

CSFrontiers

Game and Web User Manual

An illustrated guide for Students Teachers and Administrators



The CSFrontiers world map connects the learning islands.

Current implemented system edition

Prepared 5 October 2026

Use this guide with the installed Windows game and the CSFrontiers website provided by your school. Screen examples illustrate the interface; account details are obscured where needed.

Note: This edition describes the current workspace. Availability of content depends on your class, assigned activities, and the version deployed by your school.

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The table of contents links to each role and reference chapter. Page numbers refer to this Word edition.

How to use this guide

Students should begin with Student Portal, then Game and Learning Islands. Teachers should begin with Faculty Dashboard. Administrators should begin with Administrator Dashboard. The final chapter covers common problems and useful terms.

Note: Screenshots may contain sample scores or older visual details. Follow the current labels and instructions, and ask your teacher when an assigned activity differs from the example.

Getting Started

CSFrontiers combines a 3D learning game with web portals for class activities, results, and account management.

Role	Main tasks
Student	Explore islands, answer practice questions, complete assigned quizzes and caves, review results.
Teacher	Manage assigned classes and enrollment, create activities, review student answers and class performance.
Administrator	Manage student and teacher accounts, create and assign classes, inspect content and activity logs.

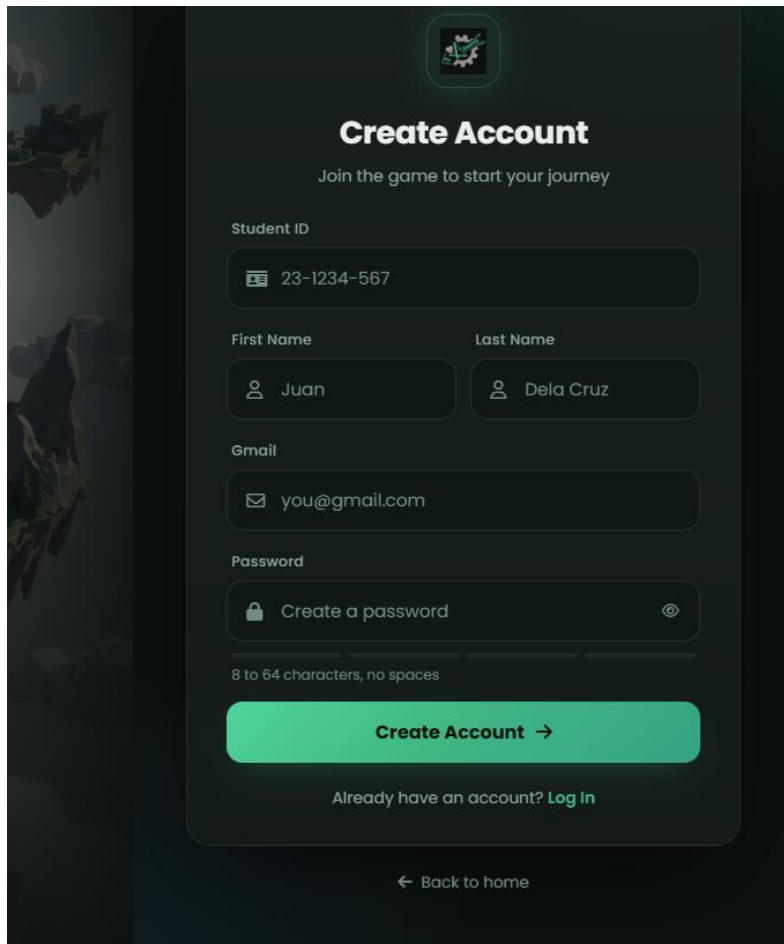
Before you begin

1. Have your assigned account ID, password, and access to the Gmail address registered to your account.
2. Open the CSFrontiers website address supplied by your school. For the local demonstration, use `http://localhost/TheiaN/` on the configured computer.
3. For gameplay, use a Windows computer with the installed CSFrontiers game, a keyboard, and a mouse. Keep an internet connection for recorded activities.

Note: The local address works on a computer configured to host the website. It is not a public address for other devices. Keep passwords and verification codes private.

Student Portal

Create and verify an account



Create Account
Join the game to start your journey

Student ID
23-1234-567

First Name
Juan

Last Name
Dela Cruz

Gmail
you@gmail.com

Password
Create a password

8 to 64 characters, no spaces

Create Account →

Already have an account? [Log In](#)

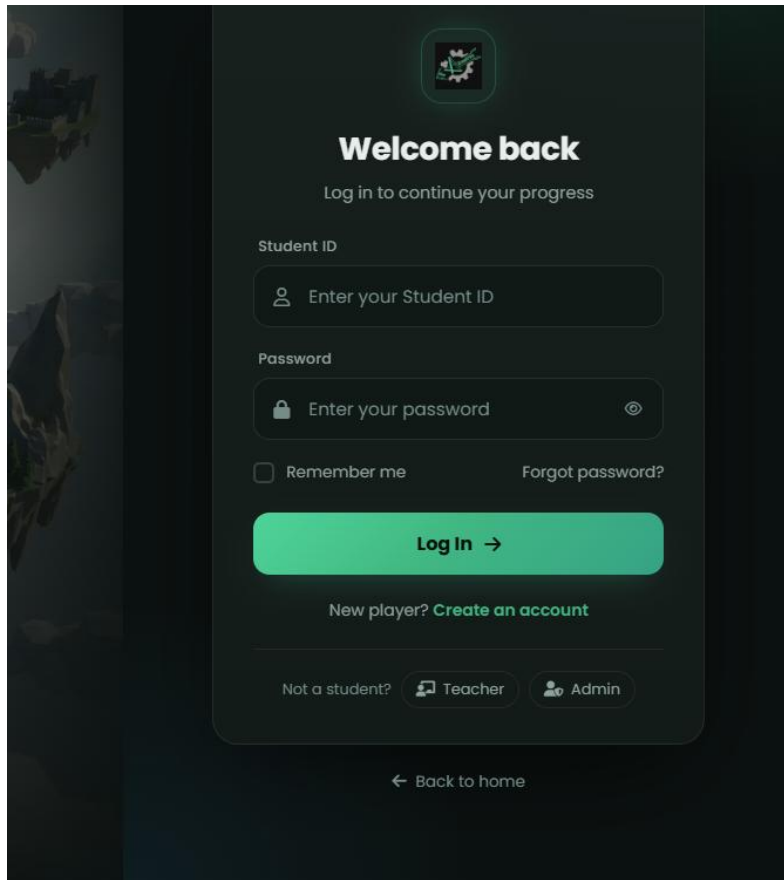
[← Back to home](#)

Create Account collects student identity and a Gmail address.

1. Open the Student Portal and choose Create Account.
2. Enter your Student ID, first and last names, Gmail address, and password. Follow the field validation messages. The password must contain 8 to 64 characters and no spaces.
3. Choose Create Account. On the verification screen, enter the six digit code sent to your Gmail address.
4. Complete verification, then return to Log In.

Note: Use the account identity assigned by your school. If the code expires, request a new code and use the most recent message.

Sign In and Join a Class

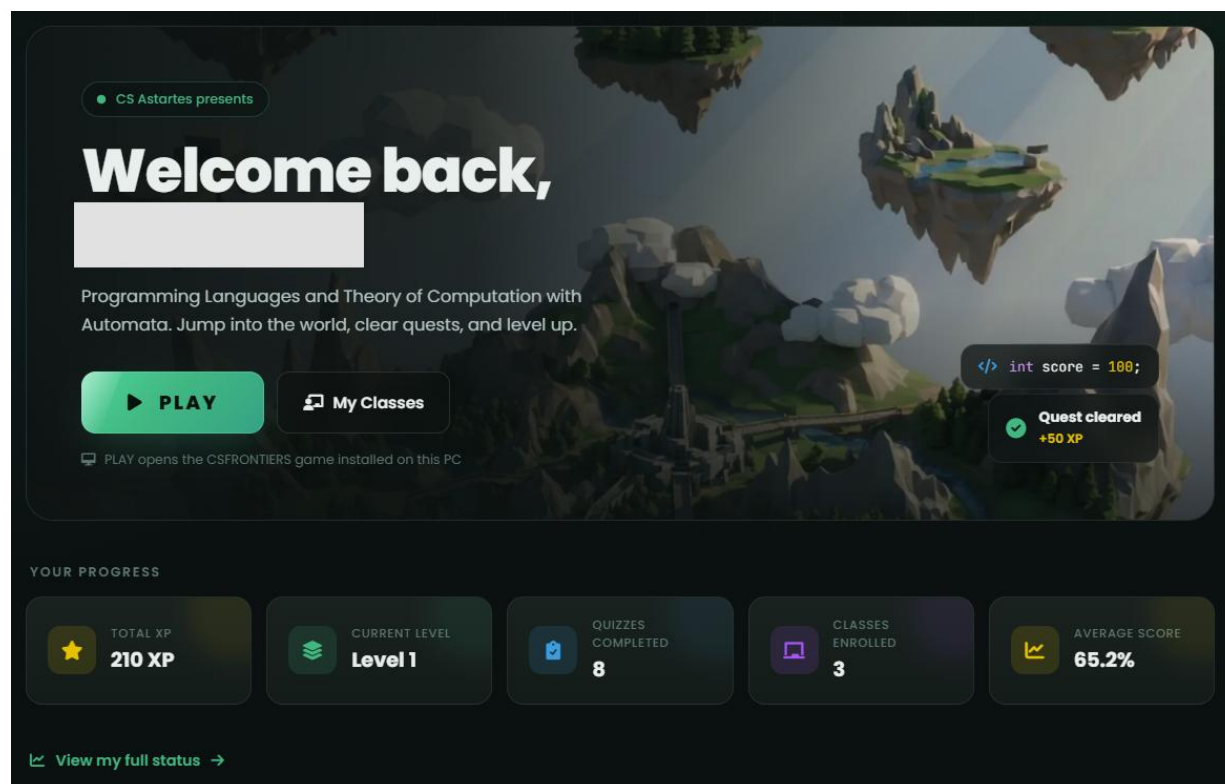


Student sign in uses the Student ID and password.

1. Enter your Student ID and password on the Student Portal login page.
2. Enter the six digit login code sent to your registered Gmail address when requested.
3. On the student home page, open My Classes and use the class code supplied by your teacher to request enrollment.
4. Wait for approval. Open the approved class to access its activities and content.

Note: Remember me remembers the account ID. Only trust a device for later sign ins when it is your own device. Log out on shared computers. Use password recovery if you cannot remember your password.

Home Classes and Leaderboards



Student home provides *PLAY*, *My Classes*, and performance information. Personal names are obscured.

1. Use *PLAY* to launch the installed game. If the browser asks to open the launcher, allow it when you are using the school installation.
2. Open *My Classes*, then choose an approved class. Use its Leaderboard, My Quizzes, and Modules pages.
3. Open a module to read the material your teacher uploaded.
4. Use the class leaderboard to compare recorded quiz and cave points.

Note: Class rank is based on class activity points. It is not the same as all experience points earned while exploring the game. If *PLAY* cannot open the game, use the installed shortcut or ask your lab staff to check the launcher installation.

Profile Status and Progress

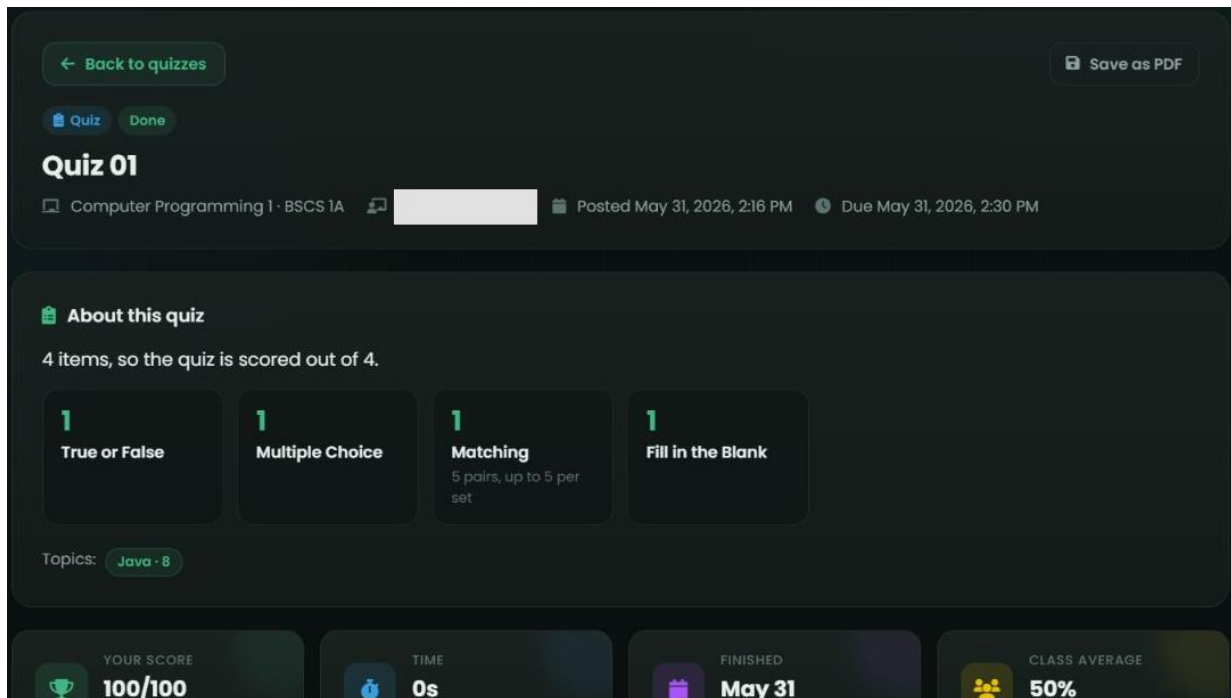


Status summarizes performance across four tabs. Personal details are obscured.

1. Open the profile menu on the website and select Status, or use View my full status where available.
2. Use Overview for totals and score trends; Subjects for subject performance; Strengths for question type performance; and Quizzes for recorded activity history.
3. Choose Refresh after completing an activity.
4. Use Save as PDF to open the print view, then choose Save as PDF in the browser print dialog. Use Edit Profile to maintain your personal details.

Note: Quiz accuracy and practice accuracy measure different activity groups. Cave points are not treated as quiz accuracy. Class comparisons may be hidden when too few students have results.

Review Assigned Quizzes



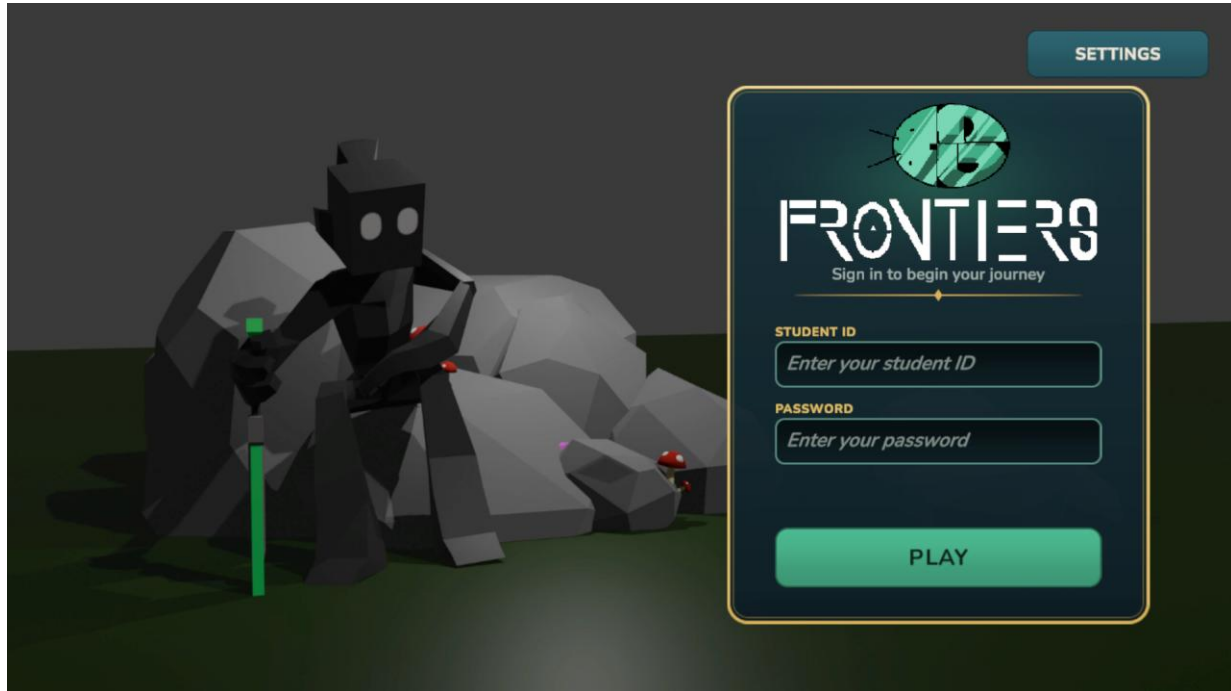
The quiz detail page separates assignment information from results and answer review. Personal names are obscured.

1. In a class, open My Quizzes. Use All, To Do, Done, or Missed to find an activity.
2. Open the activity and read About, including its due date and type. Start the assigned activity in the game through Quest Log.
3. After submission, open Your Result and Your Answers. Use Wrong only to focus on mistakes.
4. When available, open Answer Key or Why to review the explanation.

Note: Teacher quiz answers are released after the due date, or for quizzes without a due date after all approved students finish. Practice explanations can be available immediately. Older results may lack individual answer records. AI explanations are study help; ask your teacher when an explanation seems unclear.

Game and Learning Islands

Launch and sign in

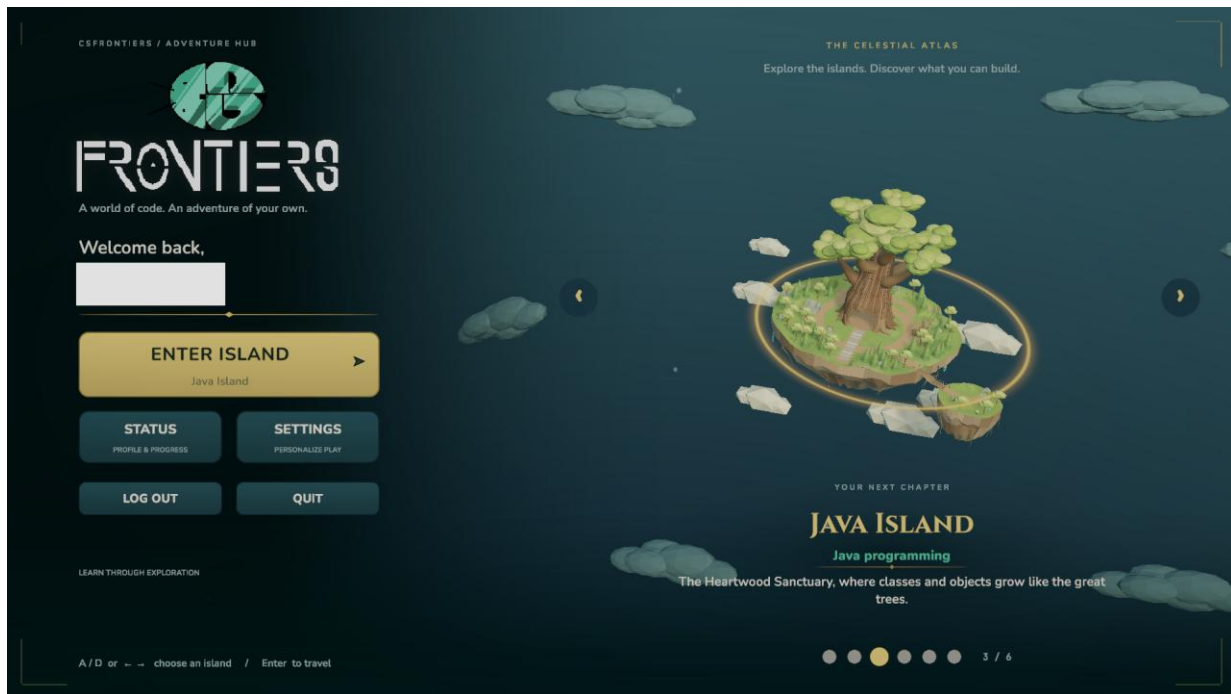


The game sign in screen uses the student account.

1. Launch CSFrontiers from PLAY on the student website or from the installed game shortcut.
2. Enter your Student ID and password, then choose PLAY.
3. Wait for sign in and loading to finish before beginning a recorded activity.
4. Use the menu or world map to continue your journey.

Note: Create and verify accounts on the website. The offline Tester mode is for testing and does not record normal student coursework. Use your student account for assigned work.

Main Menu and Settings



The updated main menu includes island entry, Status, and Settings. Personal details are obscured.

1. Use the island selection controls to choose the available destination, then choose ENTER ISLAND.
2. Choose STATUS to review your student performance from the game.
3. Open SETTINGS to adjust the available display, audio, and control options for your computer.
4. Use LOGOUT to change accounts. Use QUIT to close the game.

Note: Review control bindings after changing them. The reference on the next page lists the default keyboard controls. Only enter islands and activities currently available to your account.

Default Game Controls

Input	Action
W A S D	Move
Mouse	Control the camera
Space	Jump
Left Shift	Sprint
Q	Roll
R	Attack
F	Interact with a nearby character or object
1	Quick Cast
2	Normal Cast
3	Great Cast
4	Super Cast
Esc	Open the menu
Tab	Open Stats; skip dialogue while a conversation is active
J	Open Quest Log
M	Open the current area map
Backspace	Return to the entrance during cave activities

Controls may differ if you rebind them in Settings. Follow on screen prompts when dialogue, quiz panels, or menus are open. Close a panel before trying to move or fight.

Note: Tab has different functions depending on context. Skipping a Cave Keeper introduction starts the activity sooner; it does not pause a running cave timer.

Tutorial and Quest Interaction



Tutorial Island introduces basic play before the other islands.

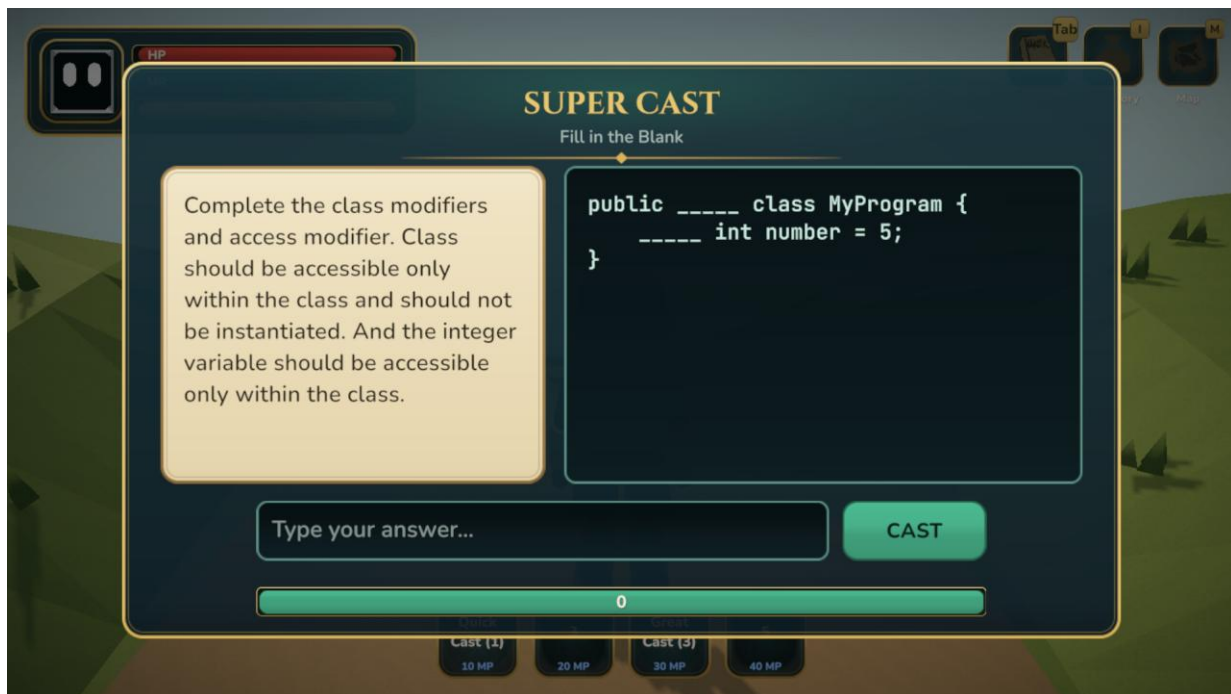
1. Complete the guide and grimoire introduction on Tutorial Island to learn movement and casting.
2. Approach characters and press F when an interaction prompt appears. Read the dialogue and objective.
3. Use quest markers to find available work and characters waiting for a completed objective.
4. Open Quest Log with J to check the next task before leaving the area.

Tutorial activities introduce combat practice, navigation, and interaction. Follow the instructions displayed in each activity rather than rushing directly to later islands.

Note: Story conversation questions support exploration and may offer hints or retries. They are separate from teacher assigned graded quizzes.

The Four Casts

Cast and key	Question type	Effect
Quick Cast 1	True or false	Fire
Normal Cast 2	Multiple choice	Water
Great Cast 3	Drag and drop	Rock and stun
Super Cast 4	Fill in the blank	Lightning

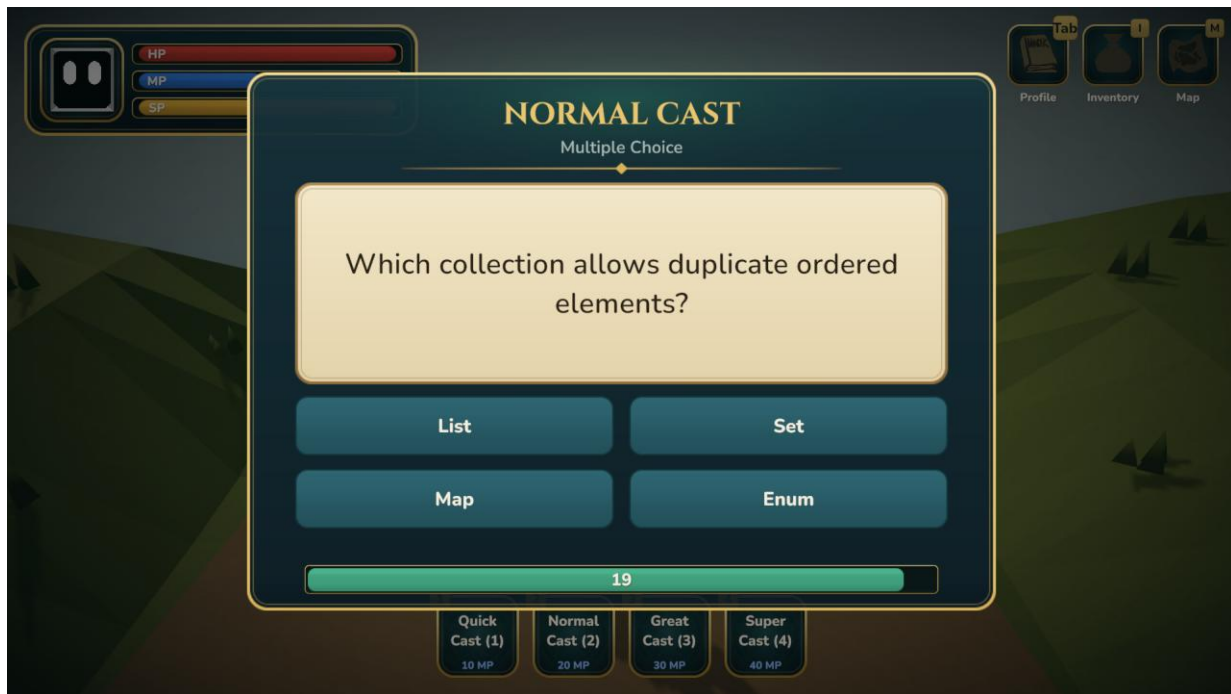


A Super Cast prompt asks for a written answer. Follow the prompt rather than memorizing the example.

1. Face the target and select a cast with its number key.
2. Read the question and submit your answer using the displayed controls.
3. A correct answer casts the spell and can provide additional charges. Use remaining charges before they fade.
4. Watch mana and cooldowns. Use movement, rolls, and basic attacks between casts.

Note: Using an existing charge does not answer another question. Rolling can cancel a cast in progress, although projectiles already released continue moving. Great Cast can set up a combo with another cast.

Questions Feedback and Combat



Normal Cast presents a multiple choice question.

1. For multiple choice, read every option and select the best answer. For true or false, choose the statement evaluation.
2. For drag and drop, place items in the requested targets. For fill in the blank, type the requested term or code and submit.
3. Read the feedback after answering. Review an available explanation to understand a mistake.
4. During combat, watch red warning areas, move clear of hazards, and use rolls when needed. Activate available checkpoints as you explore.

Note: Practice question feedback and graded quiz results serve different purposes. A checkpoint can determine where you respawn after a fall or defeat. Availability depends on the area; do not assume every location has one.

Maps Travel and Island Availability



The world map selects destinations; the M map shows the current area.

1. Press M to inspect the current area map. Use the mouse wheel to zoom and drag to pan.
2. Use Find Me to locate the player. Click to place or clear a map pin; use Places to center on a listed location.
3. For island travel, use WORLD MAP from the menu or map, select an available island, and confirm entry.
4. In JavaTree maps, follow the floor tabs as you move through the building.

Note: The area map pauses gameplay while open. Fog covers unexplored space and is stored locally for that student. A map can be unavailable for a scene. The Automata Island world map appearance is not itself the playable cave activity; enter assigned caves through Quest Log.

Java Island Story Progress



Java Island is the entry point for the JavaTree story.

1. Explore Java Island and speak to the Courier about the sealed tree.
2. Follow the Cook objectives, including combat and the requested coding task.
3. Complete the Herbalist objectives, collect the requested herbs, and answer the related questions.
4. Return to the Courier after completing the requirements, then enter the tree when access is unlocked.

Read the current objective after each conversation. The next destination may only become available after the relevant objective or guard encounter is complete. Returning to the Courier also provides access to reached stages when that option is available.

Note: This guide intentionally omits story question answers. Use the dialogue, learning material, and feedback to complete each task yourself.

Inside JavaTree



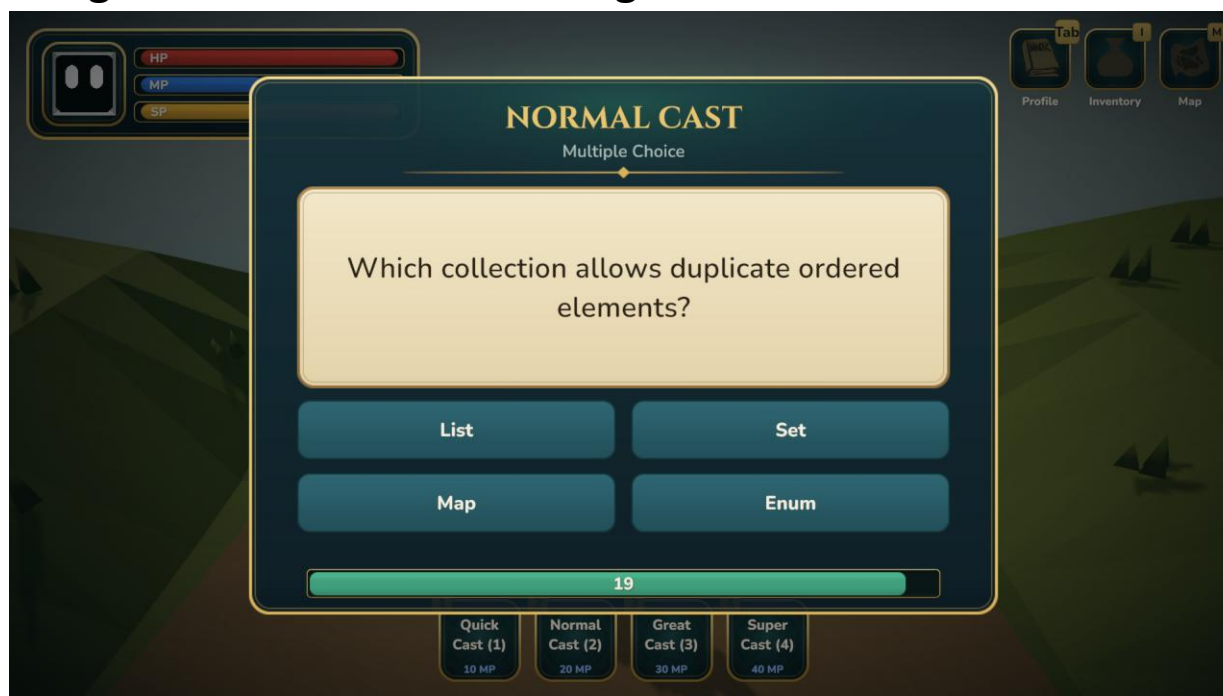
JavaTree Lower Root Hall environment reference.

Stage	What to expect
Lower Root Hall	Enclosed root and wood spaces, guards, and routes to higher floors.
Upper Canopy	Elevated routes, platforms, and hazards inside the tree.
Palace Exterior	An outdoor palace approach with its own encounters.
Palace Interior	Enclosed palace spaces and the final story encounters.

Progress in order from Lower Root Hall to Upper Canopy, Palace Exterior, and Palace Interior. Defeat required guards to unlock exits. Watch raft, boulder, and attack warnings; a fall may return you to the last checkpoint. Complete the final encounters and follow the return objective to finish the story.

Note: This image documents the environment layout. Enemies and story prompts depend on your current progress.

Assigned Activities in Quest Log



Teacher quizzes use the game question interface; the displayed example is multiple choice.

1. Sign in with your student account and press J to open Quest Log.
2. Select the teacher assigned activity. Read its type, instructions, and due date.
3. Choose START QUEST when available. Cave assignments can move you to the relevant cave scene.
4. Complete the activity and wait for result confirmation before leaving or closing the game.
5. Review the recorded result on the website or in Status.

Note: An activity past its deadline cannot normally be started. Ask your teacher about late work. Keep the internet connection active while submitting. Do not assume that closing a question or cave panel counts as a completed submission.

Automata Target Sequence Caves



An automata cave turns states and transitions into rooms and doors.

1. Start the assigned cave from Quest Log and read the Cave Keeper introduction. The timer begins after the introduction.
2. Read the target string. Follow the door labeled with each next symbol, such as 0 or 1.
3. Treat each room as a state and each door as a transition. Finish at the accepting vault for the required sequence.
4. Use Backspace to return to the entrance when you need to restart the route. Review the submitted score afterward.

Note: A restart does not reset a running timer. In target sequence activities, the time based score is the greater of 10 and 100 minus elapsed seconds. This version teaches automata through navigation; it does not require drawing or submitting a new automaton.

Find All Strings and Game Status

1. For a Find All Strings assignment, read the maximum string length and the collection slots shown by length.
2. Explore transitions from the start state to accepting states. Find distinct accepted strings within the allowed length.
3. Each new valid string earns one point. Repeating the same string does not earn another point. Use Backspace to begin another route.
4. To leave the cave, open Quest Log and confirm the leave action when prompted. Check the result and remaining requirements.

Saved partial progress can be resumed while the unfinished assignment is still available before its deadline. Completion and submission behavior differ from target sequence caves; read the activity type before starting.

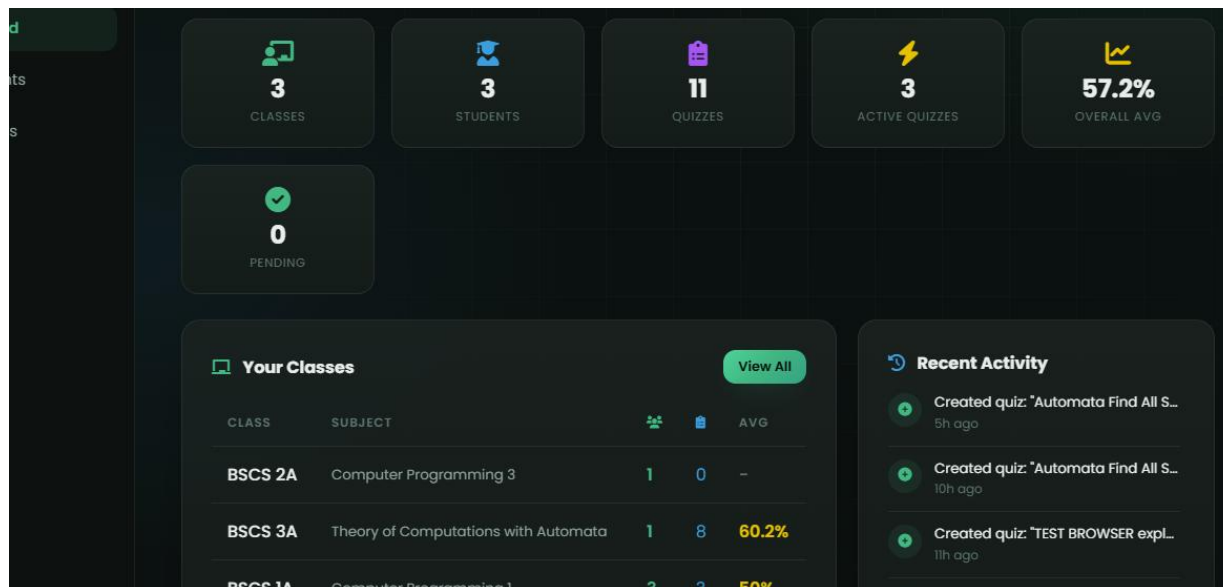
Review from the game

Open STATUS from the main menu to inspect Overview, Subjects, Strengths, and Quizzes. Refresh after completing work. Use the website for detailed answer review and printable reports. If your login expires or results cannot load, sign in again and refresh rather than assuming your record is empty.

Note: Cave explanations describe the automata rules. They do not use the same AI explanation system as ordinary question review. Cave time can break ties; Find All Strings points are based on distinct valid strings.

Faculty Dashboard

Teacher quick start

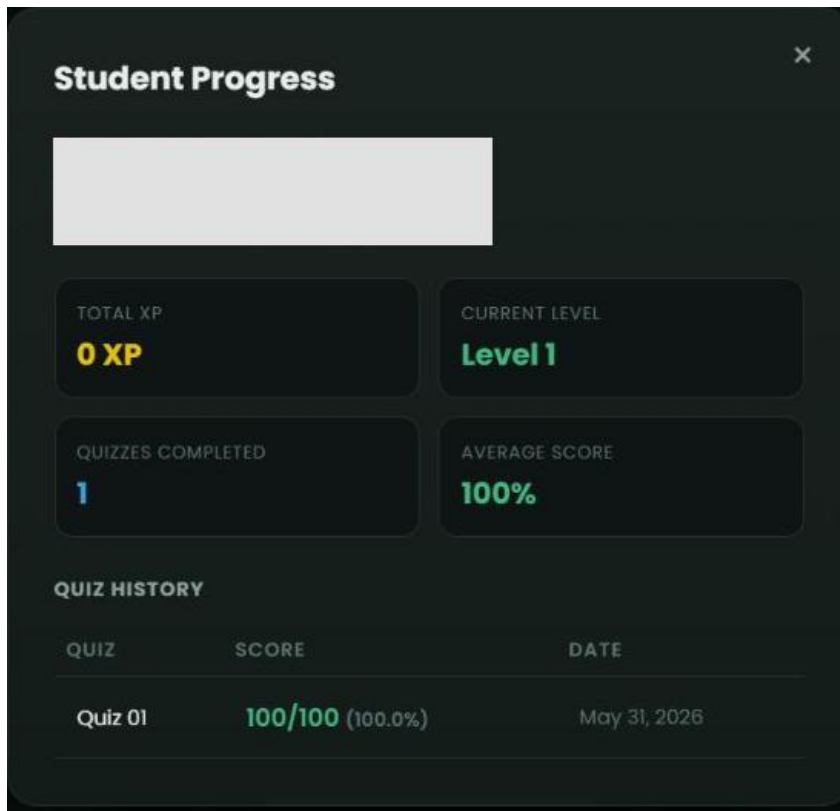


Teacher overview summarizes students, assigned classes, and activity.

1. Open the Teacher Portal, enter your teacher account credentials, and complete the emailed login verification when requested.
2. Use Dashboard to check the overview and pending work.
3. Open My Classes and select an assigned class. Check its approved students and enrollment requests.
4. Create the required quiz or cave, review it, and tell students where to find the assignment.
5. Review results after students finish. Log out before leaving a shared computer.

Note: Classes are created and assigned by an administrator. If an expected class is missing, ask the administrator to check your assignment. Light Mode changes the browser presentation and can make printed reviews easier to read.

Class Enrollment and Student Progress



The current Student Progress popup contains summary metrics and quiz history. Personal details are obscured.

1. Open My Classes, select a class, and review its approved students and pending enrollment requests.
2. Approve an eligible pending request, or use Add Students to Class to select existing students and add them to the class.
3. In the class student list, use the View Progress control to open Student Progress.
4. Read XP, level, quizzes completed, average score, and quiz history. Use class Reports and quiz results for more detail.

Note: This edition shows the current summary popup. It does not provide an island checkpoint tracker or per cast attempt timeline. Removing a student from a class changes enrollment; deleting an account is an administrator action.

Create and Manage a Quiz

Create Quiz includes a title, due date, language, questions, and Save Quiz.

1. Inside the class, open My Quizzes and choose Create Quiz. Select an ordinary quiz when the type choice is shown.
2. Enter a clear title and the due date if one is required. Select an available language appropriate to the class.
3. Add the required true or false, multiple choice, drag and drop, or fill in the blank questions. Supply the correct answers and review every item.
4. If using Generate with AI, set the displayed options, generate a draft, and check the wording and answer key before saving.
5. Choose Save Quiz. Open the saved quiz to verify the questions and settings.

Note: AI generated content needs teacher review before assignment. Use Edit for corrections and read confirmation messages before deleting an activity. Check the due date carefully because it affects student access and answer release.

Review Quiz Results and Answers

1. Open the quiz and switch between Questions and Answers and Student Results.
2. Use the available language and question type filters to focus your review. Hardest first helps locate questions students miss most often.
3. Select a student result to inspect the recorded answers. Use Prev and Next to compare students, and Wrong only to focus on incorrect responses.
4. Use Why when available to request an explanation. Check it against the question and your intended answer.
5. Use Save as PDF for a printable review. Hide Answers before presenting questions to a class.

Use the result score, student answers, and class reports together when planning feedback. A low score alone does not identify which concept needs practice. Compare the question types and actual responses before recommending an exercise.

Note: Older submissions may lack complete answer details. AI explanations have request limits and are cached; a limit message is not a grading failure. The teacher review currently allows up to 60 new explanations per hour.

Create an Automata Cave Assignment

1. Open My Quizzes in a class with the supported Automata subject and choose the cave activity option.
2. Choose Target Sequence or Find All Strings. Enter the title and due date as required.
3. Select a supplied diagram and cave environment. The available cave environments include Cicada Ruins, Jadebound Crypt, and Forked Crown Ruins.
4. For Target Sequence, check the required sequence, rooms, and accepting state. For Find All Strings, set the maximum string length and review the preview of accepted strings.
5. Review the configuration and save the cave assignment. Check the saved activity before asking students to begin.



Cave assignments are played through the game as state transition routes.

Note: Long Find All Strings configurations can require many routes. Use the preview count and the form warning to choose a workload appropriate to your class time. The world map Automata Island decoration is separate from these playable assignments.

Modules Reports and Teaching Routine

1. Open a class and select Modules. Use the Add New Module button in the top right.
2. Enter the requested module details, choose the relevant period, and attach the supported materials shown by the form. Review the uploaded files before saving.
3. Open Reports to compare class scores, question type performance, and student totals.
4. Use the class Leaderboard for class activity point rankings. Follow up with answer review rather than treating rank as a complete measure of learning.

Suggested weekly routine

1. Check pending enrollments before publishing activities.
2. Confirm the class subject, activity instructions, and deadline.
3. Review generated questions and automata routes before assignment.
4. After submission, identify common mistakes and discuss them with the class.
5. Provide targeted practice, then compare the next results.

Note: The header button is sufficient to create a module even if an additional empty state button is visible. This guide describes the current interface, including currently available language choices.

Administrator Dashboard

Manage student and teacher accounts

Add/Edit Student ×

Student ID

First Name Last Name

Email

Password

Student Type

Regular
One section, all its subjects

Irregular
Picks sections and subjects

Section

-- No section --

The student will not be in any class yet.

Save Student

The student account form supports identity and enrollment details.

1. Sign in through the Administrator Portal and complete the emailed verification when requested.
2. Open the student or teacher list. Use Add New Student or Add New Teacher to create the appropriate account.
3. Enter the required ID, name, email, and password fields. For students, review student type and enrollment fields.
4. To edit an existing account, use its edit control and save the changes. A blank password when editing preserves the current password.

Note: Regular and irregular students have different enrollment selections. Check the actual subjects and section before saving. Review deletion confirmations carefully because account removal can affect associated records. The current account forms manage students and teachers.

Create Classes and Manage Enrollment

Create/Edit Class ✕

Academic Year
-- Select Academic Year --

Year Level
-- Select Year Level --

Section
-- Select Section --

Semester
-- Select Semester --

Subject
-- Select Year Level & Semester First --

Section Name (auto-generated)

Assign Teacher
-- Select Teacher --

Save Class

The class form includes academic year, year level, section, subject, and teacher assignment.

1. Open My Classes and choose the class creation control.
2. Set academic year, year level, section, semester, and subject. Review the generated section name.
3. Assign the teacher and save the class. Check that the saved class appears under the intended teacher.
4. Share the class code through your approved school process. Open the class to review its student list and enrollment status.
5. Use the class editing controls when an assignment or class detail needs correction.

Note: Creating an account and enrolling it in a class are separate actions. Confirm both before troubleshooting missing content. Before deleting a class, read the confirmation and consider its enrolled students, activities, and result history.

Content Activity Logs and Live Status

1. Open a class to inspect its Leaderboard, Quizzes, Modules, and Reports. Use these pages to check content and recorded performance.
2. Open Activity Log to review created, updated, deleted, removed, and approved actions. Use the action filter, date order, and pagination to narrow the list.
3. On student and teacher lists, inspect the live status and last seen fields when troubleshooting access.
4. Log out after administrative work, especially on a shared computer.

Indicator	How to interpret it
Online	Recent account activity, not a continuous view of the user screen.
Offline or last seen	No recent heartbeat, or the last recorded activity time.
Never	The account has no recorded last seen activity in that view.
Activity log	A record of supported management actions, not every keystroke or game movement.

Note: Online status uses a recent activity window of about five minutes, with periodic updates around every minute. It is not exact live presence or a player position tracker. The current navigation organizes game content through class Quizzes and Modules rather than a separate game editor.

Troubleshooting and Reference

Problem	What to do
Login rejected	Check the account role, ID, and password. Use password recovery where available or contact the administrator.
Verification code fails	Use the newest code, check Gmail including spam, and request a fresh code after the cooldown if it expired.
Class content missing	Confirm the class code, enrollment approval, teacher assignment, and correct account.
PLAY does not launch	Open the installed game shortcut. Ask lab staff to check the launcher installation and browser permission.
Quiz cannot start	Check approval, due date, completion status, and the activity type in Quest Log.
Results missing	Wait for confirmation, check the connection, refresh Status, and sign in again if the session expired.
Answers are hidden	Wait for the answer release condition. Older attempts may not contain individual answer records.
Map or destination unavailable	Check scene support and unlocked progress. Start cave assignments through Quest Log.
AI explanation unavailable	Try a cached explanation or wait for the request limit to reset. Ask the teacher for clarification.

When reporting a problem, include the affected page or scene, activity title, time, steps taken, and a screenshot without passwords or verification codes. Avoid repeatedly submitting the same activity while a result is still processing.

Quick Reference and Useful Terms

Term	Meaning
Practice	Learning questions answered during ordinary gameplay.
Teacher quiz	An assigned activity linked to a class and recorded result.
Cast	A spell associated with a question type and elemental effect.
Charge	An additional spell use earned from a correct answer.
Checkpoint	A local respawn point available in some game areas.
Quest Log	The J menu for objectives and assigned activities.
State and transition	An automata room and a labeled route to another room.
Accepting state	A state that accepts the string followed from the start.
XP and level	Game progression measures, distinct from class ranking points.
Enrollment approval	Permission to access a class and its assigned content.

Suggestions for everyday use

Students: review mistakes after each activity and keep the game connected until submission is confirmed. Teachers: use answer patterns to choose targeted practice, and test new cave assignments before class. Administrators: keep account and class assignments consistent, review logs when resolving changes, and use approved procedures for account deletion.

Note: This manual was prepared from the current CSFrontiers workspace, project documentation, implemented interfaces, and saved screenshots. Future deployments or content updates may change labels and availability. Recheck instructions when the system changes.