Battle information

Battle is a competitive mode where users complete a training session and sends a challenge to a friend to beat the Qpoints score for the specific training session. It is possible to challenge multiple friends to a Battle, however each sent challenge is performed individually.

To set up a Battle, simply perform the following instructions:

1. Go to the 'Challenges' pane and select the 'Battle' tab.
2. Select the friend(s) you want to challenge by marking the tile (you need to be friends to send a challenge. For information on how to add and/or invite friends, see the Friends information).
3. Add the training session you want to perform for the Battle.
4. Start the training session and score as many Qpoints as possible.
5. When ending your training session and pressing 'Save', the Battle will be sent to your selected friend(s).

Upon completion of the training session your friend now has a pending Battle which they must respond to. If a Battle is accepted, users will have 2 tries to better the score sent to them, otherwise the Battle ends and the user with the highest score is proclaimed winner. If a user does not respond to a Battle within a 14-day period, then the user will automatically forfeit and lose the challenge.

How to understand the result of the Battle:

In the 'Challenge Status' tab, it is possible to check the status of all active Battles. Furthermore, it is possible to see the history of each ongoing Battle. The history of the Battle is presented in the following manner:
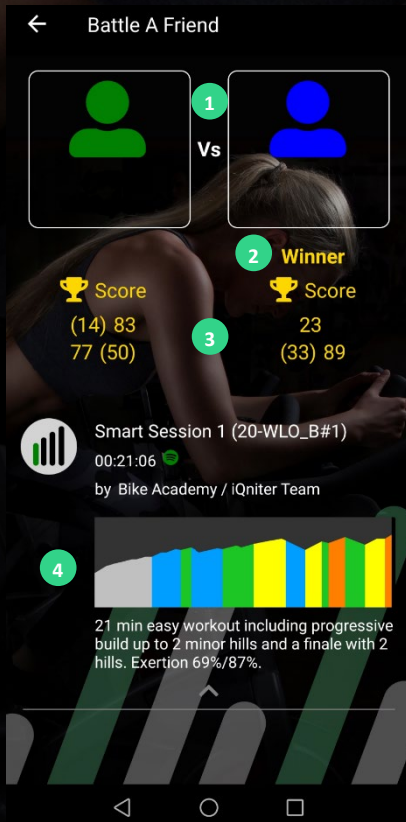
1. Shows who you have performed the Battle against. Your name will always appear on the left side (green), whereas your competitor appears on the right side (blue).

2. Marks the winner of the Battle.

3. Shows the score history of the Battle. In this example, the blue user initiated the Battle and recorded a score of 23 Qpoints.
Thereafter, the green user achieved a score of 14 Qpoints. This score is marked inside parentheses as it was insufficient to beat the previous score (23 Qpoints). Thus, a second try was performed and a score of 83 Qpoints was achieved.
Then, the blue user achieved a score of 33 Qpoints also marked in parentheses as it was insufficient to beat the previous highest score (83 Qpoints).
The blue user then performed a second try and achieved a score of 89 Qpoints.
Lastly, the green user performed two tries (respectively, 77 and 50 Qpoints) which were insufficient to beat the score of 89 Qpoints. In relation to the limit of a max of two tries, the Battle was terminated, and the blue user was crowned as the winner.

4. Shows the training session which was performed by both users.

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