

Screen Sketches

KK_09

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SportsLeague

List of Requirements:

- Functional

- Actor 1 – Nittin Smith

- a) 23 years old
 - b) Tech savvy
 - c) Novice Gamble
 - d) Full access to SportsLeague features

- Actor 2 – James Abdullah

- a) 45 years old
 - b) Moderate tech skills
 - c) Frequent Gambler
 - d) Full access to SportsLeague features

- Actor 3 – Susan Purdy

- a) 51 years old
 - b) Limited tech skills
 - c) Sports Fan
 - d) Full access to SportsLeague features

- Actor 4 – Emily Richardson

- a) 68 years old
 - b) No tech skills
 - c) Was referred by relative
 - d) Full access to SportsLeague features

- Non-Functional

- 1) Response Time

- Users need to be able to play in real time
 - Users need to be able receive game information and view leaderboard status

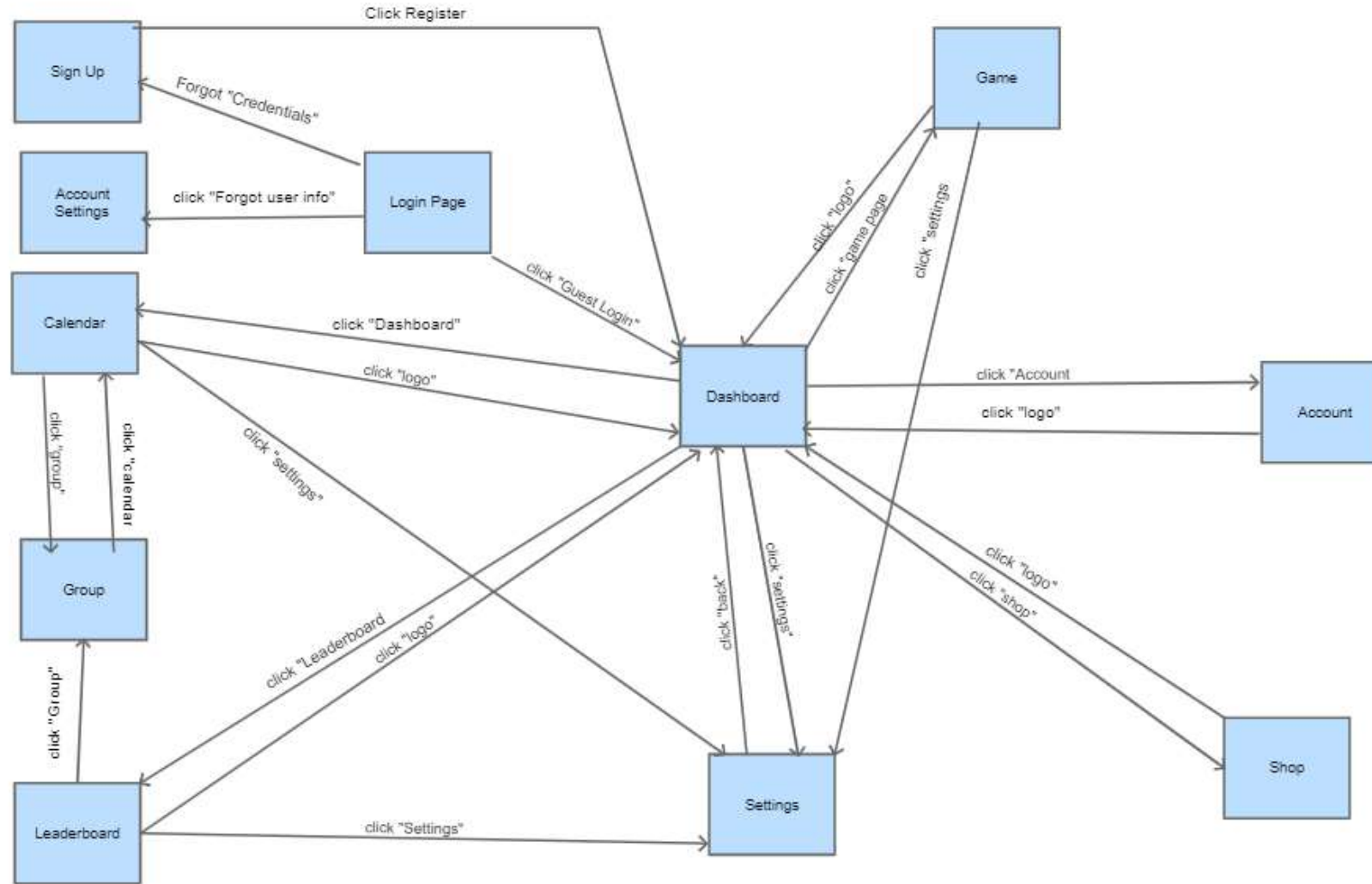
- 2) Scalability

- There needs to be no limit to how many users can create an account
 - Previous game stats need to be saved

- 3) Usability

- A user who has never bet on sports games should be able to play
 - Anyone should be able to use SportsLeague effectively

Flow Chart:



Data Table:

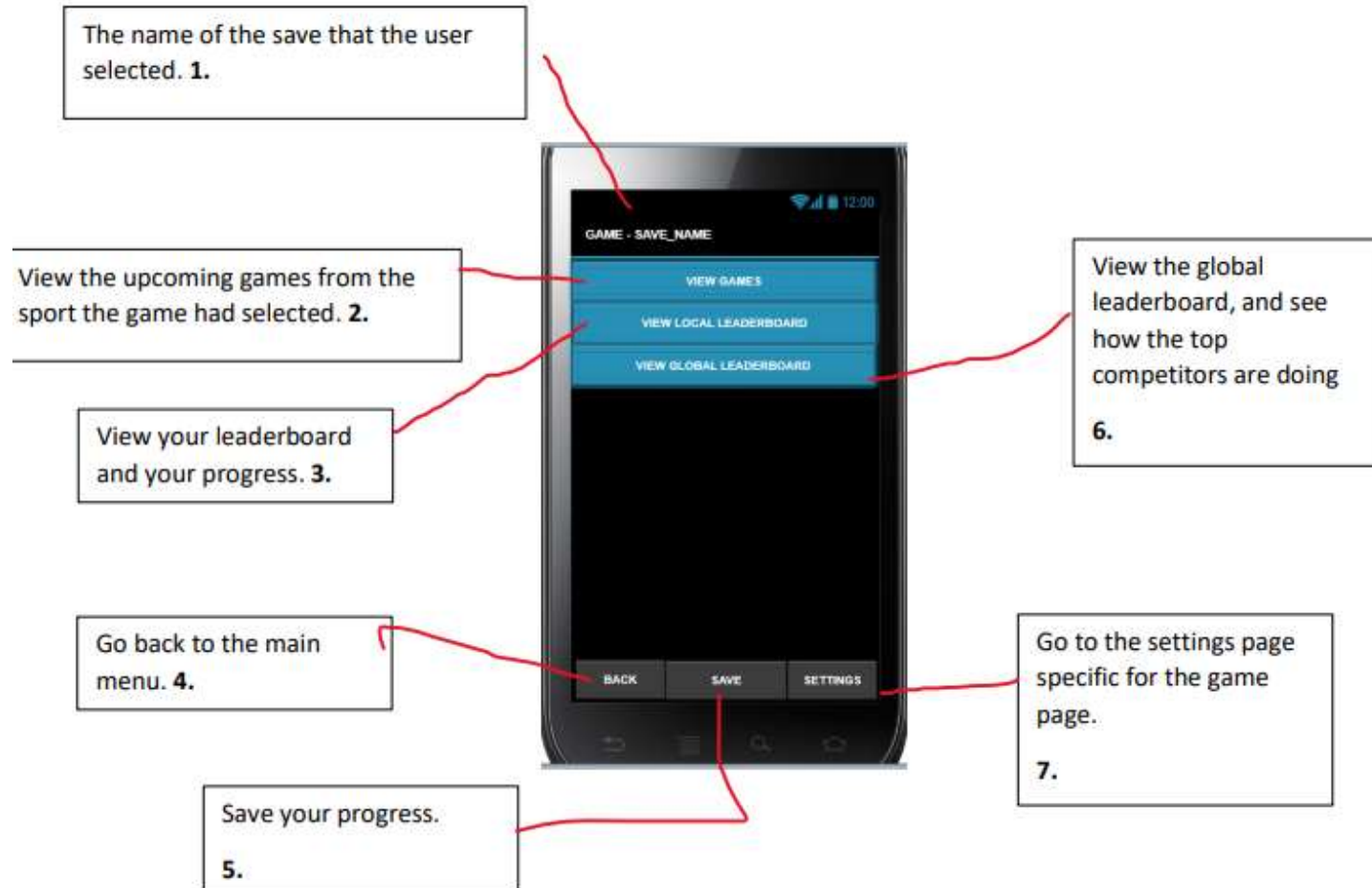
[illegible]



The register page will be the basis of our user data fields stored in the backed. When you initially navigate to this page there will be the option of going back to the login (1). This screen will allow a user to upload a jpeg or png file as a profile picture (2). They will then enter an email (3). Followed by there first name (4). Then last name (5). Finally, they will create a password which they will then need to confirm (6 & 7). The user will need to select an initial sport that will set the framework of following pages (8). When all fields have valid entries the user will click the 'Register' button (10), there will be an icon in the top right that will show the verification process occurring (9).



The calendar page will allow a user to view game schedule and other information. When you initially navigate to this page there will be the option of going back to the previous page (1). This screen will allow a user to select a sport from a given list to view game schedule information for the given sport (2). They can then choose the specific month to view (3). The user will then be able to interact with each date cell that will pop up game information for the given day (4). The user will be able to navigate to the Home, Groups, and Settings Page (5, 7, and 8). The user will also be able to logout of the application by clicking the 'logout' button in the top right corner (6).



The game page is the main page of our app. When your game is created, you can set a name for the save (1). This screen is where you view the games for the sport you select (2). Where you view the games is where you can place your predictions for each game. Your results from here effect your score and the leaderboards. The local leaderboard (3) shows how you are doing while comparing it to no one else. The global leaderboard (6) shows the top placed members across the sport.

Two more pages you can navigate to are back (4) which takes you back to the main menu, where you can navigate to different parts of the app. Also settings (7) which allows you to edit options for this certain save. Lastly, there is a save button (5) where you can make sure your progress is properly sent to the database and recorded.

Change the difficulty of the save

1.

Change the name of the save.

2.

Go back to the main game screen.

4.



Delete the save and all progress.

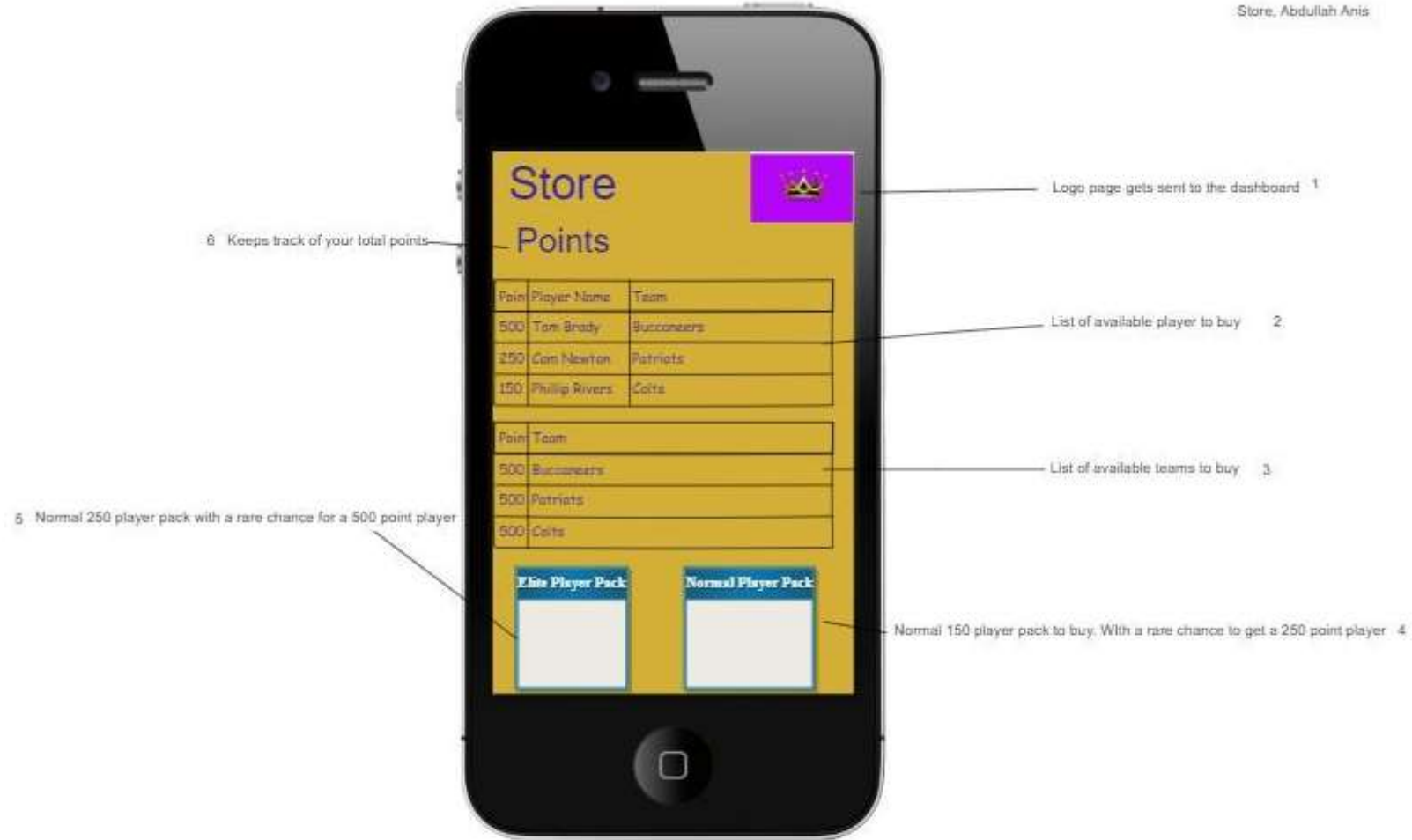
3.

Save you current settings configuration.

5.

The settings page for each game will only contain settings directly involved with the save itself. (1) Will be a drop-down menu that will allow the user to change the difficulty of the A.I they are playing against. If they are unsatisfied with the name, they initially set up. They can change the name of the save (2). If they are tired of this save and wish to not play on it anymore, they can delete the save and delete it from their app (3)

They can apply the changes of their current settings selection by hitting the save button (5). And if they do not wish to save their changes, or have already saved them, they can press the back button (5) to go back to the main game screen for the current save.



The main point of the store is to incentivize user to use points for useful content. It also gives meaning to the whole point system.

The Store allows the user to use to buy teams separately. The store also has specific players in the store.

The players come in three rarities based on there total points. 500 is Elite, 250 is rare, and 150 is normal

4. Account page allows you to enter the account page

5 Head to Head or Game goes to the game page



1. Account button which goes to the account page

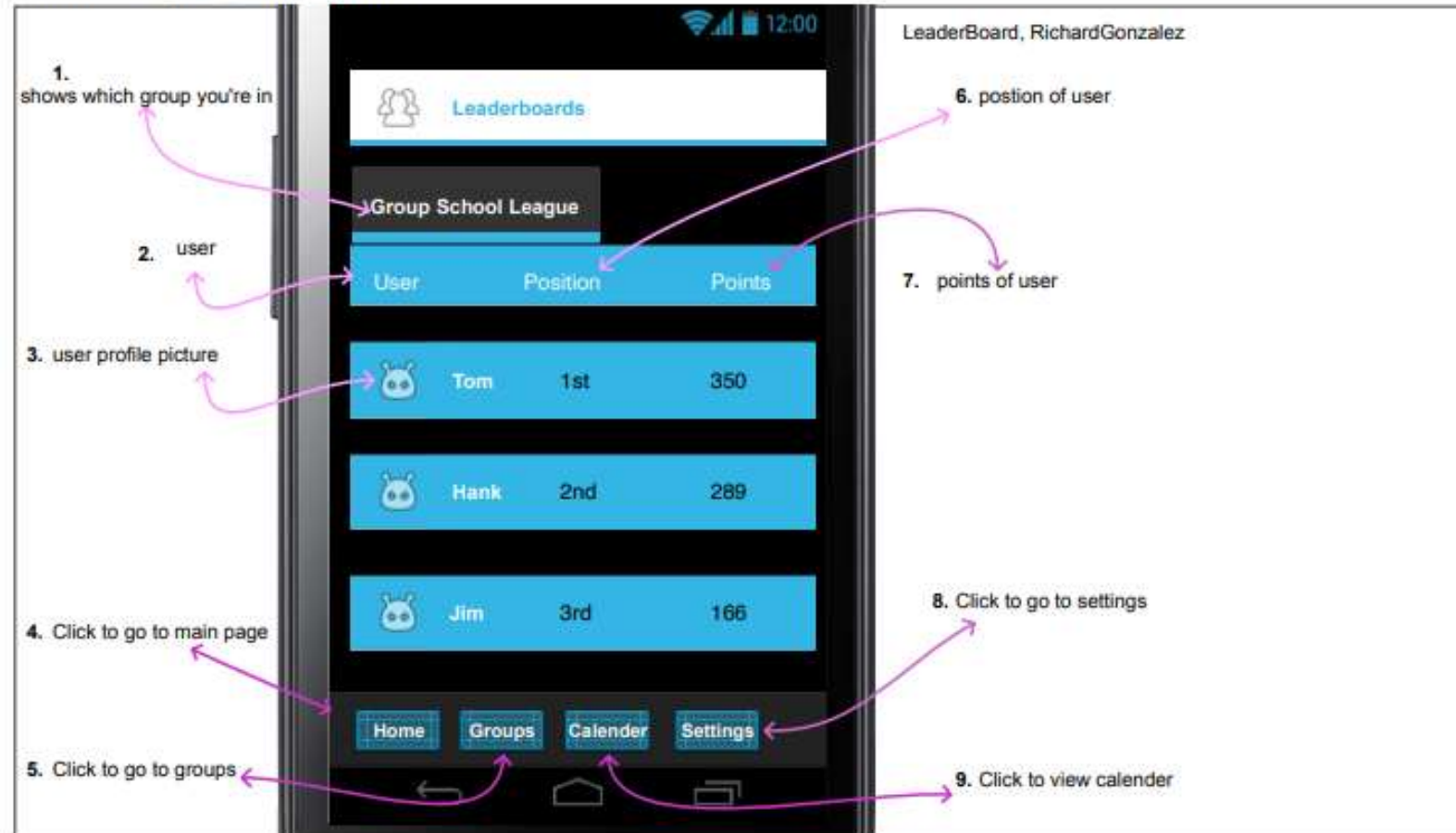
2. Leaderboard button which goes to the Leaderboard page

3. Settings button which goes to the Settings page

This Dashboard is a menu that allows you to go to other pages.

It is also the homepage, and the sole purpose is for the user to have a pleasant experience in figuring out what pages they want.

SportsLeague_Leaderboard



1.Show user which group they are currently in, not clickable

2.Shows which user below

3.Shows users others profile picture

4.Allow user to go to main page, clickable

5.Allow user to go to groups page, clickable

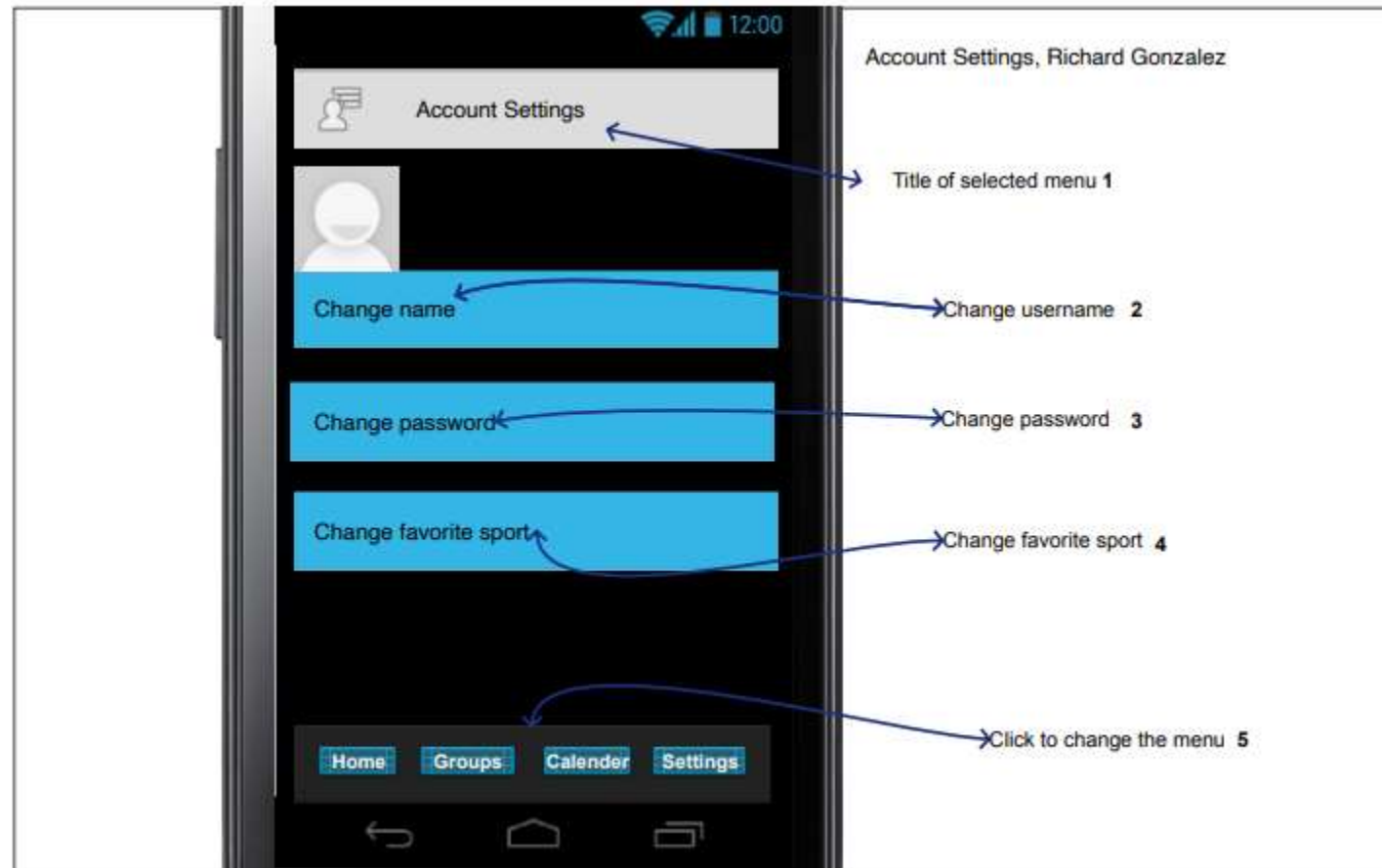
6.Shows users position in relation to group, in order set by points

7.Shows users points they currently have

8.Allow user to view calender, clickable

9.Allow user to go to settings page,clickable

Profile



- 1.Menu Title to show user what page they are on
- 2.Allow user to change name see by others
- 3.Change user password when click on
- 4.Allow user to set or change favorite team in given sport
- 5.Allow user to select from the main pages, then navigates to it