

# Screen Sketches

## Team VB\_1

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## Cyde and Seek

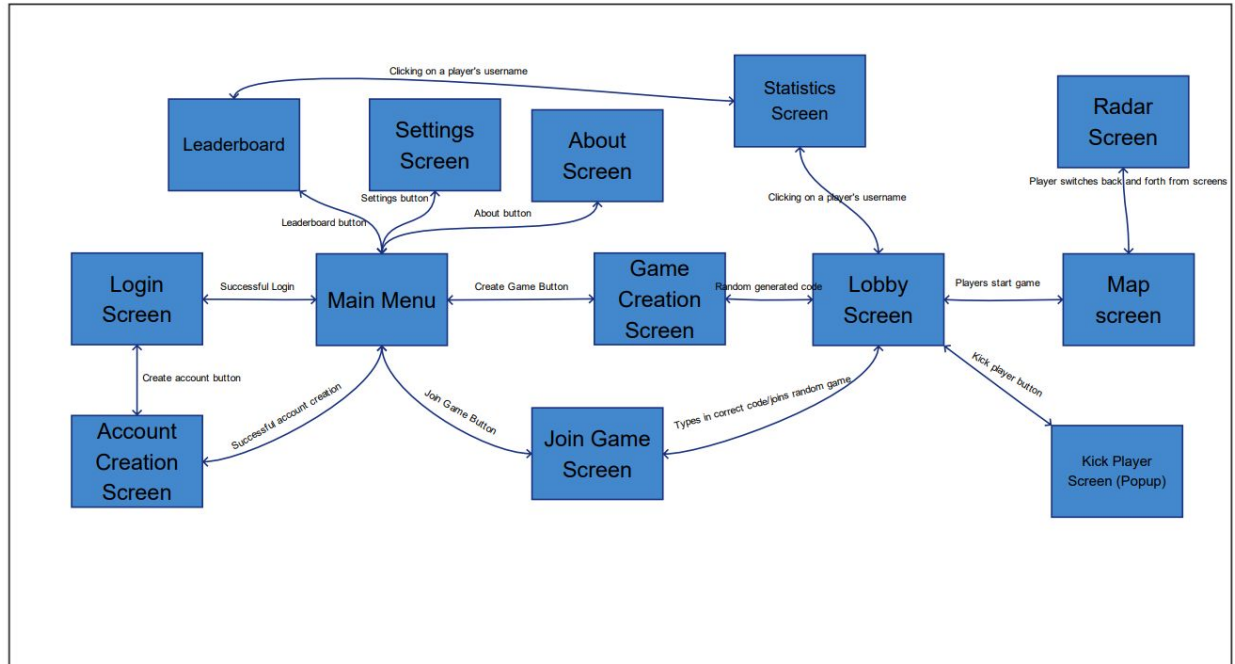
## Non-Functional Requirements

- User profiles
  - User statistics
  - Friends
    - Invite friends to game
    - Compare statistics with friends
  - Direct messages
  - Remember me on login
- Chat
- Mini game for hiders to play while they wait
- Security features
  - Hashing and salting passwords
  - Encrypting location data
- Play again feature at end screen
- Making games by inviting every person looking for a game close by to you.

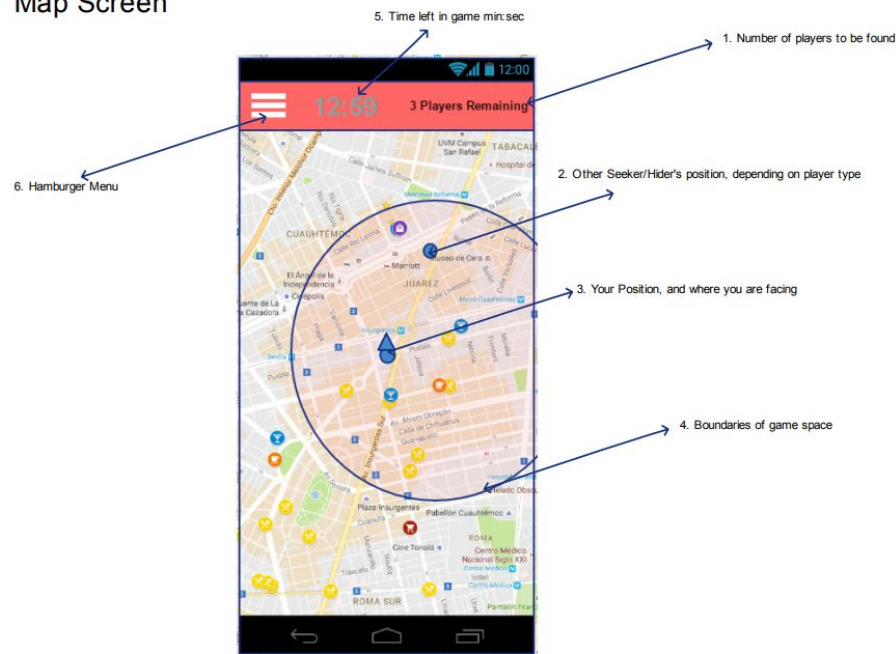
# Tables and Fields

- Tables
  - Users
  - Games
- Fields
  - Users
    - username (string)
      - User's chosen display name
    - hashed password (string)
      - User's password
    - session (string)
      - User session token
    - Location (location - tbd)
      - Location of user
    - game (int)
      - game id
    - group (enum)
      - group (hider or seeker)
    - total distance traveled (int)
      - Total amount of distance traveled over multiple games
    - total time played (time)
      - Time played over multiple games
    - games played as hider (int)
      - # Games played as hider
    - games played as seeker (int)
      - # Games played as seeker
    - games won as hider (int)
      - # Games won as hider
    - games won as seeker (int)
      - # Games won as seeker
  - Games
    - id (int)
      - Id of game
    - mode (enum)
      - What game type is being played
    - maxplayers (int)
      - Max player count
    - start (location-tbd)
      - Starting location of game
    - radius (int)
      - Radius from center to edge of play area
    - start time (time)
      - start time of game (after grace period)
    - duration (int)
      - how long the game will last
    - end time (time)
      - when will the game end
    - gperiod (int)
      - grace time for hider to hide

# Screen Flow Chart



## Map Screen



The Map screen is for both hider and seeker players to navigate the game space without getting lost. The top bar shows the amount of players that need to be found in order to end the game, allowing the seeker's to win. (1) The timer is also shown here, indicating the time left in the game for the seekers to find the hiders. (5) If the seeker does not find all hiders in the allotted time, which is defined by the user, then the game ends with the hiders winning.

To be able to search for larger spaces, the seeker will have allied seekers, with their position related to them on the map screen. (2) This also goes the same for hiders, allowing them to either spread out, or stay closer together depending on their strategy. The player can only see members of his or her team on the map.

For increased assistance in navigation, the map screen will allow for zooming, and will also include the player's position and the direction the player is facing. (3)

To add another constraint, the boundaries of the game space are shown on the map screen for both players, if a player goes out of bounds, they will receive an alert telling them to get back in bounds or be eliminated from the game. (4)

The hamburger menu will allow the player to navigate to other screens of the application. (6)

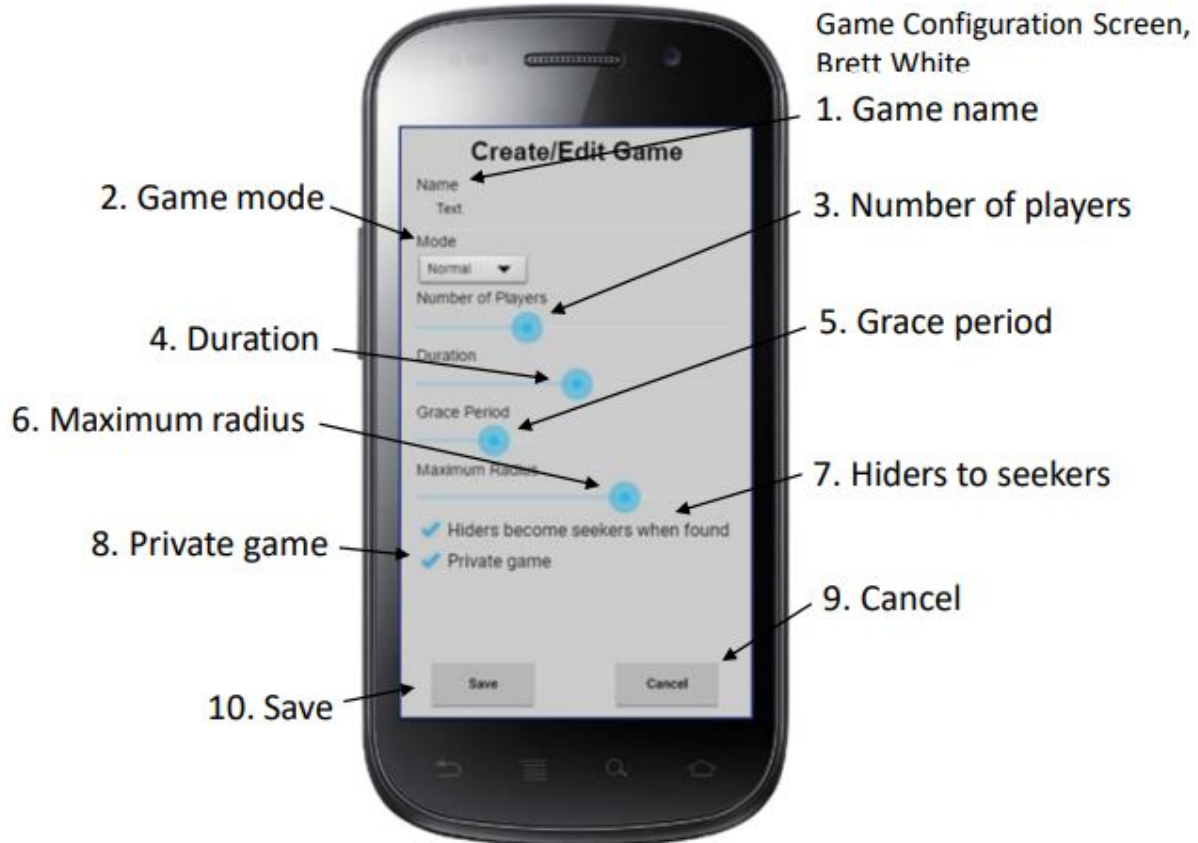
## Radar Screen, Aaron Martin



The seeker will use this radar screen to help locate the hider. The radar screen does not include a map overview for game balance reasons, so the seeker will have to switch between both screens.

The radar screen includes "hints" about the hider's location by highlighting a quadrant of the radar a certain distance away from the player. (1) This quadrant will encapsulate a large area, so the seeker will have to spend time finding the hider, even if he enters the quadrant.

There will also be distance markers indicating how far away the hint quadrant is from the player. (2)



The game configuration screen allows users to create their own game. This screen is shown when a user taps Create a Game in the menu. When a user creates a game, they become a game owner, and they obtain more abilities with the role. One of those abilities is to edit the configurations for the game. They can set the game name (1). They can also set the game mode (2). They can set the number of players allowed in the game by sliding the slider (3). They can set the duration of the game by sliding the slider (4). They can set the grace period, or the amount of time the hiders have to hide before the seekers are allowed to seek, by sliding the slider (5). They can also set the maximum radius the players can travel from the starting location by sliding the slider (6). They can set whether or not hiders become seekers when found by checking the checkbox (7). They can set whether the game is private or not by checking the checkbox (8). They can cancel the changes by tapping Cancel (9). They can save their changes by tapping Save (10).





For debugging purposes, there is a developer screen which displays data for all users. This screen is available only to developers, and can be accessed from the menu. The screen features a number of options which control what data is displayed on the screen. The score option (1) determines whether to show the user's score. The location option (2) determines whether to show the user's location. The games played option (3) determines whether to show the number of games the user has played. The games won option (4) determines whether to show the number of games won by the user. The games played as hider option (5) determines whether to show the number of games the user has played as a hider. The games played as seeker option (6) determines whether to show the number of games the user has played as a seeker. The games won as a hider option (7) determines whether to show the numbers of games won by the user as a hider. The games won as a seeker option (8) determines whether to show the number of games won by the user as a seeker. All of the data is displayed in a table (9) at the bottom of the screen. The developer can refresh the data by tapping Refresh (10).



## Leaderboard Screen, Cody Tomkins

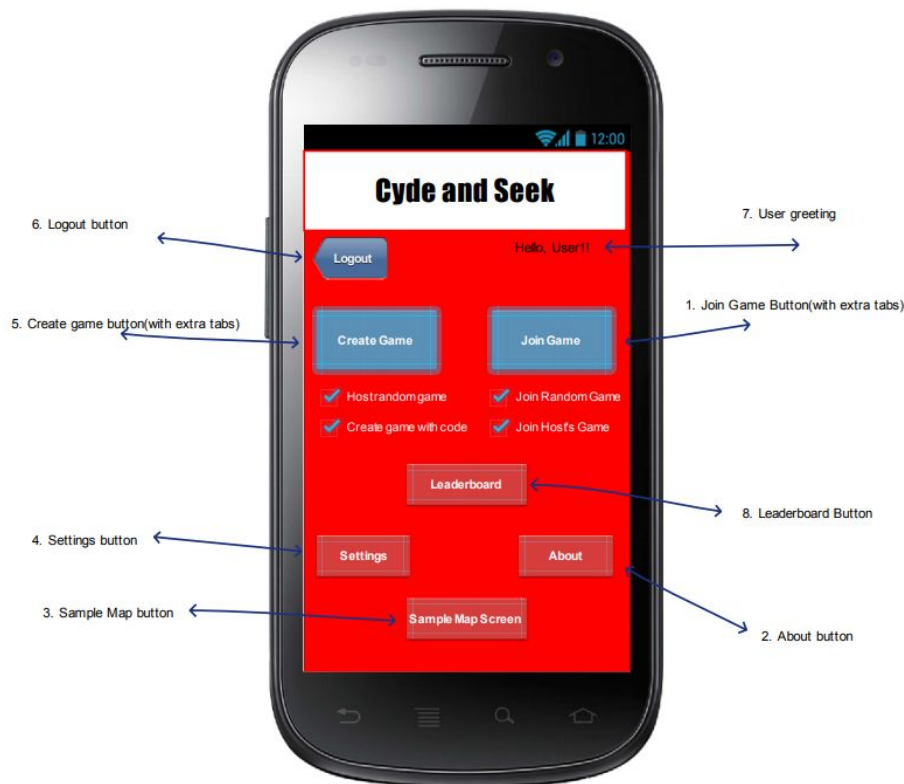


The leaderboard is used to see how players matchup with others around the world. Players will be able to see the high scores(1) from a number of different categories(4).

You will be able to see the players username(2) as well as a profile picture(3) as long as they login to the game through google or facebook. The player can also add friends through the leaderboard by clicking on the username of the player they want to become friends with.

When the player is done navigating the leaderboard screen, they can switch between menus using the hamburger menu button(5).

## Main Menu Screen, Cody Tomkins



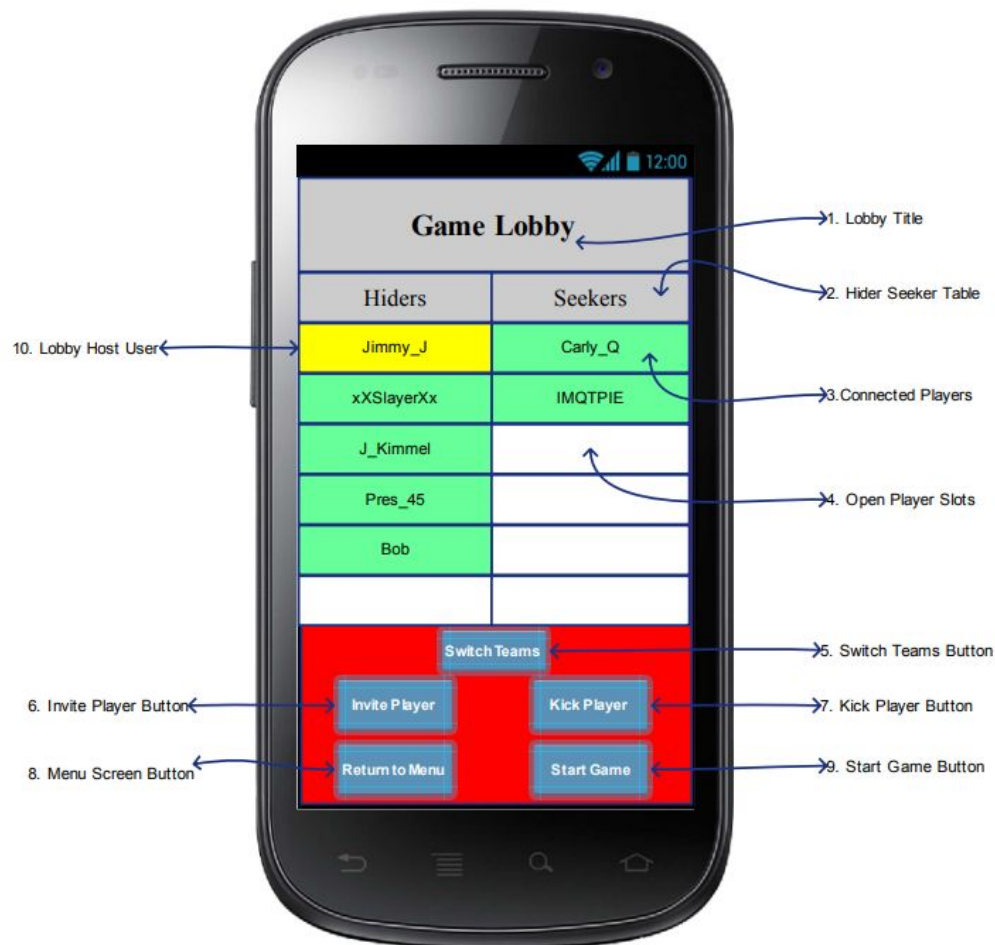
The main menu is where the user will go after logging in. They will see their username in the top right corner (7) to confirm their username is correct. They should also see 5 different buttons leading to different pages.

The user will have a choice of either creating a game (5) or joining an already created game (1). If the user is creating a game, they will be able to choose between hosting a random game or creating a game with a generated code. If a player decides to join a game, similarly they can join a random game or be given the option to type in a host's code.

The user has the choice of reading the about page(2) that will give the developer information, a sample map screen(3) that users can look at to get a sneak peak of what a map screen would look like with labels, and a settings button(4) that will give the user a slew of options that they can change. Lastly, the user can use the logout button(6) to login with a different password.

Lastly, the user has the ability to view the leaderboard(8) at any time from the main menu to see how they stack up to other players.

## Lobby Screen, Will Maston

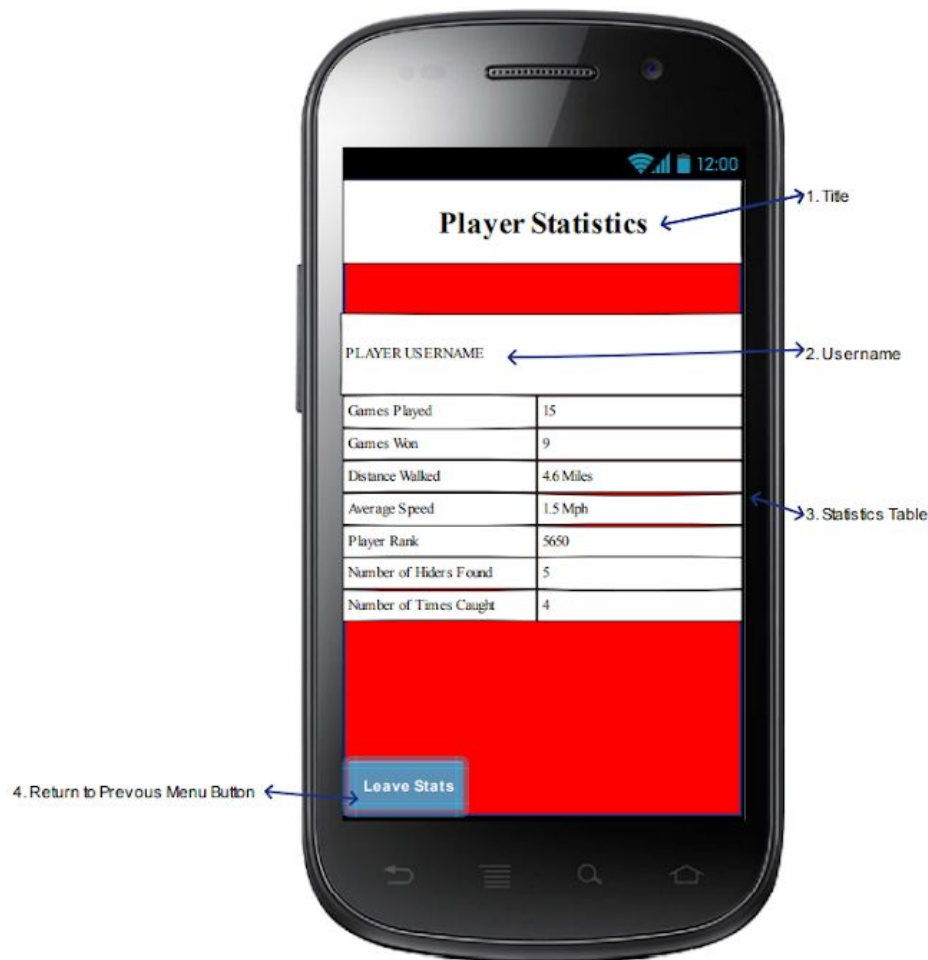


The Game Lobby screen serves as the interface for players to get a game started. At the very top of the screen is the Screen title "Game Lobby" (1) that serves to remind the user of where they are.

Below the title is the table showing the two teams, Hiders and Seekers (2). The connected players will appear below the team header and have a green background to show that they are connected and ready (3). Clicking on a player that is loaded in will take you to that player's statistics screen. Empty team slots will have no text and have a white background (4). The lobby host who started the lobby will have a different background.

Below the lobby table there are 5 buttons. The first button allows users to switch between being hiders and seekers (5). The return to menu button allows for users to leave the lobby and return to the main menu (8). If the host of the lobby leaves, then the lobby terminates. The start game button will start the game with all of the present players (9). The invite player button (6) will move the user to a new screen that allows a user to invite another user. The kick player button (7) is a lobby host user exclusive button that will move the user to a new screen that allows the user to choose a player to be kicked.

## Player Statistics Screen, Will Maston



The stats page is where the user can go to see their own personal stats. The title of the page (1) Player Stats is displayed at the top.

The Username is shown above the stats (2). And then directly below the user is the table of Statistics (3). The stats being tracked are as follows. The total number of games played by the user, games won by the user, distance walked in miles, average speed of the user during general play in mph, users world wide numerical rank, number of hiders the user has found as a seeker, and the number of times the user was caught by a seeker. More stats can be added as needed.

The user will then be able to return to the previous screen by pushing the Leave Stats button (4).