find the Pairs requires memory and discussion. Physical Activity requires coordination. Questions test shared knowledge.
- **Short and contained.** Under one hour, one segment. Easy for first-time event managers to run.

## Configuration tips

- For Moovelndoar, print QR code posters and place them at challenge stations around the venue. See [Teams — QR Code](#) for printing.
- Set all challenges to **no time limit** to reduce stress in a team-building context.
- Use [extra points](#) (1st/2nd/3rd bonus) only if you want a light competitive element.
- Consider disabling the live leaderboard if the goal is purely cooperative.

## Recipe 2 — The City Explorer

**Use case:** Tourism events, sightseeing tours, city discovery games where the route is the main attraction.

## Setup summary

Parameter	Value
Event mode	Classic (outdoor, GPS-based)
Challenge count	12–16 challenges
Estimated duration	2–3 hours
Difficulty	Medium — GPS navigation, moderate challenge variety
Teams	6–20 teams of 2–4 people
Gadgets	None (sightseeing, not competing)
Objects	4–6 collectible “stamps” for a passport mechanic
Segments	2–3 segments for natural rest breaks

## Challenge mix

Type	Count	Purpose
Geolocated Video	3–4	History narration at landmarks. Upload pre-recorded guide videos to the <a href="#">gallery</a> . The simplified form (no scoring) is appropriate for informational content.
Picture / Video	4–5	Selfie challenges at landmarks (“Take a group photo recreating this statue’s pose”). Enable the video option for creative tasks.
Hints	2–3	Informational stops with historical context, directions to the next area, or fun facts about the neighborhood. Use the <b>Never disappears</b> option so teams can re-read them.
Questions	3–4	Quiz questions about the locations visited — reinforces what teams learned from the geolocated videos and hints.

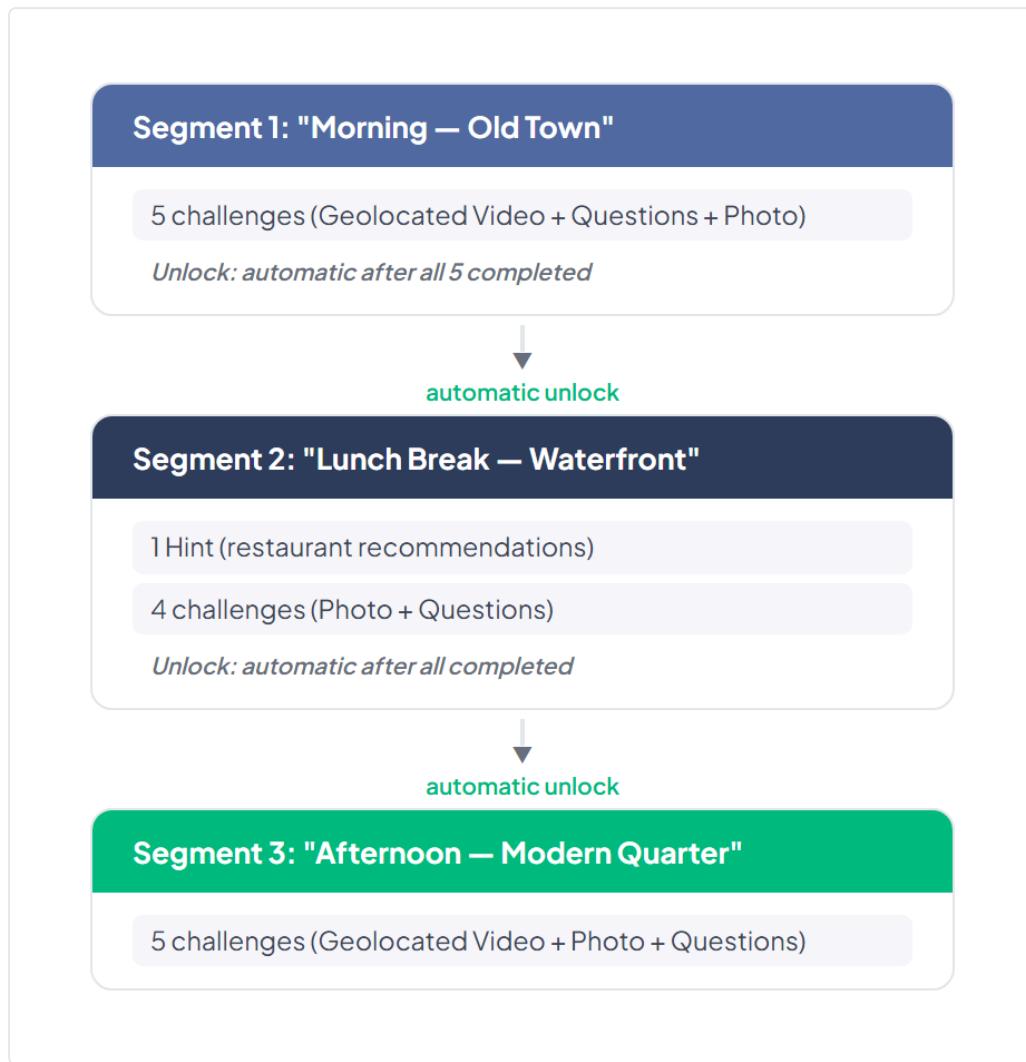
## Objects: the passport mechanic

Create 4–6 [objects](#) named after landmarks or neighborhoods (e.g., “Gothic Quarter Stamp,” “Cathedral Seal”). Configure challenges to award one object upon completion. At the end of the event, teams that collected all stamps have completed the “passport.”

- Set **Initial Stock** to 0 for each object (teams earn them, they do not start with any).
- Link each stamp object to a specific challenge via the challenge’s object reward field.
- Optionally, require a final challenge to need all stamps as a prerequisite — this creates a collection-based finale.

## Segments: rest break design

Divide the tour into 2-3 segments:



Use segment transitions as natural break points. Place a Hint challenge at the start of Segment 2 with restaurant suggestions or transit directions.

## Why it works

- **The route IS the experience.** GPS-triggered challenges ensure teams physically visit each landmark.
- **Mixed media keeps attention.** Video narration at key stops, photo challenges for engagement, quiz questions for retention.
- **Objects add a collection goal.** The passport mechanic gives teams a tangible progress indicator beyond just points.

- **Segments prevent exhaustion.** Breaking a 3-hour tour into phases with clear transitions keeps energy high.

## Configuration tips

- Set **activation distance** to 20–30 meters for urban environments where GPS may drift near tall buildings.
- Use [Geolocated Video](#) for narration — it has a simplified form with no scoring, which is appropriate for informational content.
- Upload high-quality guide videos to the [gallery](#) before creating the challenges.
- If running multiple groups simultaneously, create 2–3 [routes](#) that cover different neighborhoods to avoid crowding at the same location.

### ⚠ DANGER

Geolocated Video and Physical Activity are not available in MooveGo events. Use Classic mode for this recipe.

## Recipe 3 — The Competitive Chase

**Use case:** Marketing activations, corporate competitions, large-group events with a competitive edge.

### Setup summary

Parameter	Value
<b>Event mode</b>	Classic (outdoor, GPS-based)
<b>Challenge count</b>	10–14 challenges
<b>Estimated duration</b>	1.5–2 hours
<b>Difficulty</b>	High — time pressure, PvP gadgets, fast-paced
<b>Teams</b>	10–30 teams of 2–4 people
<b>Gadgets</b>	Bomb + Lock Screen, stock 3–5 per team
<b>Objects</b>	None (keep focus on competition, not collection)
<b>Segments</b>	Single segment (all challenges available from the start)
<b>Routes</b>	2–3 parallel routes to spread teams across the area
<b>Alliances</b>	Optional — group teams into 2–4 factions for alliance ranking

## Challenge mix

Type	Count	Purpose
<a href="#">Robots</a>	2–3	Set behavior to <b>Escape</b> (Thief). Teams chase a virtual character across the map. Speed: 5–8 km/h. Area: 150–300 meters. This creates dynamic movement and excitement.
<a href="#">Puzzle</a>	2–3	Jigsaw puzzles using branded images. Time-based scoring rewards speed. Use 3–4 pieces for a quick game, or 6+ for a harder challenge.
<a href="#">Guess the Word</a>	2–3	Hidden words related to the event theme or sponsor brand. Keep words to 5–8 letters for fast rounds. Easy mode reveals the letter keyboard; Hard mode does not.
<a href="#">Slot Machine</a>	2	Random-bonus challenges that add a luck element. Use branded images on the reels (2–8 images). Matching reels award bonus points.
<a href="#">Questions</a>	2–3	Rapid-fire knowledge questions about the brand or event theme. Short time limits (30–60 seconds) add pressure.

## Gadget strategy

Create two [gadgets](#) for this recipe:

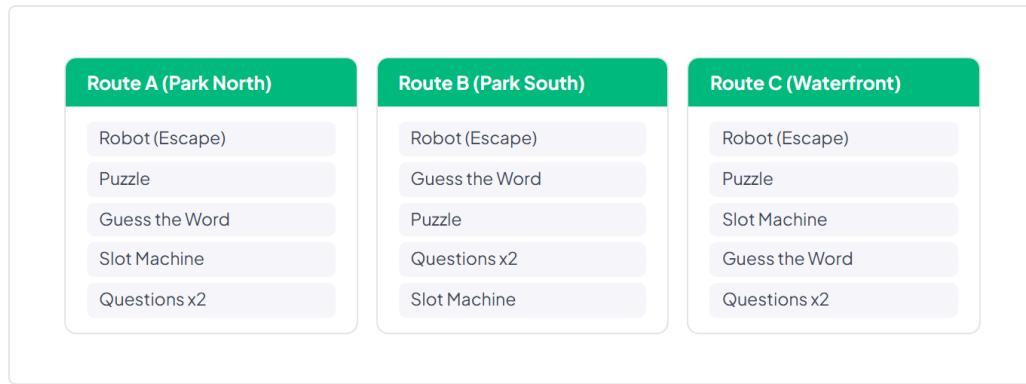
Gadget	Effect	Stock per team	Purpose
<b>Bomb</b>	Triggers a bomb animation on the target device	3–5	Disruptive but short-lived — used to break concentration during a challenge
<b>Lock Screen</b>	Temporarily locks the target team's screen	3–5	The most powerful sabotage tool — prevents the target team from interacting for several seconds

### TIP

Set stock to 3–5 per team, not 10. Limited gadgets force teams to make strategic decisions about when and who to sabotage. With unlimited gadgets, every interaction becomes spam instead of strategy. See [Strategy tips](#) for more guidance.

## Routes: parallel competition

Create 2–3 [routes](#) with overlapping challenge pools:



Parallel routes ensure teams are spread across the area while facing equivalent challenge difficulty. All teams compete on the same global ranking.

### Alliances (optional)

For events with 20+ teams, create 2–4 [alliances](#) (e.g., “Red Faction,” “Blue Faction”). Allied teams share a combined score, which encourages both intra-alliance cooperation and inter-alliance rivalry. This is especially effective for corporate events where departments compete against each other.

### Why it works

- **Robots create movement.** Escape-behavior robots force teams to physically chase targets, generating energy and spectacle for bystanders.
- **Gadgets add PvP tension.** The Bomb and Lock Screen effects are disruptive enough to matter but short enough not to frustrate. Limited stock prevents spam.
- **Mixed challenge types prevent monotony.** Puzzle, word games, quiz questions, and luck (Slot Machine) mean different team members can contribute their strengths.
- **Parallel routes prevent bottlenecks.** With 30 teams, a single route would create congestion. Multiple routes maintain the competitive pace.

### Configuration tips

- Robot speed of 5–8 km/h is fast enough to require jogging but not so fast that catching is impossible. Set the **area** to 150–300 meters to keep the chase zone manageable.
- For the Slot Machine, select 4–6 distinct branded images so players can tell reels apart at a glance.
- Set the **time limit** on Questions challenges to 30–60 seconds to maintain time pressure.
- Use [extra points](#) (1st/2nd/3rd bonus) on key challenges to reward the fastest teams.

**DANGER**

Slot Machine and AR Shell are not available in MooveGo events. Use Classic mode for this recipe.

## Choosing a recipe

Factor	Icebreaker	City Explorer	Competitive Chase
<b>Setting</b>	Indoor / small outdoor	City / outdoor tour	Park / urban outdoor
<b>Group size</b>	4–8 teams	6–20 teams	10–30 teams
<b>Duration</b>	45–60 min	2–3 hours	1.5–2 hours
<b>Skill level</b>	Beginner	Intermediate	Advanced
<b>Competition</b>	Low (cooperative)	Medium (collection)	High (PvP)
<b>Requires GPS</b>	No (QR/iBeacon)	Yes	Yes
<b>Gadgets</b>	No	No	Yes
<b>Objects</b>	No	Yes (passport)	No

# Login & Account

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## What it does

The Login page is the entry point to Moove80. Enter your username and password to authenticate, access password recovery if needed, and switch the interface language before signing in. Logging out ends the session and returns to this page.

## Requirements

- No authentication required — this is the public entry point
- A valid Moove80 username and password (obtained via [Registration](#) or from your administrator)

## How to access

Direct — this is the first page unauthenticated users see

## Login page



Hi, welcome to moove

Sign in to continue

User Name

Password

Remember Me

**Sign in**

[Forgot Your Password?](#)

 [Idioma](#) ▾

## Fields / Options

Field	Type	Description	Required
User Name	Text	Your login name	Yes
Password	Password	Your password (masked input)	Yes
Remember Me	Checkbox	When checked, the authentication cookie persists across browser sessions	No

## Actions

Action	Description
Sign in	Validates credentials and redirects to the Home dashboard on success
Forgot Your Password?	Opens the <a href="#">password reset</a> form
Idioma (Language)	Dropdown to switch the interface language (see <a href="#">Language change</a> below)

## Behavior and rules

- **Authentication method.** On success, an authentication cookie is set (persistent if Remember Me is checked).
- **Company auto-creation.** On first login, the system checks whether you have an associated company. If not, one is automatically created with the name “Empresa de {username}” (“Company of {username}”).

 **DANGER**

If the account exists but is not approved, the error “User Inactive” is displayed. Contact your administrator to activate the account.

 **DANGER**

If the account is locked after too many failed attempts, the error “User Locked” is displayed. Contact your MooveTeam account manager to unlock it.

- **Return URL.** If you were redirected to the login page from a protected route, successful login redirects back to the original URL.
- **Seamless login.** The form submits without a page reload. On success, the [navigation menu](#) updates dynamically.

## Logout

Logging out clears the authentication cookie and redirects to the Home page (which in turn redirects to the login form for unauthenticated users).

- **Navigation:** User dropdown (top-right) → Log Off
- **Immediate action** — clicking Log Off signs you out immediately with no confirmation dialog

## Language change

The interface language can be changed in two places:

1. **Login page** — the “Idioma” dropdown at the bottom of the login form (available without authentication)
2. **User menu** — the globe icon dropdown in the top-right navigation bar (available after authentication)

Changing the language sets a browser cookie to remember your preference. The change takes effect immediately on the next page load.

## Supported languages

Language	Code	Notes
English	en-US	Default views use English
Spanish	es-ES	Has dedicated Spanish-language views
French	fr-FR	Uses English views with translated resource strings
Dutch	nl-NL	Uses English views with translated resource strings
Polish	pl-PL	Uses English views with translated resource strings

The backend also supports Hebrew ( `he-IL` ) and Arabic ( `ar-EG` ) but these are not shown in the UI language selector.

If no language is explicitly chosen, the system reads the browser’s `Accept-Language` header. If the browser language is not in the supported list, it defaults to Spanish.

# Registration

## What it does

Use the Registration form to create a new account on the platform. New users receive their own company entity and can immediately access the Moove80 back-office.

## Requirements

- No authentication required for the link on the login page, but the form itself requires an existing authenticated session (see the known limitation below)
- An existing logged-in user to register new users under their company

## How to access

Login page → **Register** link (below the Sign in button)

**Known limitation:** Despite being a registration form, this page requires an existing authenticated session. The link appears on the login modal, but the actual form is only accessible after another user is already logged in. This means you (or another admin) must be signed in to register a new user under your company — the form cannot be used as a self-service registration path.

## Fields / Options

Field	Type	Description	Required
User Name	Text	Unique username for the new account	Yes
Email	Text (email)	Email address for password recovery and notifications	Yes
Password	Password	Minimum 6 characters	Yes
Confirm Password	Password	Must match the Password field	Yes
I agree to the Terms of Service	Checkbox	Must be checked to proceed. Links to the Terms of Service page ( /About/Legal )	Yes

## Actions

Action	Description
OK (Submit)	Creates the account and redirects to the Home dashboard. The new user is automatically logged in
LogOn	Returns to the login form

## Behavior and rules

- **Company assignment.** The new user is automatically assigned to the same company as the currently logged-in user.

### DANGER

After successful registration, the system logs in the new user and redirects to the [Home dashboard](#). The registering user's session is replaced — you will be logged out.

- **Duplicate username.** If the username already exists, an error is shown and the form is re-displayed.
- **Duplicate email.** If the email is already associated with another account, an error is shown.
- **Password validation.** Passwords must be at least 6 characters. The confirm password field must match exactly.
- **Terms acceptance.** The “I agree” checkbox is mandatory. If unchecked, the form shows an error: “Debe Aceptar las condiciones” (You must accept the terms).
- **Seamless submission.** The form submits without a full page reload and updates the main content area on success.

### TIP

To create users without losing your session, ask your administrator to create the account from the user management panel.

# Change Password

## What it does

Use the Change Password form to update your password by providing your current password and choosing a new one.

## Requirements

- You must be logged in with a valid session
- You must know your current password (if you forgot it, use [Reset Password](#) instead)

## How to access

User dropdown (top-right) → **Change Password**

## Fields / Options

Field	Type	Description	Required
Current password	Password	Your existing password for verification	Yes
New password	Password	The desired new password (minimum 6 characters)	Yes
Confirm new password	Password	Must match the new password field	Yes

## Actions

Action	Description
Change Password (Submit)	Validates the current password and applies the change. Redirects to a success confirmation page

## Behavior and rules

- **Authentication required.** Only accessible when you are logged in.
- **Current password verification.** The system verifies your old password before allowing the change. If incorrect, the error “The current password is incorrect or the new password is invalid” is shown.
- **Minimum length.** New passwords must be at least 6 characters. The minimum length is displayed in the form instructions.
- **Confirmation match.** The new password and confirmation fields must match exactly.

- **Success page.** On success, you are redirected to `/Account/ChangePasswordSuccess` , which shows “Your password has been changed successfully.”
- **Standard form.** Unlike [login](#) and [registration](#), this form causes a full page reload on submit.

 **TIP**

If you have forgotten your current password and cannot log in, use the [Reset Password](#) flow instead.

# Reset Password

## What it does

If you have forgotten your password, use the Reset Password flow to regain access to your account. Request a reset link by email, and the system generates a new temporary password.

## Requirements

- No authentication required — this flow is fully public
- A valid username or email address associated with an existing account

## How to access

Login page → **Forgot Your Password?** link

## Fields / Options

### Step 1 — Request reset

Field	Type	Description	Required
Username	Text	Your login name <b>or</b> email address	Yes

### Step 2 — New password (via email link)

No form fields — click the link received by email. The new password is displayed on screen.

## Actions

Action	Description
Enviar (Send)	Looks up the user by username or email and sends a password reset email

## Behavior and rules

### Request flow

1. Enter your username or email address.
2. If the input contains "@", the system treats it as an email and looks up the associated username via `Membership.GetUserNameByEmail()`.
3. If a matching user is found, a password reset email is sent via `Acciones.SendResetEmail()`.

4. The confirmation page (“Correo Enviado”) confirms that the email was sent.
5. If no user matches, the error “No existe ningún usuario con ese nombre o dirección email” is shown.

## Reset link

The email contains a link with two parameters:

- `username` — the account name
- `reset` — an MD5 hash of the username + user’s provider key

When you click the link:

1. The system validates the hash against the stored user data.
2. If valid, the system generates a new temporary password.
3. The new password is displayed on the success page along with the username.

## Security considerations

- **No authentication required.** The reset flow is fully public — accessible without logging in.
- **Token validation.** The reset link uses an MD5 hash of the username + ProviderUserKey as a security token. This prevents unauthorized resets but is not time-limited.

### DANGER

The reset token does not expire. Anyone with access to the reset email link can use it at any time. Change your password via [Change Password](#) immediately after logging in with the temporary password.

### NOTE

The generated password is a random string from the Membership API. It is not human-readable — copy and paste it carefully when logging in.

# Fiscal Data

## What it does

Use the Fiscal Data form to enter your company's tax and contact information for invoicing purposes. Every company entity in Moove80 can have one fiscal data record linked to it.

## Requirements

- You must be logged in
- Your user must be associated with a company

## How to access

User dropdown → My Data → My Account tab → **Tax Information** button

## Fields / Options

Field	Type	Description	Required
CIF	Text	Tax identification number (company tax ID)	No
Nombre	Text	Company legal name	No
Dirección	Text	Street address	No
Población	Text	City / town	No
País	Text	Country	No
Teléfono	Text	Phone number	No
Organiza	Checkbox	The company organizes events	No
Alquila	Checkbox	The company rents equipment for events	No

The form also stores a hidden postal code and authorized flag in the data model, but these are not exposed in the form UI.

## Actions

Action	Description
Registrar Información (Submit)	Saves or updates the fiscal data record for the current company

## Behavior and rules

- **Authentication required.** You must be logged in to view and edit your company's fiscal data.
- **Auto-creation.** When you access this page for the first time, the system creates a new fiscal data record with placeholder default values. Edit and save the form to populate your real data.
- **One record per company.** Each company has at most one fiscal data record, linked by the company ID.
- **Insert vs. update.** The form automatically determines whether to create a new record or update the existing one.
- **Validation.** Standard form validation applies. If validation fails, the form is re-displayed with the error "Corrija los errores por favor" (Please correct the errors).

 **NOTE**

All fields are optional — the form can be saved with default placeholder values. However, accurate fiscal data is important for sales invoicing.

# Home (Dashboard)

## What it does

The Dashboard is the landing page after login. It displays a summary table of all events associated with your company, along with global team counters. Use it as the starting point for navigating to event management, gallery, and account settings.

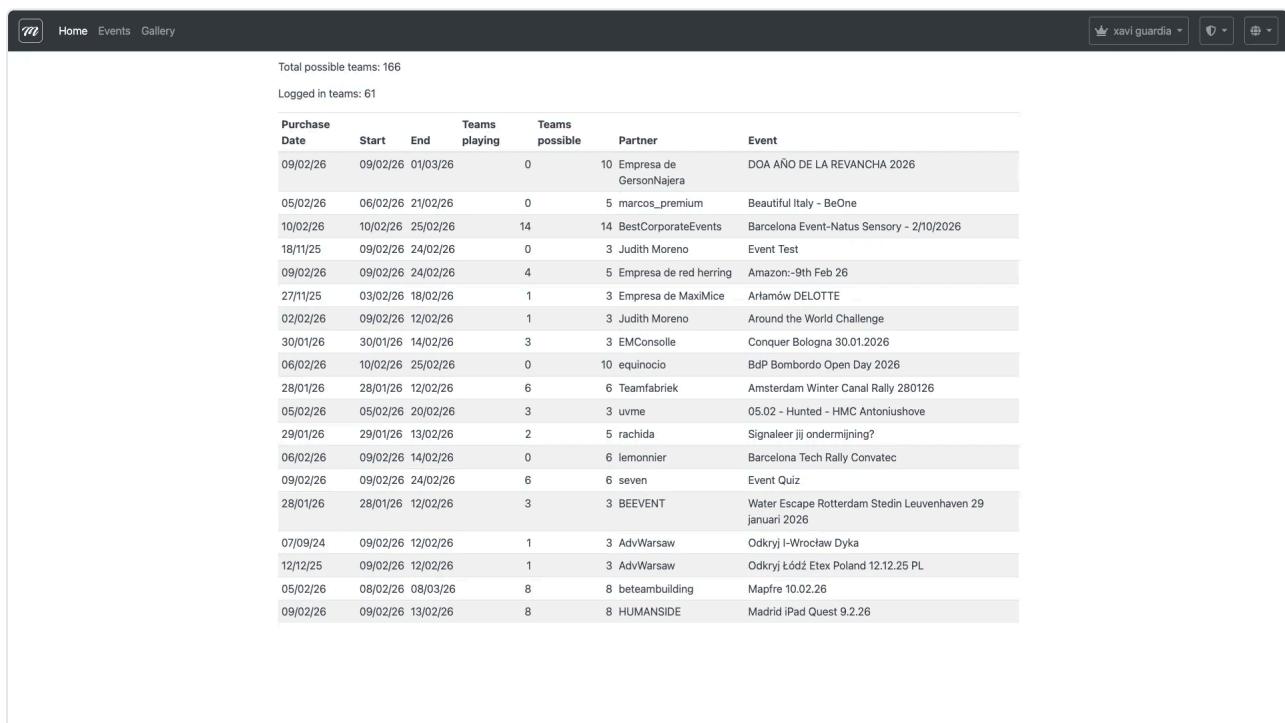
## Requirements

- You must be [logged in](#) with a valid session
- Your user must be associated with a company

## How to access

Automatic after login, or click **Home** in the top navigation bar

## Main dashboard



The screenshot shows the Moove80 Home (Dashboard) page. At the top, there are global team counters: 'Total possible teams: 166' and 'Logged in teams: 61'. Below this is a summary table with columns: Purchase Date, Start, End, Teams playing, Teams possible, Partner, and Event. The table lists 20 events with details like 'DOA AÑO DE LA REVANCH 2026', 'Beautiful Italy - BeOne', and 'Barcelona Event-Natus Sensory - 2/10/2026'. Below the summary table is a detailed list of 20 events, each with a 'View' button. The events include 'DOA AÑO DE LA REVANCH 2026', 'Beautiful Italy - BeOne', 'Barcelona Event-Natus Sensory - 2/10/2026', 'Event Test', 'Amazon-9th Feb 26', 'Arłamów DELOTTE', 'Around the World Challenge', 'Conquer Bologna 30.01.2026', 'BdP Bombordo Open Day 2026', 'Amsterdam Winter Canal Rally 280126', '05.02 - Hunted - HMC Antoniushowe', 'Signalen jij ondermijning?', 'Barcelona Tech Rally Convatec', 'Event Quiz', 'Water Escape Rotterdam Stedin Leuvenhaven 29 januari 2026', 'Odryj I-Wroclaw Dyka', 'Odryj Łódź Etex Poland 12:12:25 PL', 'Mapfre 10.02.26', and 'Madrid iPad Quest 9.2.26'.

## Fields / Options

## Global counters

Field	Type	Description
Total possible teams	Display	Sum of maximum team slots across all events
Logged in teams	Display	Sum of teams that have actually registered/logged in

## Events table

Column	Type	Description
Purchase Date	Display	Date the event license was purchased
Start	Display	Event start date
End	Display	Event end date
Teams playing	Display	Number of teams currently active in the event
Teams possible	Display	Maximum team capacity for the event
Partner	Display	Name of the partner or distributor who owns/sold the event
Event	Display	Event name (clickable – navigates to the event edit page)

## Actions

Action	Description
Click event name	Opens the event edit page

## Behavior and rules

- **Company scope.** The table only shows events belonging to your company.
- **Company context.** The system loads your company information to display company-specific data.
- **Dynamic loading.** The dashboard can also be loaded dynamically after [login](#) without a full page reload.

### TIP

Use the shortcut URL `/Home/I` as a quick alias for the dashboard.

# Downloads

---

## What it does

The Downloads page provides links to download the four MooveTeam mobile applications. Use it to get the main team app, the quiz variant, the indoor mode, and the [PhotoCall](#) souvenir camera.

## Requirements

- You must be logged in with the `admin` or `agencia` (agency) role to see the menu link
- The page itself does not require authentication, but the [navigation](#) link is role-restricted

## How to access

User dropdown (top-right) → **Downloads**

## Fields / Options

The page displays four app cards in a grid layout:

App	Download URL	Description
mooveTeam	<a href="http://app.sfy.com/moove/team10">http://app.sfy.com/moove/team10</a>	The main mobile app for outdoor GPS-based team events
mooveQuiz	<a href="http://app.sfy.com/moove/quiz">http://app.sfy.com/moove/quiz</a>	Quiz/trivia variant for indoor knowledge-based events
moovelndoor	<a href="http://app.sfy.com/moove/indoor/">http://app.sfy.com/moove/indoor/</a>	Indoor mode for events without GPS (QR/NFC based)
moovePhotoCall	<a href="http://app.sfy.com/moove/photocall">http://app.sfy.com/moove/photocall</a>	PhotoCall camera app for event souvenir photos

## Actions

Action	Description
Download (per app)	Opens the external app store link for the selected application

## Behavior and rules

- **Role restriction.** The Downloads link in the user menu only appears if you have the `admin` or `agencia` (agency) role. Regular users do not see this menu item.

- **External links.** All download URLs point to [app.sfy.com](http://app.sfy.com) (ShortcutFactory), which redirects to the appropriate app store (iOS App Store or Google Play) based on your device.

 **NOTE**

The page itself does not require login, but the [navigation](#) menu link is only visible to authorized roles. You can share the direct URL with anyone who needs to download the apps.

# Navigation

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## What it does

The navigation system provides access to all Moove80 features through a fixed top bar, a main menu, and a user dropdown. Menu items are role-dependent – you see items matching your assigned role.

## Requirements

- You must be [logged in](#) to see the full navigation
- Menu items vary by role ( `agencia` , `indoor` , `viewer` )

## How to access

The top bar is visible on every page after login. It is a persistent layout element.

## Structure

The navigation has two areas: the **top bar** (logo + main menu) and the **user dropdown** (top-right).

### Top bar (main menu)

The horizontal menu bar at the top of every page. The active section is automatically highlighted.

Menu item	Target	Visible to
Home	<a href="#">Home (Dashboard)</a>	All authenticated users
Events	<a href="#">Events</a>	All authenticated users
Indoor	<a href="#">Indoor / Quiz Mode</a>	Users with <code>indoor</code> role only
Gallery	<a href="#">Gallery</a>	All authenticated users

### User dropdown (top-right)

A dropdown menu showing your name. Contains account features and role-specific management links.

## Available to all authenticated users

Menu item	Icon	Description
Language	globe	Submenu with 5 languages (English, Spanish, French, Dutch, Polish)
My Data	folder-open	Company account settings, fiscal data, users

## Available to `admin` or `agencia` (agency) roles

Menu item	Icon	Description
PhotoCall	camera	PhotoCall management
Downloads	download	Mobile app download links
Accounting	briefcase	Company sales and billing
Events	play-circle	Event management (duplicate entry)
Personajes	film	Character/avatar management
AR Scenes	plus-sign	Augmented reality scene management
Final Users	envelope	End-user management

## Always at bottom

Menu item	Icon	Description
Log Off	off	End session and return to login

## Unauthenticated state

When you are not logged in, the top-right shows a single “Logon” button linking to the login page.

## Behavior and rules

- **Fixed position.** The top bar stays fixed at the top and remains visible when scrolling.
- **Role-based visibility.** Each menu item is shown or hidden based on your role. You only see items you have permission to access.
- **Active state.** The menu automatically highlights the item matching the current page.
- **Menu reload after login.** After [login](#), the menu is refreshed dynamically to reflect your roles without a full page reload.

**ⓘ NOTE**

The logo changes based on the domain — URLs containing “appforteambuilding” show a different brand logo (white-label support).

- **Sticky footer.** The layout uses a negative-margin technique to keep the footer at the bottom of the viewport on short pages.

# Events

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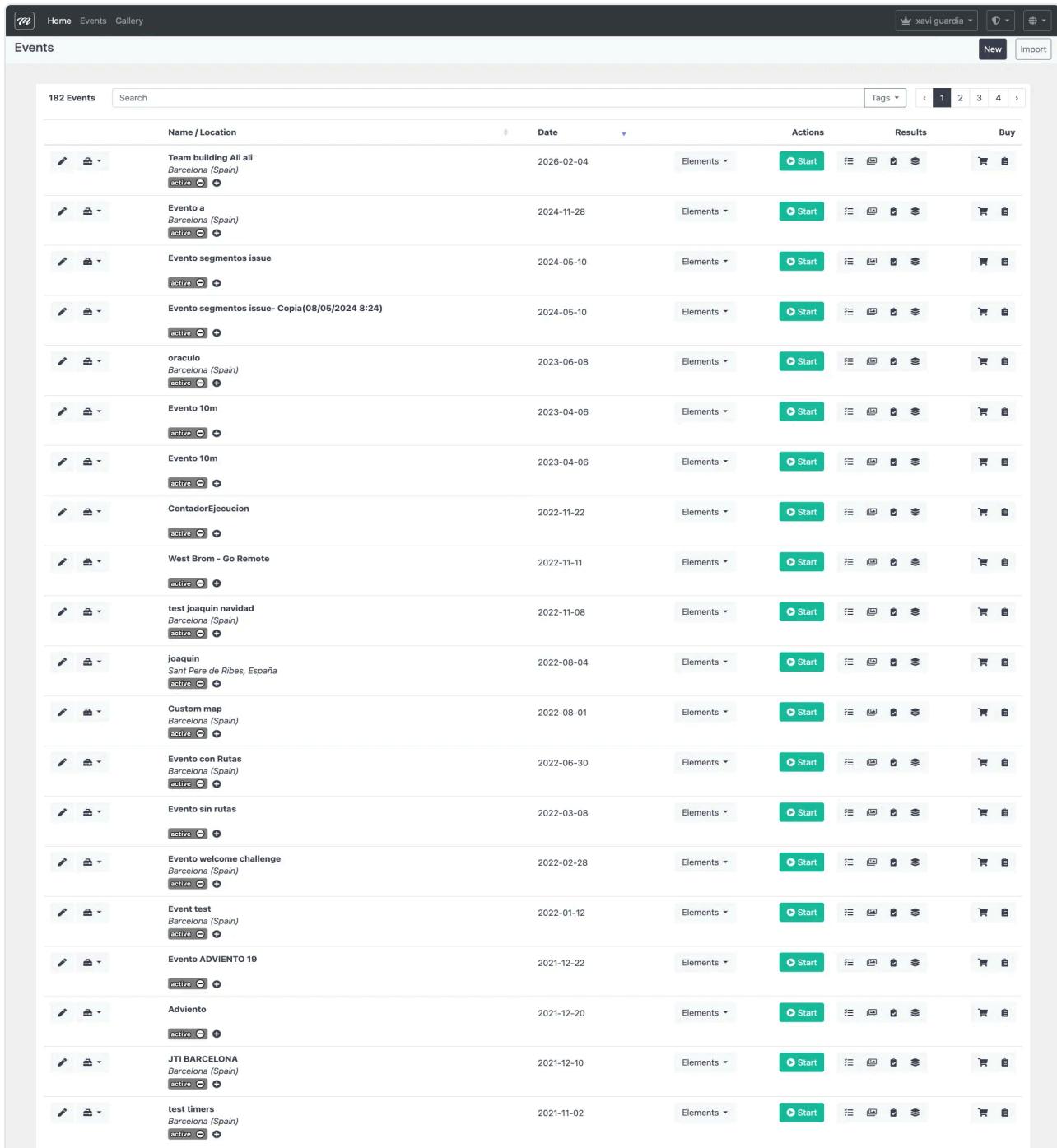
## What it does

Events are the central entity of Moove80. Every team, challenge, route, and score belongs to an event. This page covers the event list, creating new events, and the management operations available for existing events: editing, deleting, duplicating, and exporting/importing as XML.

## How to access

Login → Events (main page after login, or sidebar → **Events**)

## Events list



The screenshot shows a table of 182 events. The columns are: Name / Location, Date, Actions, Results, and Buy. The table includes a header row and 182 data rows. Each data row contains a row number, a 'Start' button, and other action buttons. The 'Actions' column contains a dropdown menu. The 'Results' column contains a dropdown menu. The 'Buy' column contains a dropdown menu.

1	2	3	4
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	40
41	42	43	44
45	46	47	48
49	50	51	52
53	54	55	56
57	58	59	60
61	62	63	64
65	66	67	68
69	70	71	72
73	74	75	76
77	78	79	80
81	82	83	84
85	86	87	88
89	90	91	92
93	94	95	96
97	98	99	100
101	102	103	104
105	106	107	108
109	110	111	112
113	114	115	116
117	118	119	120
121	122	123	124
125	126	127	128
129	130	131	132
133	134	135	136
137	138	139	140
141	142	143	144
145	146	147	148
149	150	151	152
153	154	155	156
157	158	159	160
161	162	163	164
165	166	167	168
169	170	171	172
173	174	175	176
177	178	179	180
181	182	183	184

## Event list (3.1)

The events list is the main landing page of the admin panel. It displays all events belonging to your company in a paginated, searchable table.

## Columns

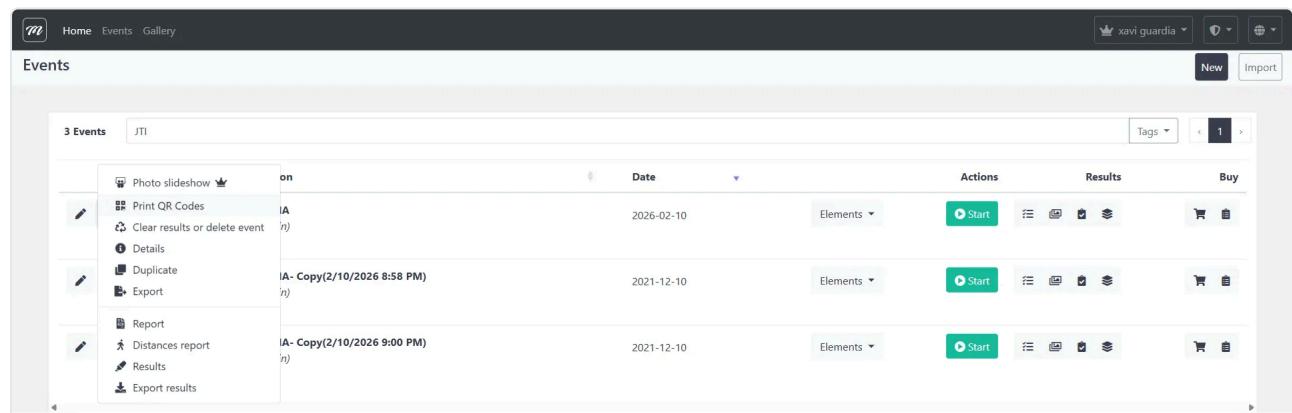
Column	Description
 Iniciar	Start
Name	Event name (clickable — opens Edit view)
Date	Event creation date
Location	Geographic location set for the event
Teams	Number of teams assigned
Challenges	Number of challenges created
Actions	Row icons: results, details, dropdown menu

## Row dropdown menu

Each event row has a dropdown menu (  ) providing quick access to operational actions:



Action	Icon	Description
Photo slideshow		Opens the event photo slideshow display 
Print QR Codes		Generates printable QR codes for team registration
Clear results or delete event		Clears accumulated data or permanently deletes the event
Details		Opens the event details/statistics page
Duplicate		Creates a copy of the event (see <a href="#">Copy event</a> )
Export		Exports the event as XML (see <a href="#">Export event</a> )
Report		Generates the event performance report
Distances report		Generates team distance/movement report
Results		Opens the admin results table (see <a href="#">Results</a> )
Export results		Exports results data for external analysis



The screenshot shows the 'Events' list page. At the top, there are navigation links for 'Home', 'Events', and 'Gallery', and a user profile 'xavi.guardia'. Below the header, there are buttons for 'New' and 'Import'. The main area displays a table with three rows of event data. Each row includes a sidebar with edit and delete icons. The columns are: 'Actions' (with a dropdown menu), 'Date' (with a dropdown menu), 'Results' (with a dropdown menu), and 'Buy' (with a dropdown menu). The events listed are:

Actions	Date	Results	Buy
Start	2026-02-10	Elements	
Start	2021-12-10	Elements	
Start	2021-12-10	Elements	

## Filtering

Use the search box to filter across all columns, and the pagination controls to change page size (10, 25, 50, 100 entries per page).

## Create event (3.2)

Events list → click **New**

## Fields

Field	Type	Description	Required
Name	Text	Event display name (visible to participants and in the admin list)	Yes
Number of Teams	Text (numeric)	Maximum number of teams for this event	Yes
Duration of game in days	Text (numeric)	How many days the event window stays open after starting (default: 15, minimum: 3, maximum: 120)	Yes
Location	Text + Map	Geographic center of the event — type an address or click the map to place a pin	No
Event Theme	Select	Visual theme for the participant app: Default, Christmas, Pirates, Halloween	No

## Actions

Action	Description
Save	Creates the event and redirects to the Edit page with all 10 tabs
Cancel	Returns to the events list without creating

## Behavior

- After saving, you are redirected to the Event Edit page where the 10 configuration tabs are available.
- The event starts in a non-active state — it must be explicitly started via [Live Control](#).

## Edit event / tab navigation (3.3)

Events list → click event name, or Events list → New → Save

The Edit page is the main workspace for configuring an event. It displays 10 tabs across the top, each controlling a different aspect of the event:

Tab #	Tab name	What it configures	Doc page
1	Event	General data, gameplay options, location, theme	<a href="#">Event – General Data</a>
2	Logo	Event logo and custom bottom-bar logo	<a href="#">Event – Logo</a>
3	Alliances	Team alliance groups	<a href="#">Event – Alliances</a>
4	Teams	Team management with sub-tabs: List, QR Code, Export Text Elements	<a href="#">Event – Teams</a>
5	Challenges	Challenge creation and the 14 challenge types	<a href="#">Event – Challenges</a>
6	Routes	Route editor with map and ordering controls	<a href="#">Event – Routes</a>
7	Objects / Gadgets	Collectible objects and sabotage gadgets	<a href="#">Event – Objects / Gadgets</a>
8	Segments	Game phases and progressive unlocking	<a href="#">Event – Segments</a>
9	Custom Map	Map overlay images and GPX tracks	<a href="#">Event – Custom Map</a>
10	Documents	Attached files for teams, staff, and AR	<a href="#">Event – Documents</a>

## Action bar

The top-right action bar is always visible across all tabs:

Action	Description
Start	Opens the pre-start confirmation page (see <a href="#">Live Control</a> )
Publish	Publishes the event (makes it visible to participants)
Export	Exports the event as XML
View on map	Opens a full map view showing all challenge locations as pins
Back	Returns to the events list

## Delete event (3.4)

Events list → row dropdown → **Clear results or delete event**

The delete page provides two destructive operations:

### Clear results

Removes all results, photos, GPS positions, gadget inventories, and team messages for the event. The event configuration (teams, challenges, routes, segments) is preserved.

### Delete event

Permanently removes the entire event and all associated data. To prevent accidental deletion, type the event name exactly into the confirmation field before the Delete button becomes active.

Field	Type	Description	Required
Event name confirmation	Text	Must match the event name exactly to enable the Delete button	Yes

Action	Description
Clear Results	Deletes results and operational data only. Event structure is kept
Delete Event	Permanently deletes the event and all associated data. <b>Cannot be undone</b>
Back to event list	Returns without making changes

## Behavior and rules

### DANGER

Hard delete — there is no soft-delete or archive mechanism. Deletion is permanent and cannot be undone.

### NOTE

You cannot delete a running event. If the event is currently active, Moove80 blocks the delete and shows an error message. [Stop the event](#) first.

- The **confirmation field** uses JavaScript client-side validation — the Delete button remains disabled until the typed text matches the event name exactly.

## Copy event (3.5)

Events list → row dropdown → **Duplicate**

Copying creates a complete duplicate of an event, including all its configuration. This is a critical workflow for agencies that reuse event templates across clients or dates.

### What gets copied

Entity	Copied?	Notes
Event settings	Yes	Name appended with "(Copy DD/MM/YYYY HH:MM)"
Routes	Yes	Including challenge ordering within routes
Segments	Yes	Including segment-challenge assignments
Challenges	Yes	Including images, GPS coordinates, and all type-specific fields
Gadgets	Yes	Including stock levels and effect types
Alliances	Yes	Including alliance names
Teams	Yes	Including route and alliance assignments
Results	No	The copy starts clean with no results
GPS positions	No	No tracking data carried over

## Actions

Action	Description
Duplicate	One-click action from the dropdown — no confirmation dialog

### After copying

A confirmation page displays:

- The name of the copied event (with the “(Copy ...)” suffix)
- The number of routes in the copy
- A **Back** button to return to the events list

The copied event appears in the events list. Open it to change the name and adjust any settings as needed.

## Export / Import event as XML (3.6)

### Export a single event

Events list → row dropdown → **Export**, or Event Edit → action bar → **Export**

Exports the complete event configuration as an XML file. The browser downloads a file named `Event_{eventName}.xml`.

**On success:** An XML file is downloaded directly to the browser.

**On failure:** If any gallery images referenced by challenges or segments are missing, Moove80 shows an error page listing each missing image. The error page links to the affected challenges and segments so you can fix the missing references before retrying.

### Export all events

Exports all events belonging to your company as a single XML file.

### Import event

Admin menu → **Import event**

Imports an event from a previously exported XML file.

Field	Type	Description	Required
File	File upload	The XML file to import (must be a valid Moove80 event export)	Yes

Action	Description
Upload	Parses the XML and creates the event with all its entities

After importing, a confirmation page shows the import results including any errors encountered during the process.

## Behavior and rules

### NOTE

Export/Import requires Admin or Agency role.

### TIP

Import creates a new event under the importing user's company — it never overwrites existing events, so it's safe to import freely.

- The XML format preserves all event entities: settings, challenges (with images), routes, segments, gadgets, alliances, and teams.
- If images are missing from the gallery during export, the export fails and shows which images you need to re-upload.

# Event — General Data

## What it does

The Event tab is the first configuration tab when editing an event. It controls the event's core settings: name, duration, location, gameplay options, visual theme, and background color. These settings determine the fundamental behavior of the event in the mobile app.

## How to access

Events list → click event name → **Event** tab (selected by default)

## Event tab

## Fields / Options

Field	Type	Description	Required
Name	Text	Event display name — visible to participants in the app and to admins in the list	Yes
Number of Teams	Text (numeric)	Maximum number of teams for this event	Yes
Duration of game in days	Text (numeric)	How many days the event window stays open after starting. Default: 15, minimum: 3, maximum: 120	Yes
Allow players to click over map icons to activate challenges	Checkbox	When enabled, teams can tap challenge pins on the map to start them. When disabled, teams must physically walk to the GPS location	No
Don't allow users to switch segment	Checkbox (Premium)	Locks teams to their assigned segment — they cannot manually switch between segments	No
Enable custom point labeling	Checkbox	Allows custom text labels on challenge map pins instead of default numbering	No
Display rankings exclusively for the active segment	Checkbox (Premium)	Shows only the leaderboard for the team's current segment, hiding the global ranking	No
Hide chat icon on app	Checkbox (Premium)	Removes the team-to-team chat feature from the mobile app	No
iPad background color	Text (hex)	Background color for the iPad app version. Enter a 6-digit hex value (e.g., <code>ffffff</code> for white)	No
Location	Text + Map	Geographic center of the event — type an address in the search box or click the map to place a pin. Uses Google Maps Places autocomplete	No
Event Theme	Select	Visual theme applied to the participant app: Default, Christmas, Pirates, Halloween	No

## Actions

Action	Description
Save	Saves the current tab settings and stays on the Edit page
Cancel	Discards changes and returns to the events list
Start	Opens the pre-start confirmation (see <a href="#">Live Control</a> )
Publish	Publishes the event
Export	Exports the event as XML (see <a href="#">Events Overview</a> )
View on map	Opens a full-screen map with all challenge pins plotted
Back	Returns to the events list

## Behavior and rules

### NOTE

Features marked with a crown icon in the UI are **Premium only**: “Don’t allow users to switch segment”, “Display rankings exclusively for the active segment”, and “Hide chat icon on app”.

### TIP

Set the Location field to the event’s geographic center — this determines the initial map view when teams open the mobile app. If not set, the app falls back to the device’s GPS position.

- **Duration** determines the time window during which the event is active. When [started](#), the start date is set to now and the end date to now + duration days (minimum 3 days).
- **Theme** affects only the visual appearance of the participant app — it does not change any gameplay mechanics.
- The map widget uses Google Maps with Satellite toggle and keyboard shortcuts support.

# Event — Logo

## What it does

The Logo tab lets you upload custom branding images for the event. These images replace the default Moove80 branding in the participant mobile app, creating a white-label experience for corporate team-building events or branded campaigns.

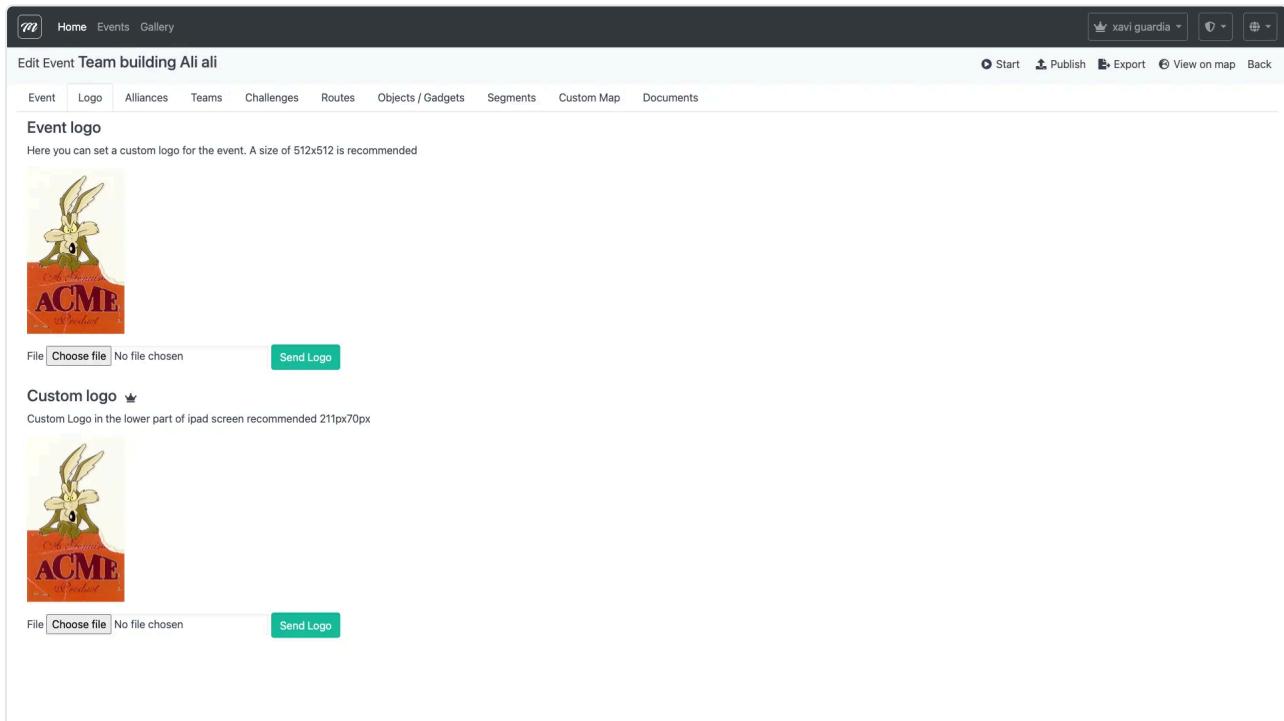
## How to access

Events list → click event name → **Logo** tab

## Requirements

- **Role:** Agency or Admin
- **Event state:** Event must be stopped for editing

## Logo tab



## Fields / Options

The Logo tab has two independent file upload sections. Each section has its own Choose File button and Upload action.

## Event logo (top section)

Field	Type	Description	Required
Logo file	File upload	Upload the main event logo here. This image appears in the app header and event selection screen.	No

## Bottom-bar logo (bottom section)

Field	Type	Description	Required
Logo file	File upload	Upload a secondary logo here. This image appears in the app navigation bar during gameplay.	No

## Actions

Action	Description
Send Logo (top)	Uploads the event logo image to the server
Send Logo (bottom)	Uploads the bottom-bar logo image to the server

## Behavior and rules

### TIP

The event logo should be 512 x 512 px. The bottom-bar logo should be 211 x 70 px. Standard image formats are accepted (PNG, JPG).

- **Replacing a logo:** upload a new file – it overwrites the previous one.

### NOTE

If no logo is uploaded, the default Moove80 branding is used in the participant app.

- Both uploads are independent – you can set one without the other.

# Event – Alliances

---

## What it does

An alliance groups several teams into a faction. Each team still plays independently — their own phone, their own route, their own challenges — but their scores count toward a shared faction total. During the event, the live scoreboard ranks alliances against each other rather than individual teams.

This is different from simply creating bigger teams. A team of 15 people shares one device and walks together — most of them end up watching while one person plays. With alliances, you split those 15 people into three teams of five, each with their own device and route. Everyone is actively playing, but they still belong to the same side.

## When to use alliances

Alliances are optional. If you don't create any, the event runs as a straightforward team-vs-team competition. Create alliances when the event benefits from a layer of group identity above the team level.

**Large corporate events.** A company with 80 employees splits into 16 teams of 5. Without alliances, the scoreboard has 16 rows and nobody feels a connection beyond their small group. With four alliances — one per department — people root for their department even when their own team falls behind. Two strangers from Accounting who never crossed paths now share a faction. They spot each other at a checkpoint, compare notes, maybe share a hint. The event gave them a reason to talk.

**Multi-day conferences.** Attendees are shuffled into teams on day one, but alliances follow their company or region across the whole event. Even as team composition changes between sessions, the alliance identity persists. “I'm with the Dolphins” becomes a social anchor throughout the conference.

**School or campus activities.** Classes or faculties form alliances. A student from Biology and one from Chemistry might be on different teams, but both are in the Science alliance. The shared faction creates connections across groups that wouldn't normally interact.

**Community events with mixed groups.** When participants don't know each other, alliance names give people an instant identity. You show up alone, get assigned to the Wolves — and suddenly you have something in common with forty strangers wearing the same color. By the end of the day, “Wolves” means something.

In all these cases the mechanism is the same: alliances give participants a bigger group to belong to without taking away the hands-on experience of playing in a small team.

## How to access

Events list → click event name → **Alliances** tab

## Requirements

- **Role:** Agency or Admin
- **Event state:** Event must be stopped to create, edit, or delete alliances

## Alliances tab

Name	Teams

## List alliances

The Alliances tab displays a table of all alliances for the event.

### Columns

Column	Type	Description
(Row actions)	Icons	Edit (pencil), Delete (trash)
Name	Display	Alliance name
Teams	Display	Number of teams assigned to this alliance

### Row actions

Icon	Action	Description
Pencil	Edit	Opens the alliance edit form
Trash	Delete	Opens delete confirmation. Hidden when the event is running.

### Toolbar

Action	Description
New	Opens the alliance creation form. Hidden when the event is running.

## Behavior

### ! DANGER

When the event is running, an info alert is displayed: *“Event is running – editing not allowed while active.”* The New button and Edit/Delete row icons are hidden. See [Live Control](#) to stop the event first.

- The event must exist – if the event ID is invalid, an error page is returned.

## Create alliance



## Fields

Field	Type	Description	Required
Name	Text	Alliance display name	Yes

## Hidden fields (system-managed)

Field	Value	Description
Localizer	Auto-generated GUID	Internal tracking identifier (max 50 characters)
People	1(default)	Alliance member count – managed server-side, not user-editable

## Actions

Action	Description
Save	Creates the alliance and returns to the Alliances tab (or alliance list).
Cancel	Discards the form and returns to the list.

## Behavior

- The event ID is automatically set from the URL parameter.

- A unique localizer GUID is generated on creation for internal QR code tracking (see [QR codes](#) below).
- The alliance is created empty – teams are assigned later via the [Teams](#) tab.

## Edit alliance

The edit form contains the same field as the creation form, pre-filled with the alliance's current name.

### Fields

Field	Type	Description	Required
Name	Text	Alliance display name	Yes

### Actions

Action	Description
Save	Saves changes and returns to the Alliances tab.
Cancel	Discards changes and returns to the list.

### Behavior

- The alliance name is displayed in the page header for context.
- The localizer and member count hidden fields are preserved on save.

## Delete alliance

Click the trash icon on an alliance row in the list. This opens a confirmation dialog.

### Confirmation dialog

Element	Description
Title	"Delete"
Confirmation prompt	"Are you sure?"
Alliance name	Displays the name of the alliance being deleted
Delete button	Confirms deletion (danger/red style)
Cancel button	Returns to the alliance list without deleting

## What gets deleted

Deleting an alliance orphans its teams by nullifying their alliance reference:

1. **Teams** – all teams assigned to this alliance have their alliance reference set to null (unassigned, not deleted)
2. **The alliance itself** – the alliance record is removed

## Behavior

- **Teams are preserved.** [Teams](#) are not deleted – they simply lose their alliance membership and compete individually.

### DANGER

Deletion is permanent and cannot be undone. After deletion, affected teams' scores are no longer aggregated – they appear as individual teams in [results](#).

## Assign teams to alliances

Team assignment to alliances is managed from the [Teams tab](#), not from the Alliances tab itself. The alliance list shows the count of assigned teams but does not provide direct assignment controls.

### How to assign teams

1. Go to the [Teams](#) tab.
2. Click a team to **edit** it.
3. In the team edit form, select the desired alliance from the **Alliance** dropdown.
4. Click **Save**.

The Alliance dropdown lists all alliances defined for the event plus a “None” option for unassigned teams.

### Bulk assignment

There is no bulk alliance assignment tool. Edit each team individually to change its alliance. For events with many teams, consider creating teams already assigned to alliances during import.

## QR codes

The Alliances section includes a QR code view that generates printable QR codes for each alliance. Each QR code encodes the alliance's unique localizer GUID.

Element	Description
QR code	Generated from the Localizer GUID at 50px size
Alliance name	Displayed as heading beside the QR code
Localizer code	Displayed as reference text

Use this view to print alliance identification cards or registration materials.

## Behavior and rules

### NOTE

Alliance scores are calculated as `Sum(all team points) / Number of alliance members`. This prevents larger alliances from having an unfair advantage.

- **Team assignment.** [Teams](#) are assigned to alliances via the Teams tab (when editing a team, you select its alliance from a dropdown). The Alliances tab shows the count but assignment happens elsewhere.
- **Optional feature.** If no alliances are created, the event operates in direct team-vs-team mode with no faction grouping.
- **Results reporting.** When alliances exist, the [results](#) report includes an alliance summary section showing aggregated scores per alliance.

### DANGER

Creating, editing, and deleting alliances is blocked while the event is active. The UI hides all create, edit, and delete buttons. Stop the event via [Live Control](#) before making changes.

- **Localizer GUID.** Each alliance gets a unique identifier on creation. This is used for QR code generation and internal tracking. It cannot be changed after creation.

# Event — Teams

## What it does

The Teams section manages the groups of players participating in your event. Each team plays on a single device. From here you can create teams, assign them to routes and alliances, upload team photos, send real-time messages and gadgets to their devices, and inspect their gadget inventory. The tab includes three sub-tabs: the team list, QR code generation, and text export for email campaigns.

## Requirements

- **Role:** Agency or Admin
- **Event state:** Event must be stopped for creating, editing, or deleting teams. Messaging and gadget sending work during a running event.

## How to access

Events list → click event name → **Teams** tab

## Teams list

New	Number	Name	e-mail Address	Alliance	Route	This team is Organization Staff	Picture of the team	Details
<input checked="" type="checkbox"/>	14	131		N/A	N/A	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	15	132		N/A	N/A	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	1	1		N/A	1	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	2	2		N/A	2	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	3	3		N/A	3	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	4	4		N/A	4	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	6	6		N/A	6	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	7	7		N/A	7	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	8	8		N/A	8	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	9	9		N/A	9	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>

## List teams

The default sub-tab displays all teams for the event in a searchable, sortable table with pagination.

### Columns

Column	Type	Description
(Row actions)	Icons	Edit (pencil), Delete (trash), Unassign device (person icon)
Number	Display	Team numeric identifier, used for QR code generation
Name	Display	Team display name
Email Address	Display	Contact email for message forwarding
Alliance	Display	Alliance the team belongs to (hidden in Quiz mode events)
Route	Display	Assigned route (hidden in Quiz mode events)
This team is Organization Staff	Display	Checkmark icon if team is flagged as staff
Picture of the team	Display	Team photo thumbnail (100px), or default silhouette
Details	Display	For teams with an assigned device: start timestamp, device UUID, and “Unassign device” link

### Search and pagination

Field	Type	Description
Search	Text	Filters teams across all visible columns
Show entries	Select	10, 25, 50, or 100 records per page

### Toolbar actions

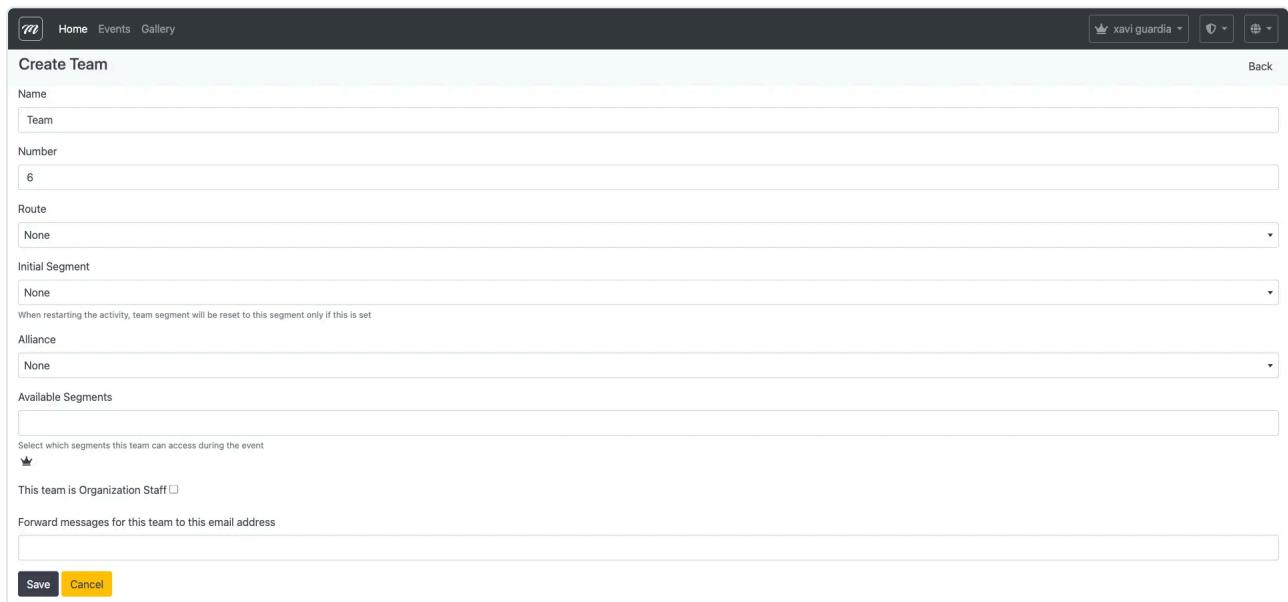
Action	Description
New	Opens the team creation form. Hidden when the event is running.
Import	Opens CSV bulk import form
Send email	Opens a bulk email form to send registration details to all teams

### Row actions

Each row has three icon buttons (left column):

Icon	Action	Description
Pencil	Edit	Opens the team edit form
Trash	Delete	Opens delete confirmation. Hidden when the event is running.
Person	Unassign device	Removes the team's device assignment. Clears the start timestamp and device identifier. Only meaningful for teams with an assigned device.

## Create team



The screenshot shows the 'Create Team' form. At the top, there is a navigation bar with 'Home', 'Events', and 'Gallery' buttons, and a user profile 'xavi guardia'. Below the navigation, the form has the following fields:

- Name:** Team
- Number:** 6
- Route:** None
- Initial Segment:** None
- Alliance:** None
- Available Segments:** (empty input field)
- Notes:** Select which segments this team can access during the event. A small icon of a person is shown.
- Team Type:** This team is Organization Staff
- Forward messages:** Forward messages for this team to this email address

At the bottom of the form are 'Save' and 'Cancel' buttons.

## Fields

Field	Type	Description	Required
Name	Text	Team display name. Defaults to “Team”.	Yes
Number	Numeric	Team identifier. Auto-incremented to the next available number in the event.	Yes
Route	Select	Route to assign. Options: None + all routes defined for the event.	No
Initial Segment	Select	Segment the team starts in. Help text: <i>“When restarting the activity, team segment will be reset to this segment only if this is set.”</i>	No
Alliance	Select	Alliance to assign. Options: None + all alliances defined for the event.	No
Available Segments	Multi-select	Which segments this team can access during the event. Premium feature (crown icon).	No
This team is Organization Staff	Checkbox	Staff teams do not consume credits when the event starts. Use for support/monitoring teams.	No
Forward messages for this team to this email address	Text	Email address where team messages are forwarded.	No

## Actions

Action	Description
Save	Creates the team and returns to the team list (or event edit Teams tab).
Cancel	Discards the form and returns to the team list.

## Edit team

The edit form contains all fields from the creation form, plus the image upload section.

### Additional fields (edit only)

Field	Type	Description	Required
Picture of the team	File upload	Upload or replace the team photo. Current image shown as thumbnail beside the upload control. Accepts image files — converted to JPEG server-side.	No

### Image upload flow

1. On the edit form, the current team image is displayed as a thumbnail (default silhouette if no image uploaded).
2. Click **Choose file** to select an image from your computer.
3. Click **Save** — the image is uploaded with the form submission.
4. The server converts the image to JPEG format and stores it as binary data on the team record.
5. The team's image appears in the list view "Picture of the team" column and in results reports.

Team images can also be uploaded programmatically by the mobile app when teams take photos during device registration.

## Actions

Action	Description
Save	Saves changes and returns to the team list. Hidden when the event is running.
Cancel	Discards changes and returns to the team list.
Back	Link in the top-right corner, returns to the team list.

## Delete team

Click the trash icon on a team row in the list. This opens a confirmation dialog.

### Confirmation dialog

The delete page displays a modal with:

Element	Description
Title	"Delete"
Confirmation prompt	"Are you sure?"
Team name	Displays the name of the team being deleted
Delete button	Confirms deletion (danger/red style)
Cancel button	Returns to the team list without deleting

## What gets deleted

Deleting a team is a cascading operation. The controller removes in order:

1. **All messages** – both sent and received
2. **All results** – every scoring record for this team
3. **All GPS positions** – every GPS position record
4. **All gadget stock** – every gadget stock record
5. **The team itself**

After deletion, the event's team count is updated.

## Behavior

- **Blocked during running event.** If the event is running, the delete action returns an error page: *"Editing an event is not allowed while it is active."*

- **No undo.** Deletion is permanent — results, positions, and messages are lost.
- **Row icon hidden.** The trash icon is hidden in the list view when the event is running.

## Send message to team

Sends a text message or a gadget/object to a team's device in real time. This is the staff communication channel during a live event.

### Fields

Field	Type	Description	Required
Team Destination	Select	Which team receives the message. Options: "All teams" (broadcast) + individual team names. Pre-selected if opened from a specific team.	Yes
Message	Textarea	Free-text message content. Maximum 100 characters. Disabled when a gadget type is selected.	Conditional
Gadget Type	Select	Gadget effect to send (see below). Disabled when a text message is entered.	Conditional
Object/Gadget	Select	Specific object or gadget instance to send. Disabled when a text message is entered.	Conditional

### Mutual exclusion logic

The form enforces mutual exclusion between text messages and gadget/object sending:

- Typing in the Message field disables the Gadget Type and Object dropdowns.
- Selecting a Gadget Type disables the Message field.
- Selecting an Object unchecks any Gadget selection, and vice versa.

### Message types

Type	Behavior
<b>Text message</b>	Sent as a notification to the team's device. Displayed as a popup from "Organization". Timestamp set 30 seconds in the future to allow for real-time delivery.
<b>Gadget effect</b>	Triggers a visual/audio effect on the team's device (Bomb, Alcohol, X Rays, Scare, Fart, Love, Fireworks, Broken Screen, Inverted Screen, Lock Screen).
<b>Object delivery</b>	Sends a collectible object to the team's inventory.

## Broadcast behavior

When “All teams” is selected as the destination, the system creates one message record per team in the event. Each message is individually delivered in real time.

## Success

On successful send, you see a confirmation page (“MensajeOK” view).

## View team objects/gadgets

Displays the gadget and object inventory for a specific team. Shows what items the team currently holds and any pending deliveries.

### Sections

#### Pending gadgets

Shown only when there are unconfirmed object delivery messages (not yet confirmed by the team’s device). Displays an alert box with:

Column	Description
Object name	Name of the pending gadget/object
Origin team	Which team or “Staff” sent the gadget
Timestamp	When it was sent (displayed as relative time, e.g., “5 minutes ago”)

#### Gadget stock

Lists all gadget effects (non-collectible items) currently in the team’s inventory.

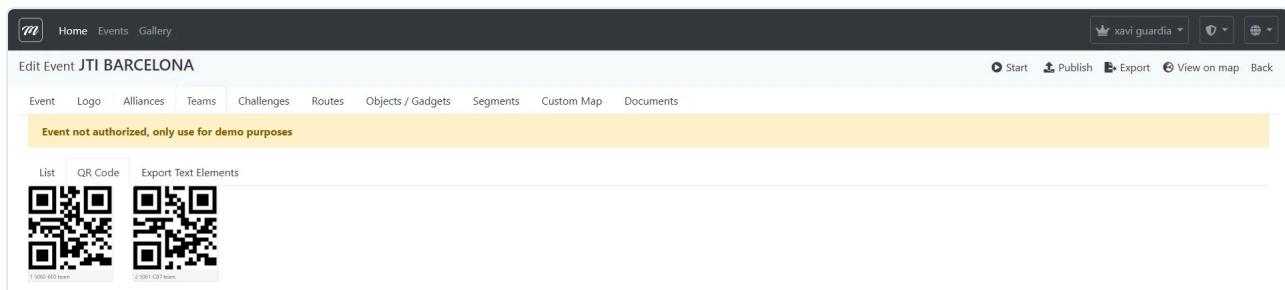
Column	Description
Gadget name	Name of the gadget type
Quantity	Number of available uses

#### Object stock

Lists all collectible objects in the team’s inventory.

Column	Description
Object name	Name of the collectible object
Quantity	Number available

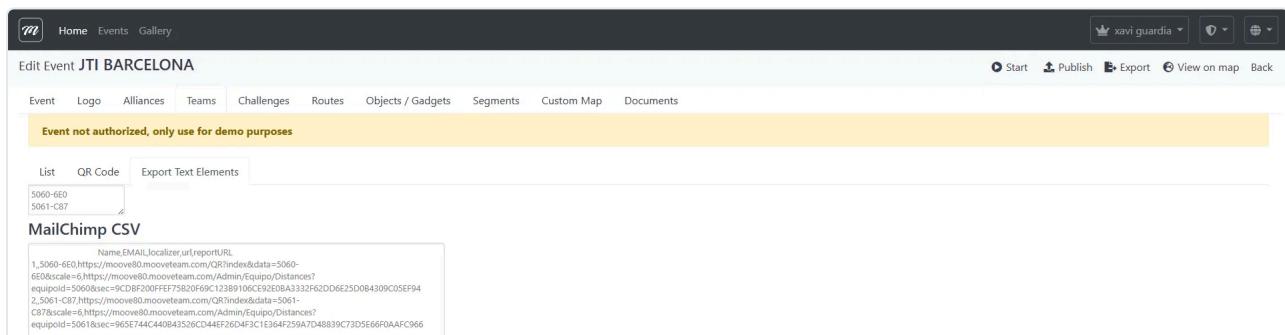
## Sub-tab: QR Code



The screenshot shows the 'Edit Event JTI BARCELONA' page. The 'QR Code' tab is selected. It displays two QR codes, one for team '15060-6EO' and another for team '25061-C87'. Each QR code is accompanied by its respective registration token: '15060-6EO team.' and '25061-C87 team.'

Generates printable QR codes that teams scan with the MooveTeam app to register their device and join the event. Each team gets a unique code containing a registration token in the format `{TeamId}-{Checksum}` (e.g., “5060–6EO”). Print these on paper and distribute them to teams before the event starts.

## Sub-tab: Export Text Elements



The screenshot shows the 'Edit Event JTI BARCELONA' page. The 'Export Text Elements' tab is selected. It displays a 'MailChimp CSV' section with a copyable text area containing team registration data. The data includes team names, localizer codes, and URLs.

```

Name EMAIL_localizer url reportURL
1_5060-6EO https://moove80.mooveteam.com/QR/index&data=5060-6EO&scale=6
2_5061-C87 https://moove80.mooveteam.com/Admin/Equipo/Distance?equipoId=5060&sec=9CD8F200FFEF75B20F69C123B9106CE92E0BAA332F62D6E25D0B4309C05EF942_5061-C87 https://moove80.mooveteam.com/QR/index&data=5061-C87&scale=6
equipoId=5061&sec=965E744C440B43526CD44EF25D04F3C1E364F259A7D048839C73D5E66F0AAC966
  
```

Exports team registration data for email campaigns or printed materials. Contains two sections:

Section	Description
Localizer list	A text area listing each team's localizer code (e.g., “5060–6EO”)
MailChimp CSV	A copyable text area with CSV data: <code>Name, EMAIL, localizer, url, reportURL</code> . The <code>url</code> field contains the team's QR registration link. The <code>reportURL</code> field contains a link to the team's distance report.

## Behavior and rules

### DANGER

Creating, editing, and deleting teams is blocked while the event is running. The list hides the New button and Delete row icons during this state. [Stop the event](#) first.

### TIP

Mark support/monitoring teams as **Staff** — they do not consume credits when the [event starts](#).

### TIP

Use **Import via CSV** for events with many teams — it's the fastest way to create them in bulk. Available from the Import toolbar action.

- **Auto-numbering.** When creating a team, the Number field defaults to one more than the highest existing team number in the event.
- **Quiz mode.** In Quiz Mode events, the Alliance, Route, and Segment columns are hidden from the list, and the corresponding dropdowns are hidden from the create/edit form.
- **Available Segments** is a premium feature (crown icon). It restricts which [segments](#) a team can access during gameplay. If not set, the team can access all segments.
- **Device assignment.** Teams connect to the event by scanning their QR code with the MooveTeam app. Once connected, the Details column shows the start timestamp and device UUID. The “Unassign device” action clears this binding, allowing a different device to connect.
- **Message forwarding.** If the “Forward messages” email is set, messages sent to the team are also forwarded to that email address.
- **Send mail** sends bulk email to all teams with their registration QR codes and instructions.

# Event — Challenges

## What it does

The Challenges tab is where you create and manage the interactive tasks that teams must complete during the event. Moove80 supports 14 distinct challenge types — from quiz questions and photo tasks to mini-games and augmented reality. Each challenge has a GPS location on the map, a point value, and type-specific configuration.

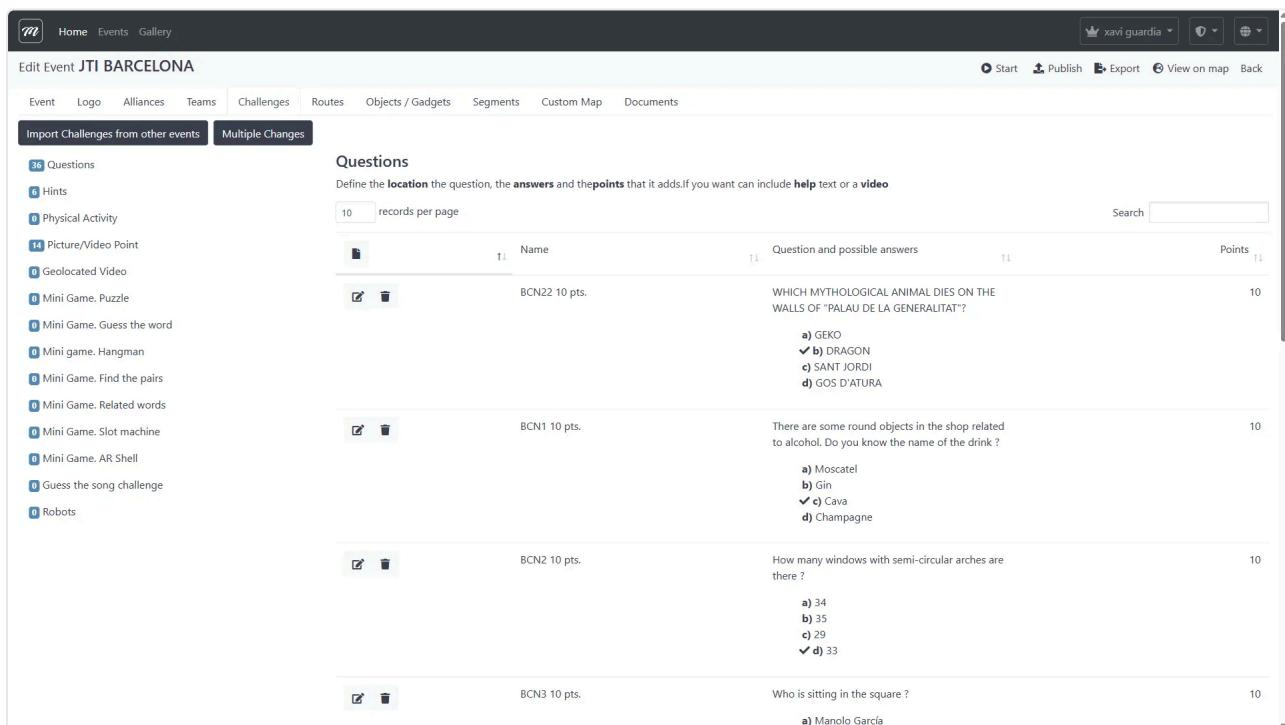
## Requirements

- **Role:** Agency or Admin
- **Event state:** Event must be stopped — challenges cannot be created, edited, or deleted while the event is running

## How to access

Events list → click event name → **Challenges** tab

## Challenges tab



The screenshot shows the Moove80 Challenges tab for the event 'JTI BARCELONA'. The interface includes a navigation bar with 'Home', 'Events', 'Gallery', and a user profile 'xavi guardia'. Below the navigation is a toolbar with 'Start', 'Publish', 'Export', 'View on map', and 'Back' buttons. The main content area is titled 'Edit Event JTI BARCELONA' and shows a list of challenges. The 'Challenges' tab is selected. A sidebar on the left lists challenge types: '36 Questions', '8 Hints', 'Physical Activity', 'Picture/Video Point', 'Geolocated Video', 'Mini Game. Puzzle', 'Mini Game. Guess the word', 'Mini game. Hangman', 'Mini Game. Find the pairs', 'Mini Game. Related words', 'Mini Game. Slot machine', 'Mini Game. AR Shell', 'Guess the song challenge', and 'Robots'. The main table lists challenges with columns for 'Name', 'Question and possible answers', and 'Points'. The first challenge is 'BCN22 10 pts.' with the question 'WHICH MYTHOLOGICAL ANIMAL DIES ON THE WALLS OF "PALAU DE LA GENERALITAT"?'. Possible answers are: a) GEKO, b) DRAGON (selected), c) SANT JORDI, d) GOS D'ATURA. The second challenge is 'BCN1 10 pts.' with the question 'There are some round objects in the shop related to alcohol. Do you know the name of the drink?'. Possible answers are: a) Moscatel, b) Gin, c) Cava (selected), d) Champagne. The third challenge is 'BCN2 10 pts.' with the question 'How many windows with semi-circular arches are there?'. Possible answers are: a) 34, b) 35, c) 29, d) 33 (selected). The fourth challenge is 'BCN3 10 pts.' with the question 'Who is sitting in the square?'. Possible answers are: a) Manolo García.

## Fields / Options

### Challenge list

The tab displays an interactive table of all challenges for the event, with a left sidebar showing challenge counts per type.

Column	Type	Description
Challenge name	Display	Challenge display name with type indicator
Row actions	Icons	Edit (pencil) and Delete (trash) per row

### Search and pagination

Field	Type	Description
Search	Text	Filters challenges by name
Show entries	Select	Pagination: 10, 25, 50, or 100 entries per page

### Left sidebar — Challenge type counts

The sidebar groups challenges by type and shows the count for each. The 14 challenge types are:

Type	Description
Questions (Quiz)	Multiple-choice or free-text questions
Hints	Informational hints (no scoring)
Physical Activity	Physical movement challenges
Photo / Video	Take a photo or video at a location
Geolocated Video	Video that plays when arriving at a location
Puzzle	Image jigsaw puzzle
Guess the Word	Guess a hidden word letter by letter
Hangman	Classic hangman word game
Find the Pairs	Memory card-matching game
Related Words	Connect related words
Slot Machine	Virtual slot machine mini-game
AR Shell (Shell Game)	Augmented reality shell game
Guess the Song	Identify a song from a clip
Robots	Virtual characters moving on the map

For detailed documentation of each type, see [Challenge Types Reference](#).

## Actions

Action	Description
New	Opens the challenge creation form — first select a challenge type from a dropdown
Edit (per row)	Opens the challenge edit form for that challenge
Delete (per row)	Opens the delete confirmation page
Copy (per row)	Duplicates the challenge within the same event (saves without page reload)
Import Challenges from other events	Opens the import page (see <a href="#">Import challenges</a> )
Multiple Changes	Opens the bulk edit page (see <a href="#">Multiple Changes</a> )

## Create challenge

When you click **New**, select a challenge type from the dropdown. The form that opens depends on the selected type. All types share a set of common fields (see [Common Fields](#) below), and each type adds its own specific fields documented in the [Challenge Types Reference](#).

### Behavior

- The form pre-fills the GPS coordinates from the event's default location.
- The map icon is auto-set to the default icon for the selected type.
- Hint-type challenges default to 0 points (informational, no scoring).
- Photo/Video challenges get a default time limit: 60 seconds for premium accounts, 20 seconds for standard.
- **Blocked during running event.** If the event is active, the create action returns an error: *“Editing an event is not allowed while it is active.”*
- On save, the event's challenge count is incremented.

---

## Edit challenge

Opens the same form as create, pre-filled with the challenge's current values. The form includes all common fields plus the type-specific fields.

### Behavior

- **Blocked during running event.** Editing is blocked if the event is active.
- Gallery images associated with the challenge are shown and can be added/removed.
- For Related Words type, the word groups are loaded from the database and presented in the editor.
- HTML content fields (introductory text, correct/wrong answer messages) are cleaned on save to fix image sizes.

---

## Delete challenge

Click the trash icon on a challenge row. This opens a confirmation dialog.

## Confirmation dialog

Element	Description
Title	"Delete"
Confirmation prompt	"Are you sure?"
Challenge name	Displays the name of the challenge being deleted
Delete button	Confirms deletion (danger/red style)
Cancel button	Returns to the challenge list

## What gets deleted

Deleting a challenge is a cascading operation. The controller removes:

1. **Gadget/object associations** — links to gadgets that the challenge awards
2. **Gallery image associations** — images for mini-games (pairs, slot, puzzle)
3. **Related words** — word groups for the Related Words type
4. **All results** — every team response/score for this challenge
5. **The challenge itself**

After deletion, the event's challenge count is updated.

## Behavior

- **Blocked during running event.** If the event is active, the delete action returns an error page.
- **No undo.** Deletion is permanent — all results and media associations are lost.
- **Route impact.** The challenge is removed from any routes that reference it.

## Import challenges from other events (Copy to Event)

Allows importing challenges from any other event belonging to the same company. This is the primary way to reuse challenge content across events.

## Interface

The import page shows a searchable, paginated table of all challenges across all company events:

Column	Description
Event Name	The source event
Challenge Name	The challenge to copy
Type	Challenge type (e.g., Questions, Puzzle, Robots)
Copy button	Copies this challenge to the current event

## Search and pagination

- **Search field** filters by challenge name or event name.
- Paginated with 20 records per page, with Previous/Next navigation.
- A copy log on the right side shows the history of copied challenges in the current session.

## What gets copied

When copying a challenge to another event:

1. **All challenge properties** are duplicated (name, points, location, configuration).
2. **Gallery images** are linked (shared references, not duplicated).
3. **Related words** groups are duplicated.
4. **Gadgets/objects** – if the destination event has a gadget with the same name, it is linked. If not, the gadget is duplicated in the destination event.
5. **QR static code** is regenerated (new GUID) to avoid conflicts.

## Behavior

- Copying happens without a page reload. The row flashes green on success, red on failure.
- The “Back” link returns to the event’s Challenges tab.

---

## Multiple Changes (MultiEdit)

Bulk-edit properties across multiple challenges at once. Essential for events with many challenges where the same activation settings need to apply to all.

## Interface

The page has two sections:

### Data to change (top)

Set the values to apply:

Field	Type	Description
QR Code	Checkbox	Enable/disable QR code activation
Distance in meters	Text	GPS activation distance
Selectable by user	Checkbox	Whether the player can choose when to do the challenge
Disappears once done by first team	Checkbox	Whether the challenge vanishes after the first completion

### Elements to change (bottom)

A table listing all challenges in the event:

Column	Description
Select	Checkbox to include this challenge in the bulk operation
Challenge Type	The type of challenge
Name	Challenge name
QR Code	Current QR activation state (check icon)
Distance in meters	Current activation distance
Selectable by user	Current state (check icon)
Disappears once done by first team	Current state (check icon)

### Workflow

1. Check the boxes or fill in the fields in the “Data to change” section.
2. Select the challenges you want to modify using the checkboxes in the table.
3. Click **Apply changes to N** (where N is the number of selected challenges).
4. The changes are applied immediately and the table updates to reflect the new values without a page reload.

### Behavior

- The “Apply changes” button only appears when at least one challenge is selected.
- The “Back” link returns to the event’s Challenges tab.

## Import from GPX file

Import GPS waypoints from a GPX file to create challenge locations. Each waypoint in the file becomes a potential challenge position.

### Workflow

1. Navigate to the GPX import page from the admin menu.
2. Upload a `.gpx` file containing waypoints with latitude, longitude, and optional names.
3. The system parses each `<wpt>` element and creates a challenge record with:
  - GPS coordinates from the waypoint
  - Name from the waypoint name (or a default)
  - The selected challenge type
  - Association to the selected event
4. Created challenges appear in the event's Challenges tab, ready for content editing.

### Behavior

- GPX files must contain `<wpt>` (waypoint) elements — track segments (`<trk>`) are not imported as challenges.
- Each waypoint creates one challenge. For events with many locations (e.g., city tours), this is significantly faster than creating challenges one by one.

---

## Import from KML via draft points

KML files (from Google Earth or Google My Maps) can be imported as staged locations. Unlike GPX import, KML goes through a staging area (“Draft Points”) where you review and convert each location into a challenge one at a time.

### Draft points workflow

1. **Import KML** — Upload a `.km1` file. The system extracts placemarks and creates draft point records with coordinates and names.
2. **Review staging area** — The draft points index page shows all staged locations on a map with a table listing each point's name, coordinates, and original KML data.
3. **Convert to challenges** — For each draft point, select a target event and challenge type, then click to create the challenge. The draft point's coordinates and name are used as the starting values.
4. **Clean up** — Use “Delete All” to clear the staging area when done.

## Draft point fields

Field	Type	Description
Name	Text	Location name from KML
Latitude	Decimal	GPS latitude
Longitude	Decimal	GPS longitude
Notes	Text	Original KML description (used as HTML content if no other data exists)

## Converting a draft point to a challenge

Field	Type	Description	Required
Event	Select	Target event to create the challenge in	Yes
Challenge type	Select	Type of challenge to create	Yes
Name	Text	Pre-filled from draft point name	Yes

## Behavior

- Draft points belong to the company, not to a specific event – you can import once and distribute to multiple events.
- For Augmented Reality challenge types, the system automatically creates a default character if none exists for the company. See [Characters](#) for details.
- The “Delete All” action clears all draft points – use it to reset the staging area between imports.

## QR code regeneration

Regenerates all challenge QR codes for an event. Each challenge receives a new unique identifier (GUID), making all previously printed QR codes invalid.

### When to use:

- After copying an event (to ensure unique codes)
- If QR codes have been compromised or shared publicly
- Before a new run of a recurring event

After regeneration, the system redirects to the QR printing page.

**DANGER**

This invalidates ALL existing QR codes for the event's challenges. Reprint QR codes after regeneration.

## Print QR codes

Events list → row dropdown → **Print QR Codes**

Generates a printable page of QR codes for all challenges in the event. Each QR code contains the challenge's unique static code, which teams scan to activate the challenge.

Print this page and cut out individual codes to place at physical locations during the event setup. Each code is labeled with the challenge name for identification.

## Order challenges

Sets the global display order for challenges within an event. This is separate from the per-route ordering managed in the [Routes tab](#) – it controls the order challenges appear in the admin list.

The interface allows drag-and-drop reordering. Each challenge's `Orden` value is updated in the database.

## Common challenge fields

All 14 challenge types share these base fields (except Robots and Geolocated Video, which have simplified forms):

### Basic data

Field	Type	Description	Required
Name	Text	Challenge display name	Yes

### Activation

Defines how the challenge is triggered for the player:

Field	Type	Description	Required
When the user approaches certain location	Checkbox	Activates based on GPS proximity	No
Location	Text	Location name or address (geocoded)	Yes
Distance in meters to activate	Text	GPS proximity threshold	Yes
Latitude / Longitude	Text	GPS coordinates (auto-filled from Location)	Yes
Use a code to activate	Checkbox	Requires entering an access code	No
When user is near an iBeacon	Checkbox	Activates via Bluetooth iBeacon proximity	No
iBeacon UID	Text	The iBeacon identifier (shown when iBeacon checkbox is on)	Conditional
When the user scans this QR Code	Checkbox	Activates by scanning a QR code	No
When the user chooses to do it	Checkbox	Player selects when to attempt the challenge	No
This challenge disappears once done by the first team	Checkbox	Removes the challenge from the map after first completion	No

## Map appearance

Field	Type	Description	Required
Icon on Map	Select	Predefined icon (Standard, Drink Beer, Bomb, Box, Find QR, Flag, Food Burger, Food Tapas, Google, mini-game icons, Hint)	No
Customized icon	Select	Custom icon from the company's gallery	No
Allow emergency activation	Select	Never / Button / Button and code – fallback when GPS fails	No
Change to segment	Select	Transition to a different segment upon completion	No
Hide reward from users	Checkbox	Hides the gadget/object reward from the challenge display	No

## Scoring

Field	Type	Description	Required
Points	Text	Base score awarded upon completion	Yes
Extra points for 1st team	Text	Bonus for the first team to complete	No
Extra points for 2nd team	Text	Bonus for the second team	No
Extra points for 3rd team	Text	Bonus for the third team	No
Time Allowed	Text	Time limit in seconds	No

## Media and segment

Field	Type	Description	Required
Video	Select	Video character from the gallery	No
Introductory Text	Text	HTML content shown to players before the challenge	No
Segment	Select	Segment this challenge belongs to	No
Augmented Reality scenes	Select	AR scene integration	No
Object	Select	Object/gadget reward or requirement	No

## Type-specific constraints

Some challenge types have specific requirements and default behaviors:

Constraint	Challenge type	Details
Time limit defaults	Photo / Video	60 seconds for premium accounts, 20 seconds for standard accounts
Image count	Find the Pairs, Slot Machine	2–8 gallery images required. The form validates this minimum.
Points default	Hints	Always 0 points — hints are informational, not scored
Unique form	<a href="#">Robots</a>	Completely different form — no activation checkboxes, no map appearance, no scoring extras. Requires a <a href="#">character</a> .
Video character	Robots, Geolocated Video	Requires a video character from the gallery for display
Simplified form	Geolocated Video	Reduced form without most common fields

## Behavior and rules

### DANGER

Creating, editing, and deleting challenges is blocked while the event is active. The UI hides the New button and Delete icons. [Stop the event](#) first.

### CAUTION

GPS coordinates are critical — without them, geolocated challenges cannot be activated by teams on the map.

### TIP

Use [Import Challenges from other events](#) to reuse content across events instead of recreating challenges from scratch. Associated [gadgets](#) are copied automatically when they don't exist in the destination event.

- **Challenge ordering** within a route is managed on the [Routes tab](#), not here. The Challenges tab handles challenge content; the Routes tab handles the sequence.
- **Gallery images** for mini-games ([Pairs](#), [Slot Machine](#)) require 2–8 images. The form validates this minimum.
- **Copy within event** duplicates the challenge with a new QR code. The original is preserved.

- **QR codes are unique.** When copying a challenge (within or between events), the system generates a new GUID for the QR static code to avoid conflicts. Use [QR code regeneration](#) to refresh all codes at once.

# Event — Routes

## What it does

The Routes tab defines the paths that teams follow during the event. Each route groups a set of challenges in a specific order, and teams are assigned to routes. Different teams can follow different itineraries — this prevents crowding when all teams are in the same area and allows custom experiences per group. From here you can create routes, assign challenges with drag-and-drop ordering, edit GPS positions on a live Google Maps widget, copy routes for reuse, and control per-challenge visibility and sequencing.

## Requirements

- **Role:** Agency or Admin
- **Event state:** Event must be stopped — routes cannot be created, edited, or deleted while the event is running

## How to access

Events list → click event name → **Routes** tab

## Routes tab

Edit Event JTI BARCELONA				Actions	
Event	Logo	Alliances	Teams	Challenges	Start
New					
			1	• 1 1	56
			2	• 2 2	56
			3	• 3 3	56
			4	• 4 4	56
			6	• 6 6	56
			7	• 7 7	56
			8	• 8 8	56
			9	• 9 9	56
			10	• 10 10	56
			11	• 11 11	56
			12		56
			13	• 13 13	56
			14		56
			5	• 5 5	56

## List routes

The Routes tab displays a table of all routes for the event.

### Columns

Column	Type	Description
(Row actions)	Icons	Edit (pencil), Delete (trash), Copy (share)
Name	Display	Route name (clickable — opens route edit)
Teams	Display	Bulleted list of team numbers and names assigned to this route. Hidden for MooveGo event type.
Challenges	Display	Number of challenges included in this route

### Row actions

Icon	Action	Description
Pencil	Edit	Opens the route edit form
Trash	Delete	Opens delete confirmation. Hidden when the event is running.
Share	Copy	Duplicates the route immediately and redirects back to the list

### Toolbar

Action	Description
New	Opens the route creation form. Hidden when the event is running.

### Behavior

- When the event is running, an info alert is displayed: *“Event is running — editing not allowed while active.”* The New button and Delete row icons are hidden.
- The Teams column is hidden for MooveGo-type events.

## Create route

The creation form contains a single field.

## Fields

Field	Type	Description	Required
Name	Text	Route display name. Defaults to the localized default route name.	Yes

## Actions

Action	Description
Save	Creates the route and returns to the Routes tab (or route list).
Cancel	Discards the form and returns to the list.

## Behavior

- **Blocked during running event.** If the event is active, the create action returns an error: *“Editing an event is not allowed while it is active.”*
- The route is created empty — challenges are assigned later via the edit form.

## Edit route

The edit form is the most complex UI in the Routes section. It combines route-level settings, per-challenge configuration, and a live Google Maps widget for positioning and ordering.

## Route-level fields

Field	Type	Description	Required
Name	Text	Route display name	Yes

## Two-tab interface

The edit form has two sub-tabs for managing the challenge list:

Sub-tab	ID	Description
Detail	#fichas	Card-based view — draggable challenge cards with all per-challenge controls
List	#lista	Table view — compact rows with editable numeric position input

## Detail tab (card view)

The screenshot shows the 'Edit Route 1' interface. At the top, there are tabs for 'Home', 'Events', 'Gallery', and a user profile. The main area is titled 'Edit Route 1' with a 'Back' button. A 'Name' field contains '1'. Below it is a note: 'Hide order indicator on points of interest (won't hide order of challenges set as "strict sequential order")' with a checkbox. The interface is divided into two sections: 'Detail' and 'List'. The 'Detail' section contains eight challenge cards, each with a title, description, and controls (checkboxes for 'Strict sequential Order', 'Launch next challenge', 'Always visible', 'Never show', and a 'Delete' button). The 'List' section shows the same challenges in a table format. To the right, a map of Barcelona displays the locations of the challenges as blue dots. The map includes various neighborhoods and landmarks. At the bottom, there are 'Save' and 'Cancel' buttons.

Each challenge is shown as a card with:

Control	Type	Description
Challenge name	Display	Name and type of the challenge
Position number button	Button	Numbered button (1, 2, 3...) — click to center the map on this challenge's GPS location
Strict sequential order	Checkbox	Force this challenge to be completed before the next one becomes available
Activate next challenge	Checkbox	Automatically activate the next challenge when this one is completed
Always visible	Checkbox	Always show this challenge pin on the map, regardless of segment or ordering
Never show	Checkbox	Do not show this challenge pin on the map
Delete	Button	Marks the challenge for removal from the route (soft delete — saved on form submit)

Cards can be **dragged and dropped** to reorder. Dropping a card updates the order automatically.

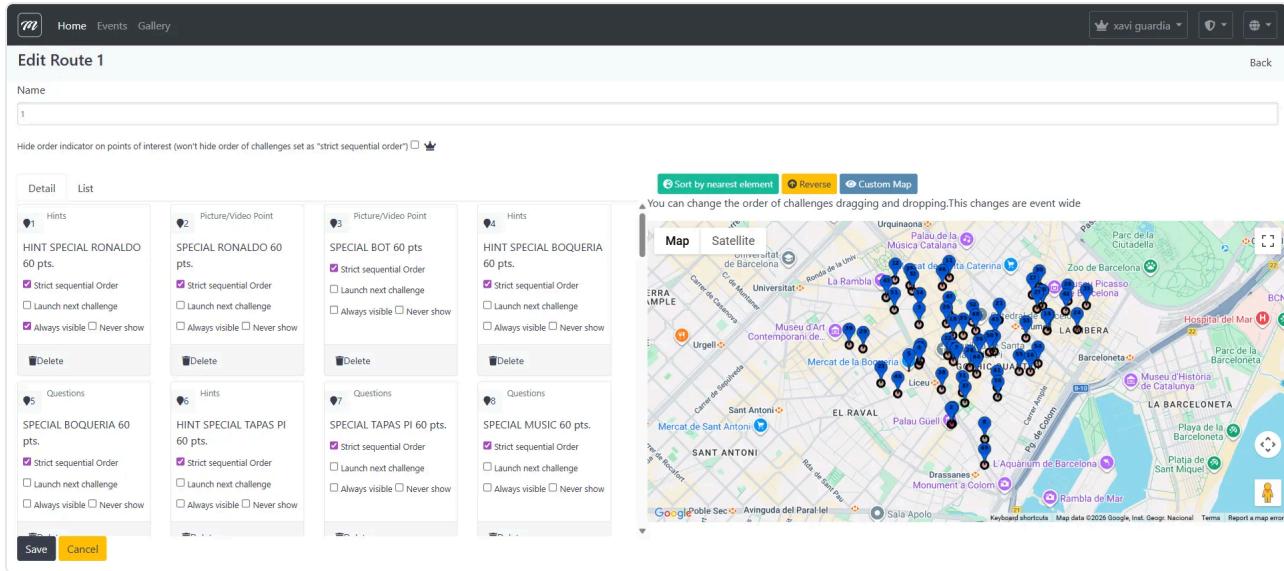
**Restricted challenge types:** Robot and floating (user-selectable) challenges have their ordering checkboxes disabled. A yellow exclamation icon appears with a tooltip: *“Robots and floating challenges are not editable.”*

#### List tab (table view)

Column	Type	Description
Challenge name	Display + Button	Name with a position button to center the map
Type	Display	Challenge type description
Strict sequential order	Checkbox	Same as in card view
Activate next challenge	Checkbox	Same as in card view
Always visible	Checkbox	Same as in card view
Never show	Checkbox	Same as in card view
Position	Text (number)	Editable position number — values use multiples of 10 (10, 20, 30...)

A **Sort** button reorders challenges by their position number.

## Map widget



The screenshot shows the 'Edit Route 1' page. On the left, there's a list of challenges with their details, including names, descriptions, and settings like 'Strict sequential Order'. On the right, there's an interactive Google Maps interface showing the locations of the challenges as numbered markers. The map includes various landmarks and neighborhoods of Barcelona.

The right panel contains an interactive Google Maps widget showing all challenges as numbered markers.

### Map toolbar

Button	Description
Sort by nearest element	Reorders challenges by geographic proximity — uses Google Maps Geometry library to calculate nearest-neighbor ordering from the first challenge
Reverse	Reverses the entire challenge order and renames
Custom Map	Toggles the custom map overlay on/off (only when the event has a custom map configured)

### Map marker features

- Numbered pins:** Each challenge gets a numbered marker matching its position in the route (1, 2, 3...)
- Draggable:** Markers can be dragged to change the challenge's GPS coordinates in real time
- Geofence circles:** Red circles show the activation radius around each challenge (based on the "distance in meters" field)
- Info window on hover:** Shows challenge name, activation distance, and icons for QR/iBeacon/user-selectable activation
- Circle follows marker:** When you drag a marker, the geofence circle moves with it

## Save behavior

Saving the route edit form is a two-step operation:

1. **Route name** — the route name change is saved
2. **Challenge ordering** — the full challenge ordering is saved:
  - Route ID
  - For each challenge: ID, ordering flags (strict, activate next, always visible, never show), GPS coordinates (lat/lng), and delete marker
  - Challenges marked for deletion are permanently removed
  - A green success banner appears: *“Route changes saved”* (auto-hides after 3 seconds)

## Actions

Action	Description
Save	Saves route name and challenge ordering without page reload. Persists coordinate changes, ordering, and deletes marked challenges.
Cancel	Discards changes and returns to the Routes tab.

## Delete route

Click the trash icon on a route row in the list. This opens a confirmation dialog.

### Confirmation dialog

Element	Description
Title	“Delete”
Confirmation prompt	“Are you sure?”
Route name	Displays the name of the route being deleted
Delete button	Confirms deletion (danger/red style)
Cancel button	Returns to the route list without deleting

## What gets deleted

Deleting a route is a cascading operation. The controller removes in order:

1. **All challenge orderings** — every record linking challenges to this route

2. **Team assignments** — teams assigned to this route have their route reference set to null (orphaned, not deleted)
3. **The route itself** — the route record

## Behavior

- **Blocked during running event.** If the event is active, the delete action returns an error page.
- **No undo.** Deletion is permanent — the ordering configuration is lost.
- **Teams are preserved.** Teams are not deleted, only unassigned from the route.
- **Challenges are preserved.** Challenges themselves are not deleted — only their ordering within this route is removed.

---

## Copy route

Click the share/copy icon on a route row in the list. The copy happens immediately (no confirmation dialog) and redirects back to the route list.

### What gets copied

Element	Copied?	Notes
Route name	Yes	Same name as original
Challenge orderings	Yes	Full deep copy of all ordering records (position, flags, coordinates)
Team assignments	No	The duplicate route starts with no teams assigned

## Behavior

- The system performs a deep clone — the duplicate gets a new auto-generated ID.
- Useful for creating multiple routes with the same challenge set but potentially different orderings (e.g., each team starts at a different point in the sequence).

---

## Reorder challenges in route

Challenge ordering is managed within the route edit form (see [Edit route](#) above). There are four ways to change the order:

### 1. Drag and drop (Detail tab)

Drag the challenge cards to reorder them visually. The position numbers update automatically.

## 2. Edit position numbers (List tab)

Type new position values in the text fields. Position values use multiples of 10 (10, 20, 30...). Click **Sort** to apply the new order.

## 3. Sort by proximity

Click **Sort by nearest element** in the map toolbar. The algorithm starts from the first challenge and repeatedly picks the geographically closest unvisited challenge — optimizing the walking route.

## 4. Reverse order

Click **Reverse** to flip the challenge sequence end-to-end. Useful when creating mirror routes for different teams.

### Per-challenge ordering flags

These flags control how challenges appear to teams during gameplay:

Flag	Effect
Strict sequential order	Team must complete this challenge before the next one in the route becomes available
Activate next challenge	Upon completing this challenge, the next challenge is automatically activated (pushed to the device)
Always visible	Challenge pin is always shown on the map, even if the team hasn't reached it yet
Never show	Challenge pin is never shown on the map — team must discover it via QR scan, iBeacon, or other activation method

## Behavior and rules

### DANGER

Creating, editing, deleting routes, and saving challenge orderings is blocked while the event is active. [Stop the event](#) first.

### DANGER

Deleting a challenge from a route card also deletes the challenge record itself and all its associated data (images, results, related words). This is a permanent cascading delete, not just a route removal.

 **TIP**

Use **Sort by nearest distance** to optimize walking routes — the algorithm places each challenge after the geographically closest unvisited one.

 **NOTE**

Marker dragging updates GPS coordinates in real time — this changes where the challenge appears on the player's map. Remember to click **Save** to persist coordinate changes.

- **Challenge ordering** uses sequential numeric position values (10, 20, 30...) which can be edited in the List sub-tab or reordered via drag-and-drop in the Detail sub-tab.
- **Teams without a route** can still participate but see all [challenges](#) without a specific ordering.
- **Per-challenge visibility** controls (Never show, Always visible, Activate next) interact with [segments](#): a challenge can be hidden until its segment activates, then become visible.
- **Soft delete from route**: Challenges marked for deletion (via the Delete button on each card) are only removed when the form is saved. They appear with an “Undelete” toggle until save.

# Event – Objects / Gadgets

## What it does

The Objects / Gadgets tab manages two types of interactive items that teams encounter during events: **Objects** are collectible 3D items placed on the map, and **Gadgets** are sabotage tools that teams send to rival teams to disrupt their gameplay. Both add strategic depth to the event beyond simple challenge completion. From here you can create, edit, delete, and configure both item types, and auto-generate a full set of gadgets.

### Objects vs. Gadgets — when to use each:

- Use **Objects** when you want teams to collect items during gameplay. Objects are 3D collectibles placed on the map that teams pick up by arriving at their GPS location. They contribute to score.
- Use **Gadgets** when you want teams to sabotage rivals. Gadgets are one-use effects (screen disruptions, locks, visual pranks) that a team sends to a competing team. They add a competitive, interactive layer to the event.

## Requirements

- **Role:** Agency or Admin (Viewer can see lists but not create, edit, or delete)
- **Event state:** Event must be stopped to create, edit, or delete items. Gadget launching works during a running event via the mobile app.

## How to access

Events list → click event name → **Objects / Gadgets** tab

## Objects / Gadgets tab

New	Object name	Initial Stock	Challenges	-> Challenges

New	Gadget name	Initial Stock
<input checked="" type="checkbox"/>	BROKEN SCREEN	10

## List objects and gadgets

The tab displays two separate tables: **Objects** at the top and **Gadgets** at the bottom.

### Objects table

Column	Type	Description
(Row actions)	Icons	Edit (pencil), Delete (trash)
Object name	Display	Name of the object
Initial Stock	Display	Starting quantity available to each team
Challenges →	Display	Number of challenges that directly award this object
→ Challenges	Display	Number of challenges that require this object

### Gadgets table

Column	Type	Description
(Row actions)	Icons	Edit (pencil), Delete (trash)
Gadget name	Display	Name of the gadget
Initial Stock	Display	Starting quantity available per team

### Toolbar

Action	Table	Description
New (Objects)	Objects	Opens the object creation form. Hidden in Quiz Mode events.
New (Gadgets)	Gadgets	Opens the gadget creation form
Auto	Gadgets	Generates all missing gadget types. Only visible when no gadgets exist for the event.

### Behavior

- When the event is running, an info alert is displayed and all New/Edit/Delete buttons are hidden.
- The Objects table is hidden for Quiz Mode events (only gadgets are relevant indoors).
- The `viewer` role can see both lists but cannot create, edit, or delete.

## Create gadget

### Fields

Field	Type	Description	Required
Gadget name	Text	Display name of the gadget	Yes
Initial Stock	Numeric	Starting quantity per team (default: 3)	Yes
Kind of gadget	Dropdown	The gadget effect type (see <a href="#">Gadget effects</a> below)	Yes
This gadget can be picked up	Checkbox	Whether teams can obtain this gadget through challenges. Displayed in the form but server-side forced to <b>unchecked</b> for gadgets.	No

The gadget type dropdown shows 10 effects for standard events or 8 for Indoor/Quiz Mode events (see [Gadget effects](#)).

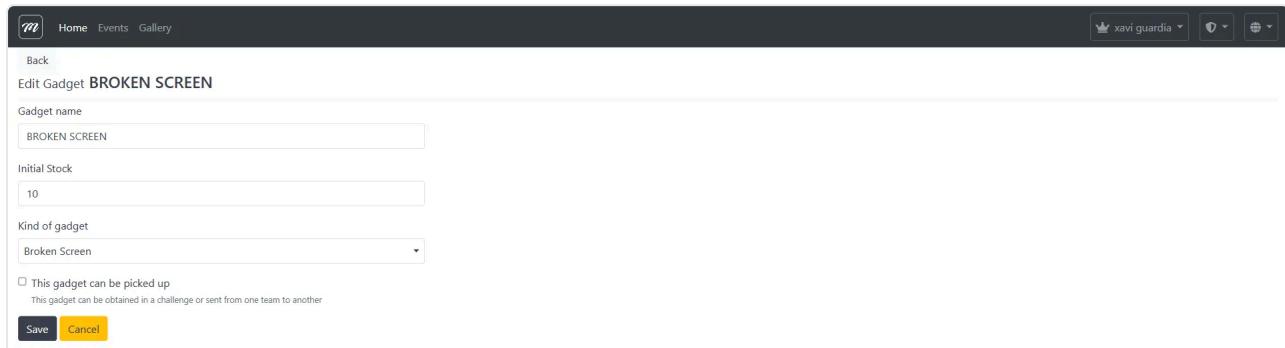
### Actions

Action	Description
Save	Creates the gadget and returns to the Objects / Gadgets tab.
Cancel	Discards the form and returns to the list.

### Behavior

- The event ID is automatically set from the URL parameter.
- HTML content (if any) is sanitized on save.
- The “This gadget can be picked up” checkbox appears in the form, but the system always forces it to unchecked for gadgets regardless of user input. Only objects can be picked up.

## Edit gadget



The screenshot shows the 'Edit Gadget' form for a gadget named 'BROKEN SCREEN'. The form includes fields for 'Gadget name' (containing 'BROKEN SCREEN'), 'Initial Stock' (containing '10'), 'Kind of gadget' (containing 'Broken Screen'), and a checkbox for 'This gadget can be picked up' (unchecked). The 'Save' and 'Cancel' buttons are at the bottom.

The edit form contains the same fields as the creation form, pre-filled with the gadget's current values. The gadget name is displayed in the page header for context.

### Fields

Field	Type	Description	Required
Gadget name	Text	Display name of the gadget	Yes
Initial Stock	Numeric	Starting quantity per team	Yes
Kind of gadget	Dropdown	The gadget effect type	Yes
This gadget can be picked up	Checkbox	Server-side forced to unchecked for gadgets	No

### Actions

Action	Description
Save	Saves changes and returns to the Objects / Gadgets tab.
Cancel	Discards changes and returns to the list.

## Delete gadget

Click the trash icon on a gadget row. This opens a confirmation dialog.

## Confirmation dialog

Element	Description
Title	"Delete"
Confirmation prompt	"Are you sure?"
Gadget name	Displays the name of the gadget being deleted
Delete button	Confirms deletion (danger/red style)
Cancel button	Returns to the list without deleting

## What gets deleted

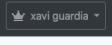
1. **Gadget stock records** – all team inventory records for this gadget are cascade-deleted
2. **The gadget itself** – the gadget record is removed

## Behavior

- **No usage protection.** Unlike objects, gadgets can always be deleted even if teams have stock.
- **No undo.** Deletion is permanent.
- **Stock is lost.** Any remaining team inventory of this gadget is destroyed.

---

## Create object

Home Events Gallery  Back

Create object

Object name

Object icon  


Object Description

Initial Stock

How much distance have to walk to obtain this gadget

3d Model for augmented reality  


Allow the user to observe the collected item  
If this option is marked the user has the chance to observe the item during 1 minute. Otherwise the user will need to chase the object.

Where will appear the object  
  
It can appear floating in front of user; attached to an horizontal surface or attached to a vertical surface.

Reset quantity when segment changes  
When the user changes segment, when a challenge changes segment or when staff changes segment the stock will be restablished

**Save** **Cancel**

## Fields

Field	Type	Description	Required
Object name	Text	Display name of the object	Yes
Object icon	Image selector	Gallery image representing the object. Presents a single-image selector with 1:1 aspect ratio.	No
Object Description	Rich text editor	Detailed HTML description shown to players. Supports custom fonts (Pirata, Mayas, Crystal, Christmas) and gallery image insertion.	No
Initial Stock	Numeric	Starting quantity available to each team (default: 3)	Yes
How much distance to walk to obtain	Numeric	Distance in meters a player must walk to collect the object	No
3D Model for augmented reality	3D model selector	Lists available 3D model files from the Gallery 3D library.	No
Allow user to observe collected item	Checkbox	When enabled, players can inspect the 3D model for 1 minute after collecting it. When disabled, players must chase the object.	No
Where will appear the object	Dropdown	Controls how the object spawns in AR: <b>Floating in the air (0)</b> , <b>Horizontal surface (1)</b> , <b>Vertical surface (2)</b>	No
Reset quantity when segment changes	Checkbox	Resets the object stock to its initial value when the active segment changes (user, challenge, or staff-triggered).	No

## Actions

Action	Description
Save	Creates the object and returns to the Objects / Gadgets tab.
Cancel	Discards the form and returns to the list.

## Behavior

- The system automatically marks objects as collectible (can be picked up) and sets the object type marker.
- The object is created empty — teams receive stock when the event starts.

- 3D models are loaded from the Gallery 3D library.

---

## Edit object

The edit form contains the same fields as the creation form, pre-filled with the object's current values. Below the form, the edit page also displays **related challenges** in two columns:

Column	Description
Challenges that award this object	Challenges directly linked to this object (the object is given as a reward on completion)
Challenges that use this object	Challenges linked via challenge-object associations (the object is required to attempt or complete the challenge)

Each challenge entry shows a link to its edit page.

## Behavior

- The “can be picked up” and object type flags are preserved on save.
- The related challenges section is read-only – to change challenge-object links, edit the challenge itself.

---

## Delete object

Click the trash icon on an object row. This opens a confirmation page.

## Usage protection

Before allowing deletion, the system checks how many challenges reference this object (both direct and via challenge-object associations). If the count is greater than zero:

- An alert is displayed: *“This object cannot be deleted because it’s used in X Challenges”*
- The Delete button is hidden (disabled)
- Only the Cancel button is available

## Confirmation dialog (when no challenges use the object)

Element	Description
Title	"Delete"
Confirmation prompt	"Are you sure?"
Object name	Displays the name of the object being deleted
Delete button	Confirms deletion (danger/red style)
Cancel button	Returns to the list without deleting

### What gets deleted

1. **Gadget stock records** – all team inventory records for this object are cascade-deleted
2. **The object itself** – the object record is removed

### Behavior

- **Protected by usage.** Objects linked to challenges cannot be deleted. Remove the challenge links first.
- **No undo.** Deletion is permanent.

---

## Gadget effects

The **Kind of gadget** dropdown shows the available effect types. The list varies by event mode.

## Standard event effects (10 types)

ID	Effect	Resource Key	Description
1	Bomb	GadgetBomb	Triggers a bomb animation on the target device
2	Alcohol	GadgetAlcohol	Distorts the target team's screen as if intoxicated
3	X-Ray	GadgetXRay	Applies an X-ray visual filter to the target screen
4	Scare	GadgetScaring	Displays a jump-scare ghost effect on the target device
5	Fart	GadgetFart	Plays a fart sound on the target team's device
6	Love	GadgetLove	Displays a love/hearts animation on the target screen
7	Fireworks	GadgetFireWorks	Displays a fireworks animation on the target screen
8	Broken Screen	GadgetBrokenScreen	Simulates a cracked/broken screen on the target device
10	Inverted Screen	GadgetInvertedScreen	Flips the target team's screen upside down
11	Lock Screen	GadgetLockScreen	Temporarily locks the target team's screen

Type ID 9 is reserved internally for objects and does not appear in the dropdown.

## Indoor / Quiz Mode effects (8 types)

Indoor events exclude X-Ray (3) and Inverted Screen (10), leaving 8 effects: Bomb, Alcohol, Scare, Fart, Love, Fireworks, Broken Screen, Lock Screen.

## Auto-generate gadgets

The **Auto** button appears only when no gadgets exist for the event. It bulk-creates all missing gadget types:

- **Standard events:** creates up to 10 gadgets (all available effect types)
- **Quiz Mode events:** creates up to 8 gadgets (indoor-compatible effect types)
- **Default stock:** each auto-generated gadget gets an initial quantity of 3

If some gadget types already exist, only the missing ones are created.

## Stock per team

Gadget and object inventory is tracked per team via gadget stock records — each record links a gadget or object to a team and stores the available quantity.

### How stock is distributed

1. **On event start** (or restart), the system:
  - Deletes all existing gadget stock records for the event’s teams
  - Creates a fresh record for every (team, gadget/object) pair
  - Sets the available quantity to the configured initial stock from the gadget/object
2. This means restarting an event resets all inventories to their configured starting values.

### How stock changes during gameplay

Action	Effect on stock
Gadget launched at rival	Source team: -1
Challenge awards a gadget/object	Completing team: +1
Segment changes (if “Reset quantity” checked)	Reset to initial quantity
Event restarted	Reset to initial quantity (all teams)

## Launch gadget during event

During a live event, teams launch gadgets at rivals through the mobile app:

1. **Stock check** — The server validates that the source team has available stock of the selected gadget
2. **Decrement** — If stock > 0, the source team’s available quantity is decremented by 1 immediately
3. **Real-time notification** — A real-time message is broadcast to the target team’s connected devices
4. **Effect playback** — The target team’s mobile app receives the notification and plays the corresponding visual/audio effect
5. **Acknowledgment** — The mobile app confirms delivery back to the server

If stock is zero, the launch fails and no effect is triggered.

For event operator controls during live events, see [Live Control](#).

## Map positioning

Objects appear on the map through their linked challenges. Each challenge has latitude/longitude coordinates that determine where it (and its associated objects) appear on the team's map during gameplay.

Object positioning is indirect: set the challenge's GPS coordinates, and the object inherits that position on the map. The “Where will appear the object” dropdown (Floating / Horizontal / Vertical) controls the AR presentation style, not the map location.

## Behavior and rules

### DANGER

Creating, editing, and deleting gadgets and objects is blocked while the event is active.

[Stop the event](#) first.

### NOTE

Gadgets are redistributed on event start — starting (or restarting) deletes all previous inventories and creates fresh ones from configured quantities.

### TIP

Use the **Auto** button to bulk-create all missing gadget types at once — it generates 10 types for standard events or 8 for Quiz Mode, each with an initial stock of 3.

- **Gadgets vs. objects.** Both are stored in the same database table, distinguished by a type field: types 1–8 and 10–11 are gadget effects, type 9 is an object. Gadgets cannot be picked up (they are sent to rival teams), while objects can be collected during gameplay.
- **Stock is per team.** When the [event starts](#), each team receives the configured initial stock of each gadget and object. Teams spend gadgets by launching them at rivals during gameplay.
- **Objects require AR support** in the mobile app for 3D visualization. Without AR, objects can still be tracked but the 3D model is not rendered.
- **“Inverted Screen” is platform-dependent.** Some effects may behave differently across MooveTeam, MooveGo, and MooveXR apps.

## Strategy tips

## Stock economy

Give each team 3–5 gadgets per type, not 10. A small stock turns gadgets into a strategic resource: teams must decide *when* to use them and *who* to target. With unlimited gadgets, every interaction becomes spam instead of a meaningful choice.

- **3 per team** is the platform default (auto-generate sets this). It works well for events under 1 hour.
- **5 per team** gives breathing room for longer events (2+ hours) or events with 15+ teams.
- **10 per team** is only appropriate for very large, high-energy competitive events where constant sabotage is the point.

### TIP

For a first event, start with the default stock of 3. Increase in subsequent events based on player feedback.

## Progression design

Use **Objects** as unlock keys and **Gadgets** for player-vs-player interference. They serve different strategic roles:

- **Objects for progression:** Create objects that act as prerequisites for challenges or segments. For example, “Find the Blue Key” (object) unlocks access to Segment 2. This creates a collection-based progression where teams must complete specific challenges to advance.
- **Gadgets for competition:** Use Bomb and Lock Screen effects to let teams interfere with rivals during time-sensitive challenges. The disruption is temporary but can shift the ranking at critical moments.

Do not mix the two roles — avoid giving objects a sabotage function or making gadgets required for progression. Keep the mental model simple for players: objects are things you collect, gadgets are things you launch at rivals.

## Choosing gadget types

Scenario	Recommended gadgets	Why
Team building (cooperative)	None	Sabotage conflicts with a cooperative atmosphere
Tourism / sightseeing	None	Players are sightseeing, not competing
Competitive event	Bomb + Lock Screen	Bomb is visual and fun; Lock Screen is the most tactically impactful
High-energy party	All 10 types	Maximum chaos — appropriate for entertainment-first events
Indoor / Quiz Mode	Choose from 8 indoor types	X-Ray and Inverted Screen are excluded in Quiz Mode

For a competitive event recipe that uses gadgets effectively, see [The Competitive Chase](#).

# Event — Segments

## What it does

The Segments tab divides an event into sequential phases. Each segment activates a different set of challenges, creating a structured progression through the event. Teams move from one segment to the next as they complete challenges, enabling multi-stage events like escape games or progressive team-building activities. From here you can create segments, assign them an order and optional gallery image, edit their properties, and delete them when no longer needed.

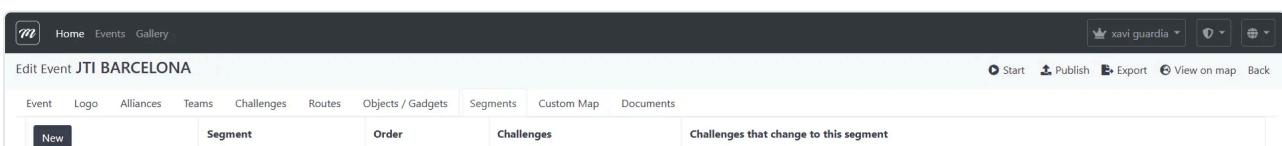
## Requirements

- **Role:** Agency or Admin (Viewer can see the list but not create, edit, or delete)
- **Event state:** Event must be stopped to create, edit, or delete segments

## How to access

Events list → click event name → **Segments** tab

## Segments tab



The screenshot shows the Moove80 interface with the following details:

- Header:** Home, Events, Gallery, xavi guardia, Start, Publish, Export, View on map, Back.
- Page Title:** Edit Event JTI BARCELONA.
- Navigation:** Event, Logo, Alliances, Teams, Challenges, Routes, Objects / Gadgets, Segments, Custom Map, Documents.
- Current Tab:** Segments (highlighted in blue).
- Sub-navigation:** New, Segment, Order, Challenges, Challenges that change to this segment.

## List segments

The Segments tab displays a table of all segments for the event.

## Columns

Column	Type	Description
(Row actions)	Icons	Edit (pencil), Delete (trash)
Segment	Display	Segment name
Order	Display	Position in the sequence (determines progression order)
Challenges	Display	Number of challenges active during this segment
Challenges that change to this segment	Display	Number of challenges that, upon completion, trigger a transition to this segment

## Row actions

Icon	Action	Description
Pencil	Edit	Opens the segment edit form
Trash	Delete	Opens delete confirmation. Hidden when the event is running.

## Toolbar

Action	Description
New	Opens the segment creation form. Hidden when the event is running.

## Behavior

- When the event is running, an info alert is displayed: *“Event is running – editing not allowed while active.”* The New button and Edit/Delete row icons are hidden.
- The `viewer` role can see the segment list but cannot create, edit, or delete segments.

## Create segment

## Fields

Field	Type	Description	Required
Name	Text	Segment display name	Yes
Order	Numeric	Position in the segment sequence. Determines which segment comes first, second, etc.	Yes
Gallery image	Image selector	Optional image associated with the segment. Presents a single-image selector with a 2:1 aspect ratio.	No

## Actions

Action	Description
Save	Creates the segment and returns to the Segments tab (or segment list).
Cancel	Discards the form and returns to the list.

## Behavior

- The event ID is automatically set from the URL parameter — it cannot be changed in the form.
- The gallery image selector lets you pick an image from the event's gallery.

## Edit segment

The edit form contains the same fields as the creation form, pre-filled with the segment's current values.

## Fields

Field	Type	Description	Required
Name	Text	Segment display name	Yes
Order	Numeric	Position in the segment sequence	Yes
Gallery image	Image selector	Optional image — shows current image if one is set	No

## Actions

Action	Description
Save	Saves changes and returns to the Segments tab.
Cancel	Discards changes and returns to the list.

## Behavior

- The segment name is displayed in the page header for context.
- Validation requires both Name and Order to be filled.

## Delete segment

Click the trash icon on a segment row in the list. This opens a confirmation dialog.

### Confirmation dialog

Element	Description
Title	"Delete"
Confirmation prompt	"Are you sure?"
Segment name	Displays the name of the segment being deleted
Delete button	Confirms deletion (danger/red style)
Cancel button	Returns to the segment list without deleting

## What gets deleted

Deleting a segment is a soft-cascade operation. The controller does NOT delete related records but instead nullifies references:

1. **Challenges** — all challenges assigned to this segment have their segment reference set to null (orphaned, not deleted)
2. **Teams** — all teams currently in this segment have their segment reference set to null
3. **The segment itself** — the segment record is removed

## Behavior

- **Challenges are preserved.** Challenges are not deleted — they become unassigned from any segment and are visible to all teams regardless of phase.

- **Teams are preserved.** Teams are not deleted — they lose their current segment assignment.
- **No undo.** Deletion is permanent.

---

## Phase configuration

Segments work as a phase system that controls challenge visibility and team progression. Configuration involves multiple parts of the Moove80 UI working together.

### How segments create phases

1. **Create segments** on the Segments tab with a sequential order (1, 2, 3...).
2. **Assign challenges to segments** on each challenge's edit form — select the segment from the “Segment” dropdown.
3. **Configure segment transitions** via the “Change to segment” dropdown on each challenge — when a team completes this challenge, they are moved to the specified segment.
4. **Set team starting segments** on the team create/edit form — use the “Initial Segment” dropdown to determine where each team begins.
5. **Restrict available segments** on the team edit form — use the “Available Segments” multi-select (Premium) to limit which segments a team can access.

### How phases affect gameplay

- **Challenge visibility:** Only challenges belonging to the team's current segment are visible on their map. This creates a progressive reveal.
- **Segment transitions:** When a team completes a challenge configured with “Change to segment”, they automatically move to the new segment. The old segment's challenges disappear and the new segment's challenges appear.
- **“Challenges that change to this segment” column** in the list view shows which challenges act as triggers for entering each segment.

### Dynamic segments (Premium)

Premium accounts can configure segments that unlock automatically based on:

- Completing certain challenges (via the “Change to segment” field on each challenge)
- Collecting specific objects
- Time-based conditions

### Tracking segments during live events

During a running event, the tracking dashboard shows which segment each team is currently in. Operators can see real-time segment progression and manually reassign teams if needed (see [Live Control](#)).

## Behavior and rules

### TIP

Segments are optional. If no segments are created, all challenges are available from the start and the event runs as a single phase.

### DANGER

Creating, editing, and deleting segments is blocked while the event is active. [Stop the event](#) first.

### NOTE

Deleting a segment does not delete its challenges or teams — they become unassigned and visible to all teams regardless of phase.

- **Segment transitions** happen when a team completes a [challenge](#) configured to trigger the next segment. The “Challenges that change to this segment” column shows which challenges act as triggers.
- **Challenge visibility** is tied to segments: challenges assigned to a segment are only visible to teams currently in that segment. This creates a progressive reveal of content.
- **Segment tracking** during live events is available on the [tracking dashboard](#) — operators can see which segment each team is in and manually reassign teams if needed.
- **Object stock reset:** [Objects](#) can be configured to reset their quantity when a segment changes.
- **Team restart behavior:** When restarting a team’s activity, the team’s segment is reset to their “Initial Segment” (if configured on the [team](#)). This allows a clean restart from a specific phase.

# Event — Custom Map

## What it does

The Custom Map tab lets you overlay a custom image on top of the default Google Maps view and upload GPS tracks in GPX format. This creates branded or illustrated map experiences in the participant app — useful for events with custom venue maps, hand-drawn route illustrations, or themed visual designs.

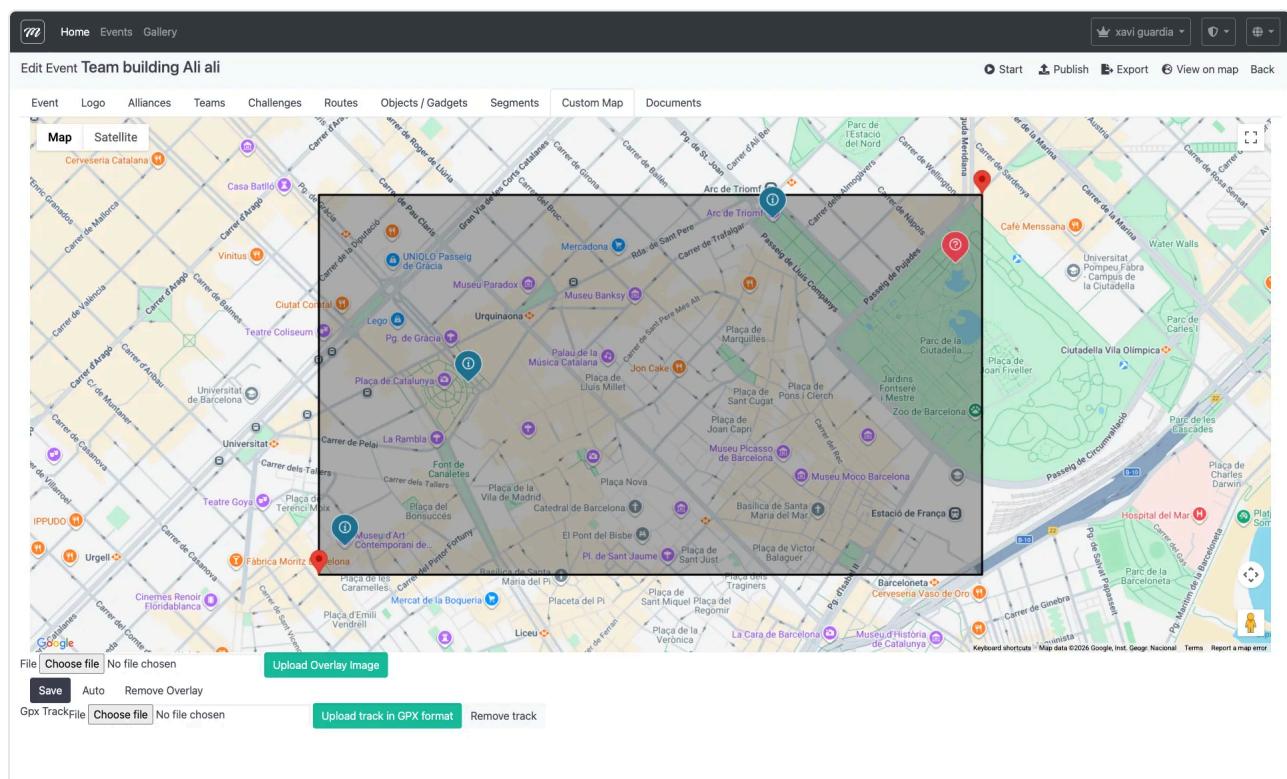
## How to access

Events list → click event name → **Custom Map** tab

## Requirements

- **Role:** Agency or Admin
- **Event state:** Event must be stopped for editing

## Custom Map tab



## Fields / Options

### Overlay image

Field	Type	Description	Required
Overlay file	File upload	An image file (PNG, JPG) that is displayed on top of the Google Maps base layer	No

The overlay appears as a semi-transparent layer on the map. After uploading, it can be positioned and scaled using the map widget controls.

### GPX track

Field	Type	Description	Required
GPX file	File upload	A GPS track file in GPX format — displays a route path on the map	No

## Actions

Action	Description
Upload Overlay Image	Uploads the selected image file as the map overlay
Save	Saves the current overlay position and scale settings
Auto	Automatically adjusts the overlay to fit the current map view
Remove Overlay	Deletes the currently uploaded overlay image
Upload track in GPX format	Uploads the selected GPX file to display a route track on the map
Remove track	Deletes the currently uploaded GPX track

## Behavior and rules

- **Overlay positioning:** After uploading an image, drag it on the map to position it. The image corners snap to GPS coordinates, so it displays correctly at different zoom levels.
- **The “Auto” button** fits the overlay to the current map viewport — useful as a starting point before fine-tuning.

 **NOTE**

GPX tracks display as a colored line on the map, showing teams the recommended walking path. This is purely visual — it does not affect [challenge](#) activation or scoring.

- **Both features are optional.** The event works perfectly with the default Google Maps view.

 **TIP**

PNG with transparency works best for overlays that need to show the base map through certain areas.

# Event – Documents

## What it does

The Documents tab lets you attach files to the event for distribution to participants and staff. It provides three separate upload sections: team briefing documents, staff-only documents, and augmented reality packages. These files are downloadable from the mobile app during the event.

## How to access

Events list → click event name → **Documents** tab

## Requirements

- **Role:** Agency or Admin
- **Event state:** Event must be stopped for editing

## Documents tab

## Fields / Options

### Document for Teams

Field	Type	Description	Required
File	File upload	A briefing PDF for participants — rules, maps, instructions, or any reference material	No

### Document for Staff

Field	Type	Description	Required
File	File upload	A briefing PDF for organization staff — logistics, event management notes, internal instructions	No

## Augmented Reality Package (Metaio)

Field	Type	Description	Required
File	File upload	An AR package file for augmented reality content integration (legacy Metaio format)	No

## Actions

Action	Description
Upload briefing PDF (Teams)	Uploads the selected PDF file as the team briefing document
Send briefing (Teams)	Distributes the team briefing document to all teams
Upload briefing PDF (Staff)	Uploads the selected PDF file as the staff briefing document
Send briefing (Staff)	Distributes the staff briefing document to all staff members
Upload AR package	Uploads the AR content package (Metaio format)

## Behavior and rules

- **Team documents** are accessible by participants via the mobile app. Upload any rules, maps, or instruction PDFs that [teams](#) need during the event.
- **Staff documents** are separate from team documents and are only visible to accounts flagged as organization staff. Use this section for internal logistics.

### NOTE

The AR Package section is a legacy feature from the Metaio AR platform. It uploads a content bundle for augmented reality challenges. This is distinct from the [AR Scenes](#) feature available in the user menu.

### TIP

PDF format is recommended for briefing documents as it renders consistently across devices.

- **Replacing a document:** upload a new file — it overwrites the previous one.

# Event — Live Control

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## What it does

Live Control is the operational heart of Moove80. Once an event is configured (teams, challenges, routes), this section covers everything that happens during execution: starting the event, monitoring teams in real time on a map, managing scores, and stopping the event when it finishes. It also covers the public-facing displays that audiences see on venue screens.

## Requirements

- **Role:** Agency or Admin
- **Event state:** Event must be fully configured (teams, challenges, routes) before starting

## How to access

Live control features are accessed from multiple entry points:

- **Start/Stop:** Events list →  **Start** button (green) or row dropdown menu → Start
- **Start from edit page:** Event Edit → action bar → **Start** button (top-right)
- **Tracking:** Events list → row dropdown menu → the tracking interface opens via the scoring dashboard
- **Results:** Events list → row dropdown menu → **Results**
- **Public displays:** Direct URL — no authentication required

**Public display URLs** (no authentication required — share with venue staff):

Display	Path
Public results	/Gamestation/ViewResults?eventoid={eventId}
Public control panel	/Gamestation/ControlPanel?eventId={eventId}

## Live control panel

Name / Location	Date	Actions	Results	Buy
JTI BARCELONA Barcelona (Spain) active	2026-02-10	<span>Iniciar</span> Start	<span>list</span> <span>map</span> <span>person</span> <span>gear</span> <span>flag</span>	<span>cart</span>
JTI BARCELONA- Copy(2/10/2026 8:58 PM) Barcelona (Spain) active	2021-12-10	<span>Iniciar</span> Start	<span>list</span> <span>map</span> <span>person</span> <span>gear</span> <span>flag</span>	<span>cart</span>
JTI BARCELONA- Copy(2/10/2026 9:00 PM) Barcelona (Spain) active	2021-12-10	<span>Iniciar</span> Start	<span>list</span> <span>map</span> <span>person</span> <span>gear</span> <span>flag</span>	<span>cart</span>

The events list shows the primary entry points for live control: the green Iniciar Start button in the Actions column, and the results icons ( list map person gear flag ) to the right. The toolbox icon with a dropdown arrow (left of each row) opens additional operational actions.

## Event lifecycle overview

An event moves through these states:

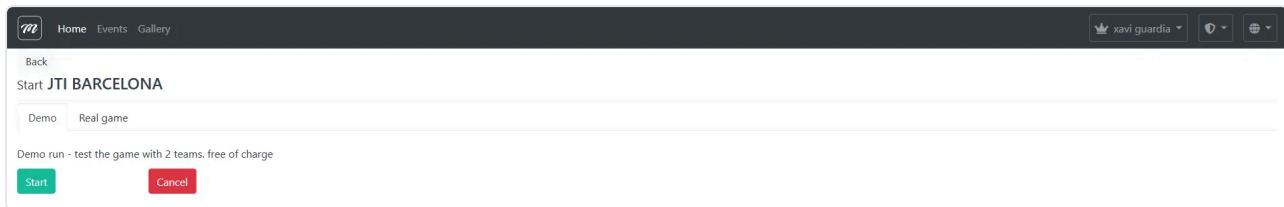
1. **Configured** — Teams, challenges, routes, and segments are set up. The event has no start/end dates yet.
2. **Pre-start** — You review a confirmation screen showing team counts, credit balance, and pending jobs.
3. **Running** — The start date is set to now, the end date to now + duration days (minimum 3). Teams can connect via the mobile app, GPS positions are tracked, and results accumulate.
4. **Stopped** — The end date is backdated to 3 minutes ago. The game session record is finalized.

The event is considered **running** whenever the current time falls between the start and end dates. There is no explicit “paused” state — stopping sets the end date to the past, and restarting sets new start/end dates.

## Starting an event

### Pre-start confirmation

Before an event can start, Moove80 shows a confirmation screen where you choose between Demo mode and Real Game mode.



**Navigation:** Events list → click **Start** (green button) or Event Edit → action bar → **Start**

The pre-start page displays the event name and two tabs:

### Demo tab

Field	Type	Description
Mode description	Display	"Demo run - test the game with 2 teams, free of charge"

Action	Description
Start	Starts the event in demo mode (max 2 teams, no credits consumed)
Cancel	Returns to the events list without starting

### Real Game tab



Field	Type	Description
Credit balance	Display	Current credit balance for the company account (top-right number)
Number of staff teams	Text (numeric)	Staff teams do not consume credits — shown as "0 (free)"
Number of teams	Text (numeric)	Playing teams — each consumes credits (1 credit = 1 mobile device)
Credits remaining after	Display	Calculated: current balance minus team count

Action	Description
Accept sale and play	Starts the event using credits from an active sale. Associates the event with the selected sale record
Cancel	Returns to the events list without starting

## What happens when an event starts

Starting an event triggers the following sequence of operations:

- 1. Time window set** — The start date is set to now, the end date to now + duration days (minimum 3)
- 2. Previous data cleared** — All previous results, GPS positions, gadget inventories, and team messages are deleted
- 3. Gadgets redistributed** — Fresh gadget stock is assigned to every team
- 4. Team device IDs reset** — Mobile app registrations are cleared, forcing teams to re-register
- 5. HTML ZIP created** — Event content is packaged for offline use
- 6. Game session created** — A new game session is created with metadata (team counts, sale reference, timestamps)
- 7. Execution counter incremented** — The system tracks how many times the event has been started

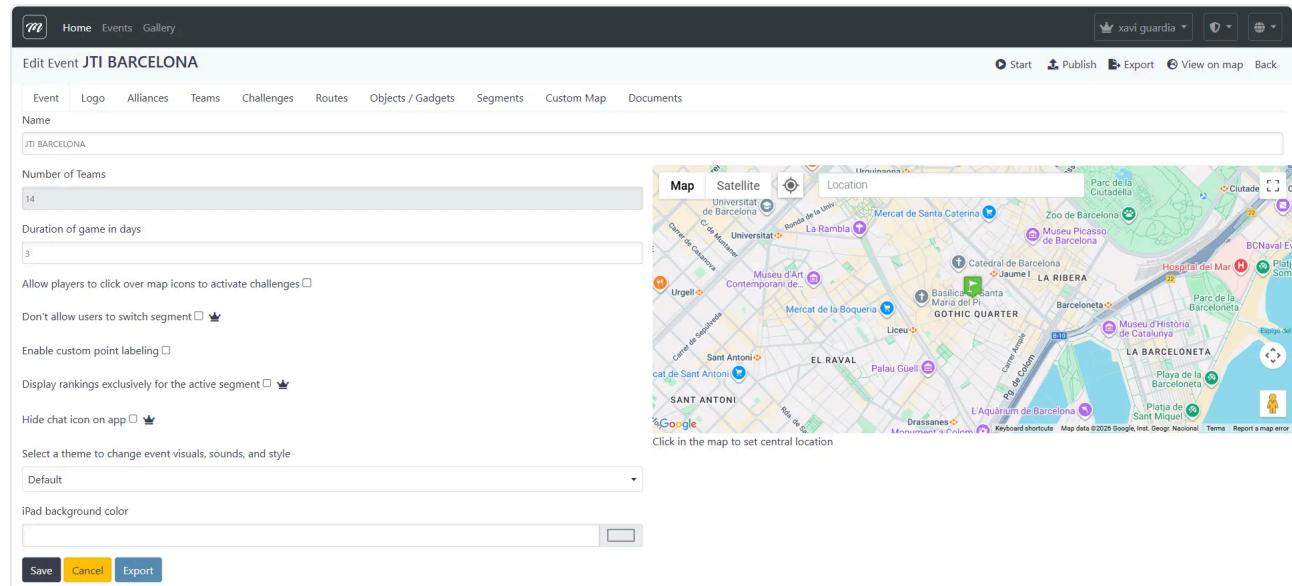
## Row dropdown menu

on	Date	Actions	Results	Buy
[A n]	2026-02-10	Start		
[A- Copy(2/10/2026 8:58 PM) n]	2021-12-10	Start		
[A- Copy(2/10/2026 9:00 PM) n]	2021-12-10	Start		

The dropdown (accessed via the toolbox icon on each event row) provides these operational actions:

Action	Icon	Description
Photo slideshow		Opens the event photo slideshow display 
Print QR Codes		Generates printable QR codes for team registration
Clear results or delete event		Clears accumulated data or permanently deletes the event
Details		Opens the event details/statistics page
Duplicate		Creates a copy of the event
Export		Exports the event configuration (XML)
Report		Generates the event performance report
Distances report		Generates team distance/movement report
Results		Opens the admin results table
Export results		Exports results data for external analysis

## Action bar (from Event Edit)



When editing an event, the top-right action bar provides direct access to live control actions: **Publish, Start, Export, View on map, and Back**.

## Stopping an event



Detener

### Pre-stop confirmation

This action is available when an event is currently running — the  **Stop** button replaces the green Start button when the event is running. Access it from the admin interface.

If the event has accumulated results or GPS positions, Moove80 shows a confirmation screen before stopping. If no data exists, the event stops immediately.

The pre-stop view shows:

Field	Type	Description
Event	Display	Event name and basic info
Positions recorded	Display	Number of GPS position records captured during the event
Results recorded	Display	Number of scoring records (team challenge completions)
Pending jobs	Display	Whether background jobs are still processing

Action	Description
Stop	Confirms stopping the event
Cancel	Returns without stopping

### What happens when an event stops

1. **End time backdated** — The end date is set to 3 minutes ago, which immediately marks the event as stopped
2. **Game session finalized** — The game session is closed with final statistics (actual start/end times, session duration)
3. **Data preserved** — Results, GPS positions, and photos are kept for reporting and export

## Restarting an event

Restart is a quick action that re-launches a stopped event. It runs the same start sequence but without selecting a sale — the event restarts in its previous authorization mode.

Action	Description
Restart	Re-starts the event. No confirmation page is shown — the action takes effect immediately

#### **STOP VS RESTART — KNOW THE DIFFERENCE**

- **Stop** preserves all data. Results, GPS positions, and photos remain available for export and reporting. The end date is backdated by 3 minutes and the game session is finalized. Use Stop when the event is done.
- **Restart** destroys all data. It runs the full start sequence again, which clears all results, GPS positions, gadget inventories, messages, and device registrations — exactly like starting a brand new event. Use Restart only when you intentionally want to wipe everything and run the event again from scratch.

**If the event just finished and you want results: press Stop, never Restart.** There is no undo for Restart.

## Live tracking

### Scoring and challenge tracker

JTI BARCELONA			
Teams 0 / 14			
Filter segments		Filter routes	
A-Z		A-Z	
Total categories	Name	Teams pending	done / total
Questions	BCN2 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN1 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN2 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN1 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN4 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN5 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN6 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN7 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN12 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN8 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN9 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN10 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN11 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN23 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN13 10pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN14 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN15 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN16 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN17 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN18 10 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 1 ALIEN 1 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 2 ALIEN 2 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 3 ALIEN 3 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 4 ALIEN 4 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 5 CELEBRATION 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 6 ESMORDENYA 20 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL PUPPETS 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL MUSIC 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL CAROLINA 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL BOQUERIA 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL TAPAS AR 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN19 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN20 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN24 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN21 10pts (from 17:15 to 19:00hrs). ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL TAPAS PI 60 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	SPECIAL RONALDO 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL FLAMENCO 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL TAPAS AR 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL RONALDO 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL FLAMENCO 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL TAPAS PI 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL BOQUERIA 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	MEETING POINT HARD ROCK CAFE 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN20 10 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 7 COLON 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 8 POLICELMAN 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 9 OLDEST 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 10 AREVACA 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	SPECIAL MUSEU 60 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	SPECIAL BOT 60 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	SPECIAL CORREUS 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL CERAMICA 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN27 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN28 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN29 10 pts. ....	▶Push ▶Skip	0 / 0

The tracker dashboard is the primary monitoring interface during a live event. It shows all challenges organized by type, with real-time completion status.

**Navigation:** Available during a running event from the tracking interface.

The dashboard has tabs across the top:

Tab	Description
Word	Filter to word/text-based challenges
Power Scoring	Manual scoring interface
All tracker	Show all challenges (shown in screenshot)
Back	Return to the previous view

The challenge list displays:

Column	Description
Category	Challenge type (Questions, PictureVid, Hints, Special, etc.)
Name	Challenge name and point value
Teams pending	Number of teams that have not yet attempted this challenge
done / total	Completion ratio (e.g., “0 / 9” means 0 of 9 teams completed)
Action buttons	Blue buttons for viewing team responses, scoring manually

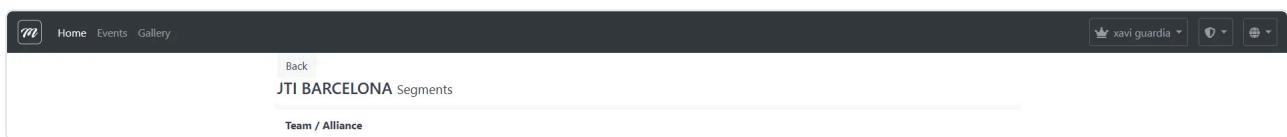
JTI BARCELONA				
Teams 0 / 14		Pause Scoring		Old tracker
Filter segments		Filter routes		A-Z
Total categories	Name	Teams pending		done / total
Questions	BCN2 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN3 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN4 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN5 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN6 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN7 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN8 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN9 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN10 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN11 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN12 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN13 10pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN14 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN15 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN16 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN17 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN18 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	PHOTO 1 ALIEN 1 20 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	PHOTO 2 ALIEN 2 20 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	PHOTO 3 ALIEN 3 20 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	PHOTO 4 ALIEN 4 20 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	PHOTO 5 CELEBRATION 20 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	PHOTO 6 ESMORODIYA 20 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	SPECIAL PUPPETS 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	SPECIAL MUSIC 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	SPECIAL CAROLINA 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	SPECIAL BOQUERIA 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	SPECIAL TAPAS AR 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN19 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN20 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN24 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN21 10pts (from 17:15 to 19:00hrs). ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	SPECIAL TAPAS PI 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	SPECIAL RONALDO 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	SPECIAL FLAMENCO 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Hints	HINT SPECIAL TAVAS AR 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Hints	HINT SPECIAL RONALDO 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Hints	HINT SPECIAL FLAMENCO 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Hints	HINT SPECIAL TAVAS PI 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Hints	HINT SPECIAL BOQUERIA 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Hints	MEETING POINT HARD ROCK CAFE ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN09 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	PHOTO 7 COLON 20 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	PHOTO 8 POLICELMAN 20 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	PHOTO 9 OLDEST 20 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	PHOTO 10 AREVACA 20 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	SPECIAL MUSEU 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	SPECIAL BOT 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Picture/Vid...	SPECIAL CORREUS 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	SPECIAL CERAMICA 60 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN27 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN28 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>
Questions	BCN29 10 pts. ....	▶Push	▶Skip	0 / 0
				<a href="#">Detail</a>

## Per-team statistics

The tracking system calculates detailed statistics for each team:

Metric	Description
Distance	Accumulated GPS distance traveled (in meters)
Challenges attempted	Number of challenges the team started
Challenges completed	Number of challenges with a recorded result
Photos taken	Number of photo challenge submissions
Time elapsed	Minutes between first and last GPS position

## Segment tracking and team positions


 A screenshot of a web-based control panel for a robotics competition. The top navigation bar includes links for 'Home', 'Events', and 'Gallery'. On the right, there's a user profile for 'xavi guardia' with a dropdown menu. The main content area is titled 'JTI BARCELONA Segments' and shows a list of segments with team and alliance information. A 'Team / Alliance' section is visible at the bottom of the list.

The segment tracking view shows which segment each team or alliance is currently in. Segments represent game phases — teams progress through them as they complete challenges.

Column	Description
Team / Alliance	Team or alliance number/name (clickable links for those with recorded data)

You can manually reassign a team to a different segment, which sends a notification to the team's mobile app forcing a segment change.

## Control panel

**Path:** `/Gamestation/ControlPanel?eventId={eventId}` (public, no authentication required)

The control panel is a public-facing display designed for venue screens (projectors, TVs). It shows live results and event status without requiring authentication.

The control panel renders a customizable display powered by uploaded HTML/CSS/JS templates.

### Event status check

The control panel periodically checks `/Gamestation/EventStatus?eventId={eventId}` to determine whether scoring is suspended. When suspended, the display hides the leaderboard.

## Suspend scoring

This toggle hides the live ranking from all public displays (Control Panel, ViewResults) without stopping the event. Results continue to be recorded — they are just not shown to the audience.

Action	Description
Suspend	Hides rankings from all public displays. Redirects to the Track view
Resume	Shows rankings again on all public displays

Use cases:

- Pause the leaderboard before a final reveal ceremony
- Hide partial results while judges manually score subjective challenges
- Create dramatic tension at the end of an event

## Public results view

The screenshot shows a web-based public results view for an event named "JTI BARCELONA". The interface includes a header with a logo, "Home", "Events", and "Gallery" links, and a user profile "xavi guardia". Below the header is a search bar and a table with the following columns: Team, Date, Type of Challenge, Correct Answer, Answer, Picture, Name, Points, and Extra points. The table is currently empty, displaying the message "No data available in table". At the bottom, there are pagination links for "Previous" and "Next", and a message indicating "Showing 0 to 0 of 0 entries".

**Path:** /Gamestation/ViewResults?eventoid={eventId} (public, no authentication required)

The public results view displays a paginated, searchable table of all scoring records for an event.

Column	Description
Team	Team name
Date	Timestamp of the scoring event
Type of Challenge	Challenge type (Questions, Photo, Puzzle, etc.)
Correct Answer	The expected answer (for quiz-type challenges)
Answer	The team's submitted answer
Picture	Photo submission (for photo challenges)
Name	Challenge name
Points	Points awarded
Extra points	Bonus points (if any)

The results page also provides:

Action	Description
Back	Return to previous view
Report	Generate the event performance report
Search	Filter results by any column value

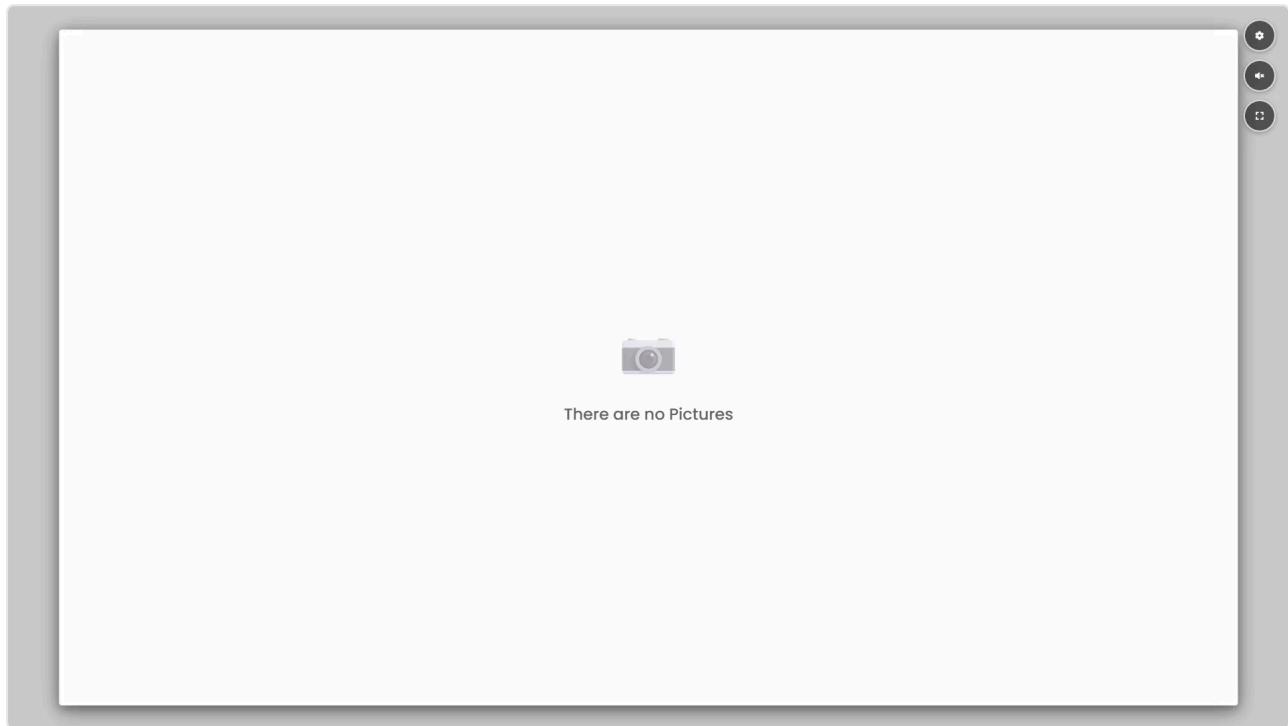
## Alliance-level aggregation

The public results page at `/Gamestation/Results` aggregates scores at the alliance level:

$$\text{Points per alliance} = \text{Sum(all team points in alliance)} / \text{Number of alliance members}$$

This weighted calculation ensures that larger alliances don't automatically win by having more teams.

## Photo slideshow



### **Navigation:** Events list → row dropdown → **Photo slideshow**

The slideshow cycles through photos submitted by teams during challenges, designed for projection on venue screens during or after an event.

---

## Mid-event operations

These operations are available while the event is running. They modify event state without stopping it.

### **Relocate event**

Moves the entire event to a new GPS location. All challenge coordinates are recalculated to maintain their relative positions — the system computes the bearing and distance from the old center to the new center, then projects each challenge's position accordingly.

You provide the new location name and GPS coordinates (latitude, longitude).

1. The event's location name and GPS center are updated
2. For every challenge with coordinates, the system calculates the new position using bearing + distance projection from the original center
3. The map overlay is cleared (you must re-upload if needed)
4. Changes are saved immediately

**⚠ DANGER**

This moves ALL challenge pins. Verify the result on the map after relocating. The custom map overlay is removed because it would no longer align with the new positions.

**💡 TIP**

Use this when the client changed venues last minute, when reusing an event template from a different city, or when testing locally before deploying to the real venue.

## Clear auxiliary data

Wipes all runtime data from the event without fully stopping it. Use this when something went wrong during a live event and you need a clean slate without going through the full stop-and-restart cycle.

Data	Action
Results	All scoring records deleted
GPS positions	All position records deleted
Free photos	All freeform photo submissions deleted
Event points	Manual point adjustments deleted
Gadget stock	All team inventories deleted, then rebuilt fresh from configured quantities
Team messages	All sent/received messages deleted
Temporary files	Deleted (logo, overlay, briefing, GPX, and AR packages are preserved)
Team device bindings	Cleared (teams must re-register via QR code)
Execution counter	Incremented
Game session	Current session finalized, new session created

**⚠ DANGER**

This is destructive and cannot be undone. All results and GPS positions from the current run are permanently lost.

 **TIP**

Use this when a test run contaminated the results, when device issues caused corrupted data, or when the organizer wants to redo the event with fresh data.

## Large event tracking

When an event has more than 100 teams, the tracking dashboard automatically switches to an optimized list view instead of the standard map+matrix view. This prevents browser performance issues with very large datasets.

The standard view loads data in pages — 10 teams at a time with Skip/Take controls — so even medium-sized events remain responsive. The tracking data includes:

Data element	Description
Team list	All non-staff teams (ID, name, number)
Challenge matrix	For each team × challenge combination: whether the team has a result, and whether the challenge is visible in the team's route
Challenge waypoints	GPS coordinates for each challenge (for map display)
Robot challenges	Separate list of robot-type challenges
Time remaining	Calculated from the event's end date

## Editing lock

 **DANGER**

All CRUD operations (create, edit, delete) on teams, challenges, routes, segments, objects, gadgets, and alliances are blocked while the event is running. The UI hides the New buttons and Delete icons, and server-side actions return an error: *“Editing an event is not allowed while it is active.”*

If you need to make changes to an event that is currently running:

1. **Stop the event** — this preserves all data (results, GPS positions, photos)
2. **Make your changes** — edit challenges, routes, teams, etc.
3. **Restart the event** — this clears all data and starts fresh

There is no way to edit event configuration while it is live. Plan your event setup thoroughly before starting.

## Behavior and rules

### **STARTING DESTROYS ALL PREVIOUS DATA**

All previous results, GPS positions, gadget inventories, messages, and device registrations are permanently deleted. There is no undo.

### **RESTART IS NOT RESUME**

Restart wipes all data and starts from zero. Only use it when you deliberately want a clean slate.

### **DANGER**

Public endpoints (`/Gamestation/*`) require no authentication. Anyone with the URL can view live results, the control panel, or the photo slideshow. Share these URLs intentionally.

### **TIP**

Use Demo mode to test your event setup before going live — it's free, limited to 2 teams, and consumes no credits.

- **Real Game mode** consumes credits. The cost equals the number of playing teams (staff teams are free). Credits are deducted from the company's balance via an active sale.
- **The event window** uses the configured duration (default: 15 days, minimum: 3 days). On the "lavola" environment, the window extends to 365 days.
- **Suspend scoring** hides rankings but does not stop the event or delete data. All results continue to accumulate normally.
- **GPS tracking** is passive — the mobile app sends position updates, and the server stores them. The tracking dashboard reads these positions to display team locations on the map.
- **Relocating an event** recalculates all challenge GPS coordinates using bearing/distance projection. The map overlay is cleared because it would no longer align.
- **Clearing auxiliary data** is a mid-event reset — it wipes runtime data but preserves event configuration.

- **The execution counter** is incremented every time an event starts, restarts, or clears auxiliary data. It tracks how many times the event has been run, used for licensing compliance and auditing. The counter appears in the sale detail view under “Run Counter”.

# Event — Results

## What it does

The Results section is where you review, score, export, and manage all the data produced by a completed (or running) event. Every challenge response, photo submission, GPS track, and team score flows here. This is the payoff of the entire platform — what the client sees after the event ends.

## Requirements

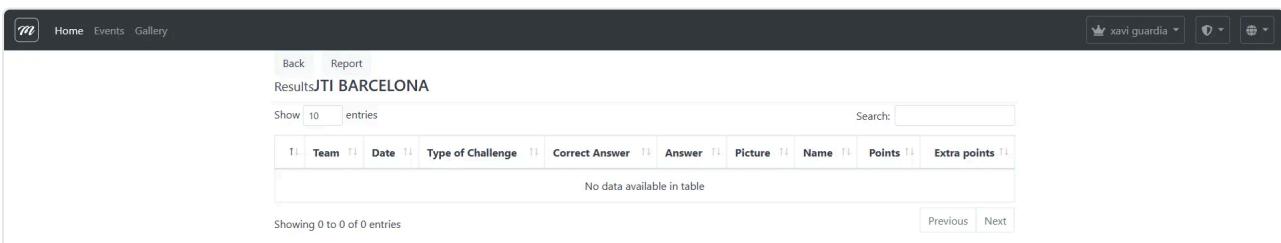
- **Role:** Admin or Agency for the full results list; Viewer role has read-only access to reports, details, and exports
- **Event state:** Results are available for both running and stopped events

## How to access

Results are accessed from multiple entry points via the  toolbox dropdown:

- **Results list:** Events list → row dropdown →  **Results**
- **Score responses:** Events list → row dropdown → **Results** → view shows all results with inline scoring
- **Report:** Events list → row dropdown →  **Report**
- **Distances report:** Events list → row dropdown →  **Distances report**
- **Export results (ZIP):** Events list → row dropdown →  **Export results**
- **Export photos (S3):** Events list → row dropdown →  **Export results** (the photo export form)
- **Photos without score:** Results list → toggle to “Photos without score” view

## Results list page



The screenshot shows a paginated, searchable table for the event 'ResultsJTI BARCELONA'. The table has columns for Team, Date, Type of Challenge, Correct Answer, Answer, Picture, Name, Points, and Extra points. A message 'No data available in table' is displayed. Navigation buttons for 'Previous' and 'Next' are at the bottom.

The results list is a paginated, searchable table showing every scoring record for the event. From here, you can view details, edit scores inline, and navigate to reports or exports.

## Results list (13.1)

**Navigation:** Events list → row dropdown → **Results**

The results list page displays all scoring records for a given event in a searchable, sortable table.

### Columns

Column	Type	Description
Checkbox	Checkbox	Row selection for bulk actions
Team	Display	Team name (sortable)
Date	Display	Timestamp when the result was submitted
Type of Challenge	Display	Challenge type (Questions, Photo, Puzzle, etc.)
Correct Answer	Display	The expected answer (for multiple-choice questions only)
Answer	Display	The team's submitted answer
Picture	Display	Thumbnail of photo/video submission (click to expand in lightbox)
Name	Display	Challenge name
Points	Text (editable)	Points awarded — editable inline for photo-based challenges (see <a href="#">Edit score</a> )
Extra points	Display	Bonus points awarded

### Actions

Action	Description
Back	Return to the events list
Report	Navigate to the results report
Search	Filter results across all columns
Show entries	Change pagination (10, 25, 50, 100 per page)
Delete	Remove a single result record (per-row action)

## Photos without score view

Toggle the results list to show only photo-based results that have not yet been scored (zero points and no manual response recorded). This filtered view helps you quickly find and score photo challenge submissions that need manual review.

## Result detail (13.2)

**Navigation:** Results list → click a result row to view its detail

The detail view shows the full information for a single result record: the team that submitted it, the challenge it belongs to, the answer given, points awarded, and any attached media (photo or video).

### Fields

Field	Type	Description
Team	Display	Team name and number
Challenge	Display	Challenge name and type
Date/Time	Display	When the response was submitted
Answer	Display	The team's text answer
Correct Answer	Display	The expected answer (for quiz-type challenges)
Points	Display	Points awarded
Extra Points	Display	Bonus points
Response Time	Display	Time taken to answer (seconds)
Photo/Video	Display	Attached media file (if photo or video challenge)

### Actions

Action	Description
Edit	Open the result in edit mode to modify scores or data
Back to list	Return to the results list
Delete	Remove this result permanently

## Edit score manually (13.3)

Scores can be edited in two ways:

### Inline editing

In the results list, the **Points** column for photo-based challenges is an editable field. Click the points value to activate the input, type the new score, and click **Save**. The change is saved immediately without reloading the page.

When a score is updated inline:

- The points value is set to the new value
- The response is flagged as manually scored
- The entity is saved immediately

### Full edit form

For more detailed editing, click a result row to open the detail view, then click **Edit**. This opens a modal form where you modify the points value. The edit form also shows the hidden fields (team, challenge, date) as read-only context.

Field	Type	Description	Required
Points	Text (numeric)	The score to award for this result	Yes

Action	Description
Save	Apply the new score and return to the results list
Cancel	Discard changes and close the edit form

## Score responses (13.4)

**Navigation:** Results list → **Score free text questions** link, or directly via URL

The “Score free text questions” page is designed for scoring open-ended challenge responses where there is no single correct answer — read each response and assign points manually.

## Fields

Column	Type	Description
Teams	Display	Team name
Challenge	Display	Challenge name
Question	Display	The question text that was posed
Answer	Display	The team's free-text response
Points	Text (numeric)	Input field showing <code>[score] / [maxPoints]</code> — enter the score to assign

## Actions

Action	Description
Send	Save the score for this individual row (per-row button)
Back	Return to the previous view

## Technical note

The table loads all unscored free-text responses for the event and allows rapid per-row scoring without full page reloads.

## Results report (13.5)

**Navigation:** Events list → row dropdown → **Report**, or Results list → **Report** button

The report generates a comprehensive summary of all results for an event. Moove80 produces two different report layouts depending on the event mode:

## Non-Quiz report (outdoor/geo-tracking events)

The screenshot shows a 'Results Report' for a Non-Quiz event. At the top, there are navigation links for Home, Events, and Gallery, and a user profile for 'xavi.guardia'. Below the header, there are sections for 'Alliances' and 'Team Summary'. The 'Team Summary' table has columns for Team Picture, Number, Name, Date & Time, Team started competition, GPS Positions, Distance in meters Sum (\*), Time moving, Time between first & last answer, Answer, Points, and Extra points. The table lists 15 teams, each with a team number and name, and all values in the 'GPS Positions', 'Distance in meters Sum (\*)', 'Time moving', and 'Time between first & last answer' columns are 0. The 'Answer', 'Points', and 'Extra points' columns also show 0 for all teams. Below the table, there is a 'Details' section with columns for Origin, Destination, Date, Gadgets, and Message, all of which are empty. The 'Message' column is labeled 'Message'.

Team Picture	Number	Name	Date & Time	Team started competition	GPS Positions	Distance in meters Sum (*)	Time moving	Time between first & last answer	Answer	Points	Extra points
	1	1			0	0	00:00:00	00:00:00	0	0	0
	2	2			0	0	00:00:00	00:00:00	0	0	0
	3	3			0	0	00:00:00	00:00:00	0	0	0
	4	4			0	0	00:00:00	00:00:00	0	0	0
	5	5			0	0	00:00:00	00:00:00	0	0	0
	6	6			0	0	00:00:00	00:00:00	0	0	0
	7	7			0	0	00:00:00	00:00:00	0	0	0
	8	8			0	0	00:00:00	00:00:00	0	0	0
	9	9			0	0	00:00:00	00:00:00	0	0	0
	10	10			0	0	00:00:00	00:00:00	0	0	0
	11	11			0	0	00:00:00	00:00:00	0	0	0
	13	13			0	0	00:00:00	00:00:00	0	0	0
	14	131			0	0	00:00:00	00:00:00	0	0	0
	15	132			0	0	00:00:00	00:00:00	0	0	0

**Details**

Origin	Destination	Date	Gadgets	Message
--------	-------------	------	---------	---------

This report is used for standard outdoor events with GPS tracking. It includes:

### Alliances summary

Column	Description
Alliance	Alliance name
Score	Total points for all teams in the alliance
Extra Points	Total bonus points

## Team summary

Column	Description
Team Picture	Team photo thumbnail (click to enlarge)
Team Number	Numeric identifier
Team Name	Team display name
Date & Time Team Started	When the team began competing
GPS Positions	Count of GPS position records captured
Distance in meters	Calculated total distance traveled (Haversine formula between consecutive GPS points)
Time Moving	Duration of movement
Time Between First & Last Answer	Time span from first to last challenge response
Total Answers	Number of challenges attempted
Total Points	Sum of all points
Total Extra Points	Sum of all bonus points

## Per-team detail

Below the summary, each team has a dedicated section (with page breaks for printing) showing:

- Team name and photo
- Individual results table: Challenge Type, Date/Time, Challenge Name, Question, Correct Answer, Team's Answer, Points (+ bonus), Response Time
- Result media: thumbnails of all submitted photos and videos, organized by challenge (with high-quality versions when available)
- Gadgets inventory: Gadget Name, Quantity Available, Can be Picked Up?

## Messages log

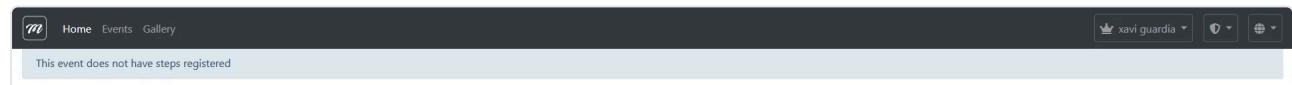
At the end of the report, a messages section shows all communications:

Column	Description
From	Sending team or organization
To	Receiving team or organization
Date/Time	Message timestamp
Gadget Type	Type of gadget used, or “Message” for text messages
Content	Message text

## Quiz report

For events running in Quiz Mode, the report uses a simplified layout without GPS/distance data. It shows the same alliance summary, team summary (without GPS columns), per-team results, gadgets, and messages.

## Distances report

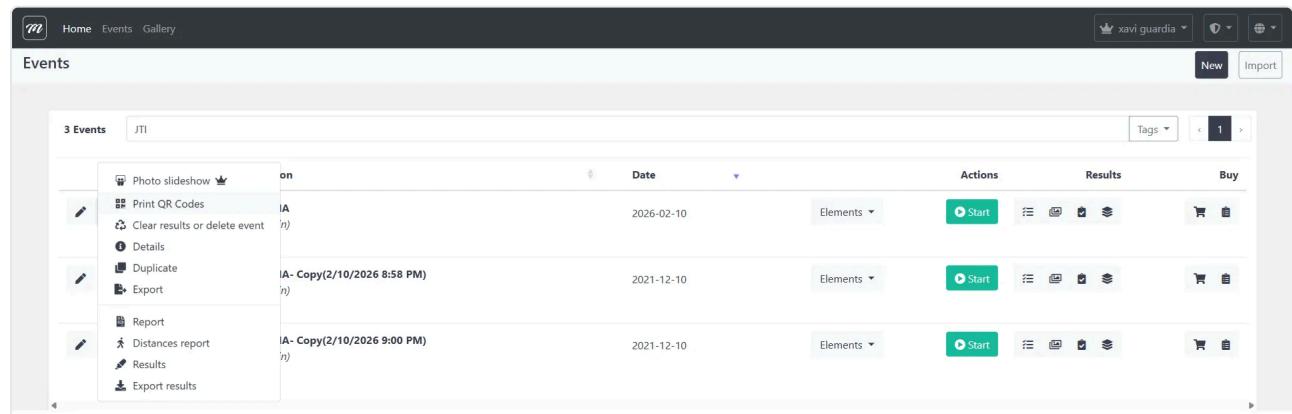


### Navigation: Events list → row dropdown → Distances report

A focused report showing only the distance and movement metrics for each team. Useful for events where physical movement is a key scoring factor.

## Export results (13.6)

### Navigation: Events list → row dropdown → Export results



The export action generates an Excel workbook packaged in a ZIP file, downloaded directly to the browser.

## Export workflow

1. Click **Export results** from the event's row dropdown menu.
2. The system validates that the event exists and belongs to your company.
3. The system checks that the event has at least one result record.
4. An Excel workbook is generated with:
  - **“Results” sheet** — Master table with columns: Team, Test Number, Test Title, Right Answer, Chosen Answer, Points, Date/Time, Image
  - **Per-team sheets** — One sheet per team named “Images of Team: {name}” containing embedded photos from photo-based challenges
5. The workbook is zipped and streamed as a download

Name / Location	Date	Actions	Results	Buy
JTI BARCELONA Barcelona (Spain) active	2026-02-10	Start		
JTI BARCELONA- Copy(2/10/2026 8:58 PM) Barcelona (Spain) active	2021-12-10	Start		
JTI BARCELONA- Copy(2/10/2026 9:00 PM) Barcelona (Spain) active	2021-12-10	Start		

## Actions

Action	Description
Export results	Downloads a ZIP file containing the Excel workbook with all results data

## Behavior

- The export requires at least one result record; if the event has no results, an error message is shown
- Temporary files are cleaned up automatically after generation
- The downloaded file is a `.zip` archive containing the `.xlsx` workbook
- Only users with `admin` or `agencia` (agency) roles can access results (viewers are excluded from the results list)

## Export event photos (13.7)

**Navigation:** Events list → row dropdown → the export photos form

Home Events Gallery

Back to event list

Export results

e-mail list

xavi.guardia@gmail.com,xguardia@sfy.com

List of emails to be notified, separated by comma. The addresses on this list will get notifications for every action and will also get the link to the files.

Photo export is an asynchronous operation. Unlike the Excel export, which downloads immediately, photo export queues a background job that packages all event photos and uploads them to Amazon S3. When complete, download links are emailed to the specified recipients.

### Export workflow

1. Navigate to the export photos page for your event.
2. The system pre-fills the email field with all email addresses from your company's user accounts.
3. Edit the email list if needed (comma-separated addresses).
4. Click **Export**.
5. A background job is created and the page confirms the job was queued.
6. If email notification is enabled, recipients receive an immediate "job queued" notification.
7. The background processing service picks up the job and exports all photos to S3.
8. When complete, recipients receive an email with download links.
9. Download links remain valid for 4 days.

### Fields

Field	Type	Description	Required
Notification Emails	Textarea	Comma-separated list of email addresses to notify with download links	Yes

### Actions

Action	Description
Export	Queue the background photo export job
Back to event list	Return to events list without exporting

## Job status

The export photos page also shows the status of any previous export jobs for this event:

Column	Description
Job Status	Current state: Pending, Processing, Done, or Failed
Last Time Active	Humanized timestamp (e.g., “2 hours ago”)
Notification Emails	Email addresses associated with the job
Last Message	Status message from the job processor
Download	Links to completed exports (numbered if multiple files)

## Photos without score

The “Photos without score” view filters results to show only photo challenge submissions that have not been scored yet (zero points and no manual response recorded). Use this view to identify which photo responses still need manual review and point assignment.

## Clear results

**Navigation:** Events list → row dropdown → **Clear results or delete event**

This page provides two destructive operations:

Action	Description
Clear Results	Removes all results, photos, and tracked GPS positions for the event. The event configuration (teams, challenges, routes) is preserved. <b>Cannot be undone.</b>
Delete Event	Permanently removes the entire event and all associated data. Requires typing the event name to confirm. <b>Cannot be undone.</b>
Back to event list	Return without making changes

## Behavior and rules

### ⚠ DANGER

Clearing results is destructive — it permanently deletes all results, photos, and GPS positions. [Starting an event](#) also clears previous results automatically.

### ⚠ DANGER

Download links from photo exports expire after 4 days. Save the files before the links expire.

### 💡 TIP

Use the “Photos without score” view to quickly find and score photo submissions that need manual review.

### ℹ NOTE

Photo export is asynchronous — unlike the instant ZIP download, it runs as a background job because events can generate thousands of photos. Recipients receive download links by email when complete.

- **Inline editing is for photo challenges only.** The Points column becomes an editable input field only for results linked to photo-based challenge types. Other challenge types display static point values.
- **Export requires results.** The Excel export validates that at least one result record exists before generating the file. If the event has no results, an error view is displayed.
- **Reports are print-friendly.** Both Quiz and Non-Quiz reports include page-break CSS between team sections, designed for printing or PDF export.

- **Distance calculation uses Haversine formula.** The distance metric in the Non-Quiz report calculates the geographic distance between consecutive GPS positions.
- **Delete is a hard delete.** Individual result deletion and event deletion are permanent with no soft-delete or archive mechanism.

# Gallery

---

## What it does

The Gallery is the central media library for all images used across events, challenges, segments, gadgets, and [AR scenes](#). From here you can upload images, browse them by aspect ratio, rename them, crop them to standard sizes, and delete unused or in-use items. Every image selector throughout Moove80 (challenge images, gadget icons, segment backgrounds, AR markers) pulls from this gallery.

## Requirements

- You must be logged in with the `admin` or `agencia` (agency) role
- Images must be PNG or JPEG format, maximum 3 MB per file

## How to access

Top menu → **Gallery**

## Gallery main view

The screenshot shows the Moove80 Gallery main view. At the top, there is a navigation bar with links for Home, Events, and Gallery. On the right side of the top bar, there is a user profile icon for 'xavi guardia' and other account-related buttons. Below the navigation bar is a section titled 'Gallery' with a large dashed box for file uploads. Inside this box is a central area with an upward arrow icon and the text 'Select or drop files here'. Below this area are three buttons: 'Images', 'Videos', and 'Audio'. A search bar labeled 'Search gallery' is located below the upload area. At the bottom of the page, there is a navigation bar with page numbers 1 through 5.

The main content area displays a grid of 24 images arranged in a 4x6 grid. Each image has a small preview, a caption, and a set of actions: 'Delete', 'Edit', and 'Crop'. The images include various subjects such as food, people, architecture, and abstract art. The captions for the images are as follows:

- TORTA del casar (1:1 0 100.4 KB)
- Captura de pantalla 2024-01-25 a las 16... (0 335.6 KB)
- Captura de pantalla 2023-06-08 a las 2... (0 1.63 MB)
- Captura de pantalla 2023-05-23 a las 1... (3:4 0 162.0 KB)
- Captura de pantalla 2023-05-23 a las 1... (0 402.1 KB)
- Torta del casar.jpg crop 1 (1:1 1 232.7 KB)
- lagarterana.JPG crop 1 (1:1 1 114.8 KB)
- 20200603\_141044.jpg crop 1 (1:1 4 1.10 MB)
- 20200603\_140550.jpg crop 1 (1:1 4 1.26 MB)
- 20200603\_140212.jpg crop 1 (1:1 4 1.29 MB)
- 20200603\_140008.jpg crop 1 (1:1 4 1.73 MB)
- 20200603\_135326.jpg crop 1 (1:1 4 1.50 MB)
- 20200603\_134658.jpg crop 1 (1:1 4 844.6 KB)
- 20200603\_134927.jpg crop 1 (1:1 4 982.0 KB)
- 20200603\_134604.jpg crop 1 (1:1 4 279.7 KB)
- 20200603\_133449.jpg crop 1 (1:1 4 778.3 KB)
- 20200603\_131344.jpg crop 1 (1:1 4 1.70 MB)
- 20200603\_130232.jpg crop 1 (1:1 4 2.17 MB)

## Layout

The gallery page is split into two panels:

## Left panel — Browse and manage (9 columns)

Element	Type	Description
Search filter	Text input	Live-filters images by description (filename). Triggers on each keystroke.
Aspect ratio filter	Buttons	Filter by ratio: All, 1:1, 3:4, Icon, or Unknown
Thumbnail grid	Image grid	10 images per page. Each thumbnail shows the image, editable description, aspect ratio badge, usage count, and delete button.
Pagination	Navigation	Page forward/back by 1 or 10 pages. Displays current page and total records.

## Right panel — Upload and crop (3 columns)

Element	Type	Description
Upload area	File upload	Drag-and-drop or click to upload images. Supports batch upload (multiple files).
Crop tool	Image cropper	Appears when an image is selected. Three ratio presets: 3:4, 1:1, Icon. Crop creates a <b>new</b> gallery record (non-destructive).

## Tabs

The gallery organizes media into three tabs:

The screenshot shows the Moove80 Gallery interface. At the top, there is a navigation bar with links for 'Home', 'Events', and 'Gallery'. On the right side of the top bar, there is a user profile icon for 'xavi guardia' and some other settings. Below the navigation bar is a section titled 'Gallery' with a large dashed box for file uploads. Inside this box is a central area with a small upload icon and the text 'Select or drop files here'. Below this area are three buttons: 'Images', 'Videos', and 'Audio'. A search bar labeled 'Search gallery' is located below the upload area. At the bottom of the page, there is a navigation bar with page numbers (1, 2, 3, 4, 5) and arrows.

**Gallery**

Select or drop files here

Images Videos Audio

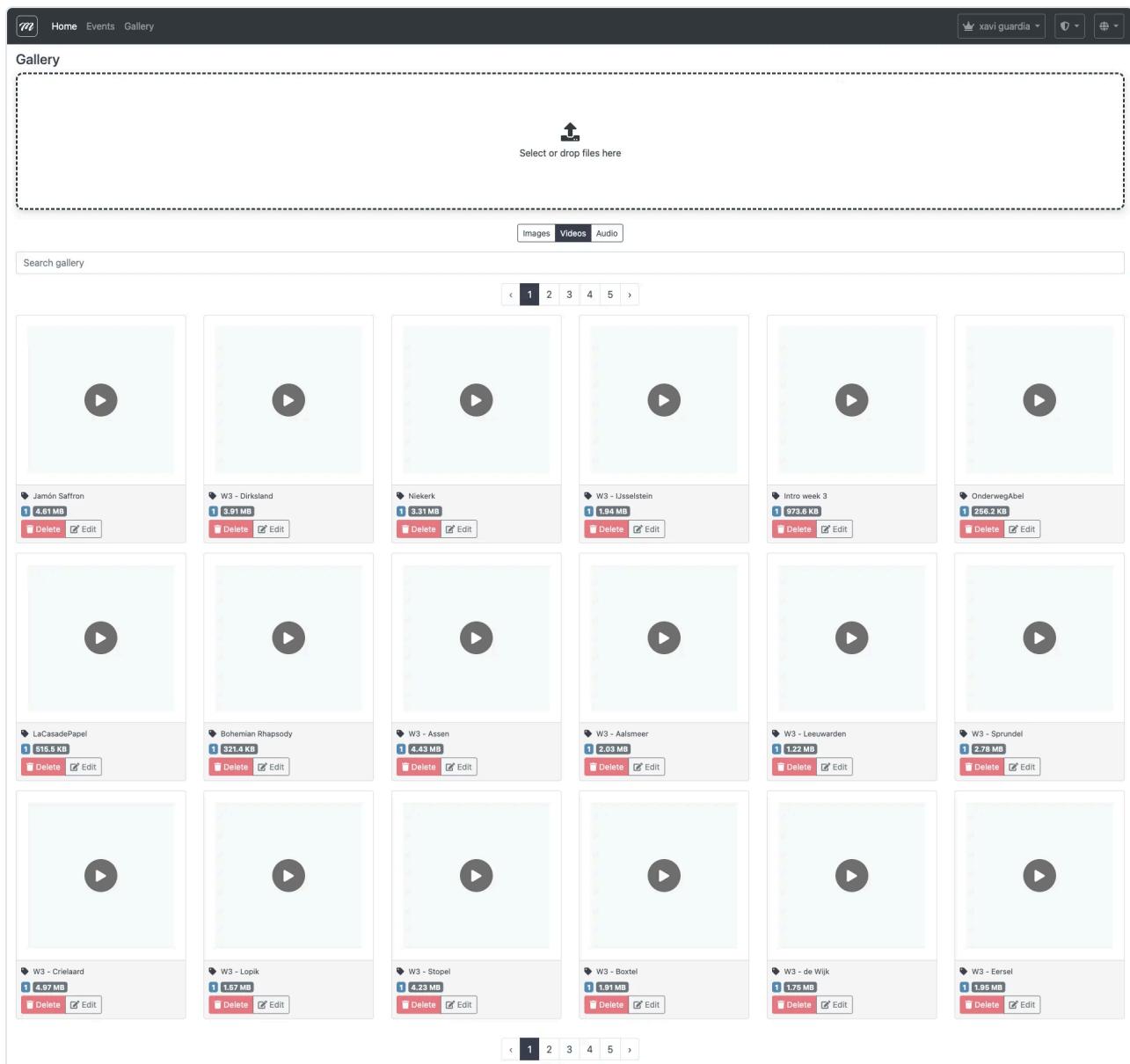
Search gallery

1 2 3 4 5

**Image Grid:**

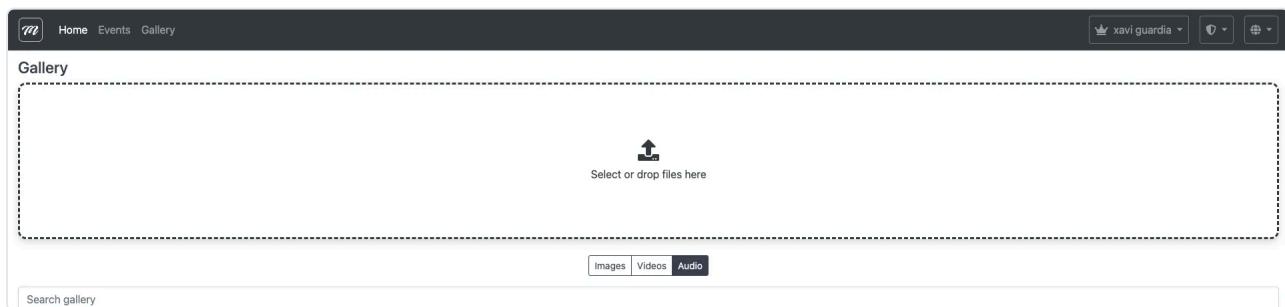
- Row 1:**
  - TORTA del casar**  
1:1 0 100.0 KB  
Delete Edit Crop
  - Captura de pantalla 2024-01-25 a las 16:00:00**  
0 835.6 KB  
Delete Edit Crop
  - Captura de pantalla 2023-06-08 a las 21:54:00**  
0 1.63 MB  
Delete Edit Crop
  - Captura de pantalla 2023-05-23 a las 11:42:00**  
0 162.0 KB  
Delete Edit Crop
  - Captura de pantalla 2023-05-23 a las 11:42:00 crop 1**  
0 402.1 KB  
Delete Edit Crop
  - Torta del casar.jpg crop 1**  
1:1 1 232.7 KB  
Delete Edit Crop
- Row 2:**
  - lagarterana.JPG crop 1**  
1:1 1 114.8 KB  
Delete Edit Crop
  - 20200603\_141044.jpg crop 1**  
1:1 4 1.10 MB  
Delete Edit Crop
  - 20200603\_140550.jpg crop 1**  
1:1 4 1.26 MB  
Delete Edit Crop
  - 20200603\_140212.jpg crop 1**  
1:1 4 1.29 MB  
Delete Edit Crop
  - 20200603\_140008.jpg crop 1**  
1:1 4 1.73 MB  
Delete Edit Crop
  - 20200603\_135326.jpg crop 1**  
1:1 4 1.50 MB  
Delete Edit Crop
- Row 3:**
  - 20200603\_134658.jpg crop 1**  
1:1 4 644.6 KB  
Delete Edit Crop
  - 20200603\_134927.jpg crop 1**  
1:1 4 982.0 KB  
Delete Edit Crop
  - 20200603\_134604.jpg crop 1**  
1:1 4 279.7 KB  
Delete Edit Crop
  - 20200603\_133449.jpg crop 1**  
1:1 4 778.3 KB  
Delete Edit Crop
  - 20200603\_131344.jpg crop 1**  
1:1 4 1.70 MB  
Delete Edit Crop
  - 20200603\_130232.jpg crop 1**  
1:1 4 2.17 MB  
Delete Edit Crop

Tab	Description
Images	Image files (PNG, JPG) used in challenges, segments, gadgets, and AR
Videos	Video files available for events and challenges
Audio	Audio files available for events



The screenshot shows the Moove80 Gallery interface. At the top, there is a navigation bar with links for Home, Events, and Gallery. On the right side of the navigation bar, there is a user profile icon for 'xavi guardia' and some other icons. Below the navigation bar, there is a large upload area with a dashed border and a central upload icon. Below this area, there is a search bar labeled 'Search gallery' and a page navigation bar with numbers 1, 2, 3, 4, 5, and arrows. The main content area is a grid of 18 video thumbnails arranged in 3 rows and 6 columns. Each thumbnail has a play button in the center. Below each thumbnail, there is a small preview image, the video title, its size, and two buttons: 'Delete' and 'Edit'. The titles and sizes of the videos are as follows:

Row	Column	Title	Size	Action Buttons
1	1	Jamón Saffron	4.61 MB	Delete Edit
1	2	W3 - Dirksland	3.91 MB	Delete Edit
1	3	Niekerk	3.31 MB	Delete Edit
1	4	W3 - IJsselstein	1.94 MB	Delete Edit
1	5	Intro week 3	973.6 KB	Delete Edit
1	6	OnderwegAbel	256.2 KB	Delete Edit
2	1	LaCasadePapel	516.5 KB	Delete Edit
2	2	Bohemian Rhapsody	321.4 KB	Delete Edit
2	3	W3 - Assen	4.43 MB	Delete Edit
2	4	W3 - Aalsmeer	2.03 MB	Delete Edit
2	5	W3 - Leeuwarden	1.22 MB	Delete Edit
2	6	W3 - Sprundel	2.76 MB	Delete Edit
3	1	W3 - Crielaard	4.97 MB	Delete Edit
3	2	W3 - Lopik	1.57 MB	Delete Edit
3	3	W3 - Stopol	4.23 MB	Delete Edit
3	4	W3 - Boxtel	1.91 MB	Delete Edit
3	5	W3 - de Wijk	1.75 MB	Delete Edit
3	6	W3 - Eersel	1.95 MB	Delete Edit



This screenshot shows the Moove80 Gallery interface, similar to the one above but with a different content set. At the top, there is a navigation bar with links for Home, Events, and Gallery. On the right side of the navigation bar, there is a user profile icon for 'xavi guardia' and some other icons. Below the navigation bar, there is a large upload area with a dashed border and a central upload icon. Below this area, there is a search bar labeled 'Search gallery' and a page navigation bar with numbers 1, 2, 3, 4, 5, and arrows. The main content area is currently empty, showing only the upload interface.

## Upload files

The upload area supports drag-and-drop file upload.

## Upload constraints

Constraint	Value
Max file size	<b>3 MB</b> (3,000,000 bytes)
Accepted formats	.png , .jpg , .jpeg
Auto-resize threshold	Images larger than <b>1500 x 1500 px</b> are automatically resized to fit within that box, maintaining aspect ratio
Quality	JPEG: 90%, PNG: 100%

## Upload flow

1. Drop one or more image files onto the upload area (or click to browse).
2. Each file is uploaded to the server.
3. The server validates file size (max 3 MB) and extension (.png, .jpg, .jpeg).
4. A GUID filename is generated (e.g., `a1b2c3d4-e5f6-7890-abcd.jpg` ).
5. The image is loaded into memory and validated as a readable image.
6. If either dimension exceeds 1500 px, the image is resized to fit within 1500x1500 while keeping aspect ratio.
7. The aspect ratio is calculated and classified:
  - **1:1** – square
  - **3:4** – portrait
  - **Icon** – 85:110 ratio (~0.77)
  - **Unknown** – anything else
8. The file is saved to disk at `Gallery/{companyId}/{guid}.{ext}`
9. A gallery record is created in the database with the GUID, original filename as description, company ID, and classified aspect ratio
10. The thumbnail grid refreshes to show the new image

## Validation errors

Error	Cause
File too large	Exceeds 3 MB limit
Invalid format	Extension is not .png, .jpg, or .jpeg
Corrupt image	File cannot be loaded as a valid image

## Crop image

Select an image in the grid to load it into the crop tool on the right panel.

### Crop presets

Preset	Aspect ratio	Additional processing
3:4	0.75 (portrait)	None — cropped at original resolution
1:1	1.0 (square)	None — cropped at original resolution
Icon	0.77 (85:110)	Auto-resized to <b>85 x 110 px</b> after crop

### Crop flow

1. Click an image thumbnail to select it — the crop tool appears on the right.
2. Choose a ratio preset (3:4, 1:1, or Icon).
3. Drag the crop rectangle over the desired area.
4. Click **Crop** to save.
5. The server creates a **new Gallery record** — the original image is preserved.
6. The new record's description is set to `"{original description} crop {ratio}"`.
7. For Icon crops, the result is additionally resized to exactly 85 x 110 px.

Cropping is non-destructive: the original image remains in the gallery. Each crop creates a separate gallery entry.

---

## Edit description

Each thumbnail in the grid has an editable description field (the original filename by default). Click the description text, modify it, and the change is saved immediately. Only the description can be updated — the image file itself is immutable after upload.

---

## Delete files

Two deletion methods exist, each with different behavior regarding images that are referenced elsewhere.

## Regular delete

Step	Description
1	Attempts to delete the gallery record
2	If the image is referenced elsewhere (challenges, segments, gadgets, AR scenes), the <b>delete fails</b>
3	If no references, deletes the record and removes the file from disk

Use regular delete for unused images. If the image is referenced anywhere, you must use Force Delete.

## Force delete

Force Delete removes an image regardless of how many places reference it, by nullifying all foreign keys first.

Step	Description
1	Finds all references to this gallery across the database
2	Removes challenge image associations
3	Clears challenge primary image references
4	Clears card-back image references (for the Pairs game)
5	Clears segment background image references
6	Clears gadget icon references
7	Clears AR scene image references (marker and augmented images)
8	Deletes the Gallery database record
9	Deletes the physical file from disk

### DANGER

Force Delete is irreversible. All entities that referenced this image will lose their image association. This affects live events if the image was in use.

## Usage count

Each thumbnail displays a usage count badge showing how many entities reference that image. The count includes references from challenges, segments, gadgets, and AR scenes. This helps identify which images are safe to delete with regular Delete (count = 0) versus which require Force Delete (count > 0).

---

## Aspect ratios

Gallery images are classified by aspect ratio on upload. The classification determines where the image can be used effectively.

ID	Name	Ratio	Usage
0	Unknown	—	Images that don't match standard ratios
1	1:1	1.0	Square images — challenge icons, thumbnails
2	3:4	0.75	Portrait images — challenge cards, segment backgrounds
3	Icon	85:110 (~0.77)	Small icons — gadget icons, map markers

The aspect ratio filter buttons above the grid let you view only images of a specific ratio.

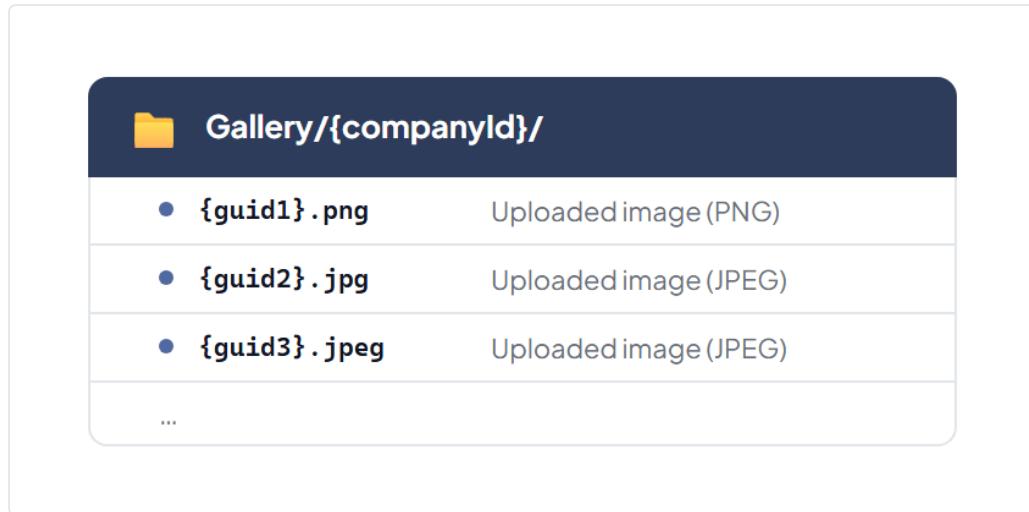
---

## Rich text editor integration

Throughout Moove80, rich text editors include an image picker button that loads gallery images. The image list provides all gallery entries for the current company, with image titles and their full URLs for insertion into rich text content.

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## File storage



The screenshot shows a file storage interface with a dark header bar. The header bar contains a folder icon and the text 'Gallery/{companyId}/'. Below the header is a list of files:

File	Type
{guid1}.png	Uploaded image (PNG)
{guid2}.jpg	Uploaded image (JPEG)
{guid3}.jpeg	Uploaded image (JPEG)
...	

- One directory per company (tenant isolation)
- Filenames are GUIDs – no collision risk
- Directory is auto-created on first upload
- Physical files are only deleted during Delete/ForceDelete operations

## Behavior and rules

- **Company-scoped.** Each company sees only its own gallery. The company ID filter is applied server-side on all queries.
- **Images only.** The upload feature accepts only PNG and JPEG files. Video and audio content shown in the gallery tabs are managed through separate systems.
- **Non-destructive crop.** Cropping always creates a new gallery entry. The original image is never modified.

### ⓘ NOTE

Auto-resize on upload: images exceeding 1500 px on either side are automatically resized to fit within 1500x1500, preserving aspect ratio. You do not need to pre-resize images before uploading.

- **Icon crop fixed size.** Cropping with the Icon preset always produces an 85x110 px image, regardless of the original crop area size.
- **Usage tracking.** The gallery counts references across 6 entity types ([challenges](#), challenge image associations, [segments](#), [gadgets](#), [AR scene](#) markers, AR scene augmented images) to display the usage badge per image.

- **Pagination.** The grid shows 10 images per page, ordered by ID descending (newest first).

 **NOTE**

File deletion is best-effort. If the physical file cannot be deleted (permissions, missing file), the database record is still removed and the error is silently ignored.

# Challenge Types Reference

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## What it does

Moove80 supports 14 distinct challenge types that can be combined within a single event to create unique player experiences. Each type defines a different interaction mechanic — from knowledge quizzes and photo tasks to mini-games and GPS-based exploration.

Each type has a dedicated page explaining what the player sees, what you configure, and what each field means.

## How to access

Events list → click an event name → **Challenges** tab → click **New** → select a type

For challenge management (list, create, edit, delete, import, bulk edit), see [Event — Challenges](#).

## Type summary

#	Type	Enum ID	Category	Player experience
1	<a href="#">Questions</a>	1	Knowledge	Answer multiple-choice or free-text questions
2	<a href="#">Hints</a>	2	Narrative	Read informational content — no answer required
3	<a href="#">Physical Activity</a>	8	Physical	Complete a physical task at a location
4	<a href="#">Picture / Video</a>	3	Creativity	Take a photo or record a video as proof
5	<a href="#">Geolocated Video</a>	4	Multimedia	Watch a video that plays upon arrival
6	<a href="#">Puzzle</a>	9	Mini-game	Reassemble a jigsaw puzzle image
7	<a href="#">Guess the Word</a>	10	Mini-game	Guess a hidden word using clues
8	<a href="#">Hangman</a>	—	Mini-game	Classic hangman word-guessing game
9	<a href="#">Find the Pairs</a>	11	Mini-game	Match identical cards in a memory game
10	<a href="#">Related Words</a>	12	Mini-game	Group words by their relationships
11	<a href="#">Slot Machine</a>	13	Mini-game	Spin a virtual slot machine
12	<a href="#">AR Shell</a>	15	Mini-game	Find a hidden object using augmented reality
13	<a href="#">Guess the Song</a>	16	Multimedia	Identify a song from an audio clip
14	<a href="#">Robots</a>	5	Interaction	Chase or evade virtual characters on the map

## Common fields

Most challenge types share a standard set of fields for activation, map appearance, scoring, and media. Only [Robots](#) and [Geolocated Video](#) have completely different forms.

### NOTE

The common fields are documented in detail on the [Event – Challenges](#) page. In each type page below, only the **type-specific fields** (those added on top of the common ones) are listed.

## Categories explained

### Knowledge

Challenges where the team answers questions. Scoring is automatic based on correctness.

### Narrative

Content-only challenges that provide story context or instructions. No scoring interaction — the challenge is “completed” just by viewing it.

### Physical

Challenges requiring real-world physical activity. The team proves completion via [photo/video](#) or staff validation.

### Creativity

Open-ended challenges where the team creates something (photo, video). Often scored manually by event staff.

### Multimedia

Passive content experiences triggered by location (video, audio). Completion is automatic.

### Mini-game

Interactive games played on the device screen. Scoring is automatic based on game performance (time, accuracy).

### Interaction

Challenges involving dynamic virtual elements on the map ([robots](#)). The team must physically move to interact.

## Choosing the right type



### TIP

Mix multiple challenge types within a single event to keep players engaged. A good balance is 40–50% knowledge-based, 20–30% creative/physical, and 20–30% mini-games.

Goal	Recommended types
Test knowledge	<a href="#">Questions</a>
Tell a story	<a href="#">Hints, Geolocated Video</a>
Encourage creativity	<a href="#">Picture/Video</a>
Add physical movement	<a href="#">Physical Activity, Robots</a>
Gamify with mini-games	<a href="#">Puzzle, Pairs, Slot Machine, Hangman, Guess the Word, Related Words</a>
Use augmented reality	<a href="#">AR Shell</a>
Musical entertainment	<a href="#">Guess the Song</a>
Reward for reaching a location	<a href="#">Physical Activity</a>

# Questions (Quiz)

---

## What it does

The Questions challenge type presents the player with a knowledge question and one or more answer options. It supports multiple-choice (A/B/C/D/E/F), free-text answers, and multiple correct answers. This is the most commonly used challenge type — the JTI Barcelona event uses 36 question challenges out of 56 total.

## Requirements

Requirement	Value
<b>Role</b>	Agency or Admin
<b>Event state</b>	Event must be stopped

## Player experience

1. The challenge activates when the team reaches the GPS location (or via QR/iBeacon/code).
2. The player sees the question text and the answer options (or a free-text input field).
3. The player selects an answer and submits.
4. If configured, a correct/wrong feedback message is shown (text, image, or video).
5. Points are awarded based on correctness.

## Questions challenge creation form

Home Events Gallery
xavi guardia
Back

Create Questions

Name

Name

Map
Introduction and details
Question

When the user approaches certain location
 When user is near an iBeacon with this identifier

When the user scans this QR Code


When the user chooses to do it
Allow emergency activation

Never
Choose the method to allow activation of this challenge in emergency

This challenge disappears once done by the first team
If you select this option when a team finishes this challenge, will disappear for other teams

Change to segment
None

When this challenge is finished change to selected segment

Distance in meters to activate
20
Latitude
41.3900000

Longitude
2.1865000

Icon on Map

Question

Customized icon

None

Objects needed to activate this challenge To use this feature you need to create objects first

Use a code to activate this challenge ?

Save
Cancel

## Type-specific fields

These fields appear in addition to the [common challenge fields](#). For list, create, edit, and delete operations, see [Event — Challenges](#).

Field	Type	Description	Required
Answer Type	Select	Multiple choice or free text	Yes
Question	Text	The question text shown to players	Yes
Answer A	Text	First answer option	Yes (for multiple choice)
Answer B	Text	Second answer option	No
Answer C	Text	Third answer option	No
Answer D	Text	Fourth answer option	No
Answer E	Text	Fifth answer option	No
Answer F	Text	Sixth answer option	No
Correct Answer	Select	Which answer(s) are correct	Yes
Show the correct answer after answering incorrectly	Checkbox	Displays the correct answer as feedback	No
Video/Message to show when answer is correct	HTML	Rich content shown on correct answer	No
Video/Message to show when answer is wrong	HTML	Rich content shown on wrong answer	No

## Behavior and rules

- **Multiple choice** allows up to 6 options (A-F). At least option A is required.
- **Free text** mode compares the player's typed answer against the correct answer string.
- Points are awarded only for correct answers. Incorrect answers score 0.

### TIP

Enable **Show correct answer** for educational events where learning matters more than competition. Players see the right answer after a wrong attempt.

- **Correct/wrong feedback** supports HTML with embedded images from the [gallery](#). Images are auto-cleaned on save.

# Hints

---

## What it does

The Hints challenge type displays informational content to the player without requiring any answer or interaction. It is used for storytelling, providing context, giving instructions, or setting the scene before action-oriented challenges. Hints default to 0 points.

## Requirements

Requirement	Value
Role	Agency or Admin
Event state	Event must be stopped

## Player experience

1. The challenge activates when the team reaches the GPS location (or via QR/iBeacon/code).
2. The player sees the hint content — text, images, video, or a combination.
3. The hint is marked as “done” after viewing.
4. No scoring interaction — the challenge completes automatically.

## Hints challenge creation form

Home Events Gallery

Back Create Hints

Name

Name

How and when the challenge appears Introduction and details

When the user approaches certain location

When user is near an iBeacon with this identifier

iBeacon UID

When the user scans this QR Code



When the user chooses to do it

Allow emergency activation

Never

Choose the method to allow activation of this challenge in emergency

This hint does not disappear once done

Welcome challenge

This challenge will appear once app starts automatically

This challenge disappears once done by the first team

If you select this option when a team finishes this challenge, will disappear for other teams

Change to segment

None

When this challenge is finished change to selected segment

Distance in meters to activate

20

Latitude

41.39000000

Longitude

2.18650000

Icon on Map

Hint

Customized icon

None

Objects needed to activate this challenge To use this feature you need to create objects first

Use a code to activate this challenge ?

Save Cancel

## Type-specific fields

These fields appear in addition to the [common challenge fields](#):

Field	Type	Description	Required
This hint does not disappear once done	Checkbox	Keeps the hint visible on the map even after the team has viewed it	No
Welcome challenge	Checkbox	Displays this hint automatically when the team first joins the event	No

## Behavior and rules

- Points default to 0.** When creating a Hint, the points field is automatically set to 0 since hints are informational.
- Hints can include rich HTML content with images and video via the Introductory Text field.

 **TIP**

Use **Welcome challenge** to show a hint immediately when the team opens the app, before any other interaction. This is ideal for event instructions or a welcome message.

 **NOTE**

The **Never disappears** option keeps the hint as a persistent reference on the map. Useful for instructions that players may need to re-read throughout the event.

# Physical Activity

---

## What it does

The Physical Activity challenge type requires teams to complete a physical task at a location — balance exercises, team poses, dances, or other activities. Completion is typically validated by event staff reviewing a photo or video, or simply confirmed by the team.

## Requirements

Requirement	Value
Role	Agency or Admin
Event state	Event must be stopped

## Player experience

1. The challenge activates when the team reaches the GPS location.
2. The player reads the activity instructions (via introductory text).
3. The team performs the physical activity.
4. Completion is confirmed (staff validation or self-report).
5. Points are awarded.

## Physical Activity challenge creation form

Home Events Gallery

Back

Create Physical Activity

Name

Name

How and when the challenge appears Introduction and details

When the user approaches certain location

When user is near an iBeacon with this identifier

iBeacon UID

When the user scans this QR Code

When the user chooses to do it

Allow emergency activation

Never

Choose the method to allow activation of this challenge in emergency

This challenge disappears once done by the first team

If you select this option when a team finishes this challenge, will disappear for other teams

Change to segment

None

When this challenge is finished change to selected segment

Distance in meters to activate

20

Icon on Map

Standard

Customized icon

None

Objects needed to activate this challenge To use this feature you need to create objects first

Use a code to activate this challenge ?

Save Cancel

## Type-specific fields

Physical Activity uses **only the common challenge fields** — no additional type-specific fields. The activity description is provided via the Introductory Text field.

## Behavior and rules

- The activity instructions are set in the **Introductory Text** field (HTML content with images/video support).
- This type has **direct points** — points are awarded immediately upon completion, without answer validation.

### DANGER

Physical Activity challenges are **not available in MooveGo events** — this challenge type is excluded from the MooveGo event format.

 **TIP**

Pair Physical Activity with [Picture/Video](#) challenges at the same location to capture proof of completion while keeping the activity fun.

# Picture / Video Point

---

## What it does

The Picture/Video Point challenge requires teams to take a photo or record a video at a specific location as proof of completing a task. Photos and videos are stored for later review by event staff. This is the second most popular type — the JTI Barcelona event uses 14 photo challenges.

## Requirements

Requirement	Value
Role	Agency or Admin
Event state	Event must be stopped

## Player experience

1. The challenge activates when the team reaches the GPS location.
2. The player reads the instructions and sees what needs to be captured.
3. The player takes a photo or records a video using the device camera.
4. The media is uploaded and the challenge is marked as complete.
5. Event staff can later review and manually score the submission.

## Picture/Video Point challenge creation form

Home Events Gallery

Back Create Picture/Video Point

Name

Name

How and when the challenge appears Introduction and details

When the user approaches certain location

When user is near an iBeacon with this identifier

iBeacon UID

When the user scans this QR Code

When the user chooses to do it

Allow emergency activation

Never

Choose the method to allow activation of this challenge in emergency

This challenge disappears once done by the first team

If you select this option when a team finishes this challenge, will disappear for other teams

Change to segment

None

When this challenge is finished change to selected segment

Distance in meters to activate

20

Latitude

41.3900000

Longitude

2.1865000

Icon on Map

Picture

Customized icon

None

Objects needed to activate this challenge To use this feature you need to create objects first

Use a code to activate this challenge ?

Save Cancel

## Type-specific fields

These fields appear in addition to the [common challenge fields](#):

Field	Type	Description	Required
Allow to record a video instead of picture	Checkbox	When enabled, the player can choose between taking a photo or recording a video	No

## Behavior and rules

- Photos and videos are stored on the server and linked to the team's result record.
- Manual scoring** — event staff can review submissions in the [Results](#) section and adjust points.
- Submitted media appears in the event's photo [gallery](#) and can be exported.
- The challenge instructions are set via the **Introductory Text** field.

**ⓘ NOTE**

The **time limit** is set automatically on creation: 60 seconds for premium accounts, 20 seconds for standard accounts.

# Geolocated Video

## What it does

The Geolocated Video challenge plays a video automatically when the team arrives at a specific GPS location. It is a passive, narrative challenge — the player watches the video and the challenge completes. This type has a simplified form with fewer fields than other types.

## Requirements

Requirement	Value
Role	Agency or Admin
Event state	Event must be stopped

## Player experience

1. The team approaches the GPS location.
2. When within the activation distance, the video plays automatically on the device.
3. The challenge is marked as complete after viewing.
4. No interaction or answer is required.

## Geolocated Video challenge creation form

## Fields

Geolocated Video has a **completely different form** from other types — it does not use the standard common fields. The form contains only:

Field	Type	Description	Required
Name	Text	Challenge display name	Yes
Location	Text	Location name or address (geocoded)	Yes
Distance in meters to activate	Text	GPS proximity threshold to trigger the video	Yes
Video	Select	Video character from the gallery	Yes
Segment	Select	Segment this challenge belongs to	No
Icon on Map	Select	Predefined map pin icon	No
Customized icon	Select	Custom icon from the gallery	No

## Fields NOT present

Unlike other types, Geolocated Video does **not** have:

- Activation checkboxes (no QR, iBeacon, code, or selectable options)
- Scoring fields (no points, extra points, or time limit)
- Hide reward checkbox
- Emergency activation
- Change to segment on completion
- Introductory text or AR scene selectors

## Behavior and rules

- This type is purely **GPS-triggered** – the only activation method is physical proximity.
- No scoring** – the video plays and the challenge completes without points.
- Upload the video to the [gallery](#) first, then select it from the dropdown.
- Ideal for guided tours, storytelling, and immersive location-based narratives.

### DANGER

Geolocated Video is **not available in MooveGo events** – this challenge type is excluded from the MooveGo event format.

### NOTE

Unlike other challenge types, Geolocated Video does not use the [common challenge fields](#). It has a completely simplified form with no activation checkboxes, scoring fields, or introductory text.

# Mini Game: Puzzle

---

## What it does

The Puzzle challenge presents the player with a jigsaw puzzle — an image split into pieces that must be reassembled. Difficulty is determined by the number of pieces. Points are awarded based on completion time.

## Requirements

Requirement	Value
Role	Agency or Admin
Event state	Event must be stopped

## Player experience

1. The challenge activates when the team reaches the GPS location.
2. The player sees a scrambled image split into a grid of pieces.
3. The player drags and drops pieces to reconstruct the original image.
4. Points are awarded upon successful completion, with a time bonus for speed.

## Puzzle challenge creation form

 Home Events Gallery
xavi guardia 

Back

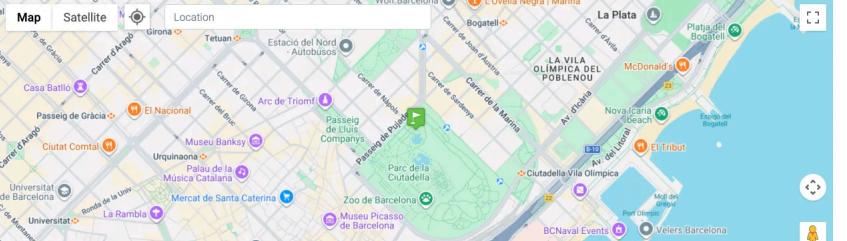
## Create Mini Game. Puzzle

Name

How and when the challenge appears

When the user approaches certain location

 Map
 Satellite
Location



Distance in meters to activate

Icon on Map



Mini Game. Puzzle

Customized icon 

None

Objects needed to activate this challenge To use this feature you need to create objects first

Use a code to activate this challenge

When user is near an iBeacon with this identifier

iBeacon UID

When the user scans this QR Code



When the user chooses to do it

Allow emergency activation

Never

Choose the method to allow activation of this challenge in emergency

This challenge disappears once done by the first team

If you select this option when a team finishes this challenge, will disappear for other teams

Change to segment

None

When this challenge is finished change to selected segment

**Save** **Cancel**

## Type-specific fields

The Puzzle type uses **only the common challenge fields**. The puzzle image and difficulty configuration are managed through the gallery image associations:

- **Gallery images** — The image(s) to be used as the puzzle. Selected from the company's gallery.
- **Difficulty** — Determined by the number of grid pieces (controlled by game configuration, not a visible form field).

## Behavior and rules

- This type has **direct points** — scoring is automatic based on completion.
- Upload images to the company [gallery](#) first, then link them to the challenge.
- Time performance affects the final score.

 **TIP**

Choose a puzzle image that is clear and recognizable to be solvable. High-contrast images with distinct features work best — avoid images that are mostly a single color or overly abstract.

# Mini Game: Guess the Word

---

## What it does

The Guess the Word challenge presents the player with a hidden word that must be discovered. The player guesses letter by letter, similar to a word puzzle. Points are awarded based on successful guessing.

## Requirements

Requirement	Value
Role	Agency or Admin
Event state	Event must be stopped

## Player experience

1. The challenge activates when the team reaches the GPS location.
2. The player sees a series of blank spaces representing the hidden word.
3. The player selects letters to fill in the word.
4. Correct letters are revealed in their positions; wrong guesses are tracked.
5. Points are awarded upon successfully revealing the full word.

## Guess the Word challenge creation form

The screenshot shows the 'Create Mini Game. Guess the word' page. At the top, there are tabs for 'Home', 'Events', and 'Gallery'. On the right, there are user profile and navigation icons. The main area is titled 'Create Mini Game. Guess the word' and has a 'Name' field with 'Name' entered. Below the name is a section for 'How and when the challenge appears' with three tabs: 'Introduction and details' (selected), 'Details', and 'Introduction and details'. An option 'When the user approaches certain location' is checked. A map of Barcelona is displayed with various landmarks labeled. A green polygon is drawn on the map, representing the activation area. Below the map, there are fields for 'Distance in meters to activate' (set to 20), 'Latitude' (41.3900000), and 'Longitude' (2.1865000). There are also fields for 'Icon on Map' (set to 'Mini Game. Guess the word') and 'Customized icon' (set to 'None'). On the right side, there are sections for 'iBeacon' (with an 'iBeacon UID' field and a QR code), 'When the user scans this QR Code' (with a QR code), and 'When the user chooses to do it'. A dropdown 'Allow emergency activation' is set to 'Never'. A note says 'Choose the method to allow activation of this challenge in emergency. If you select this option when a team finishes this challenge, will disappear for other teams'. A 'Change to segment' dropdown is set to 'None'. A note says 'When this challenge is finished change to selected segment'. At the bottom, there are 'Save' and 'Cancel' buttons.

## Type-specific fields

Guess the Word uses **only the common challenge fields**. The hidden word is configured through the challenge's word/phrase field.

## Behavior and rules

- This type has **direct points** – scoring is automatic based on completion.
- The game interface shows blank spaces and a letter selection mechanism.
- Wrong guesses may reduce the final score or limit attempts (game-dependent).

### TIP

Choose a hidden word that is relevant to your event theme or location. Shorter words (5–8 letters) work best for keeping the game quick and engaging.

# Mini Game: Hangman

---

## What it does

The Hangman challenge is a gamified version of the classic hangman word game. The player must guess a hidden word letter by letter before running out of attempts. It provides a familiar, engaging game mechanic for vocabulary and knowledge challenges.

## Requirements

Requirement	Value
Role	Agency or Admin
Event state	Event must be stopped

## Player experience

1. The challenge activates when the team reaches the GPS location.
2. The player sees blank spaces for each letter of the hidden word and a hangman figure.
3. The player guesses one letter at a time.
4. Correct letters fill in their positions; wrong guesses add parts to the hangman figure.
5. The game ends when the word is complete (success) or the hangman is fully drawn (failure).
6. Points are awarded for successful completion.

## Hangman challenge creation form

The screenshot shows the 'Create Mini game. Hangman' page. At the top, there are navigation links for Home, Events, and Gallery, and a user profile 'xavi guardia'. Below the title, there is a 'Name' field with 'Name' typed in. Under 'How and when the challenge appears', the 'When the user approaches certain location' option is selected. A map of Barcelona is displayed with various locations marked. Below the map, there is a 'Distance in meters to activate' field set to 20, and coordinates for Latitude (41.3900000) and Longitude (2.1865000). There are also fields for 'Icon on Map' (set to 'Mini game. Hangman') and 'Customized icon' (set to 'None'). On the right side, there are several activation options: 'When user is near an iBeacon with this identifier' (unchecked), 'iBeacon UID' (input field), 'When the user scans this QR Code' (QR code image), 'When the user chooses to do it' (unchecked), and 'Allow emergency activation' (dropdown set to 'Never'). Below these is a note about emergency activation: 'Choose the method to allow activation of this challenge in emergency. If you select this option when a team finishes this challenge, will disappear for other teams'. There is also a 'Change to segment' dropdown set to 'None' with a note: 'When this challenge is finished change to selected segment'. At the bottom, there are 'Save' and 'Cancel' buttons.

## Type-specific fields

Hangman uses **only the common challenge fields**. The hidden word is configured through the challenge's word/phrase field.

## Behavior and rules

- The hangman figure provides a visual countdown of remaining attempts.
- Choose a word that is relevant to your event context.
- Supports both normal and hard difficulty modes.

### NOTE

Hangman appears as a selectable option in the challenge creation dropdown alongside [Guess the Word](#). Both types use a hidden word mechanic but differ in visual presentation – Hangman uses the classic figure drawing, while Guess the Word uses a letter-selection interface.

# Mini Game: Find the Pairs

---

## What it does

The Find the Pairs challenge is a memory card-matching game. Players flip cards to find matching pairs of images. It tests memory and attention, and is popular for branding challenges where players match logos, products, or concepts.

## Requirements

Requirement	Value
Role	Agency or Admin
Event state	Event must be stopped

## Player experience

1. The challenge activates when the team reaches the GPS location.
2. The player sees a grid of face-down cards.
3. The player taps two cards at a time to flip them.
4. If the cards match, they stay face-up. If not, they flip back.
5. The game ends when all pairs are found.
6. Points are awarded based on completion time and number of attempts.

## Find the Pairs challenge creation form

Home Events Gallery

Back

Create Mini Game. Find the pairs

Name

Name

How and when the challenge appears      Introduction and details      Details

When the user approaches certain location

When user is near an iBeacon with this identifier

iBeacon UID

When the user scans this QR Code

When the user chooses to do it

Allow emergency activation

Never

Choose the method to allow activation of this challenge in emergency

This challenge disappears once done by the first team

If you select this option when a team finishes this challenge, will disappear for other teams

Change to segment

None

When this challenge is finished change to selected segment

Distance in meters to activate

20

Latitude

41.3900000

Longitude

2.1865000

Icon on Map

Mini Game. Find the pairs

Customized icon

None

Objects needed to activate this challenge To use this feature you need to create objects first

Use a code to activate this challenge ?

Save Cancel

## Type-specific fields

Find the Pairs uses **only the common challenge fields**. The card images are configured through gallery image associations:

- **Gallery images** – 2 to 8 images from the company gallery. Each image becomes a pair of cards.

## Behavior and rules

- Select images from the [gallery](#) and link them to the challenge.
- The number of images determines the grid size (e.g., 4 images = 8 cards in a 4x2 grid).
- This type has **direct points** – scoring is automatic.
- Ideal for branding (match company logos), educational (match concepts), or entertainment events.

**⚠ DANGER**

The form validates that **2–8 images** are selected. Fewer than 2 or more than 8 triggers a validation error: *“Mini-games require a minimum of 2 images and a maximum of 8.”* This same validation applies to [Slot Machine](#).

# Mini Game: Related Words

---

## What it does

The Related Words challenge asks players to group words by their relationships. You define groups of related words, and the player must correctly assign each word to its group. This tests knowledge of categories, associations, and concepts.

## Requirements

Requirement	Value
Role	Agency or Admin
Event state	Event must be stopped

## Player experience

1. The challenge activates when the team reaches the GPS location.
2. The player sees a set of words displayed on screen.
3. The player groups the words by dragging them into categories or selecting associations.
4. Points are awarded based on correct groupings.

## Related Words challenge creation form

Home Events Gallery

Back

Create Mini Game. Related words

Name

Name

How and when the challenge appears

Introduction and details

Details

When the user approaches certain location

When user is near an iBeacon with this identifier

iBeacon UID

When the user scans this QR Code

When the user chooses to do it

Allow emergency activation

Never

Choose the method to allow activation of this challenge in emergency

This challenge disappears once done by the first team

If you select this option when a team finishes this challenge, will disappear for other teams

Change to segment

None

When this challenge is finished change to selected segment

Distance in meters to activate

20

Latitude

41.3900000

Longitude

2.1865000

Icon on Map

Mini Game. Related words

Customized icon

None

Objects needed to activate this challenge To use this feature you need to create objects first

Use a code to activate this challenge ?

Save Cancel

## Type-specific fields

Related Words uses the common challenge fields plus a **word groups editor**:

- **Word groups** — Define groups of related words using the built-in editor. Each group contains a set of words that belong together.

The word groups are stored as individual records in the database and loaded into the editor interface.

## Behavior and rules

- This type has **direct points** — scoring is automatic based on correct groupings.
- When editing, the existing word groups are loaded from the database and presented in the editor.
- The word groups use a structured format managed by the system.

**⚠ DANGER**

When saving, old word group records are **deleted and replaced** with the new ones. Make sure your word groups are correct before saving, as the previous configuration is not preserved.

**ⓘ NOTE**

When copying a challenge to another event via the [Challenges](#) import feature, word groups are automatically duplicated.

# Mini Game: Slot Machine

---

## What it does

The Slot Machine challenge presents players with a virtual slot machine that spins reels of images. The player pulls the lever and scores based on matching images. It adds an element of luck to the event, making it suitable for prize draws or entertainment challenges.

## Requirements

Requirement	Value
Role	Agency or Admin
Event state	Event must be stopped

## Player experience

1. The challenge activates when the team reaches the GPS location.
2. The player sees a slot machine with spinning reels showing gallery images.
3. The player taps to spin the reels.
4. Matching images across the reels award points.
5. The result may be deterministic or random depending on configuration.

## Slot Machine challenge creation form

Home
Events
Gallery

Back
xavi guardia
≡
≡

Create Mini Game. Slot machine

Name

Name

How and when the challenge appears
Introduction and details
Details

When the user approaches certain location



Map | Satellite | Location

Distance in meters to activate

20

Icon on Map

Standard

Customized icon

None

Objects needed to activate this challenge To use this feature you need to create objects first

Use a code to activate this challenge ?

Save

When user is near an iBeacon with this identifier

iBeacon UID

iBeacon UID

When the user scans this QR Code

QR Code

When the user chooses to do it

Allow emergency activation

Never

Choose the method to allow activation of this challenge in emergency

This challenge disappears once done by the first team

If you select this option when a team finishes this challenge, will disappear for other teams

Change to segment

None

When this challenge is finished change to selected segment

## Type-specific fields

Slot Machine uses **only the common challenge fields**. The reel images are configured through gallery image associations:

- **Gallery images** – 2 to 8 images from the company gallery. These appear on the slot machine reels.

## Behavior and rules

- Choose images from the [gallery](#) that are visually distinct and easily recognizable at small sizes.
- The luck element makes this type unique – other types reward skill or knowledge.

### ! DANGER

The form validates that **2-8 images** are selected, same as [Find the Pairs](#). Fewer than 2 or more than 8 triggers a validation error.

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**⚠ DANGER**

Slot Machine is **not available in MooveGo events** — this challenge type is excluded from the MooveGo event format.

# Mini Game: AR Shell

---

## What it does

The AR Shell challenge (also called Shell Game) uses the device camera to create an augmented reality experience. Players must find a hidden object under one of several virtual shells displayed in the real world through the camera. It combines physical location with AR interaction.

## Requirements

Requirement	Value
Role	Agency or Admin
Event state	Event must be stopped

## Player experience

1. The challenge activates when the team reaches the GPS location.
2. The player points the device camera at the surroundings.
3. Virtual shells appear overlaid on the real-world view through AR.
4. The player must track and select the correct shell hiding the object.
5. Points are awarded for correct selection.

## AR Shell challenge creation form

Home Events Gallery

Back

Create Mini Game. AR Shell

Name

Name

How and when the challenge appears

Introduction and details

Details

When the user approaches certain location

When user is near an iBeacon with this identifier

iBeacon UID

When the user scans this QR Code

When the user chooses to do it

Allow emergency activation

Never

Choose the method to allow activation of this challenge in emergency

This challenge disappears once done by the first team

If you select this option when a team finishes this challenge, will disappear for other teams

Change to segment

None

When this challenge is finished change to selected segment

Distance in meters to activate

20

Icon on Map

Standard

Customized icon

None

Objects needed to activate this challenge To use this feature you need to create objects first

Use a code to activate this challenge ?

Save Cancel

## Type-specific fields

AR Shell uses **only the common challenge fields**. The AR configuration is handled through the game engine, not through additional form fields.

## Behavior and rules

- The shell game mechanic (find the hidden object) is a familiar concept that works well for team engagement.
- Works best at locations with a clear, flat surface where AR objects can be rendered convincingly.

### DANGER

AR Shell **requires an AR-compatible device** — the device camera must support AR overlay rendering. Test on target devices before the event.

 **DANGER**

AR Shell is **not available in MooveGo events** — this challenge type is excluded from the MooveGo event format.

 **TIP**

For more advanced augmented reality experiences, see the [AR Scenes](#) and [3D Gallery](#) sections.

# Guess the Song

---

## What it does

The Guess the Song challenge plays an audio clip and asks the player to identify the song. It supports a “show correct answer” option for educational or entertainment contexts. This type is ideal for musical events, themed parties, or cultural quizzes.

## Requirements

Requirement	Value
Role	Agency or Admin
Event state	Event must be stopped

## Player experience

1. The challenge activates when the team reaches the GPS location.
2. The player hears an audio clip of a song.
3. The player selects or types their answer (song title, artist, or both).
4. If configured, the correct answer is revealed after a wrong attempt.
5. Points are awarded for correct identification.

## Guess the Song challenge creation form

Home Events Gallery

Back Create Guess the song challenge

Name

Map Introduction and details Video / Audio and question

When the user approaches certain location

When user is near an iBeacon with this identifier

iBeacon UID

When the user scans this QR Code



When the user chooses to do it

Allow emergency activation

Choose the method to allow activation of this challenge in emergency

This challenge disappears once done by the first team

If you select this option when a team finishes this challenge, will disappear for other teams

Change to segment

None When this challenge is finished change to selected segment

Distance in meters to activate  20

Latitude  41.3900000

Longitude  2.1865000

Icon on Map  Standard

Customized icon  None

Objects needed to activate this challenge To use this feature you need to create objects first

Use a code to activate this challenge ?

Save  Cancel

## Type-specific fields

These fields appear in addition to the [common challenge fields](#):

Field	Type	Description	Required
Show the correct answer after answering incorrectly	Checkbox	Displays the correct song/artist after a wrong attempt	No

## Behavior and rules

- The audio clip is linked via the **Video** field (which serves as the media selector, supporting both video and audio content from the [gallery](#)).
- Upload audio files to the gallery before creating the challenge.

### TIP

The “show correct answer” option works the same way as in [Questions](#) — enable it when learning or entertainment matters more than competition.

**ⓘ NOTE**

Despite the field label saying “Video,” this selector supports both video and audio content from the gallery. Upload your audio clip to the gallery first, then select it here.

# Robots

---

## What it does

The Robots challenge creates virtual characters that move around the event map. Teams must physically chase, evade, or interact with these robots. The robot has a defined speed, movement area, and behavior pattern. This is one of the most unique challenge types — it turns the event into a dynamic chase game.

## Requirements

Requirement	Value
Role	Agency or Admin
Event state	Event must be stopped

## Player experience

1. The robot appears on the team's map at its configured location.
2. The robot moves within its defined area at its configured speed.
3. Depending on the behavior type:
  - **Hunt / Police:** The robot chases the team — the team must evade.
  - **Escape / Thief:** The robot runs away — the team must chase and catch it.
  - **Zombie Hunts:** The robot hunts aggressively — a more intense variant.
4. The team earns points by successfully interacting (catching or evading) within the activation distance.

## Robots challenge creation form

Home Events Gallery

xavi guardia

Back

Create Robots

Name

Distance in meters to activate

20

Points

1

Segment

None

Video

None

Introduction sound effect

Behaviour of Robot

Choose

Speed of Robot in km/h

2

Area in meters to move robot

1000

Introductory Text

**Write some text here**

h1

Preview 0.00 Mb

Save Cancel

## Fields

Robots has a **completely different form** from other types. It does not use the standard common fields (no activation checkboxes, no map appearance options, no scoring extras). The form contains:

Field	Type	Description	Required
Name	Text	Robot display name	Yes
Points	Text	Points awarded for successful interaction	Yes
Speed of Robot in km/h	Text	How fast the robot moves on the map	Yes
Area in meters to move robot	Text	Radius of the robot's movement zone around its location	Yes
Distance in meters to activate	Text	How close the team must be to interact with the robot	Yes
Location	Text	Central location of the robot's movement area	Yes
Segment	Select	Segment the robot is active in	No
Video	Select	Visual character/avatar for the robot – video characters from the gallery	No
Behaviour of Robot	Select	Movement and interaction pattern	Yes

## Behaviour options

Behaviour	Description
Hunt	The robot actively chases the nearest team
Escape	The robot runs away from approaching teams
Zombie Hunts!	Aggressive chase mode – faster pursuit
Police (hunts you)	Authority figure that pursues teams
Thief (escapes from you)	Criminal character that teams must catch

## Behavior and rules

- Robots move autonomously on the map using GPS calculations within their defined area.
- The **speed** determines how fast the robot icon moves – higher speeds make the robot harder to catch (Escape/Thief) or harder to evade (Hunt/Police/Zombie).
- The **area** defines the boundary – the robot won't leave this circle. Set a larger area for more dynamic gameplay.
- The **activation distance** determines how close the team must be to trigger the interaction. Smaller distances require more precise positioning.

- The robot's visual appearance is set by the **Video** character — this is the avatar shown on the map, selected from the [gallery](#).
- Robots appear in [routes](#) like other challenges and follow the same ordering rules.

### NOTE

Unlike other challenge types, Robots has a **completely different form** that does not use the [common challenge fields](#). There are no activation checkboxes, no map appearance options, and no scoring extras.

### TIP

Start with a moderate speed (5–10 km/h) and area (100–200 meters) for your first robot, then adjust based on player feedback. Too fast or too large an area can frustrate players.

## Characters

Every Robot challenge needs a character — the visual avatar that appears on the map and represents the robot to players. Characters are managed separately from challenges because they are company-level resources shared across all events, not tied to a single event.

The UI labels this section “Personajes” (Spanish for “characters”).

### How to access

Admin area → **Characters** (shown as “Personajes” in the UI)

### Character list

The index page shows all characters for your company in a table with their names.

### Create character

Field	Type	Description	Required
Name	Text	Character display name	Yes
Video file	File upload	MP4 video file representing the character	Yes
Public	Checkbox	Whether the character is visible to other companies	No
Published	Checkbox	Whether the character is active	No

The video file must have a `video/*` content type. Size limits: **5 MB** for standard accounts, **25 MB** for premium accounts.

## Edit character

Same fields as create, with current values pre-filled. The video upload is optional during editing – leave it blank to keep the existing video.

## Delete character

Deletes the character record and its associated video file from the server. A confirmation dialog is shown before deletion.

### NOTE

If the character is referenced by Robot challenges, deletion may fail with an error. Remove the character from all challenges first.

### NOTE

Characters are included in [event XML exports](#) as base64 video data, and recreated during import. When importing challenges from [KML draft points](#), the system automatically creates a default character if none exists for the company.

# User Menu — Track

## What it does

The Track section shows a live view of all players who have been active in the last 30 minutes across all your events. It provides a searchable, sortable table with real-time player data including their current score, playtime, and which event they are in.

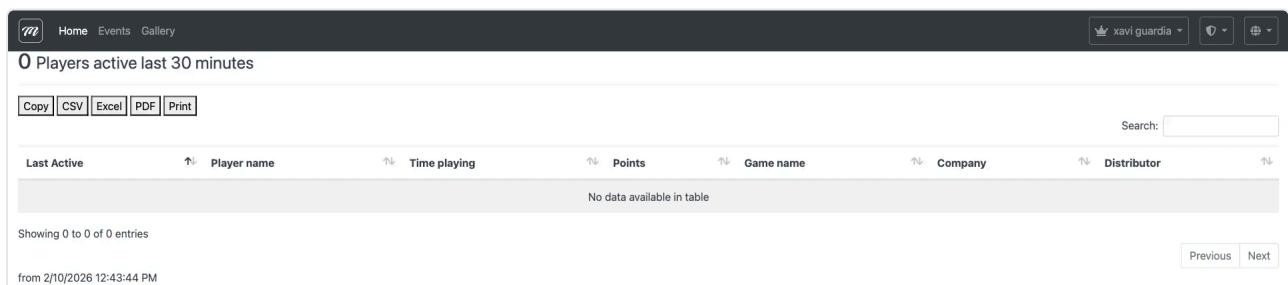
## Requirements

Requirement	Details
Role	Any authenticated user
Prerequisite	At least one event must have active players within the last 30 minutes

## How to access

User dropdown (top-right) → **Track**

## Track page



The screenshot shows a table with the following columns: Last Active, Player name, Time playing, Points, Game name, Company, and Distributor. A search bar is at the top right. The message 'No data available in table' is displayed below the table. The footer shows the date 'from 2/10/2026 12:43:44 PM' and navigation buttons for 'Previous' and 'Next'.

## Fields / Options

Field	Type	Description	Required
Search	Text	Filter the player table by name or other criteria	No

## Players table

Column	Description
Last Active	Date and time of the player's most recent activity
Player name	Player's display name
Time playing	Total accumulated playtime
Points	Score obtained so far
Game name	Name of the event the player is participating in
Company	Company the player belongs to
Distributor	Distributor associated with the player

## Actions

Action	Description
Copy	Copy the table data to the clipboard
CSV	Export the table as a CSV file
Excel	Export the table as an Excel file
PDF	Export the table as a PDF document
Print	Open a print-friendly view of the table
Previous / Next	Navigate between table pages

## Behavior and rules

### NOTE

Only players with activity in the last 30 minutes appear. The header shows a live count: “{N} Players active last 30 minutes”.

- The table supports sorting (click column headers), search, pagination, and export.
- A timestamp at the bottom shows when the data was loaded (e.g., “from 2/10/2026 12:43:44 PM”).
- All columns are sortable. Default sort is by Last Active (most recent first).

 **TIP**

For real-time event monitoring with start/stop controls, use [Live Control](#) instead. Track provides a cross-event overview, while Live Control focuses on a single event.

# User Menu — My Data

## What it does

The My Data section contains all account-level information: company details, fiscal data, customer credit transactions, payment history (liquidaciones), and user management. It is organized into five tabs.

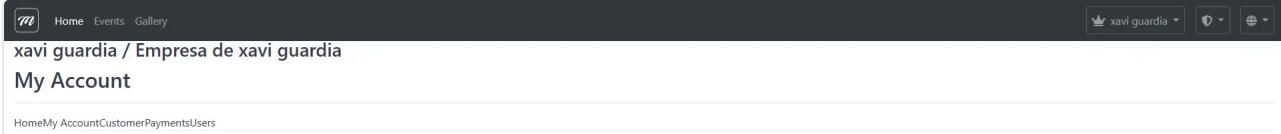
## Requirements

Requirement	Details
Role	Any authenticated user for viewing; <code>admin</code> or <code>agencia</code> role required for user association and discount code features

## How to access

User dropdown (top-right) → **My Data**

## My Data page



## Tabs

### Home

The landing tab shows the user and company name at the top (“{username} / Empresa de {username}” — “Company of {username}”) and provides navigation to all other tabs.

### My Account

Displays account information and provides access to fiscal data management.

Action	Description
Tax Information (Información Fiscal)	Opens the fiscal data form to view or edit company tax details

Use the fiscal data form ( `/MisDatos/DatosFiscales` ) to edit tax-related fields for invoicing. Changes are saved to the database and linked to the company entity.

## Customer

Shows a detailed table of all credit transactions for the company, with the full transaction history.

Column	Description
Date	Transaction date
Concept	Description of the transaction (e.g., "Event Reprovisionada Crédito...")
Event	Associated event name
Amount	Credit quantity (positive = added, negative = consumed)

The table can contain a large number of rows (75+ in production). Actions available:

Action	Description
Redeem Discount Code (Canjear Código Descuento)	Enter a promotional code to receive credits

## Payments

Displays the invoice/settlement history (Liquidaciones) for the company.

Column	Description
Fecha (Date)	Settlement date
Importe (Amount)	Settlement amount
Pagada (Paid)	Whether the settlement has been paid (yes/no)

## Users

Manage users associated with your company account. Shows the list of current users and allows you to associate new ones.

Field	Type	Description	Required
Nombre (Name)	Text	Username to associate with this company	Yes

Action	Description
Asociar (Associate)	Link the entered username to this company account

The users table lists all users currently associated with the company (e.g., “xavi guardia”, “xavig2”).

## Behavior and rules

- The “Associate User” action validates that the username exists in the system. If it doesn’t, an error is shown.

**DANGER**

If the username is already associated with another company, the association is transferred to the current company. This action cannot be undone from this page.

- The discount code redemption validates the code exists, hasn't been used, and hasn't expired (24-hour validity). If valid, the company is linked to the code's representative.

**NOTE**

Fiscal data is per-company: if no fiscal record exists, a new one is created on first save. Edit fiscal data via [Fiscal Data](#).

- Roles required: `admin` or `agencia` (agency) for user association and discount code features.
- Credit transactions displayed in the Customer tab correspond to the same data shown in [Credits](#).

# User Menu — Mail Settings

## What it does

The Mail Settings section lets you configure a custom SMTP server for sending emails from the platform. Moove80 sends emails for notifications, results delivery, and other automated communications — this page controls which mail server is used.

## Requirements

Requirement	Details
Role	<code>admin</code> or <code>agencia</code> (company-level administrator)
Prerequisite	A valid SMTP server and credentials

## How to access

User dropdown (top-right) → **Mail Settings**

## Mail Settings form



Mail settings

Smtp server address  
smtp.serviciodecorreo.es  
e.g.: smtp.gmail.com

port  
587  
e.g.:587

User name  
rafa2@mooveteam.com  
e.g.: yourname@gmail.com, other ISP use different username patterns

Password  
.....  
the smtp server password, we keep it encrypted

From  
rafa2@mooveteam.com  
the user name that is sending the email, e.g. yourname@gmail.com

Send test mail to address:  
In order to verify the correctness of settings we will send an email to this address

## Fields / Options

Field	Type	Description	Required
SMTP server address	Text	SMTP server hostname (e.g., <code>smtp.gmail.com</code> , <code>smtp.serviciodecorreo.es</code> )	Yes
port	Number	SMTP server port (e.g., 587 for TLS, 465 for SSL)	Yes
User name	Text	Username for SMTP authentication (e.g., <code>yourname@gmail.com</code> )	Yes
Password	Password	SMTP server password (stored encrypted)	Yes
From	Text	Sender email address that appears in outgoing emails	Yes
Send test mail to address	Email	Address to send a verification email to	No

## Actions

Action	Description
Save	Save the SMTP configuration
Back	Return to the previous screen without saving

## Behavior and rules

- Each field has a help text below it explaining the expected format:
  - Server address: “e.g.: `smtp.gmail.com`”
  - Port: “e.g.:`587`”
  - User name: “e.g.: `yourname@gmail.com`, other ISP use different username patterns”
  - Password: “the smtp server password, we keep it encrypted”
  - From: “the user name that is sending the email, e.g: `yourname@gmail.com`”
  - Test mail: “in order to verify the correctness of settings we will send an email to this address”
- The password is stored encrypted on the server.

### TIP

Always use the “Send test mail to address” field to verify your SMTP configuration before saving. This sends a real email through your server and confirms the settings work.

**ⓘ NOTE**

This configuration is per-company: each company account has its own SMTP settings. Changes here affect all emails sent by the platform for your company, including notifications and [event results](#) delivery.

# User Menu — API Keys

## What it does

The API Keys section lets you view and manage the API key used to integrate Moove80 with external systems. The key authenticates programmatic access to the Moove80 API endpoints.

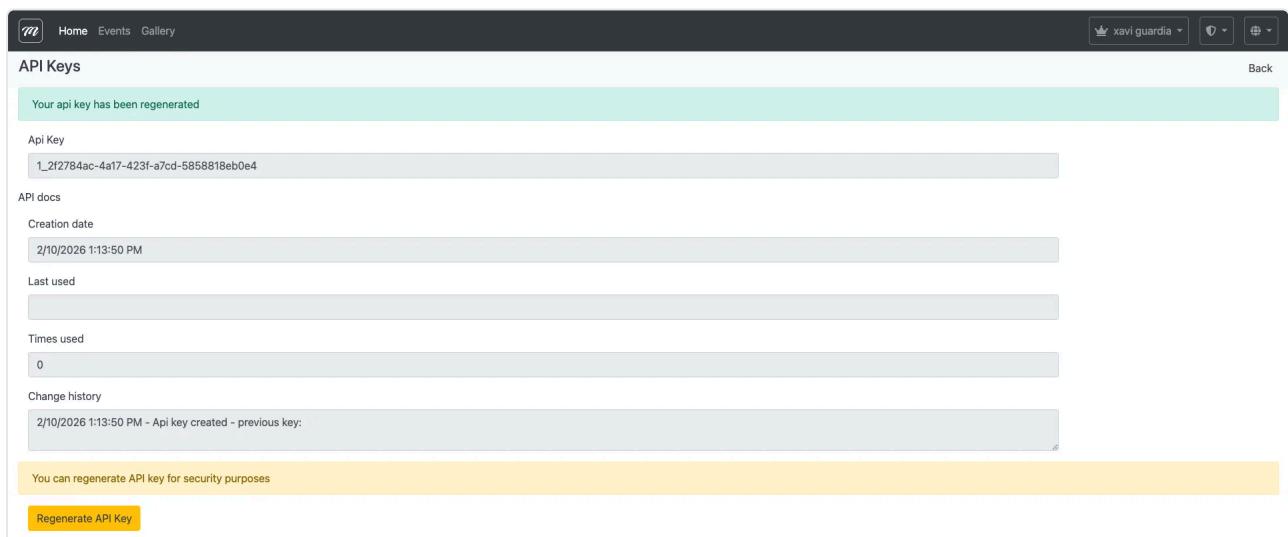
## Requirements

Requirement	Details
Role	<code>admin</code> or <code>agencia</code> (company-level administrator)

## How to access

User dropdown (top-right) → **API Keys**

## API Keys page



The screenshot shows the Moove80 API Keys page. At the top, there is a navigation bar with links for Home, Events, and Gallery. On the right side of the navigation bar, there is a user profile icon with the name "xavi guardia" and a dropdown arrow, along with a search icon and a refresh icon. Below the navigation bar, the page title is "API Keys". A green banner at the top of the content area says "Your api key has been regenerated". The main content area contains several data fields: "Api Key" (value: 1\_2f2784ac-4a17-423f-a7cd-5858818eb0e4), "API docs", "Creation date" (value: 2/10/2026 1:13:50 PM), "Last used", "Times used" (value: 0), and "Change history" (value: 2/10/2026 1:13:50 PM - Api key created - previous key:). At the bottom of the page, there is a yellow banner with the text "You can regenerate API key for security purposes" and a yellow button labeled "Regenerate API Key".

## Fields / Options

Field	Type	Description	Required
Api Key	Display (read-only)	The current API key string (e.g., <code>1_2f2784ac-4a17-423f-a7cd-5858818eb0e4</code> )	—
Creation date	Display (read-only)	Date and time when the current key was generated	—
Last used	Display (read-only)	Date and time when the key was last used for an API call	—
Times used	Display (read-only)	Total number of API calls made with this key	—
Change history	Display (read-only, textarea)	Log of all key regeneration events with timestamps and previous key references	—

## Actions

Action	Description
Regenerate API Key	Generate a new API key, immediately invalidating the previous one
Back	Return to the previous screen

## Behavior and rules

- All fields are read-only — use this page to view key information and regenerate the key, not to edit it.

 **DANGER**

When you click **Regenerate API Key**, the old key stops working immediately. Any external integrations using the previous key will break until updated with the new key.

- A success banner (“Your api key has been regenerated”) confirms the action.
- The change history records every regeneration with the format: `{date} - Api key created - previous key: {old_key}` .
- The API key format is `{companyId}_{GUID}` — the prefix identifies which company the key belongs to.
- There is a notice at the bottom: “You can regenerate API key for security purposes” — regeneration is intended for key rotation or if a key is compromised.

- The “API docs” link is shown below the key field for reference documentation.

 **TIP**

Check the “Last used” and “Times used” fields before regenerating to confirm whether the key is actively in use by any integration.

# User Menu — AR Scenes

---

## What it does

The AR Scenes section lets you create and manage augmented reality scenes that can be assigned to AR-type challenges in your events. Each scene defines what content (image, video, or 3D object) is overlaid on a real-world marker image when viewed through the MooveXR or MooveGoXR mobile apps.

## Requirements

Requirement	Details
Role	admin or agencia (company-level administrator)
Prerequisite	At least one image uploaded to the <a href="#">Gallery</a> for use as a marker

## How to access

User dropdown (top-right) → **AR Scenes**

## AR Scenes list

Augmented Reality scenes	
New	Scene Name
 	cristal amarillo
 	artest
 	Geschiedenis: Apollo
 	Ford
 	Tech&Gadgets: iPhone 5
 	Camera Steampunk
 	Gundam
 	Colt revolver
 	greg van avermaet
 	dennis bergkamp
 	Muziek: Bouzouki
 	Holland & België
 	Taal, lamborghini
 	puzzel
 	Geschiedenis: Apollo
 	Ford
 	Tech&Gadgets: iPhone 5
 	Camera Steampunk
 	Gundam
 	Colt revolver
 	greg van avermaet
 	dennis bergkamp
 	Muziek: Bouzouki
 	Holland & België
 	Taal, lamborghini
 	puzzel

## Scenes table

Column	Description
(Actions)	Edit (pencil icon) and Delete (trash icon) buttons for each scene
Scene Name	Name of the augmented reality scene

## Actions

Action	Description
New	Create a new AR scene (opens the create form)
Edit (pencil icon)	Edit an existing scene's configuration
Delete (trash icon)	Delete a scene (with confirmation)

## Create / Edit form fields

When creating or editing a scene, the following fields are available:

Field	Type	Description	Required
Scene Name	Text (max 100 chars)	Display name for the scene	Yes
Image to Augment	Image select (from Gallery)	The real-world marker image that triggers the AR overlay	Yes
Type of Augmentation	Select (Image / Video / 3D Object)	What content to overlay on the marker	Yes
Augmented Image	Image select (from Gallery)	The overlay image (when type = Image)	Conditional
Video	Select (from Characters/Videos)	The overlay video (when type = Video)	Conditional
3D Object	Select (from Gallery 3D)	The 3D model to display (when type = 3D Object)	Conditional
Width in cm	Number (8-200)	Physical width of the marker image in centimeters	Yes
Transform Scale	XYZ coordinates	Scale of the augmented content	No
Transform Position	XYZ coordinates	Position offset of the augmented content	No
Transform Rotation	XYZ coordinates	Rotation of the augmented content	No

## Behavior and rules

- The augmentation type determines which media field is required:
  - **Image** → Augmented Image is mandatory

- **Video** → Video (Character) is mandatory
- **3D Object** → 3D Object is mandatory
- Scenes are company-scoped: each company only sees and manages its own scenes.

#### NOTE

The “Width in cm” must be between 8 and 200. This tells the AR engine the physical size of the printed marker for accurate tracking. An incorrect value will cause the overlay to appear at the wrong scale.

- 3D objects come from the [Gallery 3D](#) (public objects + company’s own objects).
- Characters/Videos come from the Characters section (managed separately under Admin).

#### TIP

Scenes are referenced by challenge configuration. When creating an [AR Shell](#) or other AR challenge type, you select which scene to use. Create your scenes here first, then assign them to challenges.

# User Menu — Credits

---

## What it does

The Credits page shows your company's credit transaction history — every credit added and every credit consumed by running events. Credits are the virtual currency in Moove80: 1 credit = 1 team playing in Real Game mode.

## Requirements

Requirement	Details
Role	Any authenticated user (view-only)

## How to access

User dropdown menu → **Credits**

## Credits page

## Fields / Options

## Transaction history table

Column	Type	Description
Date	Display	Date of the transaction
Concept	Display	Description of the credit movement (e.g., event name, team count, purchase reason)
User Name	Display	Who performed the transaction
Quantity	Display	Credits added (+) or consumed (-)
Balance	Display	Running cumulative balance after this transaction

## Summary by Users

Below the main table, transactions are grouped by the user who created them. Each group shows:

Column	Type	Description
User	Header	User name with their total credit amount
Date	Display	Transaction date
Quantity	Display	Credit amount

## Actions

This page is read-only. There are no actions available — credit additions are managed by your MooveTeam account manager.

## Behavior and rules

- **Positive transactions** represent credits added to your account (purchased credit packs, promotions, corrections).
- **Negative transactions** represent credits consumed when starting an event in [Real Game mode](#). The concept includes the event name, number of teams, and event type (Normal or Indoor).
- The balance column shows a running total — read it from bottom to top for chronological order (oldest first).
- This page shows credit transactions scoped to your company.

 **TIP**

Staff teams do not consume credits – only playing teams count. Use staff teams for testing without spending credits.

 **TIP**

Demo mode does not consume credits. Use it to verify your event setup before going live.

- **Credit consumption flow:** Purchase credits → confirm a sale specifying the number of teams → start the event (the system deducts 1 credit per playing team). If no paid sale covers the event date, the event starts in Demo mode (max 2 teams, no credits consumed).

# User Menu — Tags

## What it does

The Tags section lets you create and manage color-coded labels to organize and classify your events. Tags appear in the events list and can be used to filter events by category, status, or any custom grouping you define.

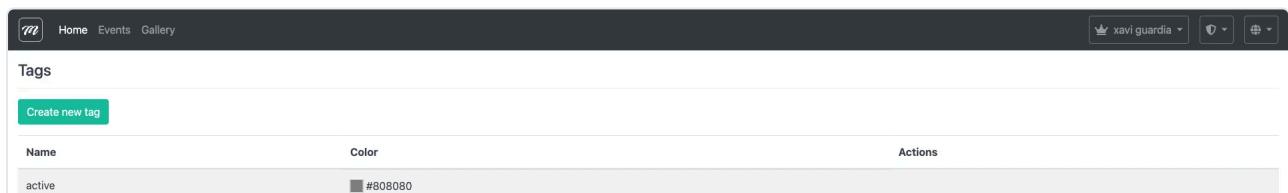
## Requirements

Requirement	Details
Role	admin or agencia (company-level administrator)

## How to access

User dropdown (top-right) → **Tags**

## Tags page



Name	Color	Actions
active	#808080	

## Tags table

Column	Description
Name	Tag display name
Color	Color swatch and hex code (e.g., #808080 )
Actions	Save and Delete buttons for each tag

## Actions

Action	Description
Create new tag	Opens an inline form to add a new tag with a name and color
Create	Confirm creation of the new tag (appears in the inline form)
Save	Save changes to an existing tag's name or color
Delete	Remove the tag permanently
Cancel	Cancel the current create/edit operation

## Behavior and rules

- Tags are managed inline — there is no separate create/edit page. The table itself serves as the editor.
- Each tag has a name and a color. The color is displayed as a small color swatch next to the hex code.
- Tags are company-scoped: each company manages its own set of tags.
- Once created, assign tags to events from the [Events list](#). In the events list, use the “Tags” filter to filter events by their assigned tags.

 **DANGER**

Deleting a tag removes it from all events it was assigned to. This action cannot be undone.

# User Menu — Indoor / Quiz Mode

## What it does

The Indoor section provides a dedicated event management interface for quiz-mode events — team-building activities that run without GPS navigation, typically in a venue, classroom, or conference room. Indoor events use the same Moove80 platform as outdoor events but with a simplified gameplay model: no GPS tracking, no geolocated challenges, and a reduced gadget set.

Indoor mode is an alternative event type designed for venues where GPS is impractical or irrelevant. When you set the `ModoQuiz` flag on an event (via [Event — General Data](#)), the event switches to quiz mode. The Indoor menu provides a filtered view showing only these quiz-mode events.

## Requirements

Requirement	Details
Role	<code>indoor</code> role required (this menu item is hidden for users without it)

## How to access

User dropdown (top-right) → **Indoor** (visible only to users with the `indoor` role)

## Indoor page



## Fields / Options

The Indoor page mirrors the main [Events](#) section but filtered to show only quiz-mode events. It provides:

- **Event list** — paginated, searchable, showing only events with `ModoQuiz = true`
- **Create, edit, delete** — same functionality as the main Events section
- **Start, stop, restart** — same [live control](#) operations
- **Tracking** — same tracking dashboard (without GPS data)
- **Results** — pyramid-style results display

The page heading shows “Pyramid results” – when indoor events are active with the pyramid mechanic, live results appear here.

## Outdoor vs indoor comparison

Feature	Outdoor (standard)	Indoor (quiz mode)
GPS tracking	Required – teams tracked on a map	Not used – no map tracking
Challenge activation	GPS proximity, QR scan, iBeacon, user selection	QR scan, code entry, user selection only
Gadget effects	10 types (Bomb, Alcohol, X-Ray, Scare, Fart, Love, Fireworks, Broken Screen, Inverted Screen, Lock Screen)	8 types (excludes X-Ray and Inverted Screen)
Challenge types	All 14 types	Subset – geolocated types (GPS-dependent) are disabled
Map display	Interactive GPS map with challenge pins	Static or none
Tracking dashboard	GPS positions + challenge completion	Challenge completion only
Objects table	Visible	Hidden (objects require GPS for map placement)
Routes	Route ordering with map editor	Route ordering without map
Alliance/Route columns in Teams	Visible	Hidden
Results report	Includes GPS distance, movement time, position counts	Quiz layout – no GPS columns
Segment columns in Teams	Visible	Visible

## Actions

Action	Description
Create event	Creates a new quiz-mode event (same form as standard events)
Edit event	Opens the event edit page with all tabs
Delete event	Deletes the event (same confirmation flow as standard events)
Start / Stop / Restart	Same live control operations as standard events

## Behavior and rules

### NOTE

Access is restricted to users with the `indoor` role. The menu item does not appear for standard admin or agency users. Contact a platform administrator to have this role assigned.

### TIP

You don't need the indoor role to create quiz-mode events — any admin or agency user can enable the **ModoQuiz** flag on a standard event. The Indoor menu is a convenience for users who primarily run indoor events.

- **Quiz mode affects the entire event.** All teams, challenges, and gadgets in the event operate under indoor rules. You cannot mix indoor and outdoor challenges in the same event.
- **8 gadget effects instead of 10.** X-Ray and Inverted Screen are excluded because they rely on device features that don't work well in indoor settings. See [Event – Objects / Gadgets](#) for the full effect list.
- **No GPS distance metrics.** The results report uses a simplified layout without GPS columns (distance, movement time, position counts).

## Setting up an indoor event

1. **Create the event** from the main [Events](#) page. Set the location to the venue address for reference, even though GPS is not used.
2. **Enable quiz mode** in [Event – General Data](#) — set the **ModoQuiz** field to `true`.
3. **Create challenges** focusing on non-geolocated types: Questions, Photo/Video, Puzzle, Hangman, Guess the Word, Find the Pairs, Slot Machine, Related Words, Guess the Song. Use QR code activation or “user chooses to do it” instead of GPS proximity.
4. **Create gadgets** (optional) — use the **Auto** button to generate all 8 indoor-compatible gadget types. The system automatically excludes X-Ray and Inverted Screen.
5. **Create teams** as normal. In quiz mode, the Alliance and Route dropdowns are hidden from the form. Teams still have numbers and names.
6. **Start the event** using the normal [Live Control](#) flow. The pre-start confirmation works identically to outdoor events — Demo vs Real Game mode, credit consumption, etc.

## When to use indoor mode

- **Venue-based team building** — conference rooms, hotels, restaurants
- **Classroom quizzes** — schools, training sessions, workshops

- **Trade show activities** — booth-based scavenger hunts
- **Any event where GPS is not available** — underground venues, indoor spaces with poor signal

# PhotoCall

---

## What it does

PhotoCall is a photo souvenir service for event participants. Create PhotoCall setups with branding (frame/background images) and social sharing templates, then purchase time-limited licenses that authorize iPads to capture and display photos at live events. Participants' photos are uploaded in real-time, viewable in a live gallery, and can be shared via email with customizable social media text.

## Requirements

- You must be logged in with the `admin` or `agencia` (agency) role
- Frame and background images must be max 1MB each (PNG format)
- A purchase (license) is required before iPads can capture photos
- Purchases must be authorized by a MooveTeam administrator before iPads can register

## How to access

Admin menu → **PhotoCall** (sidebar item)

---

## PhotoCall list (17.1)

The PhotoCall list page shows all PhotoCall setups belonging to the current company.

### List view

Column	Type	Description
(actions)	Button group	Edit and Delete buttons per row
Name (Nombre)	Display	Name of the PhotoCall setup

### Actions

Action	Description
New	Opens the create form for a new PhotoCall setup
Edit (per row)	Opens the edit page for that PhotoCall
Delete (per row)	Opens the delete confirmation page

## Create / Edit PhotoCall (17.2)

### Create form

The create form contains 5 fields for the PhotoCall configuration. On save, the record is created and you are redirected to the list.

Field	Type	Description	Required
Name (Nombre)	Text	Display name for the PhotoCall setup	Yes
Mail Subject (MailSubject)	Text	Email subject line sent to participants with their photos	No
Mail Body (MailBody)	Textarea (rich editor)	HTML email body sent to participants. Uses the editor CSS class (rich text editor). Decorated with [AllowHtml] on the entity	No
Twitter Text (TextTwitter)	Text	Pre-filled text for Twitter sharing	No
Facebook Text (TextFacebook)	Text	Pre-filled text for Facebook sharing	No

### Edit form

The edit page includes the same 5 fields as create, plus three additional sections:

#### Image resources (frame and background)

The “Add Images” button toggles a hidden section with:

- **Sample images** — Two built-in templates: `frame_standard01.png` and `background_standard01.png` (in `~/Content/photocallbase/` )
- **Frame upload** — File upload for a custom frame overlay (max 1MB, saved as PNG with GUID filename)
- **Background upload** — File upload for a custom background image (same constraints)

Uploaded images appear as thumbnails below the form. Each thumbnail has a **Delete** button that removes the file from the server.

Upload field	Type	Description	Constraints
Frame	File upload	Overlay frame applied to photos	Max 1MB, saved as PNG
Background	File upload	Background image behind photos	Max 1MB, saved as PNG

Image storage: `~/Imagenes/Photocall_{id}/` — files named `{type}_{guid}.png` .

## Purchase button

A “Purchase” button links to the Comprar form (see section 17.4 below).

## Sales table

The edit page also shows a table of all purchases (PhotoCallVentas) linked to this PhotoCall:

Column	Type	Description
Start Date / End Date	Display	License validity period
# of iPads (NumIpads)	Display	Number of iPads licensed
Authorised (Autorizada)	Display	Whether the purchase is active
Gallery	Link	Opens the live photo gallery for that purchase
Emails	Link	Shows all distinct email addresses collected from photo uploads

## Delete

The delete confirmation page shows the PhotoCall name and a single “Delete” button. On confirmation, the PhotoCall record is removed. If the PhotoCall has linked sales (PhotoCallVentas), the delete will fail due to a foreign key constraint — sales must be removed first.

## Photo gallery (17.3)

The gallery page shows photos captured during a PhotoCall purchase session.

### Gallery view

Access the gallery from the Edit page’s sales table (Gallery icon per purchase row). The gallery page displays thumbnails in a responsive grid.

**Auto-refresh:** The gallery polls the server every 60 seconds for new images, appending them to the display automatically. This enables live monitoring during an event.

### iPad/client gallery API

The PhotoCall iPad app communicates with the server through a set of service calls (no authentication required):

- **Get images** — Returns the 30 most recent photos for a purchase, ordered newest first. Supports incremental loading (only fetches images newer than the last known ID).
- **Upload image** — Uploads a photo with the participant’s email address. If the upload fails, no record is created.
- **Delete image** — Removes both the photo file and its database record.

## Emails view

Access the emails view from the Edit page's sales table (Emails icon per purchase row). It shows all distinct email addresses collected from photo uploads for that purchase, displayed as a comma-separated list in a textarea. Use this for follow-up communication with participants.

## Photo purchase (17.4)

### Purchase form (Comprar)

Access the purchase form from the Edit page's "Purchase" button. This creates a new PhotoCallVentas record (license period + iPad count).

Field	Type	Description	Required
Start Date	Date	Start of the licensed period. Defaults to current date/time	Yes
End Date	Date	End of the licensed period. Defaults to current date/time + 1 day	Yes
Number of iPads	Number	How many iPads are authorized for this purchase. Defaults to 2	Yes

### Behavior and rules

- On successful purchase, a **notification email** is sent to the MooveTeam team. The email subject includes the company name.
- After purchase, you are redirected back to the PhotoCall Edit page, where the new purchase appears in the sales table.

#### DANGER

New purchases start as unauthorized by default. The purchase must be authorized by a MooveTeam administrator before iPads can register against it.

### Client-side list API

The iPad app retrieves active purchases for a company. The response includes:

Field	Description
Name	PhotoCall name
Start date	Start of the licensed period
End date	End of the licensed period
Licensed iPads	How many iPads are authorized
Authorization status	Whether the purchase has been approved
Available iPads	Remaining iPad slots (licensed count minus registered count)

Only active purchases (where the end date has not passed) are returned.

## iPad registration (17.5)

iPads register against a specific purchase to be authorized for photo capture.

### How registration works

1. The iPad sends its unique device ID and purchase ID to the server
2. The server checks if the iPad is already registered for this purchase
  - **Already registered:** Registration succeeds (idempotent)
3. The server counts currently registered iPads for this purchase
4. If capacity remains (licensed iPad count minus already registered):
  - **Capacity available:** The iPad is registered and can start capturing photos
  - **No capacity:** Registration fails — all iPad slots are in use

### Data model

Each PhotoCall setup belongs to a company and can have multiple purchases (licenses). Each purchase can have multiple registered iPads and captured photos.

# AR Scenes

---

## What it does

AR Scenes define the augmented reality content that players see when they point their device at a real-world marker image. Each scene maps a printed marker to one of three content types: a replacement image, a video, or a 3D object. Scenes are assigned to AR-type challenges (AR Shell, MooveXR, MooveGoXR) so players experience augmented content during gameplay.

## Requirements

- You must be logged in with the `admin` or `agencia` (agency) role
- Marker images must be uploaded to the [Gallery](#) before creating scenes
- For 3D content, models must be uploaded to [Gallery 3D](#) first

## How to access

User dropdown (top-right) → **AR Scenes**

## AR Scenes list

Augmented Reality scenes	
<a href="#">New</a>	Scene Name
 	cristal amarillo
 	artest
 	Geschiedenis: Apollo
 	Ford
 	Tech&Gadgets: iPhone 5
 	Camera Steampunk
 	Gundam
 	Colt revolver
 	greg van avermaet
 	dennis bergkamp
 	Muziek: Bouzouki
 	Holland & België
 	Taal, lamborghini
 	puzzel
 	Geschiedenis: Apollo
 	Ford
 	Tech&Gadgets: iPhone 5
 	Camera Steampunk
 	Gundam
 	Colt revolver
 	greg van avermaet
 	dennis bergkamp
 	Muziek: Bouzouki
 	Holland & België
 	Taal, lamborghini
 	puzzel

## Scenes list

The main view shows all AR scenes belonging to the current company.

Column	Type	Description
(Actions)	Icons	Edit (pencil) and Delete (trash) per row
Scene Name	Display	Name of the augmented reality scene

## Actions

Action	Description
New	Opens the scene creation form
Edit (pencil)	Opens the edit form for an existing scene
Delete (trash)	Deletes the scene after confirmation

## Create / Edit form

Field	Type	Description	Required
Scene Name	Text (max 100)	Display name for the scene	Yes
Image to Augment	Image selector (Gallery)	The real-world marker image that triggers the AR overlay	Yes
Type of Augmentation	Select	Content type: <b>Image</b> , <b>Video</b> , or <b>3D Object</b>	Yes
Augmented Image	Image selector (Gallery)	The overlay image (visible when type = Image)	Conditional
Video	Select (Characters/Videos)	The overlay video (visible when type = Video)	Conditional
3D Object	Select (Gallery 3D)	The 3D model to display (visible when type = 3D Object)	Conditional
Width in cm	Number (8–200)	Physical width of the printed marker in centimeters – used by the AR engine for accurate scale tracking	Yes
Transform Scale	XYZ (X, Y, Z)	Scale multiplier for the augmented content	No
Transform Position	XYZ (X, Y, Z)	Position offset relative to the marker center	No
Transform Rotation	XYZ (X, Y, Z)	Rotation in degrees for each axis	No

## Behavior and rules

- **Type determines required fields.** Selecting “Image” requires an Augmented Image; “Video” requires a Video persona; “3D Object” requires a [Gallery 3D](#) entry. The form conditionally shows/hides sections based on the selected type.
- **Company-scoped.** Each company sees only its own scenes. The company ID filter is applied server-side.

### NOTE

The **Width in cm** field (8–200) tells the AR engine how large the physical marker is in the real world. Accurate measurement is critical for correct depth and scale calculations in the AR view.

- **3D objects** come from the [Gallery 3D](#) — both public models and the company’s own private models are available.
- **Transform properties** control how the augmented content is positioned, scaled, and rotated relative to the marker. Defaults are identity (no transformation).
- **Scenes are assigned to challenges.** When configuring an [AR Shell](#) or other AR-type challenge, select which scene to use.

### DANGER

Deleting a scene that is assigned to challenges removes the scene reference from those challenges. Verify no active events use the scene before deleting.

## Mobile app integration

Two internal API endpoints serve AR scene data to the mobile apps: one returns a single scene with fully resolved image/video/3D model URLs, and the other returns all scenes for the authenticated user’s company. Both require authentication (username + password) and return scene data with absolute URLs for all media assets.

# 3D Objects on Map

---

## What it does

3D Objects are collectible items placed on the event map that teams can find and pick up during gameplay. Each object can optionally have a 3D model attached (from the [Gallery 3D](#)), making it appear as an augmented reality element that players interact with through their device's camera. Objects add a treasure-hunt layer to events — teams walk to locations, collect items, and use them to unlock challenges.

## Requirements

- You must be logged in with the `admin` or `agencia` (agency) role
- An event must exist (created via [Events](#))
- The event must not be currently running (creating/editing objects is blocked during active events)
- For 3D models: models must be uploaded to [Gallery 3D](#) first

## How to access

Events list → click event name → **Objects / Gadgets** tab → Objects section

## Create object form

Home Events Gallery  xavi guardia   Back

Create object

Object name

Object icon  


Object Description

Initial Stock

How much distance have to walk to obtain this gadget

3d Model for augmented reality  


Allow the user to observe the collected item  
If this option is marked the user has the chance to observe the item during 1 minute. Otherwise the user will need to chase the object.

Where will appear the object  
  
It can appear floating in front of user; attached to an horizontal surface or attached to a vertical surface.

Reset quantity when segment changes  
When the user changes segment, when a challenge changes segment or when staff changes segment the stock will be restablished

**Save** **Cancel**

## Fields / Options

Field	Type	Description	Required
Object name	Text	Display name shown to players	Yes
Object icon	Image selector (Gallery)	2D icon representing the object on the map and in inventory	No
Object Description	Rich text editor	HTML description shown to players. Supports custom fonts (Pirata, Mayas, Crystal, Christmas) and gallery image insertion.	No
Initial Stock	Numeric	Starting quantity available to each team (default: 3)	Yes
How much distance to walk to obtain	Numeric	Distance in meters a player must walk to trigger object pickup	No
3D Model for augmented reality	3D model selector	Selects a model from Gallery 3D. The selector loads available models automatically.	No
Allow user to observe collected item	Checkbox	When enabled, players can inspect the 3D model for up to 1 minute after collecting it. When disabled, players must chase the object to collect it.	No
Where will appear the object	Dropdown	Controls how the object spawns in AR view: <b>Floating in the air (0)</b> , <b>Horizontal surface (1)</b> , <b>Vertical surface (2)</b>	No
Reset quantity when segment changes	Checkbox	Resets the object stock to its initial value when the active segment changes	No

## Actions

Action	Description
Save	Creates or updates the object and returns to the Objects / Gadgets tab
Cancel	Discards changes and returns to the list

## How 3D objects work on the map

### Placement

Objects do not have their own map coordinates. Their position is inherited from the challenges they are linked to. Each challenge has latitude/longitude coordinates, and the object appears at that challenge's location.

### AR presentation

The “Where will appear the object” setting controls the AR rendering mode:

Value	Mode	Description
0	Floating in the air	The 3D model hovers at eye level, visible when the player looks around through the camera
1	Horizontal surface	The model is anchored to a detected horizontal surface (floor, table)
2	Vertical surface	The model is anchored to a detected vertical wall or vertical surface

### Collection flow

1. Player approaches the challenge location (GPS-based proximity detection)
2. The 3D model becomes visible through the device camera (if a 3D model is assigned)
3. If “distance to walk” is set, the player must walk the specified meters to trigger pickup
4. The object is added to the team’s inventory
5. If “observe” is enabled, the player can inspect the 3D model after collection

### Stock system

- Each team receives `Initial Stock` copies when the event starts
- Completing challenges can award additional copies
- Stock resets to `Initial Stock` when segments change (if the reset checkbox is enabled)
- Restarting an event resets all team inventories

### Behavior and rules

- **Objects share storage with gadgets.** Both objects and gadgets are stored in the same database table, distinguished by a type field. Objects are always marked as collectible (can be picked up).

- **3D model is optional.** An object can work without a 3D model — it still appears on the map and can be collected, but without the AR visualization.

 **DANGER**

Creating, editing, and deleting objects is blocked while the event is active. Make all changes before [starting the event](#).

- **Delete protection.** Objects linked to [challenges](#) cannot be deleted. The confirmation page shows how many challenges reference the object and hides the Delete button if the count is > 0.

 **NOTE**

The Objects table is hidden for Quiz/Indoor events — only [gadgets](#) are relevant indoors.

- **3D model loading.** The model selector loads available 3D models from the Gallery 3D library.

# Upload AR Files (Metaio)

**Deprecated.** Metaio was acquired by Apple in 2015 and discontinued. This upload mechanism still works but is legacy. For modern augmented reality features, use [AR Scenes](#) with the [Gallery 3D](#) model library instead.

## What it does

The Metaio AR Package upload allows you to attach a pre-built augmented reality content bundle to an event. This is a legacy feature from the Metaio AR platform (acquired by Apple in 2015). The uploaded package contains marker definitions, 3D content, and tracking configuration that the mobile app uses to deliver AR experiences during gameplay.

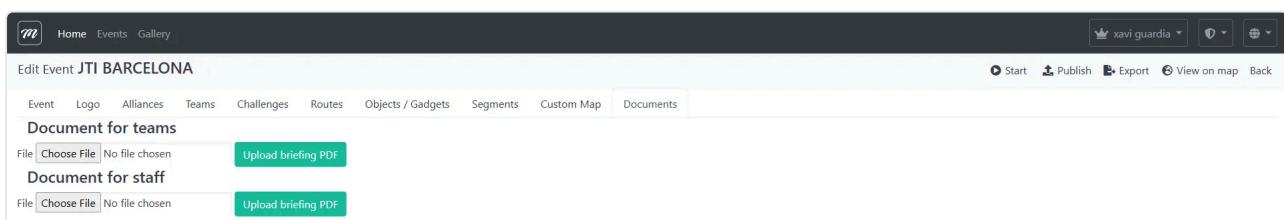
## Requirements

- You must be logged in with the `admin` or `agencia` (agency) role
- An event must exist (the upload is part of the [Documents tab](#) on the event edit page)
- The event must not be a MooveGo event (MooveGo uses a different AR pipeline)

## How to access

Events list → click event name → **Documents** tab → “Augmented Reality Package (Metaio)” section

## Documents tab



## Fields / Options

Field	Type	Description	Required
AR Package file	File upload	A ZIP file containing the Metaio AR content bundle ( <code>augmented.zip</code> )	No

## Actions

Action	Description
Send (upload)	Uploads the selected file as the event's Metaio AR package
Delete	Removes the uploaded AR package and clears overlay metadata

## Behavior and rules

- **Fixed filename.** Regardless of the uploaded file's original name, the file is stored as `augmented.zip` in the event's file directory ( `Imagenes/{eventoid}/augmented.zip` ).

 **DANGER**

No file validation is performed. The server accepts any file without checking format or contents. Ensure you upload a valid Metaio AR bundle to avoid runtime errors on mobile devices.

- **No file size limit** in the application code. Server-level limits (IIS request size, timeout) apply.
- **One package per event.** Uploading a new package replaces the previous one.
- **Overlay metadata.** The AR package works in conjunction with overlay positioning data stored in the event record. This metadata defines marker coordinates and scale for the AR tracking.
- **MooveGo exclusion.** The Metaio section is only shown for non-MooveGo events. MooveGo events use a different AR pipeline.

 **NOTE**

Metaio was acquired by Apple in 2015 and discontinued as a standalone product. This upload mechanism remains functional but represents legacy integration. For modern augmented reality features, use the [AR Scenes](#) system with [Gallery 3D](#) models instead.

## Related upload actions on the Documents tab

The Documents tab contains two other upload sections alongside the Metaio package:

Section	File type	Max size	Purpose
Document for Teams	PDF	3 MB	Briefing document for event participants
Document for Staff	PDF	3 MB	Internal document for organization staff
AR Package (Metaio)	ZIP	No limit	Augmented reality content bundle

## File storage

All event-attached files are stored in the same directory:

Imagenes/{eventoid}/	
● <b>augmented.zip</b>	Metaio AR package (this feature)
● <b>overlay.png</b>	Marker / overlay image
● <b>briefing.pdf</b>	Team briefing document
● <b>briefingstaff.pdf</b>	Staff briefing document
● <b>track.gpx</b>	GPS track file
● <b>logo.png</b>	Event logo
● <b>customlogo.png</b>	Custom branding logo

# Account and Settings – Field Reference

Account-level settings for your company: tax information, email configuration, and user management.

**Where:** User dropdown (top-right) → **My Data** or **Mail Settings**

## My Data

My Data contains five tabs: Home, My Account, Customer, Payments, and Users.

### Home tab

Shows your username and company name. Provides navigation to all other tabs.

### My Account tab

Action	Description
Tax Information	Opens the fiscal data form to view or edit company tax details

### Customer tab

Shows a table of all credit transactions for the company.

Column	Description
Date	Transaction date
Concept	Description (e.g., “Event credit replenished”)
Event	Associated event name
Amount	Credit quantity (positive = added, negative = consumed)

Action	Description
Redeem Discount Code	Enter a promotional code to receive credits

### Payments tab

Shows your company's settlement history.

Column	Description
Date	Settlement date
Status	Whether the settlement has been processed

## Users tab

Manage users associated with your company account.

Field	Type	Description	Constraints
Name	Text	Username to associate with this company	Required

## Fiscal Data

**Where:** User dropdown → My Data → My Account tab → **Tax Information** button

Tax and contact information for invoicing purposes.

Field	Type	Description	Constraints
CIF	Text	Tax identification number (company tax ID)	Optional
Nombre	Text	Company legal name	Optional
Dirección	Text	Street address	Optional
Población	Text	City / town	Optional
País	Text	Country	Optional
Teléfono	Text	Phone number	Optional
Organiza	Checkbox	The company organizes events	Optional
Alquila	Checkbox	The company rents equipment	Optional

 **NOTE**

All fields are optional. The form auto-creates a record with placeholder values on first access. Accurate fiscal data is important for sales invoicing.

## Mail Settings

**Where:** User dropdown → **Mail Settings**

Configure a custom SMTP server for sending emails from the platform.

Field	Type	Description	Constraints
SMTP server address	Text	SMTP server hostname	Required. e.g., smtp.gmail.com
Port	Number	SMTP server port	Required. e.g., 587 for TLS, 465 for SSL
User name	Text	SMTP authentication username	Required
Password	Password	SMTP server password (stored encrypted)	Required
From	Text	Sender email address in outgoing emails	Required
Send test mail to address	Email	Address for verification email	Optional

Action	Description
Save	Saves the SMTP configuration
Back	Returns without saving

### TIP

Always use the “Send test mail to address” field to verify your SMTP configuration before saving.

### NOTE

This configuration is per-company. Changes affect all emails sent by the platform for your company, including notifications and results delivery.

## See also

- [How-To: Set up email \(SMTP\)](#)
- [How-To: Change your password](#)
- [How-To: Manage credits](#)

# Public Displays — Field Reference

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Moove80 provides three public-facing display pages for venue screens (projectors, TVs). These pages require no login — anyone with the URL can view them.

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## Control Panel

A customizable live leaderboard designed for venue projection.

**How to access:** Share the Control Panel URL for your event. The URL is available from the admin interface.

The control panel renders a display powered by uploaded HTML/CSS/JS templates. You can upload custom display packages to brand the leaderboard for your client.

The display automatically polls the server to check whether scoring is suspended:

- When scoring is active, the leaderboard shows live rankings.
- When scoring is suspended, the leaderboard is hidden (results still accumulate in the background).

---

## Public Results

A full results table visible to anyone without login.

**How to access:** Share the Public Results URL for your event.

Column	Description
Team	Team name
Date	Timestamp of the scoring event
Type of Challenge	Challenge type
Correct Answer	Expected answer (for quiz challenges)
Answer	The team's submitted answer
Picture	Photo submission thumbnail
Name	Challenge name
Points	Points awarded
Extra points	Bonus points

The page includes search filtering and a link to generate the full report.

## Alliance scoring

When alliances exist, scores are aggregated: `Sum(team points) / Number of alliance members`. This prevents larger alliances from winning automatically.

## Photo Slideshow

A cycling display of photos submitted by teams during challenges.

**How to access:** Events list → row dropdown → **Photo slideshow**

Designed for projection on venue screens during or after an event. Cycles through submitted photos automatically.

## Suspend Scoring

Temporarily hides the leaderboard from all public displays without stopping the event.

Action	Description
Suspend	Hides rankings from all public displays
Resume	Shows rankings again

Results continue to accumulate normally while scoring is suspended. Use this to:

- Pause the leaderboard before a final reveal ceremony
- Hide partial results while judges score subjective challenges

## Rules and warnings

### DANGER

Public display pages require no authentication. Anyone with the URL can see them. Share these URLs intentionally — for example, project the leaderboard at the venue.

### TIP

Use **Suspend Scoring** to hide the leaderboard before the final reveal, then resume to show the final standings.

## See also

- [Tutorial: Results and Export](#)
- [Live Control Reference](#)
- [Results Reference](#)

# 04

## Workflows

End-to-end processes: event execution, commercial cycle, results, and tracking.

# Flow 1 – Create a Complete Event

## What this flow covers

Follow these steps to go from zero to a fully configured event in Moove80. This flow connects every event configuration tab into a single narrative: create the event, set its options, add teams, build challenges, define routes, and verify the setup before going live.

## Prerequisites

- A Moove80 account with `admin` or `agencia` (agency) role
- At least one company account associated with your user
- Challenge content prepared (questions, photos, GPS coordinates)

## Step-by-step

### Step 1 – Create the event

**Navigate to:** Events list → click **New**

Name / Location	Date	Actions	Results	Buy
JTI BARCELONA Barcelona (Spain) active	2026-02-10	Elements	<b>Start</b>	
JTI BARCELONA- Copy(2/10/2026 8:58 PM) Barcelona (Spain) active	2021-12-10	Elements	<b>Start</b>	
JTI BARCELONA- Copy(2/10/2026 9:00 PM) Barcelona (Spain) active	2021-12-10	Elements	<b>Start</b>	

Fill in the basic event fields:

Field	What to enter
Name	The event display name (visible to participants)
Duration	Number of days the event window stays open (default: 15, minimum: 3)
Map location	Click the map to place a pin at the event center
Theme	Visual theme for the participant app

Click **Save** to create the event record. You are redirected to the Event Edit page with all 10 tabs.

See: [Events Overview](#) for full field reference

## Step 2 – Configure the Event tab (general data)

**Tab:** Event (first tab, selected by default)

Home Events Gallery

Start Publish Export View on map Back

**Edit Event JTI BARCELONA**

Name: JTI BARCELONA

Number of Teams: 14

Duration of game in days: 3

Allow players to click over map icons to activate challenges

Don't allow users to switch segment

Enable custom point labeling

Display rankings exclusively for the active segment

Hide chat icon on app

Select a theme to change event visuals, sounds, and style: Default

iPad background color: (color swatch)

Save Cancel Export

Review and set the gameplay options:

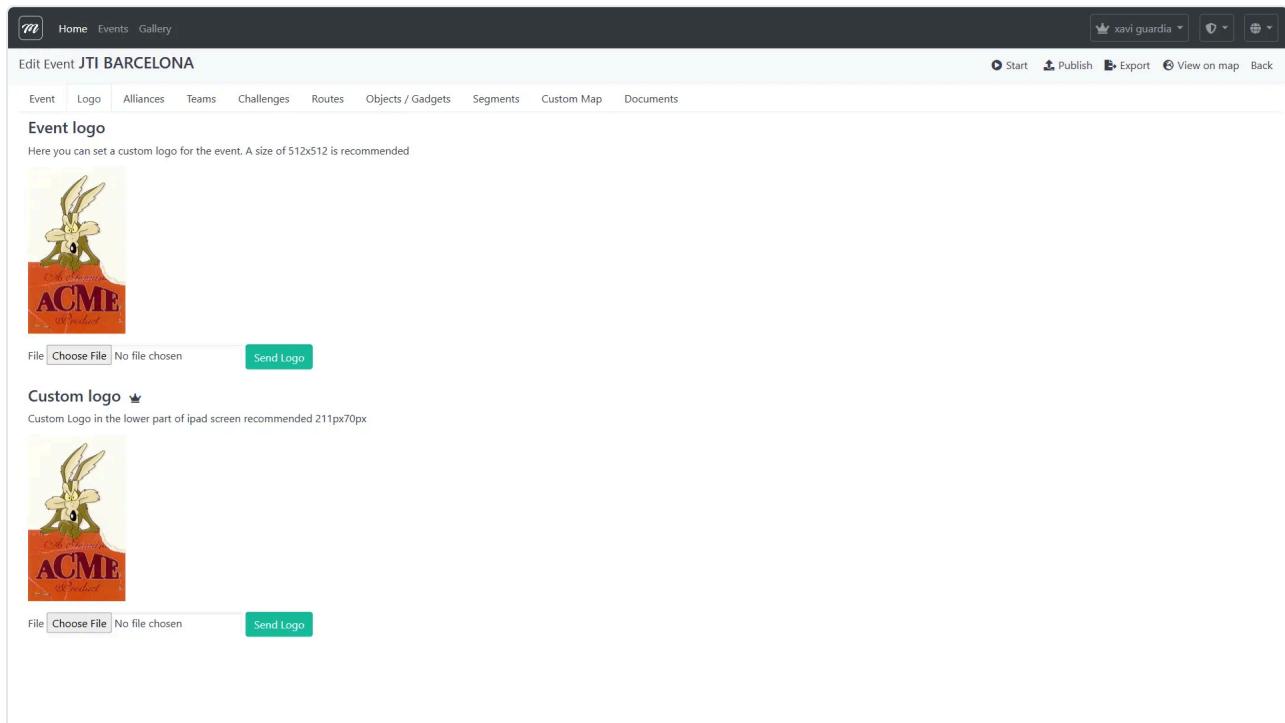
Option	Effect	Premium?
Allow players to click map icons to activate challenges	If off, teams must physically reach GPS locations	No
Don't allow users to switch segment	Locks teams to their assigned segment	Yes
Enable custom point labeling	Allows custom text on challenge pins	No
Display rankings exclusively for the active segment	Hides the global leaderboard	Yes
Hide chat icon on app	Removes the in-app team chat	Yes

Click **Save** after configuring.

See: [Event – General Data](#) for complete field reference

## Step 3 – Upload Logo and branding (optional)

### Tab: Logo



The screenshot shows the 'Edit Event JTI BARCELONA' interface. The 'Logo' tab is selected. The 'Event logo' section has a placeholder image of a cartoon rabbit and the word 'ACME'. The 'Custom logo' section also has a similar placeholder image. Both sections include a 'Choose File' button and a 'Send Logo' button.

Upload two images:

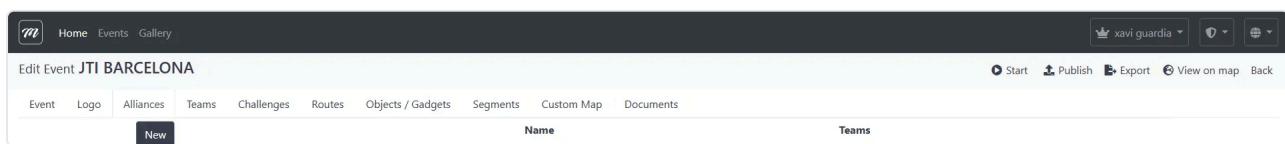
- **Event logo** – 512 x 512 px. Appears in the app header and event selection screen.
- **Bottom-bar logo** – 211x70 px. Appears in the app navigation bar during gameplay.

Skip this step if the default branding is acceptable.

**See:** [Event – Logo](#) for upload specifications

## Step 4 – Create Alliances (optional)

### Tab: Alliances



The screenshot shows the 'Edit Event JTI BARCELONA' interface with the 'Alliances' tab selected. It displays a table with columns for 'Name' and 'Teams'. A 'New' button is located at the bottom left of the table.

Alliances group teams into cooperative factions. Scores are averaged across alliance members so larger alliances don't automatically win.

**TIP**

Skip this step for direct team-vs-team competition. Alliances are only needed when you want cooperative faction-based scoring.

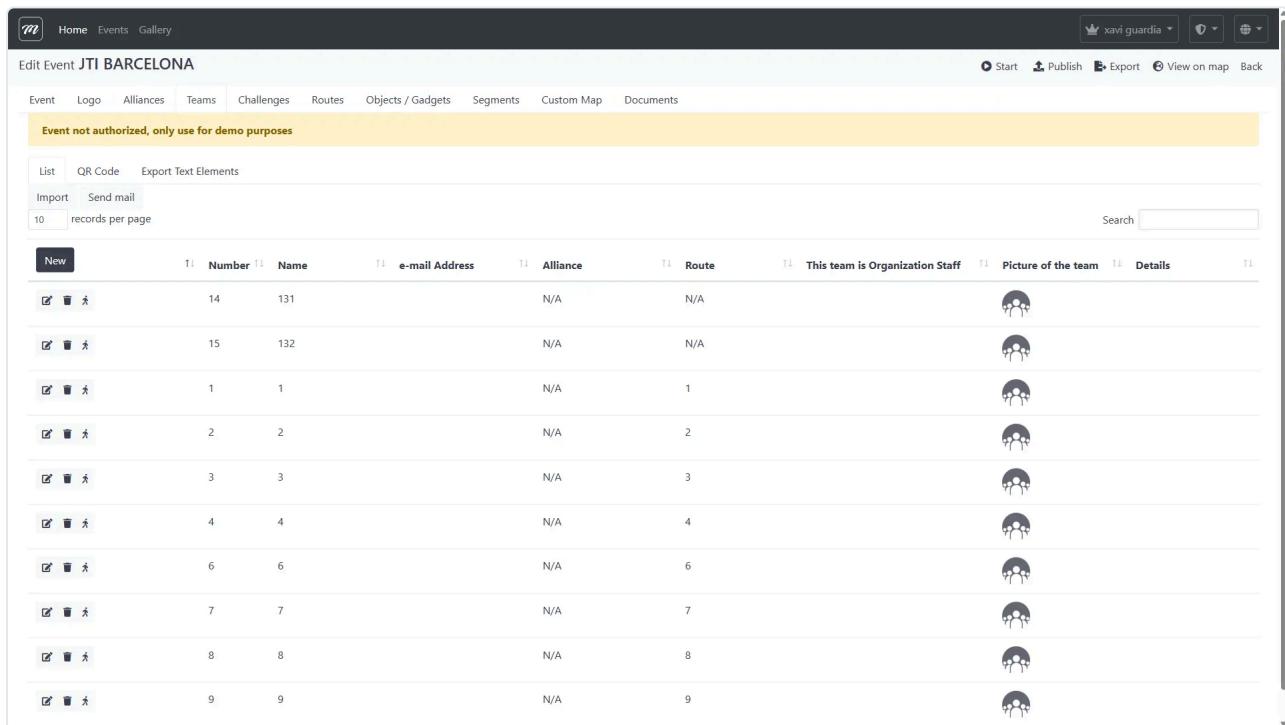
If needed:

1. Click **New**
2. Enter alliance name
3. Save – teams are assigned to alliances in Step 5

**See:** [Event – Alliances](#) for alliance mechanics

## Step 5 – Add Teams

**Tab:** Teams



New	Number	Name	e-mail Address	Alliance	Route	This team is Organization Staff	Picture of the team	Details
<input checked="" type="checkbox"/>	14	131		N/A	N/A	<input checked="" type="checkbox"/>		
<input checked="" type="checkbox"/>	15	132		N/A	N/A	<input checked="" type="checkbox"/>		
<input checked="" type="checkbox"/>	1	1		N/A	1	<input checked="" type="checkbox"/>		
<input checked="" type="checkbox"/>	2	2		N/A	2	<input checked="" type="checkbox"/>		
<input checked="" type="checkbox"/>	3	3		N/A	3	<input checked="" type="checkbox"/>		
<input checked="" type="checkbox"/>	4	4		N/A	4	<input checked="" type="checkbox"/>		
<input checked="" type="checkbox"/>	6	6		N/A	6	<input checked="" type="checkbox"/>		
<input checked="" type="checkbox"/>	7	7		N/A	7	<input checked="" type="checkbox"/>		
<input checked="" type="checkbox"/>	8	8		N/A	8	<input checked="" type="checkbox"/>		
<input checked="" type="checkbox"/>	9	9		N/A	9	<input checked="" type="checkbox"/>		

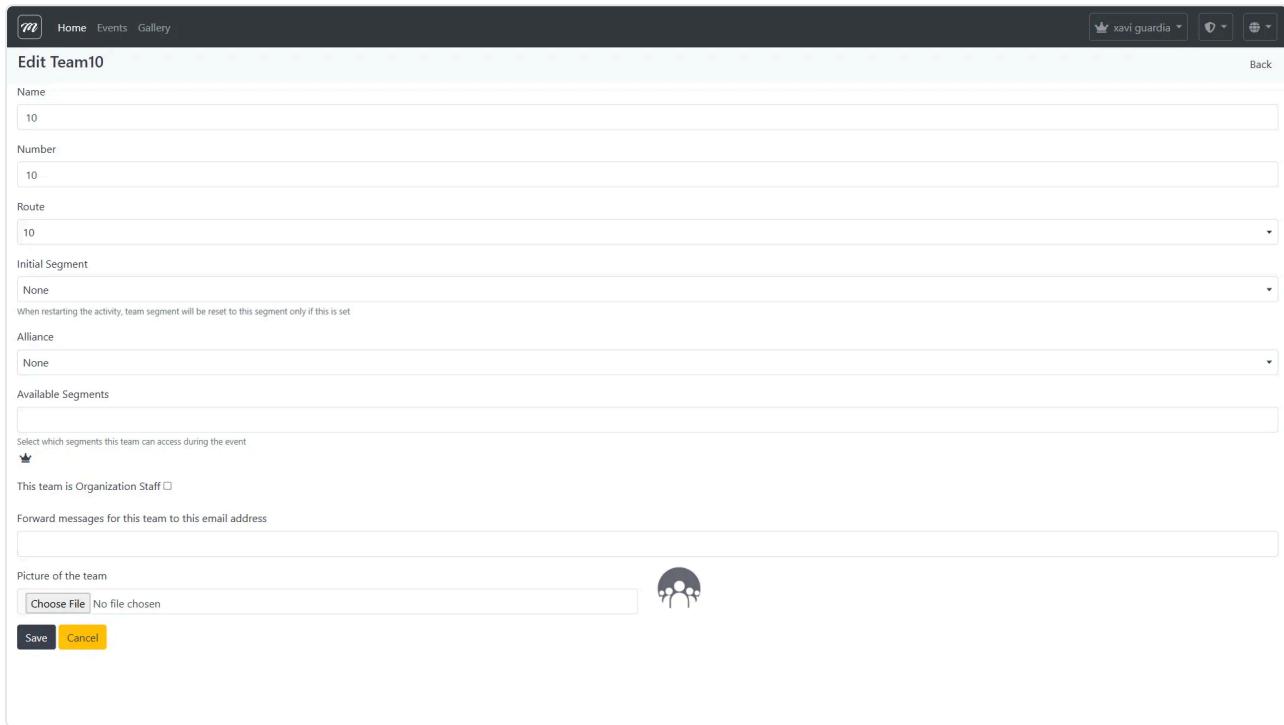
For each team:

1. Click **New**
2. Fill in: Name, Number, Route assignment (or leave empty for now), Initial Segment, Alliance
3. Optionally upload a team photo and set an email for message forwarding
4. Save

 **TIP**

Click **Import** to upload teams from a CSV file instead of creating them one by one.

After creating all teams, use the **QR Code** sub-tab to generate activation codes, and **Export Text Elements** to export team data for email campaigns.



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**Edit Team10**

Name: 10

Number: 10

Route: 10

Initial Segment: None

When restarting the activity, team segment will be reset to this segment only if this is set

Alliance: None

Available Segments

Select which segments this team can access during the event

This team is Organization Staff

Forward messages for this team to this email address

Picture of the team

Choose File No file chosen

Save Cancel

**See:** [Event — Teams](#) for full reference

## Step 6 — Create Challenges

**Tab:** Challenges

For each challenge:

1. Click **New**
2. Select the challenge type from the 14 available types (Questions, Photo, Puzzle, Hints, etc.)
3. Fill in: name, question text, points, correct answer, GPS coordinates
4. For photo/video challenges: set scoring mode (auto or manual)
5. Save

### TIP

Click **Import Challenges from other events** to copy challenges from a previous event, saving significant setup time.

The left sidebar shows a count per challenge type — use it to verify your content mix.

See: [Event – Challenges](#) for type-specific field reference

## Step 7 – Create Routes

**Tab:** Routes

Home Events Gallery xavi guardia Start Publish Export View on map Back

Edit Event JTI BARCELONA

Event Logo Alliances Teams Challenges Routes Objects / Gadgets Segments Custom Map Documents

New	Name	Teams	Challenges
<input checked="" type="checkbox"/>	1	• 1 1	56
<input checked="" type="checkbox"/>	2	• 2 2	56
<input checked="" type="checkbox"/>	3	• 3 3	56
<input checked="" type="checkbox"/>	4	• 4 4	56
<input checked="" type="checkbox"/>	6	• 6 6	56
<input checked="" type="checkbox"/>	7	• 7 7	56
<input checked="" type="checkbox"/>	8	• 8 8	56
<input checked="" type="checkbox"/>	9	• 9 9	56
<input checked="" type="checkbox"/>	10	• 10 10	56
<input checked="" type="checkbox"/>	11	• 11 11	56
<input checked="" type="checkbox"/>	12		56
<input checked="" type="checkbox"/>	13	• 13 13	56
<input checked="" type="checkbox"/>	14		56
<input checked="" type="checkbox"/>	5	• 5 5	56

Routes define the **order** in which each team encounters **challenges**. Different routes for different teams prevent crowding at the same location.

For each route:

1. Click **New**
2. Assign challenges to the route
3. Order them using drag-and-drop on the detail page, or use **Sort by nearest distance** for geographic proximity ordering
4. Assign a team to the route

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Edit Route 1

Name: 1

Hide order indicator on points of interest (won't hide order of challenges set as "strict sequential order")

Detail List

1 Hints HINT SPECIAL RONALDO 60 pts. <input checked="" type="checkbox"/> Strict sequential Order <input type="checkbox"/> Launch next challenge <input checked="" type="checkbox"/> Always visible <input type="checkbox"/> Never show <input type="checkbox"/> Delete	2 Picture/Video Point SPECIAL RONALDO 60 pts. <input checked="" type="checkbox"/> Strict sequential Order <input type="checkbox"/> Launch next challenge <input type="checkbox"/> Always visible <input type="checkbox"/> Never show <input type="checkbox"/> Delete	3 Picture/Video Point SPECIAL BOT 60 pts. <input checked="" type="checkbox"/> Strict sequential Order <input type="checkbox"/> Launch next challenge <input type="checkbox"/> Always visible <input type="checkbox"/> Never show <input type="checkbox"/> Delete	4 Hints HINT SPECIAL BOQUERIA 60 pts. <input checked="" type="checkbox"/> Strict sequential Order <input type="checkbox"/> Launch next challenge <input type="checkbox"/> Always visible <input type="checkbox"/> Never show <input type="checkbox"/> Delete
5 Questions SPECIAL BOQUERIA 60 pts. <input checked="" type="checkbox"/> Strict sequential Order <input type="checkbox"/> Launch next challenge <input type="checkbox"/> Always visible <input type="checkbox"/> Never show <input type="checkbox"/> Delete	6 Hints HINT SPECIAL TAPAS PI 60 pts. <input checked="" type="checkbox"/> Strict sequential Order <input type="checkbox"/> Launch next challenge <input type="checkbox"/> Always visible <input type="checkbox"/> Never show <input type="checkbox"/> Delete	7 Questions SPECIAL TAPAS PI 60 pts. <input checked="" type="checkbox"/> Strict sequential Order <input type="checkbox"/> Launch next challenge <input type="checkbox"/> Always visible <input type="checkbox"/> Never show <input type="checkbox"/> Delete	8 Questions SPECIAL MUSIC 60 pts. <input checked="" type="checkbox"/> Strict sequential Order <input type="checkbox"/> Launch next challenge <input type="checkbox"/> Always visible <input type="checkbox"/> Never show <input type="checkbox"/> Delete

Sort by nearest element Reverse Custom Map

You can change the order of challenges dragging and dropping. This changes are event wide

Each challenge card in the route has visibility controls:

- **Always visible** – challenge pin shows on the map from the start
- **Never show** – challenge is hidden until triggered by a previous challenge
- **Launch next challenge** – completing this challenge auto-activates the next one

**See:** [Event – Routes](#) for ordering and map sub-tabs

## Step 8 – Configure Objects and Gadgets

**Tab:** Objects / Gadgets

Object name	Initial Stock	Challenges ->	-> Challenges

Gadget name	Initial Stock
BROKEN SCREEN	10

[Gadgets](#) are sabotage items teams can send to rivals during the event. For each gadget:

1. Click **New** (in the Gadgets section)
2. Select the effect type (Bomb, Alcohol, X Ray, Scare, Fart, Love, Fireworks, Broken Screen, Inverted Screen, Lock Screen)
3. Set the initial stock per team (e.g., 10 uses)
4. Save

[Objects](#) are collectible 3D items placed on the map. Configure them the same way if your event uses AR features.

**See:** [Event – Objects / Gadgets](#) for all 10 gadget effect types

## Step 9 – Add Segments (optional)

**Tab:** Segments

Segment	Order	Challenges	Challenges that change to this segment

Segments divide the event into phases. Teams progress to the next segment when they complete enough challenges in the current one.

### TIP

Skip this step for single-phase events where all challenges are available from the start.

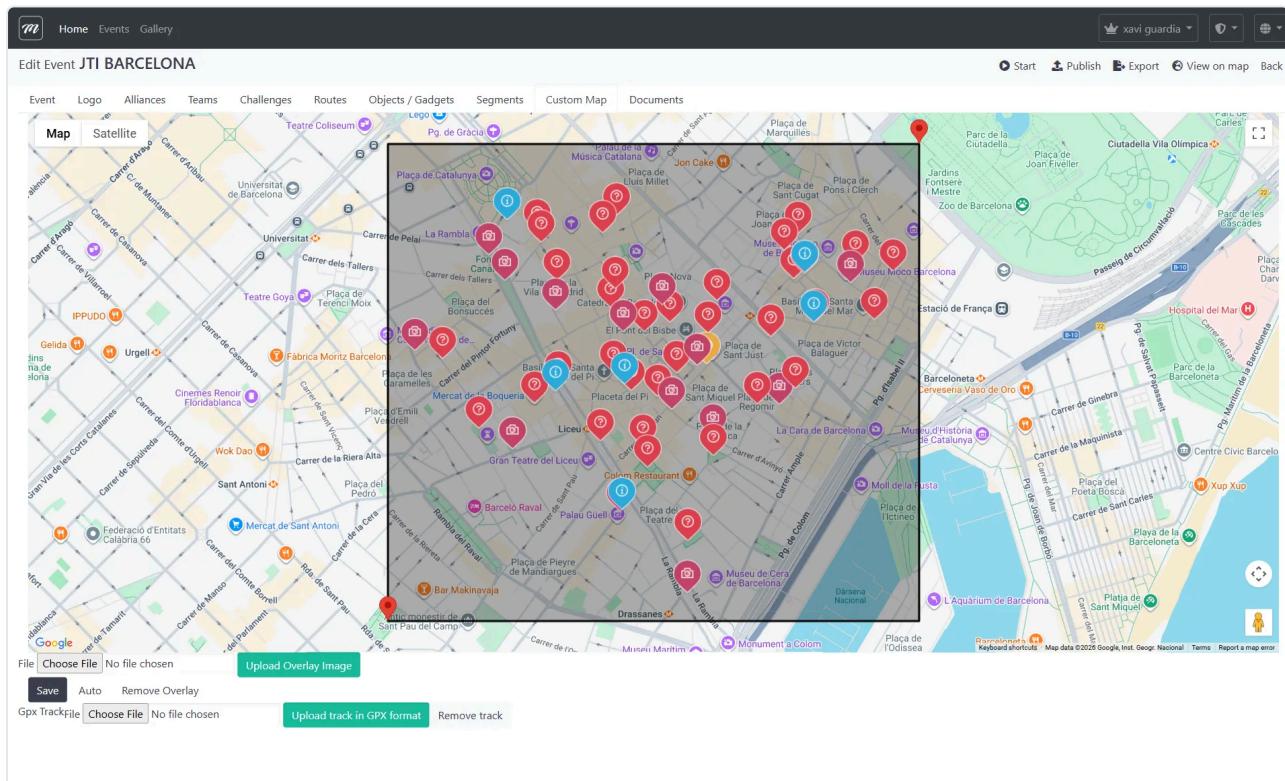
If needed:

1. Click **New**
2. Set segment name, order, and unlock conditions
3. Assign challenges to each segment

**See:** [Event – Segments](#) for dynamic segment mechanics

## Step 10 – Upload a Custom Map (optional)

**Tab:** Custom Map



Replace the standard Google Maps appearance with a branded overlay:

1. Click **File** to select an overlay image
2. Click **Upload Overlay Image** to apply

3. Optionally upload a GPX track file to show a recommended walking route

The overlay creates a more engaging and branded experience in the participant app.

**See:** [Event – Custom Map](#) for overlay and GPX configuration

## Step 11 – Attach Documents (optional)

**Tab:** Documents

Upload supporting files in three sections:

- **Teams** – Documents downloadable by participants (rules, maps, instructions)
- **Staff** – Documents for event organizers only
- **AR Package** – Metaio AR content bundle (legacy format)

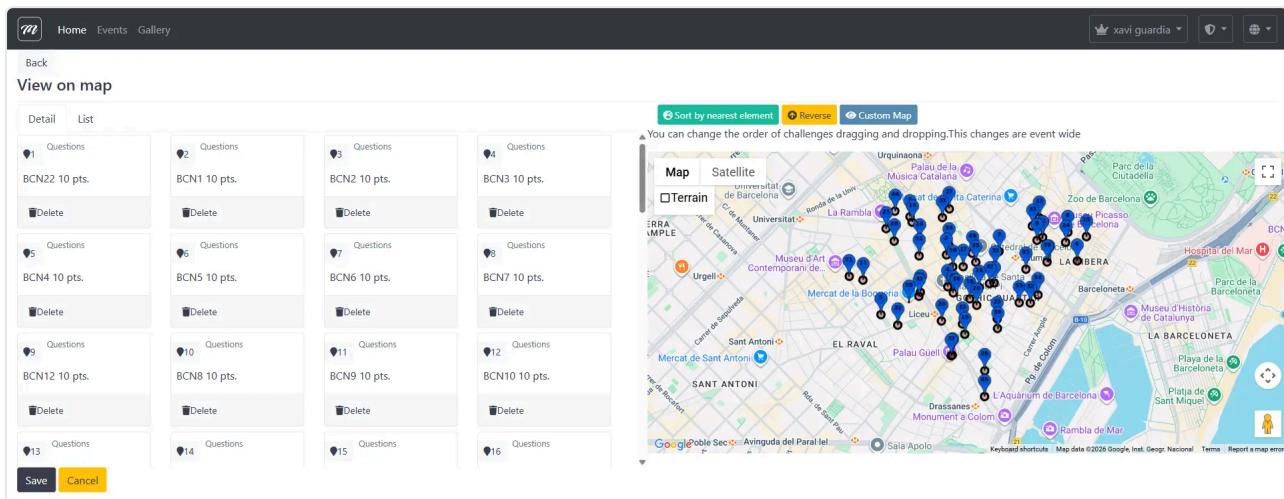
**See:** [Event – Documents](#) for file management

## Step 12 – Verify the setup

Before starting the event, review:

Check	Where to look
All teams created and assigned to routes	Teams tab – every team has a route
All challenges have GPS coordinates	Routes tab → map view – all pins are placed
Challenge ordering makes geographic sense	Routes tab → Sort by nearest distance
Gadget stock is appropriate	Objects/Gadgets tab – verify stock per team
Segments configured correctly (if used)	Segments tab – correct unlock conditions
Custom map aligned (if used)	Custom Map tab – overlay matches challenge locations
Logo uploaded (if branded)	Logo tab – both images visible

Use the **View on map** action from the event edit action bar to see all challenges plotted on the map.



The screenshot shows the Moove80 event editor interface. On the left, there is a list of challenges with their details and delete buttons. On the right, there is a map of Barcelona with challenge locations marked as blue dots. The map includes various landmarks and neighborhoods.

Challenge ID	Challenge Name	Points
1	BCN22	10 pts.
2	BCN1	10 pts.
3	BCN2	10 pts.
4	BCN3	10 pts.
5	BCN4	10 pts.
6	BCN5	10 pts.
7	BCN6	10 pts.
8	BCN7	10 pts.
9	BCN12	10 pts.
10	BCN8	10 pts.
11	BCN9	10 pts.
12	BCN10	10 pts.
13	BCN11	10 pts.
14	BCN13	10 pts.
15	BCN14	10 pts.
16	BCN15	10 pts.

### TIP

Run a demo first (see [Flow 2 – Start Event](#)) to test everything before consuming credits.

## Related flows

- [Flow 2 – Start Event and Track](#) – What to do after configuration is complete
- [Flow 3 – Event Execution](#) – What happens during the live event

# Flow 2 — Start Event and Track Live

## What this flow covers

Follow these steps to publish and start an event, choose between demo and real game modes, and monitor teams in real time via the tracking dashboard. This flow connects the event configuration (Flow 1) to the live execution phase.

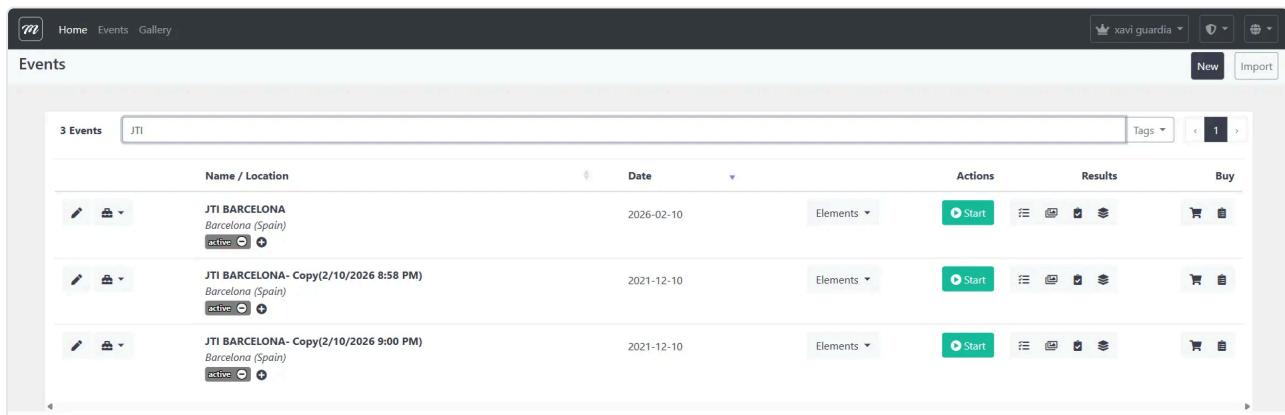
## Prerequisites

- A fully configured event (see [Flow 1 — Create a Complete Event](#))
- Teams created with route assignments
- Challenges placed on the map with GPS coordinates
- For Real Game mode: sufficient credit balance in your company account

## Step-by-step

### Step 1 — Navigate to the events list

**Navigate to:** Admin menu → Events



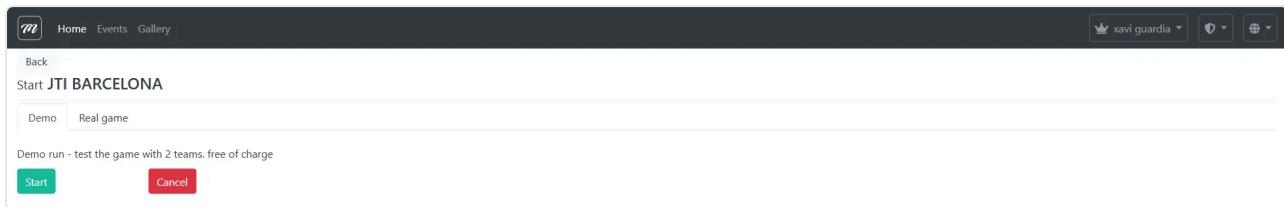
Name / Location	Date	Actions	Results	Buy
JTI BARCELONA Barcelona (Spain) active	2026-02-10	Start		
JTI BARCELONA- Copy(2/10/2026 8:58 PM) Barcelona (Spain) active	2021-12-10	Start		
JTI BARCELONA- Copy(2/10/2026 9:00 PM) Barcelona (Spain) active	2021-12-10	Start		

Find your event in the list. The **Start** button (green, in the Actions column) is the primary entry point. Alternatively, open the event edit page and use the **Start** button in the top-right action bar.

**See:** [Event — Live Control](#) for full reference

### Step 2 — Open the Pre-Start confirmation

**Click:** Start button (green) or Event Edit → action bar → **Start**



The pre-start page appears with two tabs: **Demo** and **Real Game**. This is the last checkpoint before the event goes live.

### Step 3 — Choose Demo or Real Game mode

#### Option A: Demo mode (for testing)



- **Cost:** Free, unlimited
- **Limit:** Maximum 2 teams
- **Use when:** Testing event configuration before a real run

Click **Start** under the Demo tab. No credits are consumed.

#### Option B: Real Game mode (for live events)



Field	Description
Credit balance	Your company's current credit count
Number of staff teams	Staff teams (free – do not consume credits)
Number of teams	Playing teams (each consumes 1 credit per device)
Credits remaining after	Projected balance after starting

Click **Accept sale and play** to start. Credits are deducted immediately.

**⚠ STARTING DESTROYS ALL PREVIOUS DATA**

All results, GPS positions, gadget inventories, messages, and device registrations are permanently deleted. There is no undo. Export everything before restarting (see [Flow 4 – Finalize](#)).

## Step 4 – Event starts – what happens behind the scenes

When you click Start, Moove80 executes this sequence:

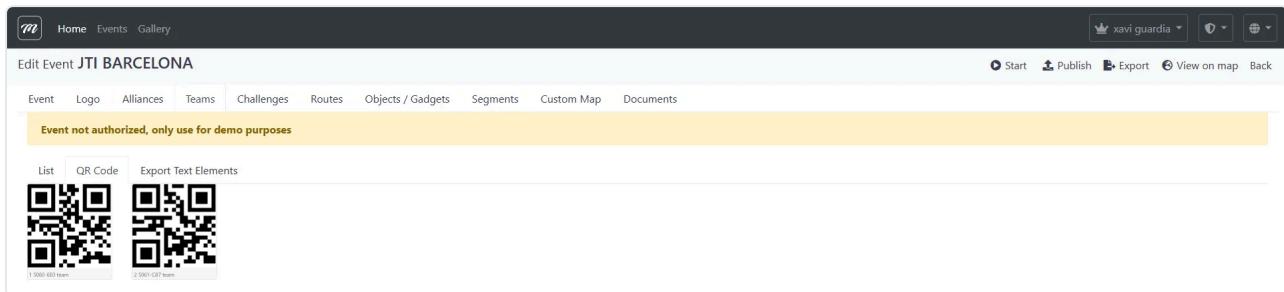
1. **Time window set** – The start date is set to now, the end date to now + duration days (minimum 3)
2. **Previous data cleared** – All prior results, positions, gadgets, and messages deleted
3. **Gadgets redistributed** – Fresh gadget stock assigned to every team
4. **Device IDs reset** – Teams must re-register via QR code
5. **HTML ZIP created** – Event content packaged for offline use
6. **Game session created** – A new game session tracks this execution
7. **Execution counter incremented** – The system tracks total starts

The event is now **running**. Teams can connect via the MooveTeam app.

## Step 5 – Distribute QR codes to teams

Before the event begins on-site, each team needs their activation QR code.

**Navigate to:** Event Edit → Teams tab → **QR Code** sub-tab



Each QR code opens the MooveTeam app and loads this specific event for that team. Print them or display them on a projector for teams to scan.

### TIP

Generate QR codes before the event day and include them in printed briefing materials. Teams scanning on-site can cause delays if connectivity is poor.

**See:** [Event – Teams for QR code and export details](#)

## Step 6 – Open the tracking dashboard

**Navigate to:** Events list → row dropdown → tracking interface

JTI BARCELONA			
Teams 0 / 14			
Filter segments		Filter routes	
A-Z		A-Z	
Total categories	Name	Teams pending	done / total
Questions	BCN2 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN1 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN2 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN1 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN4 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN5 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN6 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN7 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN12 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN8 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN9 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN10 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN11 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN23 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN13 10pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN14 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN15 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN16 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN17 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN18 10 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 1 ALIEN 1 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 2 ALIEN 2 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 3 ALIEN 3 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 4 ALIEN 4 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 5 CELEBRATION 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 6 ESMORONIYA 20 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL PUPPETS 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL MUSIC 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL CAROLINA 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL BOQUERIA 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL TAPAS AR 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN19 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN20 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN24 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN21 10pts (from 17:15 to 19:00hrs). ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL TAPAS PI 60 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	SPECIAL RONALDO 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL FLAMENCO 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL TAPAS AR 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL RONALDO 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL FLAMENCO 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL TAPAS PI 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL BOQUERIA 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	MEETING POINT HARD ROCK CAFE ....	▶Push ▶Skip	0 / 0
Questions	BCN0 10 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 7 COLON 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 8 POLICELMAN 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 9 OLDEST 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 10 AREVACA 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	SPECIAL MUSEU 60 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	SPECIAL BOT 60 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	SPECIAL CORRIUS 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL CERAMICA 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN27 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN28 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN29 10 pts. ....	▶Push ▶Skip	0 / 0

The tracker is the primary monitoring interface. It shows:

Column	What it tells you
Category	Challenge type (Questions, Photo, Hints, etc.)
Name	Challenge name and point value
Teams pending	How many teams haven't attempted this challenge yet
done / total	Completion ratio (e.g., "5 / 14" means 5 of 14 teams completed)

Use the tabs at the top to filter:

- **Word** — Text-based challenges only
- **Power Scoring** — Manual scoring interface
- **All tracker** — All challenges (shown in screenshot)

---

## Step 7 — Monitor challenge progress

JT1 BARCELONA				
Total categories		Name	Teams pending	done / total
Questions	BCN2 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN3 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN4 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN5 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN6 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN7 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN8 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN9 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN10 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN11 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN12 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN13 10pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN14 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN15 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN16 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN17 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN18 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	PHOTO 1 ALIEN 1 20 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	PHOTO 2 ALIEN 2 20 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	PHOTO 3 ALIEN 3 20 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	PHOTO 4 ALIEN 4 20 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	PHOTO 5 CELEBRATION 20 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	PHOTO 6 ESMORODIYA 20 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	SPECIAL PUPPETS 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	SPECIAL MUSIC 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	SPECIAL CAROLINA 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	SPECIAL BOQUERIA 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	SPECIAL TAPAS AR 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN19 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN20 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN24 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN21 10pts (from 17:15 to 19:00hrs).	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	SPECIAL TAPAS PI 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	SPECIAL RONALDO 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	SPECIAL FLAMENCO 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Hints	HINT SPECIAL TAVAS AR 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Hints	HINT SPECIAL RONALDO 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Hints	HINT SPECIAL FLAMENCO 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Hints	HINT SPECIAL TAVAS PI 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Hints	HINT SPECIAL BOQUERIA 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Hints	MEETING POINT HARD ROCK CAFE	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN20 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	PHOTO 7 COLON 20 pts	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	PHOTO 8 POLICELMAN 20 pts	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	PHOTO 9 OLDEST 20 pts	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	PHOTO 10 ARIACASA 20 pts	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	SPECIAL MUSEU 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	SPECIAL BOT 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Picture/Vid.	SPECIAL CORREUS 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	SPECIAL CERAMICA 60 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN27 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN28 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>
Questions	BCN29 10 pts.	▶Push ▶Skip	0/0	<a href="#">Detail</a>

Watch the completion ratios update in real time. Key indicators:

- All “0 / N”** — No teams have reached any challenges yet (event just started, teams still walking)
- Some challenges at “N / N”** — All teams completed those challenges (popular/easy ones)
- Large “teams pending” numbers** — Teams are stuck or haven’t reached those locations

Click the blue action buttons on each row to view individual team responses and score them manually if needed.

## Step 8 — Track team positions by segment

**Navigate to:** Tracking → Segment tracking view

If your event uses segments (game phases), this view shows which segment each team is currently in. You can manually reassign a team to a different segment if needed — this sends a notification to the team's mobile app.

For events without segments, this view still shows team status.

## Step 9 — Use the action bar for quick operations

The action bar at the top of the Event Edit page provides shortcuts during a live event:

Action	Use during live event
<b>Publish</b>	Make the event visible to players (if not already)
<b>Start</b>	Re-start (resets all data – use with caution)
<b>Export</b>	Export event configuration as XML backup
<b>View on map</b>	See all challenge locations and team positions

## Step 10 – Optionally suspend scoring

If you want to hide the live leaderboard for a dramatic reveal at the end:

Use the **Suspend scoring** action from the [Live Control](#) panel.

This toggles the ranking visibility on all public displays (Control Panel, ViewResults). Results continue to accumulate normally – they are just hidden from the audience.

 **NOTE**

Suspending scoring does not affect data collection. All results continue to be recorded normally behind the scenes.

To resume showing rankings, toggle the suspend action again.

**Use cases:**

- Building tension before a final ceremony
- Hiding partial results while judges manually score subjective challenges

## What happens next

The event is now live and being tracked. Teams are walking, solving challenges, and accumulating points.

- For what happens during the event itself, see [Flow 3 – Event Execution](#)
- For how to end the event and extract results, see [Flow 4 – Finalize and Export](#)

## Related flows

- [Flow 1 – Create a Complete Event](#) – The configuration that precedes this step
- [Flow 3 – Event Execution](#) – What happens during the live event
- [Flow 4 – Finalize, Results, and Export](#) – How to end the event and get data out

# Flow 3 – Event Execution

## What this flow covers

This flow describes what happens during a live Moove80 event – from the participants' perspective (connecting and solving challenges) and from your perspective as administrator (monitoring, scoring, and managing the event in real time). It covers challenge activation, gadget use, scoring, and staff monitoring.

### *NOTE*

This manual documents the Moove80 **back-office** (administration panel). The mobile app is mentioned here for context, since the admin monitors what teams do in the app. The mobile app itself is not in scope.

## Prerequisites

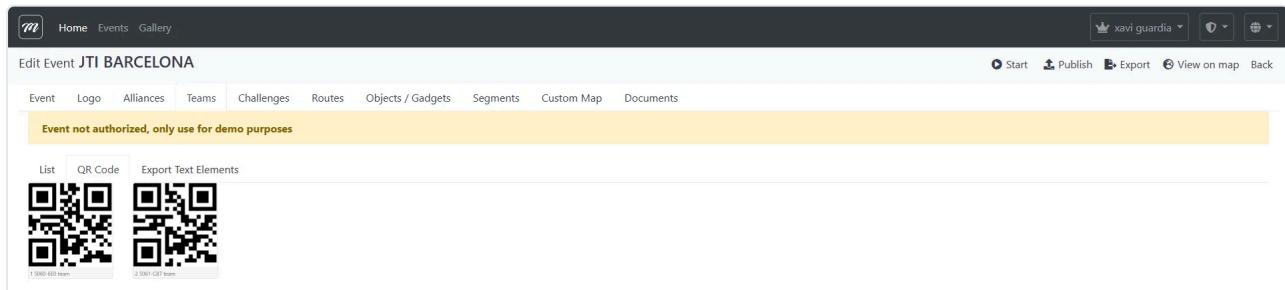
- Event started (see [Flow 2 – Start Event and Track](#))
- QR codes distributed to teams
- Tracking dashboard open on a staff device

## Step-by-step

### Step 1 – Teams connect via the mobile app

Each team scans their QR code using the MooveTeam app (iOS/Android) or an event iPad. The QR code:

1. Opens the MooveTeam app
2. Registers the device to the team (device ID bound)
3. Downloads the event package (challenges, map, assets)

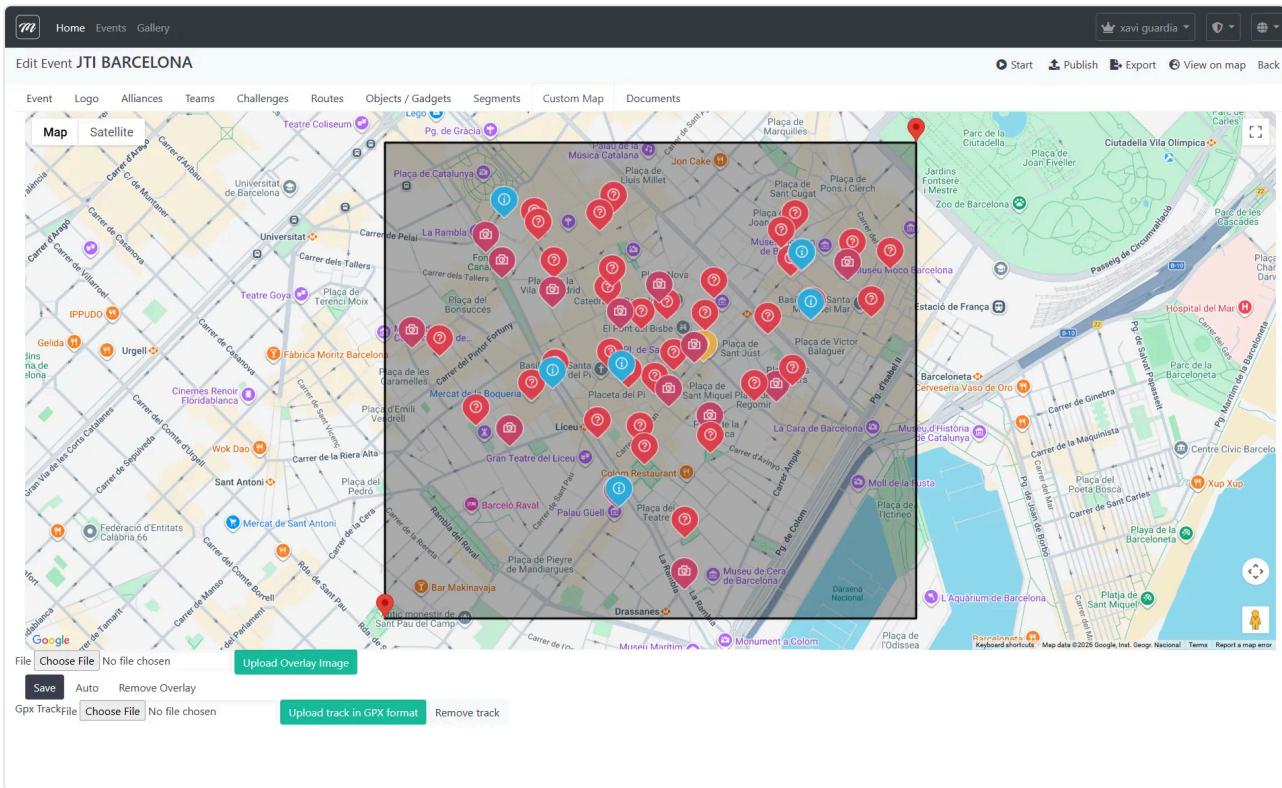


**Admin view:** As teams connect, their device registrations appear in the system. The tracking dashboard begins receiving GPS positions.

## Step 2 — Teams see the event map

Once connected, teams see the event map on their device:

- **Standard map:** Google Maps with challenge pins
- **Custom map:** If configured (see [Flow 1 — Step 10](#)), an illustrated overlay replaces the default map



Challenge pins are visible according to their route visibility settings:

- **Always visible** — Pin shows from the start
- **Sequential** — Pin appears only after the previous challenge is completed
- **Never show** — Pin is hidden (triggered programmatically)

## Step 3 — Challenges activate by GPS proximity

When a team physically reaches a challenge location (GPS-based activation), the challenge activates on their device. The challenge type determines what happens next:

Challenge Type	What the team does	How results are recorded
<b>Questions</b>	Multiple-choice answer	Auto-scored: correct/incorrect + points
<b>Photo/Video</b>	Take a photo or video	Submitted for manual scoring (see Step 6)
<b>Hints</b>	Read informational content	No scoring – context for the next challenge
<b>Puzzle</b>	Solve an image puzzle	Auto-scored on completion
<b>Guess the Word</b>	Guess from letter clues	Auto-scored on completion
<b>Hangman</b>	Classic hangman game	Auto-scored on completion
<b>Find the Pairs</b>	Memory card matching	Auto-scored on completion
<b>Related Words</b>	Word association game	Auto-scored on completion
<b>Slot Machine</b>	Spin to match symbols	Auto-scored on combination
<b>AR Shell</b>	Augmented reality shell game	Auto-scored on selection
<b>Guess the Song</b>	Identify a music clip	Auto-scored on answer
<b>Robots</b>	Robot-based interaction	Auto-scored on interaction
<b>Physical Activity</b>	GPS-tracked movement	Auto-scored on GPS data
<b>Geolocated Video</b>	Watch video at location	Auto-scored on completion

#### *ⓘ* NOTE

If “Allow players to click map icons” is OFF (the default for outdoor events), teams **must** physically walk to the challenge location. This is the core mechanic of a GPS scavenger hunt.

## Step 4 – Points accumulate in real time

As teams submit challenge responses:

1. The server records each result with: team, challenge, answer, points, timestamp, photo
2. Points are calculated immediately (auto-scored) or set to 0 pending manual scoring (photo challenges)
3. The live leaderboard updates on public displays

### Admin view – Tracking dashboard:

JTI BARCELONA			
Teams 0 / 14			
Filter segments		Filter routes	
A-Z		A-Z	
Total categories	Name	Teams pending	done / total
Questions	BCN2 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN1 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN2 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN1 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN4 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN5 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN6 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN7 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN12 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN8 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN9 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN10 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN11 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN23 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN13 10pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN14 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN15 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN16 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN17 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN18 10 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 1 ALIEN 1 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 2 ALIEN 2 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 3 ALIEN 3 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 4 ALIEN 4 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 5 CELEBRATION 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 6 ESMORONIYA 20 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL PUPPETS 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL MUSIC 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL CAROLINA 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL BOQUERIA 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL TAPAS AR 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN19 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN20 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN24 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN21 10pts (from 17:15 to 19:00hrs). ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL TAPAS PI 60 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	SPECIAL RONALDO 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL FLAMENCO 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL TAPAS AR 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL RONALDO 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL FLAMENCO 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL TAPAS PI 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	HINT SPECIAL BOQUERIA 60 pts. ....	▶Push ▶Skip	0 / 0
Hints	MEETING POINT HARD ROCK CAFE ....	▶Push ▶Skip	0 / 0
Questions	BCN0 10 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 7 COLON 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 8 POLICELMAN 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 9 OLDEST 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	PHOTO 10 AREVACA 20 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	SPECIAL MUSEU 60 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	SPECIAL BOT 60 pts. ....	▶Push ▶Skip	0 / 0
Picture/Vid.	SPECIAL CORREUS 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	SPECIAL CERAMICA 60 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN27 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN28 10 pts. ....	▶Push ▶Skip	0 / 0
Questions	BCN29 10 pts. ....	▶Push ▶Skip	0 / 0

Watch the **done / total** column. When a challenge row shows “14/14”, all teams have completed it.

## Step 5 – Teams use gadgets to sabotage rivals

During the event, teams can “send” gadgets to rival teams. The receiving team’s device displays the gadget effect.

Gadget	Effect on target team's device
Broken Screen	Cracked screen overlay (visual disruption)
X Ray	Reveals opponent team information
Love	Distracting hearts animation
Scare	Jump-scare animation
Fart	Sound and visual effect
Fireworks	Visual animation overlay
Lock Screen	Temporarily locks the device interface
Inverted Screen	Inverts the display orientation
Bomb	Explosive animation effect
Alcohol	Visual distortion effect

Each gadget has a limited stock per team (configured in [Flow 1 – Step 8](#)). Once used, a gadget unit is consumed.

 **NOTE**

Gadget exchanges are logged in the messages system. The [results report](#) includes a complete gadget inventory per team — useful for post-event analysis.

## Step 6 – Score photo and free-text challenges manually

Some challenge types require manual scoring by you:

- **Photo/Video challenges** — Teams submit a photo; you decide how many points to award
- **Free-text questions** — Teams write an answer; you judge it

**Navigate to:** Results list → [Score free text questions](#) link



For each unscored response:

1. Read the team's answer or view their photo
2. Enter a point value in the Points field

3. Click **Send** to save

You can also score inline from the results list: the Points column for photo challenges is editable (click → type → save).

**See:** [Event — Results](#) for detailed scoring reference

## Step 7 — Monitor the event from the tracking dashboard

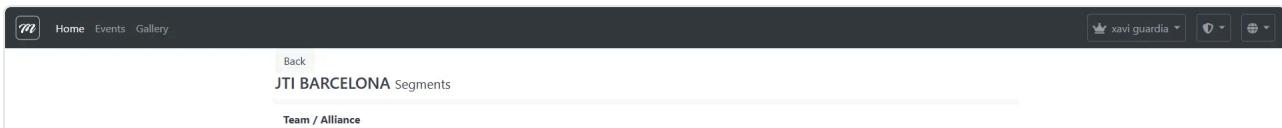
Throughout the event, keep the tracking dashboard open to:

**Track challenge completion:**

The screenshot shows the JTIBARCELONA app interface. At the top, there are buttons for 'Send', 'Pause Scoring', 'Old tracker', and 'Back'. Below this is a header with 'JTIBARCELONA' and '0 / 14' teams. The main area is a table with columns: 'Total categories', 'Name', 'Teams pending', and 'done / total'. The 'Teams pending' column contains counts like 0/0, 0/0, 0/0, etc. The 'done / total' column contains counts like 0/0, 0/0, 0/0, etc. Each row has a 'Detail' button. The table lists various challenges, including questions and photo/videocalls, such as 'BCN2 10 pts', 'BCN3 10 pts', 'BCN4 10 pts', 'BCN5 10 pts', 'BCN6 10 pts', 'BCN7 10 pts', 'BCN8 10 pts', 'BCN9 10 pts', 'BCN10 10 pts', 'BCN11 10 pts', 'BCN12 10 pts', 'BCN13 10 pts', 'BCN14 10 pts', 'BCN15 10 pts', 'BCN16 10 pts', 'BCN17 10 pts', 'BCN18 10 pts', 'PHOTO 1 ALIEN 1 20 pts', 'PHOTO 2 ALIEN 2 20 pts', 'PHOTO 3 ALIEN 3 20 pts', 'PHOTO 4 ALIEN 4 20 pts', 'PHOTO 5 CELEBRATION 20 pts', 'PHOTO 6 ESMONDENYA 20 pts', 'SPECIAL PUPPETS 60 pts', 'SPECIAL MUSIC 60 pts', 'SPECIAL CAROLINA 60 pts', 'SPECIAL BOQUERIA 60 pts', 'SPECIAL TAPAS AR 60 pts', 'BCN19 10 pts', 'BCN20 10 pts', 'BCN21 10 pts (from 17:15 to 19:00 hrs)', 'SPECIAL TAPAS PI 60 pts', 'SPECIAL RONALDO 60 pts', 'SPECIAL FLAMENCO 60 pts', 'HINT SPECIAL TAVAS AR 60 pts', 'HINT SPECIAL RONALDO 60 pts', 'HINT SPECIAL FLAMENCO 60 pts', 'HINT SPECIAL TAVAS PI 60 pts', 'HINT SPECIAL BOQUERIA 60 pts', 'MEETING POINT HARD ROCK CAFE', 'BCN20 10 pts', 'PHOTO 7 COLON 20 pts', 'PHOTO 8 POLICELMAN 20 pts', 'PHOTO 9 OLDEST 20 pts', 'PHOTO 10 ARDIAKA 20 pts', 'SPECIAL MUSEU 60 pts', 'SPECIAL BOT 60 pts', 'SPECIAL CORREUS 60 pts', 'SPECIAL CERAMICA 60 pts', 'BCN27 10 pts', 'BCN28 10 pts', and 'BCN29 10 pts'. The interface includes a 'Filter segments' and 'Filter routes' bar at the top, and a 'sovi guarda' button on the right.

- Identify challenges with unusually high pending counts (teams may be confused or lost)
- Verify all challenge types are being attempted, not just easy ones

### Track segments (if configured):



- See which phase each team is in
- Manually reassign teams to a different segment if needed (sends a push to their device)

### Use public displays:

Display	URL	Purpose
Results board	<code>/Gamestation/ViewResults?eventoid={eventId}</code>	Live leaderboard for venue screens
Control Panel	<code>/Gamestation/ControlPanel?eventId={eventId}</code>	Customizable live display
Photo slideshow	Via row dropdown → Photo slideshow	Cycles through team photo submissions

#### ⚠ DANGER

These public URLs require no authentication – project them on venue screens for participants to see live standings.



## Step 8 — Handle edge cases during the event

Situation	Admin action
Team can't connect	Verify QR code is correct; check device registration in the system
Team stuck on a challenge	View their responses in the results list; consider manually scoring or giving hints via message
Scoring needs to be hidden	Suspend scoring (see <a href="#">Flow 2 — Step 10</a> )
Team needs to change segment	Use segment tracking → manual reassignment
Event needs to end early	Proceed to <a href="#">Flow 4 — Finalize</a>

## What happens next

When the event reaches its natural end or you decide to stop it:

- See [Flow 4 — Finalize, Results, and Export](#) for how to stop the event, review results, generate reports, and export data.

## Related flows

- [Flow 2 — Start Event and Track](#) — How the event was started
- [Flow 4 — Finalize, Results, and Export](#) — Ending the event and extracting value
- [Flow 1 — Create a Complete Event](#) — The configuration that defines this event

# Flow 4 — Finalize, Results, and Export

## What this flow covers

Follow these steps to end an event and extract all its value: stop the game, review results, score remaining responses, generate reports, export data as Excel or photos, and archive. This is the payoff of the entire platform — what the client receives after the event ends.

## Prerequisites

- Event is currently running (see [Flow 2 — Start Event](#))
- Teams have completed challenges and accumulated results
- Photo challenges have been scored (or will be scored in this flow)

## Step-by-step

### Step 1 — Stop the event

**Navigate to:** Admin interface → stop action for the running event

If the event has accumulated results or GPS positions, Moove80 shows a pre-stop confirmation screen:

Field	What it shows
Event	Event name and basic info
Positions recorded	Total GPS position records captured
Results recorded	Total challenge completion records
Pending jobs	Whether background jobs are still processing

Click **Stop** to confirm.

### NOTE

Stopping does not delete any data. All results, GPS positions, and photos are preserved for reporting and export.

### What happens when you stop:

1. **End time backdated** — The end date is set to 3 minutes ago, immediately marking the event as stopped
2. **Game session finalized** — The game session is closed with final statistics

3. **Data preserved** – All results, GPS positions, and photos are kept for reporting and export

See: [Event – Live Control](#) for full stop/restart reference

## Step 2 – Navigate to the results list

**Navigate to:** Events list → row dropdown menu → **Results**

	Photo slideshow	on	Date	Actions	Results	Buy
	Print QR Codes	[A-]	2026-02-10	Elements	Start	
	Clear results or delete event	[n]				
	Details					
	Duplicate	[A- Copy(2/10/2026 8:58 PM)]	2021-12-10	Elements	Start	
	Export	[n]				
	Report					
	Distances report	[A- Copy(2/10/2026 9:00 PM)]	2021-12-10	Elements	Start	
	Results	[n]				
	Export results					

Team	Date	Type of Challenge	Correct Answer	Answer	Picture	Name	Points	Extra points
No data available in table								

The results list displays every scoring record in a searchable, sortable interactive table with 10 columns including team, challenge type, answers, points, and attached photos.

See: [Event – Results](#) for full column reference

## Step 3 – Review individual results

Click any result row to view its full detail.

The detail view shows: team name, challenge type, question text, team's answer, correct answer, points awarded, extra points, response time, and any attached photo or video.

From here you can **Edit** the score or **Delete** the result.

## Step 4 – Score remaining photo and free-text responses

If any photo challenges or free-text questions remain unscored:

**Navigate to:** Results list → **Score free text questions** link



Teams	Challenge	Question	Answer	Points

For each unscored response:

1. Read the team's answer or view their photo submission
2. Enter a point value in the Points field (shows `[score] / [maxPoints]` )
3. Click **Send** to save the score for that row

### TIP

In the results list, the Points column for photo-based challenges is editable inline. Click the value, type the new score, click Save. Changes are saved without page reload.

### TIP

Use the “Photos without score” filter to see only photo submissions pending review.



Teams	Challenge	Question	Answer	Points

## Step 5 – Generate the results report

**Navigate to:** Events list → row dropdown → **Report**, or Results list → **Report** button

The report generates a comprehensive summary. Moove80 produces different layouts depending on event mode:

## Non-Quiz report (outdoor/GPS events)

The screenshot shows the Moove80 software interface for a results report. The top navigation bar includes 'Home', 'Events', 'Gallery', and a user dropdown for 'xavi guardia'. Below the navigation is a 'Back' link and the title 'Results Report'. The 'Alliances' section is shown, followed by a 'Team Summary' table. The table has columns for Team Picture, Number, Name, Date & Time Team started competition, GPS Positions, Distance in meters Sum (\*), Time moving, Time between first & last answer, Answer, Points, and Extra points. The table lists 15 teams, each with a team number and name, and all values in the summary columns are 0. Below the table is a 'Details' section with columns for Origin, Destination, Date, Gadgets, and Message.

### Includes:

- **Alliance summary** – Total points and extra points per alliance
- **Team summary** – Team photo, start time, GPS positions, distance traveled, time moving, total answers, total points
- **Per-team detail** – Individual results table with all challenge responses, plus submitted photos/videos
- **Gadget inventory** – Gadgets available and used per team
- **Messages log** – All team-to-team and team-to-organization communications

## Distances report

The screenshot shows the Moove80 software interface for a 'Distances report'. The top navigation bar includes 'Home', 'Events', and 'Gallery', and a user dropdown for 'xavi guardia'. A message at the top states 'This event does not have steps registered'.

### Navigate to: Events list → row dropdown → Distances report

A focused report showing only distance and movement metrics. Useful when physical movement is a scoring factor.

**Print-friendly:** Both reports include CSS page breaks between team sections, designed for printing or PDF export.

## Step 6 – Export results as Excel

**Navigate to:** Events list → row dropdown → **Export results**

Name / Location	Date	Actions	Results	Buy
JTI BARCELONA Barcelona (Spain) active	2026-02-10	Elements	<b>Start</b>	
JTI BARCELONA- Copy(2/10/2026 8:58 PM) Barcelona (Spain) active	2021-12-10	Elements	<b>Start</b>	
JTI BARCELONA- Copy(2/10/2026 9:00 PM) Barcelona (Spain) active	2021-12-10	Elements	<b>Start</b>	

The export generates an Excel workbook in a ZIP file:

1. Click **Export results** from the row dropdown
2. System validates the event exists and has results
3. Excel workbook is generated with:
  - **“Results” sheet** – Master table: Team, Test Number, Title, Right Answer, Chosen Answer, Points, Date/Time, Image
  - **Per-team sheets** – Named “Images of Team: {name}” with embedded photos
4. ZIP file downloads to your browser

Name / Location	Date	Actions	Results	Buy
JTI BARCELONA Barcelona (Spain) active	2026-02-10	Elements	<b>Start</b>	
JTI BARCELONA- Copy(2/10/2026 8:58 PM) Barcelona (Spain) active	2021-12-10	Elements	<b>Start</b>	
JTI BARCELONA- Copy(2/10/2026 9:00 PM) Barcelona (Spain) active	2021-12-10	Elements	<b>Start</b>	

**Requires at least one result.** If the event has no results, an error is shown.

See: [Event – Results](#) for export details

## Step 7 — Export event photos to S3

**Navigate to:** Events list → row dropdown → export photos form

Photo export is asynchronous (unlike the instant Excel download):

1. Navigate to the export photos page
2. System pre-fills email addresses from your company's user accounts
3. Edit the email list if needed (comma-separated)
4. Click **Export**
5. A background job is created
6. The background processing service packages all photos and uploads to Amazon S3
7. Recipients receive an email with download links

### ⚠ DANGER

Download links expire after 4 days. Save the photos locally before the links become inactive.

Check job status on the same page — it shows: Job Status, Last Time Active, Notification Emails, and Download links.

## Step 8 — Archive the event (optional)

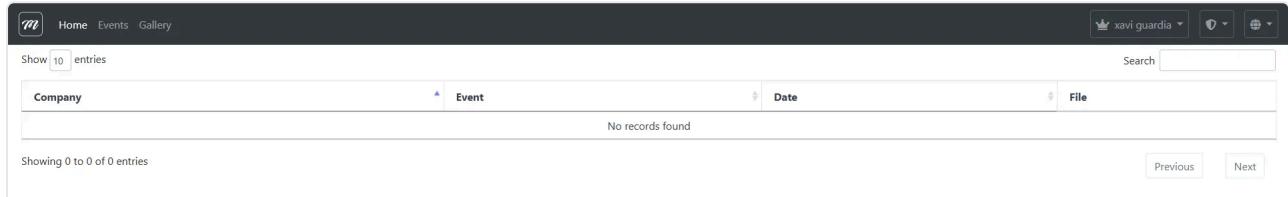
After exporting all needed data, the event can be archived.

**Navigate to:** Events list → row dropdown → **Clear results or delete event**

Two options:

Action	Effect	Reversible?
<b>Clear Results</b>	Removes all results, photos, and GPS positions. Event configuration ( <a href="#">teams</a> , <a href="#">challenges</a> , <a href="#">routes</a> ) is preserved.	No
<b>Delete Event</b>	Permanently removes the entire event and all data. Requires typing the event name to confirm.	No

Archived result files remain accessible from the Admin menu (managed by MooveTeam).



## Step 9 — Restart the event (if needed)

If the event needs to run again (e.g., second group of participants, next-day event):

Use the **Restart** action from the [Live Control](#) panel. Restart calls the same start logic as a fresh start.

### **⚠ RESTARTING DESTROYS ALL ACCUMULATED DATA**

Results, positions, and gadgets are permanently deleted. There is no undo. Always complete Steps 5–7 (export results, photos) before restarting.

## Complete post-event checklist

Step	Action	Done?
1	Stop the event	
2	Score all photo and free-text responses	
3	Generate and review the results report	
4	Generate the distances report (if GPS event)	
5	Export results as Excel ZIP	
6	Export photos to S3 (if photo challenges exist)	
7	Verify S3 download links arrived via email	
8	Archive or clear results as needed	

## Related flows

- [Flow 2 – Start Event and Track](#) – How the event was started
- [Flow 3 – Event Execution](#) – What happened during the event
- [Flow 1 – Create a Complete Event](#) – If you need to run a new event

# 05

## Appendix

Troubleshooting, glossary, checklists, icon legend, and  
platform limits.

# Go-Live Checklist

---

Sequential checklist for event day. Follow these steps in order – from office preparation through post-event wrap-up.

Print this page or keep it open on your phone during the event.

---

## Before the event (office)

- **Verify credit balance** covers the team count (1 credit per playing team). Check in User Menu → Credits.
- **Confirm or create a sale** for the event. Real Game mode requires an active, paid sale whose authorization period covers today. Contact your MooveTeam account manager if needed.
- **Print QR codes** for all teams. Open the Teams tab → QR Code sub-tab → print. See [Event – Teams](#).
- **Upload team documents** (rules briefing, schedule) to the Documents tab. See [Event – Documents](#).
- **Verify all challenges have GPS coordinates set**. Open the challenge map view and confirm every pin is placed correctly.
- **Run a Demo session** to test the full flow end-to-end. Start the event in Demo mode (max 2 teams, no credits consumed), walk through a few challenges, verify scoring, then stop. See [Event – Live Control](#).
- **Prepare backup QR printouts**. Print an extra set in case of damage at the venue.

## At the venue (setup)

- **Open the Live Map** on a projector or venue screen. Use the tracking URL: </Admin/Tracking/Segmentos?eventoid={eventId}>. See [Event – Live Control](#).
- **Log in staff iPads** as “Organization Staff” teams. Staff teams do not consume credits and are excluded from the ranking.
- **Verify GPS signal quality** at key challenge locations. Walk to 2–3 challenge spots and confirm the mobile app detects proximity.
- **Memorize the “Allow click map icons” toggle** location in [Event – General Data](#). If GPS fails at the venue, enable this checkbox as an instant workaround.
- **Distribute printed QR codes** to team captains. Verify each code scans correctly before the event starts.

## Go live

- **Start the event.** Click the green **Start** button from the events list or the event edit page. Review the pre-start confirmation screen. See [Event — Live Control](#).
- **Monitor the tracking dashboard** for stuck teams. If a team stops moving for an extended period, check whether they are having a technical issue.
- **Keep the Troubleshooting page open** on your phone or tablet for quick reference if something goes wrong.
- **Watch for device issues.** If a team's device dies, unassign it and rescan QR on a new device. See [Troubleshooting — Device died](#).

## After the event

- **Stop the event** by clicking the red **Stop** button. **Do NOT press Restart** — Restart destroys all results. See [Live Control — Stop vs Restart warning](#).
- **Export results** to Excel. Open [Event — Results](#) and use the export action.
- **Export photos** from the [Gallery](#) if the event included picture/video challenges.
- **Review scores** for any manual adjustments needed. Use the results edit form or inline **EditField** action.
- **Share public results** with participants: </Gamestation/ViewResults?eventoid={eventId}> .

# Troubleshooting

Quick-reference guide for common problems during Moove80 events. Each entry describes the symptom, explains the cause, and links to the full feature page where you perform the fix.

Keep this page open on your phone or tablet during live events.

## A team's device died or crashed

**Symptom:** A team stops reporting GPS positions and cannot complete challenges. Their device is unresponsive or broken.

**Fix:**

1. Open the Teams tab for the event: [Event — Teams](#).
2. Find the affected team in the list. The Details column shows their current device UUID.
3. Click the **person icon** (Unassign device) on that team's row. This clears the device binding ( `uid` ) and start timestamp.
4. Hand the team a new device. Have them scan their QR code again to re-register.

 **NOTE**

Unassigning a device does not delete the team's results or GPS history. Only the device binding is cleared.

## GPS not working at this location

**Symptom:** Teams are physically at a challenge location but the app does not activate the challenge. GPS signal is weak or unreliable (indoor venues, urban canyons, dense buildings).

**Fix:**

1. Open the event's General Data tab: [Event — General Data](#).
2. Enable the checkbox **“Allow players to click over map icons to activate challenges”**.
3. Save the event.
4. Tell teams they can now tap challenge pins directly on the map instead of relying on GPS proximity.

 **TIP**

Memorize the location of this checkbox before every event. It is the fastest workaround for GPS issues at a venue.

## A team is stuck on a broken challenge

**Symptom:** A team cannot complete a specific challenge (wrong answer expected, media not loading, or challenge is misconfigured) and they are blocked from progressing.

### Fix – Option A: Reassign the team to a different segment.

1. Open the segment tracking view: [Event – Live Control](#) (Segment tracking section).
2. Select the stuck team and reassign them to a different segment. This sends a push notification (message type 126) forcing the app to switch segments.

### Fix – Option B: Score the challenge manually.

1. Open the scoring dashboard: [Event – Live Control](#) (Scoring and challenge tracker section).
2. Use the **Power Scoring** tab to manually award points for that challenge.
3. Alternatively, open [Event – Results](#) and create or edit a result record directly.

## Team can't scan QR code

**Symptom:** A team's printed QR code does not scan, or the app rejects it.

### Fix:

1. Open the Teams tab: [Event – Teams](#).
2. Go to the **QR Code** sub-tab to verify the codes are correctly generated.
3. If the printout is damaged, reprint from the QR Code sub-tab.
4. If scanning still fails, manually assign the team by using the **Unassign device** action on their current (broken) registration, then have them scan a freshly printed code.
5. As a last resort, note the team's localizer code (format: `{TeamId}-{Checksum}`) and enter it manually in the app if supported.

#### NOTE

QR codes contain a registration token in the format `{TeamId}-{Checksum}` (e.g., "5060-6E0"). Verify the printed code matches the one shown in the QR Code sub-tab.

## Event won't start

**Symptom:** You click **Start** but the event does not begin, or the pre-start page shows a problem.

### Fix – Check these items in order:

- Credit balance:** The pre-start page shows your current credit balance and the cost (1 credit per playing team). If the balance is insufficient, purchase more credits first. Check your balance in User Menu → Credits.
- Active sale:** Real Game mode requires an active, paid sale whose authorization period covers today. If no valid sale exists, the system defaults to Demo mode (max 2 teams). Contact your MooveTeam account manager to confirm or create a sale.
- Team count:** Verify at least one non-staff team exists in the [Teams tab](#).
- Pending jobs:** The pre-start page shows whether background jobs are still processing. Wait for them to finish before starting.
- Event state:** If the event was previously started, it may already have an active time window. Check the start/end dates.

#### DANGER

Starting an event clears all previous results, GPS positions, gadget inventories, messages, and device registrations. See [Live Control – Starting an event](#) for the full list of what is reset.

## Results not appearing

**Symptom:** The event has ended but no results show in the admin results table or the public results view.

**Fix:**

- Confirm the event is stopped, not just expired.** Open [Event – Live Control](#) and verify the event state. Stop the event explicitly if it is still technically running (end date in the future).
- Wait for sync.** Results are recorded as teams complete challenges. If the event just stopped, allow a few minutes for any remaining data to sync from mobile devices.
- Check the results page.** Open [Event – Results](#) and verify records exist. Use the search/filter to look for specific teams.
- Check the public results page.** The public results page at `/Gamestation/ViewResults?eventoid={eventId}` may show results even if the admin view is slow to load.

#### NOTE

Stopping an event backdates the end time by 3 minutes and finalizes the game session. It does not delete any data. Results, GPS positions, and photos are preserved for reporting and export.

## Wrong scores showing

**Symptom:** A team's score is incorrect, or points were awarded/deducted incorrectly.

**Fix:**

1. Open [Event — Results](#).
2. Find the incorrect result record using the search filter.
3. Click **Edit** on the result row to correct the points value.
4. To change points inline without opening the full edit form, use the inline edit option available from the scoring interface.
5. If a result should not exist at all, use **Delete** to remove it.
6. To add a missing result, use **Create** to add a new result record for the correct team and challenge.

 **TIP**

Check the challenge's scoring configuration first. If points are consistently wrong for one challenge type, the issue may be in the challenge setup rather than individual results. See [Event — Challenges](#).

## Event package too large

**Symptom:** The pre-start page shows a very large event size in MB, the event takes too long to start, or the mobile app is slow to download the event package.

**Fix:**

1. Open the event and use the **Optimize** action from the event edit page.
2. The system scans all challenge HTML content (introductory text, correct answer text, wrong answer text) and strips embedded base64 images, redundant HTML tags, inline styles, and oversized markup from copy-pasted content.
3. The response shows how many bytes were saved.
4. The optimization preserves the visible text and gallery image references — only markup bloat is removed.

 **TIP**

Run this after importing events from XML or after heavy editing of challenge HTML content. Events with content pasted from Microsoft Word or rich-text editors are especially likely to benefit.

# Glossary

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Definitions of key terms used in the MooveTeam platform and its back-office Moove80.

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## A

### Activity

Synonym for **Event**. A complete gamified experience created in Moove80 and played through the apps.

### Alliance

A grouping of teams that cooperate with each other and share scores. Enables cooperation dynamics between multiple teams within the same event.

### AR (Augmented Reality)

Technology that overlays virtual objects (3D) on the real world through the device's camera. Available in MooveXR and MooveGoXR.

### AR Scene

Configuration of an augmented reality experience with 3D objects positioned in space. Managed from the "Augmented Reality Scenes" section of Moove80.

### AR Shell

A mini-game type that uses the camera and AR to create an interactive gaming experience in the player's real environment.

---

## B

### Back-Office

The web administration panel (Moove80) where events are designed, configured, and monitored.

### BYOD (Bring Your Own Device)

A mode where each player uses their own smartphone. In this model, 1 device = 1 credit.

---

## C

### **Challenge**

The fundamental unit of gameplay. A task that teams must complete to earn points. MooveTeam supports 14 types of challenges.

### **Credits**

Virtual currency of the system. 1 credit = 1 device per activity. Credits never expire. Purchased in packs with volume discounts.

### **Custom Map**

An image overlaid on Google Maps to give the event map a themed appearance (e.g., medieval map, pirate map).

---

## D

### **Deep Link**

A direct URL that, when opened on a device, launches the app and loads a specific activity. Used in activation QR codes.

### **Demo**

Free and unlimited test mode that allows testing an activity without consuming credits.

### **Dynamic Segment**

A premium feature that allows segments to be unlocked conditionally based on collected objects, elapsed time, or completed challenges.

---

## E

### **Event**

The main entity in Moove80. Contains teams, challenges, routes, segments, objects, gadgets, and all configuration for a gamified activity.

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## G

## **Gadget**

A sabotage tool that one team can send to another to hinder their progress. Functions as a competitive “prank.” Each team has a limited stock.

## **Geolocated Video**

A challenge type where a video plays automatically when the team arrives at a specific GPS location.

## **glb / gltf**

Standard formats for 3D models used in MooveXR’s augmented reality. GL Transmission Format.

## **GPX Track**

A GPS route file format that can be imported as an overlay on the event’s custom map.

---

## **H**

### **Hidden Challenge**

A challenge that is not visible on the map and that teams must discover during gameplay.

## **Hint**

An informational challenge type that presents narrative content (text, video, 360°) without requiring an answer. Used for storytelling.

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## **I**

### **iBeacon**

Apple’s Bluetooth communication protocol used for indoor proximity detection. Enables indoor challenges without GPS.

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## **M**

### **Mini-game**

A category of challenges that includes interactive games: Puzzle, Guess the Word, Hangman, Find the Pairs, Related Words, Slot Machine, and AR Shell.

**Moove80**

The name of MooveTeam's back-office (web administration panel).

**MooveGo**

A MooveTeam spin-off (since 2018) oriented toward the tourism market. Enables self-guided experiences without staff. WooCommerce integration.

**MooveGoXR**

A product combining self-guided experiences (MooveGo) with augmented reality (XR). Launched May 2025.

**MoovelIndoor**

Specialized iPad app for indoor activities, using QR codes and iBeacons instead of GPS.

**MoovePhotoCall**

iPad app for interactive event photocalls.

**MooveQuiz**

iPad app for quiz shows and question competitions in presentation format.

**MooveTeam**

The main platform for creating GPS-based gamified experiences. Includes the back-office (Moove80) and player apps.

**MooveXR**

App with advanced augmented reality support (3D objects, AR scenes) for team building with an AR component.

**Multiedit**

A back-office feature that allows editing multiple challenges simultaneously.

---

**O****Object**

A virtual collectible element. Teams obtain objects by completing challenges and may need them to activate others. Can have 3D visualization in AR.

## Overlay Map

An image overlaid on Google Maps that replaces the standard map appearance with a themed custom version.

---

## P

### Pay-per-use

MooveTeam's business model: creating activities is free, you only pay credits when running them with real clients.

### Premium Account

Account level with advanced features such as custom icons, dynamic segments, and extended branding.

### Publish

Action that makes an event visible to players. Step prior to "Start."

### Push Notification

Messages the organizer can send to specific teams during a live event.

---

## Q

### QR Code

Quick Response code. Used both for activating challenges (indoor) and for player activation (deep link QR that installs the app and loads the activity).

---

## R

### Ranking

Real-time team leaderboard by score. Can be global, by segment, or by alliance.

### Robot

A challenge type that involves interaction with robots or automated elements.

## Route

A predefined path that groups challenges and is assigned to teams. Allows different teams to follow different paths in the same event.

---

## S

### Scavenger Hunt

An activity format where teams must find and complete challenges distributed across a geographic area.

### Segment

A phase or level within an event. Segments create progression: teams must complete challenges in one segment before advancing to the next.

### Skin

A seasonal visual theme that changes the app's appearance (Christmas, Halloween, etc.).

### Staff Profile

A special profile in the app that allows the organizer to monitor the event without needing the web back-office.

### Start

Action that launches an event. This is the moment when credits are consumed.

### Step Count

A challenge type that uses the smartphone's pedometer to measure walking distance.

---

## T

### Tag

Metadata for organizing and filtering events in the back-office.

### Team

A group of players participating together. Can be a group using an iPad (up to 5 people) or individual players in BYOD.

## Theme

Visual configuration that changes icons, sounds, and app style for an event.

## Track

Back-office feature that shows teams' GPS positions in real-time during an event.

---

## W

### WooCommerce Integration

MooveGo's integration with WooCommerce (WordPress) that enables selling self-guided experiences directly from an online store.

# Icon Legend

Visual glossary of all icons, badges, and indicators used in the Moove80 back-office. The admin panel uses **Bootstrap 2 Glyphicons** (sprite-based) for all interface icons. Premium accounts may also see custom map icons uploaded from the [Gallery](#).

## TIP

Bookmark this page for quick reference while learning the Moove80 interface.

## Event list row — overview

The event list row packs many controls into a single line. This annotated capture shows every button and icon in context:

Nombre / Ubicación	Fecha	Acciones	Resultados	Comprar/Pagar
JTI BARCELONA Barcelona (Spain)	2026-02-12	Elementos	● Iniciar	≡

From left to right: **Edit** (pencil), **Actions toolbox** (briefcase with dropdown arrow), **Status tag** (“active” badge with remove), **Add tag** (blue plus), event name and location, date, **Elements** dropdown, **Start** button, **Results** icons (four small buttons), **Buy/Pay** (shopping cart).

## Navigation icons

Icons that appear in the top-right user dropdown menu and in sidebar/submenu navigation.

 Current user / User management	Top menu bar, Users admin
 Language selector / Current GPS position	Top menu dropdown, challenge map
 My Data (account settings)	User menu
 PhotoCall section	User menu
 Downloads page / Export to Excel	User menu, event actions
 Accounting (credit purchases and billing)	User menu
 Events list / Ticket management	User menu, MooveGo tickets
 Characters (personajes / avatars)	User menu
 AR Scenes / Gallery 3D	User menu, admin menu

	End Users (usuarios finales)	User menu
	Admin tools submenu header	Admin submenu
	Jobs / Database utilization / Disk utilization	Admin submenu
	Control Panel / Credits list	Admin submenu, credits
	Challenge Types / Challenges	Admin submenu, element lists
	Error Log (ELMAH)	Admin submenu
	Sales (ventas) / Special messages	Admin menu, Gamestation
	PhotoCall Sales / Result photos	Admin menu, results
	Companies (empresas)	Admin menu
	Log Off	User menu (bottom)

## Entity and element icons

Icons used in the Elements dropdown on the event list and in entity index pages. Each icon identifies a type of child entity within an event.



The **Elements** dropdown (  ) provides quick navigation to each entity type with a count badge.

Icon	Meaning	Where it appears
	Alliances / Segment tracking view	Event list dropdown, tracking
	Teams	Event list dropdown
	Challenges	Event list dropdown
	Objects and Gadgets / Segments	Event list dropdown
	Routes	Event list dropdown
Trophy image	Results column header (custom PNG, not a font icon)	Event list header, results column

## Map icons

Icons that appear on Google Maps views when editing challenges, routes, or tracking live events.

### Default challenge pins

Challenge locations on the map use **Google Charts API numbered pins**: blue pins with sequential numbers (1, 2, 3...). The URL pattern is:

[http://chart.apis.google.com/chart?chst=d\\_map\\_pin\\_letter&chld={number}|2a69f5|000000](http://chart.apis.google.com/chart?chst=d_map_pin_letter&chld={number}|2a69f5|000000)

### Static map icons (selectable per challenge)

Accounts can select a map icon from a predefined set of images.

Icon	Description
( <i>default</i> )	Standard numbered pin (Google Charts API)
	Beer
	Bomb
	Box
	Find QR
	Flag
	Food
	Food (variant)
	Google
	Guess the Word minigame
	Find Pairs minigame
	Related Words minigame
	Puzzle minigame
	Hint
	Megaphone
	Moove logo
	Picture (Photo challenge)
	Question
	Question (green)
	Augmented Reality
	Star
	Stopwatch
	Team
	Video

	Zest
	Transparent (invisible marker)

## Custom map icons (Premium only)

Premium accounts see an additional **Customized Icon** dropdown that lists images from the company's [Gallery](#). Upload a square PNG to the Gallery, then select it as a custom challenge pin.

## Tracking map pins

During live tracking, team positions use **blue lettered pins** via the Google Charts API:

```
http://chart.apis.google.com/chart?chst=d_map_pin_letter&chld={team}|0000FF|FFFFFF
```

## Status indicators

Visual cues that communicate the current state of an event or entity.

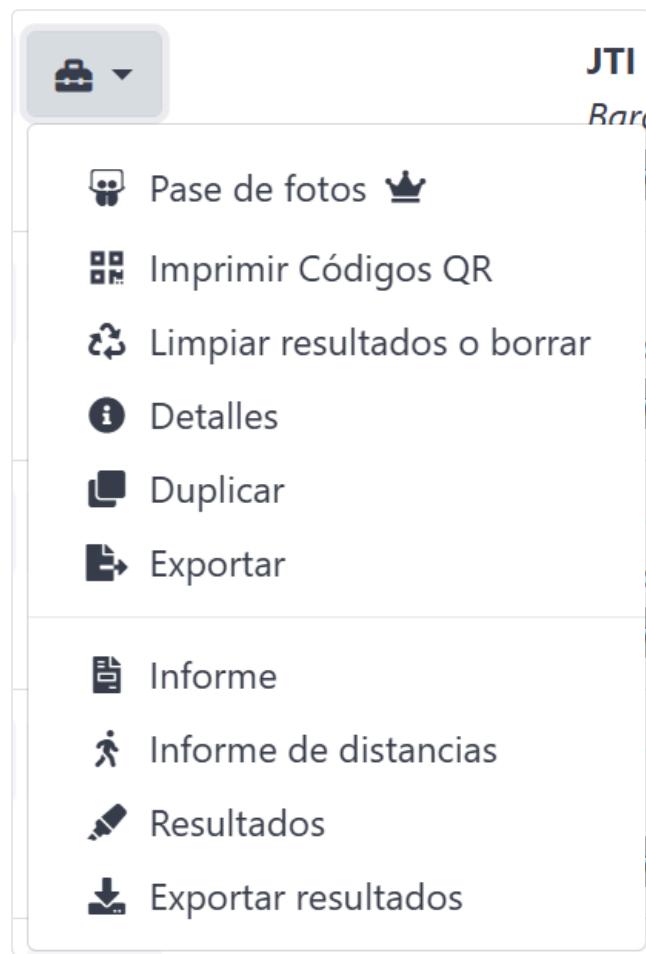
Indicator	Meaning	Where it appears
	Event is stopped – click to start	Event list, Actions column
	Event is running – click to stop	Event list, Actions column
MooveGo logo	Event is a MooveGo event (self-guided tourism mode)	Event list, next to event name
Blue badge with count	Number of child entities (e.g., “Teams 4”, “Challenges 12”)	Element dropdown items
	Challenge property values (points, time limit, radius, etc.)	Challenge list columns
	Correct answer / Feature enabled / Attribute is true	Challenge details, Multi-Edit, team list
	Incorrect answer / Feature disabled	Challenge details
	Loading spinner – operation in progress	Start Event button
	Premium-only feature indicator (crown icon)	Event actions dropdown, event settings
	Event status badge – removable tag (click minus to remove)	Event list row
	Company has premium subscription	Companies list

## Action icons

Icons on buttons that trigger create, edit, and delete operations.

### Event actions toolbar

The **actions toolbox** button ( ) opens the full event actions menu:



The menu is divided into two groups. **Upper group** (event management): Photo slideshow, Print QR Codes, Clear results / Delete, Details, Duplicate, Export. **Lower group** (results & reports): Report, Distances report, Results, Export results.

### Results row icons

The results column shows a compact row of four quick-access icons:



From left to right: Follow (tracking list), Photo slideshow, Results (clipboard), Segments (layers).

### Complete icon reference

	Edit this item	List rows (events, teams, challenges, etc.)
	Delete this item	List rows, challenge sub-items
	View event details (summary page)	Event actions dropdown
	Duplicate event / Export event	Event actions dropdown

	Generate printable report	Event actions dropdown
	Print QR codes / Ticket management	Event actions dropdown, MooveGo tickets
	Follow live (tracking view)	Event list, results column
	Confirm purchase / Buy credits	Event list, purchases column
	View purchase details	Event list, purchases column
	Back / Return to parent list	All detail/edit pages (top-right)
	Start event	Event list, edit page
	Stop event	Event list
	Add image / Add item / Add tag	Challenge sub-item forms, tag creation
	Remove image / Remove item	Challenge sub-item forms
	Export to Excel / Download data	Event actions dropdown
	Export results (download to tray)	Event actions dropdown
	Export pictures and videos	Event actions dropdown
	Distances report (walking person icon)	Event actions dropdown
	Clear results (circular arrows)	Event actions dropdown
	View sub-item details	Challenge index (sub-item lists)
	Optimize images	Event edit page
	Manage event tasks	Indoor event list
	Authorize a sale	Distributor panel
	Transfer credits / Purchase details	Distributor panel, Indoor event list
	Messages	Gamestation results

## Tag management

Events can have custom status tags displayed as colored badges on the event list row.



Icon	Meaning	Where it appears
	Create a new custom tag for this event	Event list row, next to status tags
	Remove this tag from the event	Inside status tag badge

# Limits and Capacities

Practical reference of file size limits, format constraints, and entity capacities in Moove80. Use this page when planning events to avoid upload errors or unexpected behavior.

Where no explicit limit exists, the constraint is the database or server configuration rather than application logic.

## File upload limits

Upload context	Max size	Allowed formats
Gallery images	3 MB (3,000,000 bytes)	.png, .jpg, .jpeg
Gallery image dimensions	1500 px (auto-resized)	—
Event logo	500 KB	Image formats
Document upload (Teams/Staff/AR)	3 MB	PDF and common document formats
PhotoCall image	1MB	Image formats
Character video (standard account)	5 MB	Video formats
Character video (Premium account)	25 MB	Video formats

### TIP

Compress images before uploading to the [Gallery](#). Images larger than 1500 px on any side are automatically resized, which may reduce quality unpredictably.

## Text field limits

Field	Max length
Username	100 characters
Password (minimum)	6 characters
Gallery 3D name	255 characters
Gallery 3D description	1000 characters

## Entity counts per event

Entity	Explicit limit	Notes
Teams per event	No explicit limit	Database-constrained. Practical limit depends on credit balance (1 credit per playing team).
Challenges per event	No explicit limit	Database-constrained. No cap in challenge creation logic.
Routes per event	No explicit limit	Database-constrained.
Segments per event	No explicit limit	Database-constrained.
Objects per event	No explicit limit	Database-constrained.
Gadgets per event	No explicit limit	Auto-generate creates one gadget per effect type (10 outdoor, 8 indoor).
Alliances per event	No explicit limit	Database-constrained.

### ⓘ NOTE

“No explicit limit” means the application code does not enforce a maximum count. The practical limit is determined by database capacity and server performance. Events with hundreds of teams or challenges may experience slower page loads in the admin interface.

## Export formats

Export	Format	Delivery method
Results	.xlsx (Excel)	Direct download
Sales history	.xlsx (Excel)	Direct download
Photos and videos	.zip	Async background job, download link emailed
QR codes	PNG images	Rendered server-side, printable from browser

## Other constraints

Constraint	Value	Notes
Event duration (on start)	Minimum 3 days	The system sets the end date based on the configured duration (minimum 3 days). Actual event length is controlled by when you press Stop.
Stop backdate	3 minutes	Stopping an event backdates the end time by 3 minutes to account for mobile app sync delay.
Demo mode teams	Maximum 2	Events without an active paid sale default to Demo mode, which limits the event to 2 teams.
Gadget effect types (outdoor)	10	Bomb, Alcohol, X-Ray, Scare, Fart, Love, Fireworks, Broken Screen, Inverted Screen, Lock Screen
Gadget effect types (indoor/quiz)	8	X-Ray and Inverted Screen are excluded
Challenge types	14	Questions, Hints, Physical Activity, Picture/Video, Geolocated Video, Puzzle, Guess the Word, Hangman, Find the Pairs, Related Words, Slot Machine, AR Shell, Guess the Song, Robots



[moove80.mooveteam.com](https://moove80.mooveteam.com)

*The platform to build gamified team experiences*



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