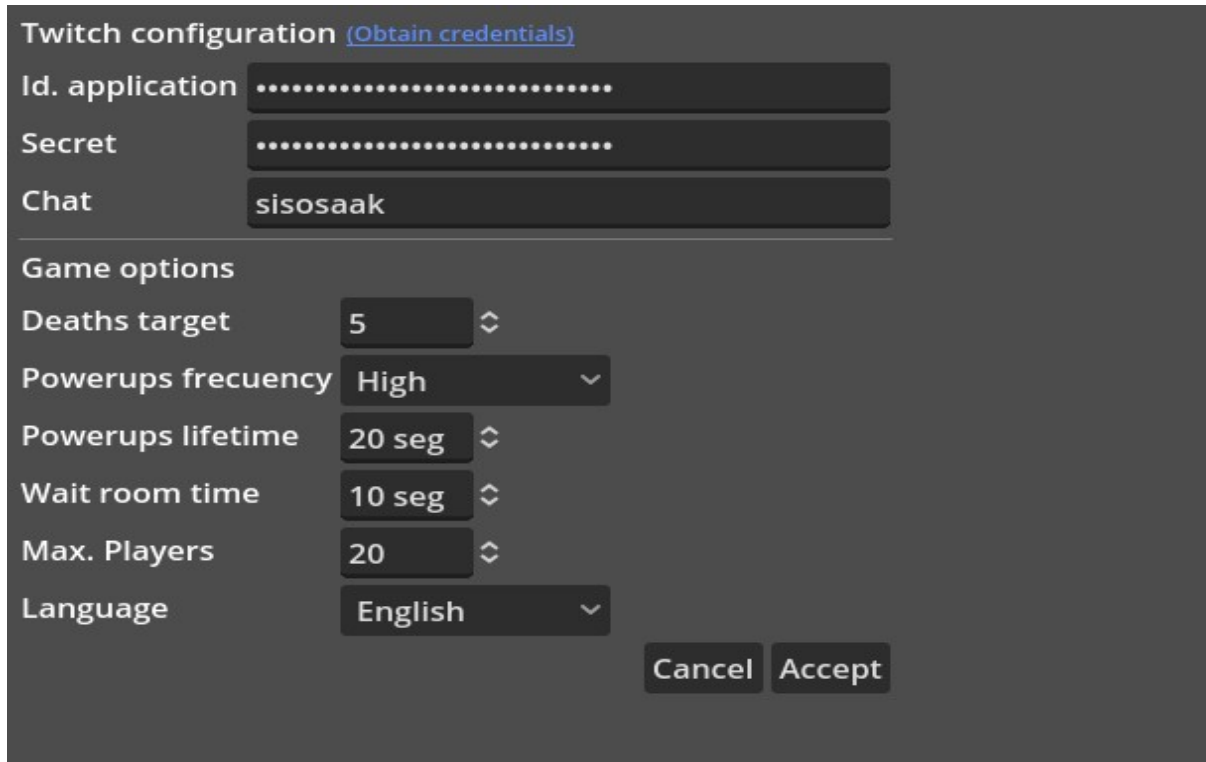# 1. Configuration Options

From the options menu, we can specify the connection parameters with our Twitch account as well as those that define the game's behavior.

1.1 Twitch Integration

To integrate Battlechat with your Twitch account, it is necessary to specify in the options window the fields **Application ID, Secret**, and **Chat**.

The first two can be obtained at the URL https://dev.twitch.tv/console, where you will be asked to authenticate with your Twitch credentials, after which it will display the following screen:

Since we need an application identifier, click the 'Register your application' button, which will take us to a new window where we have to fill in the fields for...

- **Name:** The name we want to give our application (e.g., Battlechat). We can use any name; it does not affect the game's integration.
- **Redirect URL**: The address to which Twitch will redirect us after authentication. We must specify the value 'http://localhost:18297'.
- **Category**: It's purely informative, but given Twitch's conditions, it is recommended to specify 'Game integration' in our case.

After this, we can enable the 'I am not a robot' checkbox and click 'Create.' It will redirect us to the application listing screen where our new application will appear.

By clicking 'Manage,' we access the screen again with the application data, and we will notice that a new field 'Client ID' appears; t**his is the value we need to fill in the 'Application ID' field in the game.**

Without leaving this screen, click on 'New secret'; it will ask for confirmation, and a new code will appear just above the button. **this code is the value we have to specify in the 'Secret' field of the game.**

The last of the fields (Chat) is the name of the broadcast we have on Twitch, which usually coincides with our username on that platform.

1.2 General Options

The parameters of this section are detailed below:

- **Deaths target**: The number of kills a player must achieve in the match to win. Eliminating an opponent increases the count, while dying from your own bomb or an NPC in the scenario decreases it. -

- **Powerup Frequency**: Frequency at which powerups appear randomly on the screen. It can be set to high, medium, low, or disabled. The last option leaves powerup management to the content creator through the control panel. -

- **Powerup Lifespan**: Time in seconds that powerups remain on-screen once they appear. -

- **Waiting Room Time**: Time in seconds that the game waits for new players during the map selection screen. Once the time is up, the game automatically enters the map with the most votes. There must be at least 1 vote for the countdown to start.

- **Maximum Players:** Maximum number of players per map supported by the game.

- **Language**: Language in which the game interface texts are displayed (Spanish or English).

2. Creator Control Panel

When the game map is loaded, a new pop-up window will appear as shown below:
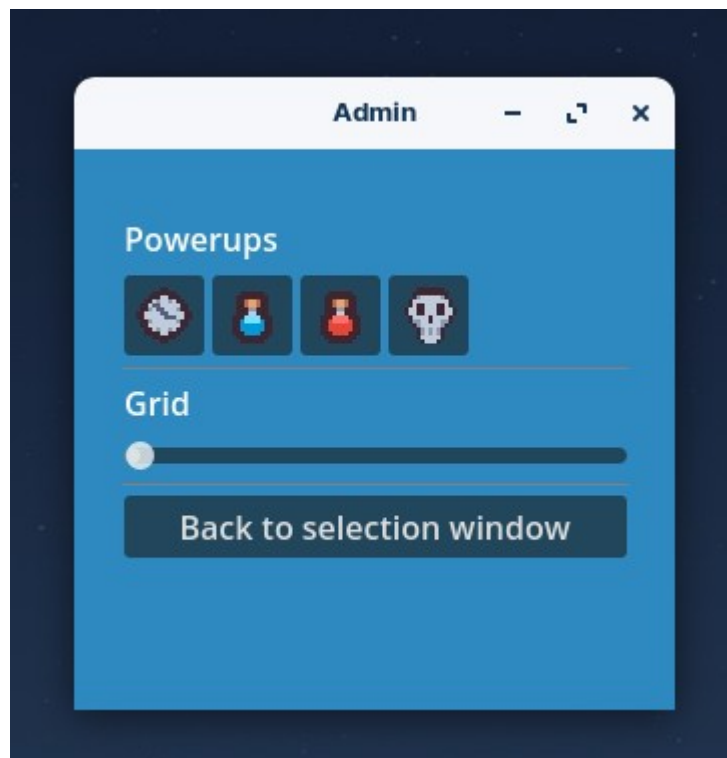
It's a shortcut panel for the content creator with access to the following functions:

- **Powerups**: The creator can make any game powerup appear at a random point on the map. -

- **Grid**: Some people may have difficulty calculating their movements without a reference on the map; this control allows overlaying a color grid on the map to show cell boundaries.
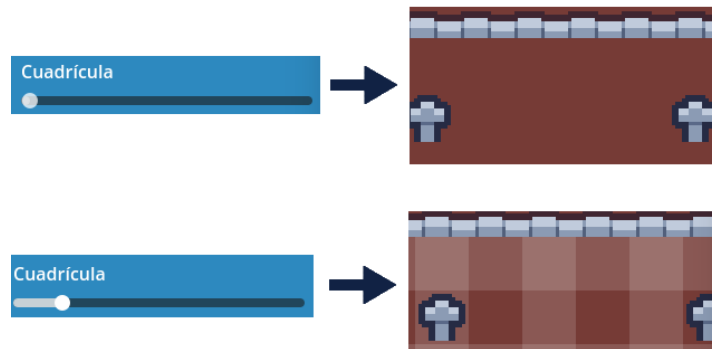
- **Return to Selection Screen**: To end the current game and return to the map selection.

3. Moving the Character

The character can move around the map in 4 directions (up, down, left, right) and perform the action of placing a bomb.

Movements are read directly from the Twitch broadcast chat; participants must write a command in the format **![awsdb]**.

Command	Action
!a	The character **moves 1 square to the left.**
!d	The character **moves 1 square to the right.**
!w	The character **moves 1 square upward.**
¡s	The character **moves 1 square downward.**
!b	The character **places a bomb on the current square.**
!ddsss	The character **moves 2 squares to the right and 3 squares downward.**
!assbddd	The character **moves 1 square to the left, 2 squares downward, places a**

	bomb, and moves 3 squares to the right.
!bwwddd	The character **places a bomb and moves 2 squares upward and 3 squares to the right.**