

Screen Sketches

MK1_8

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Actors

1. Host
 - a. Create a game for others to join with passcode if wanted
 - b. Should be able to invite friends to the game
 - c. Should also interact with the game
 - d. Choses custom rules about the game
2. Players
 - a. =Should be able to join the game through a passcode or invite
 - b. Should also interact with the game
 - c. Should be able to win and lose in the game.
3. Spectators
 - a. Should be able to join the game through a passcode or invite
 - b. Should be able to view all player's cards
 - c. Should be able to influence game in a way

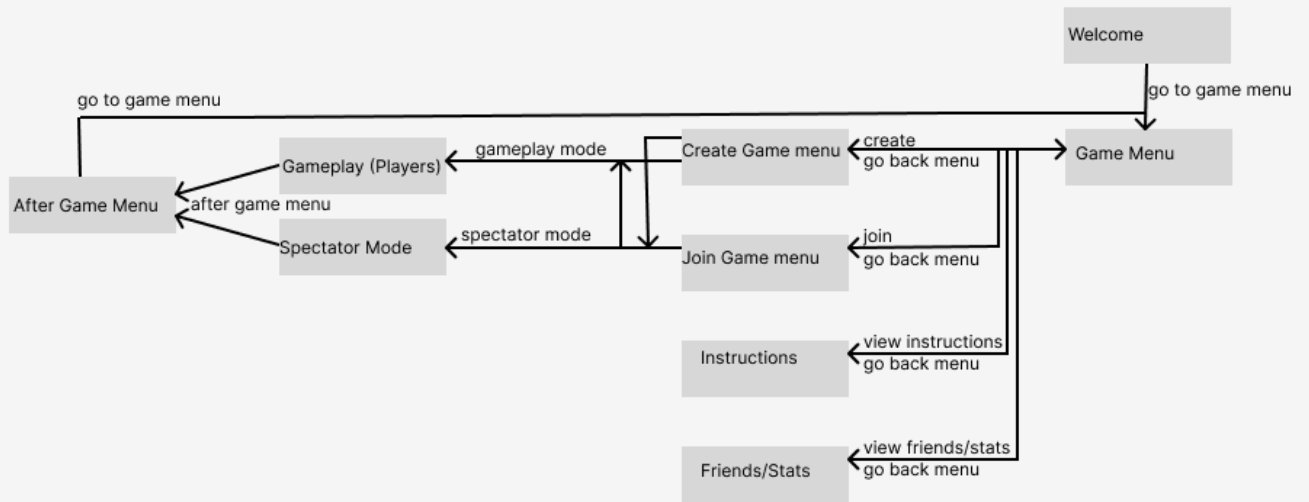
Non-Functional Requirements

- This application must have strict game logic so users do not have to worry about making sure the game follows consistent rules or encountering unexpected outcomes.
- This application must support a minimum of 5 active users.
- Users will not wait more than 5 seconds to generate a game.
- This application must work on Android devices.
- Users should not have to wait more than a second for any UI element to activate.
- This application must protect user data, such as passwords and emails.
- This application must be able to scale in the event of an influx of users.

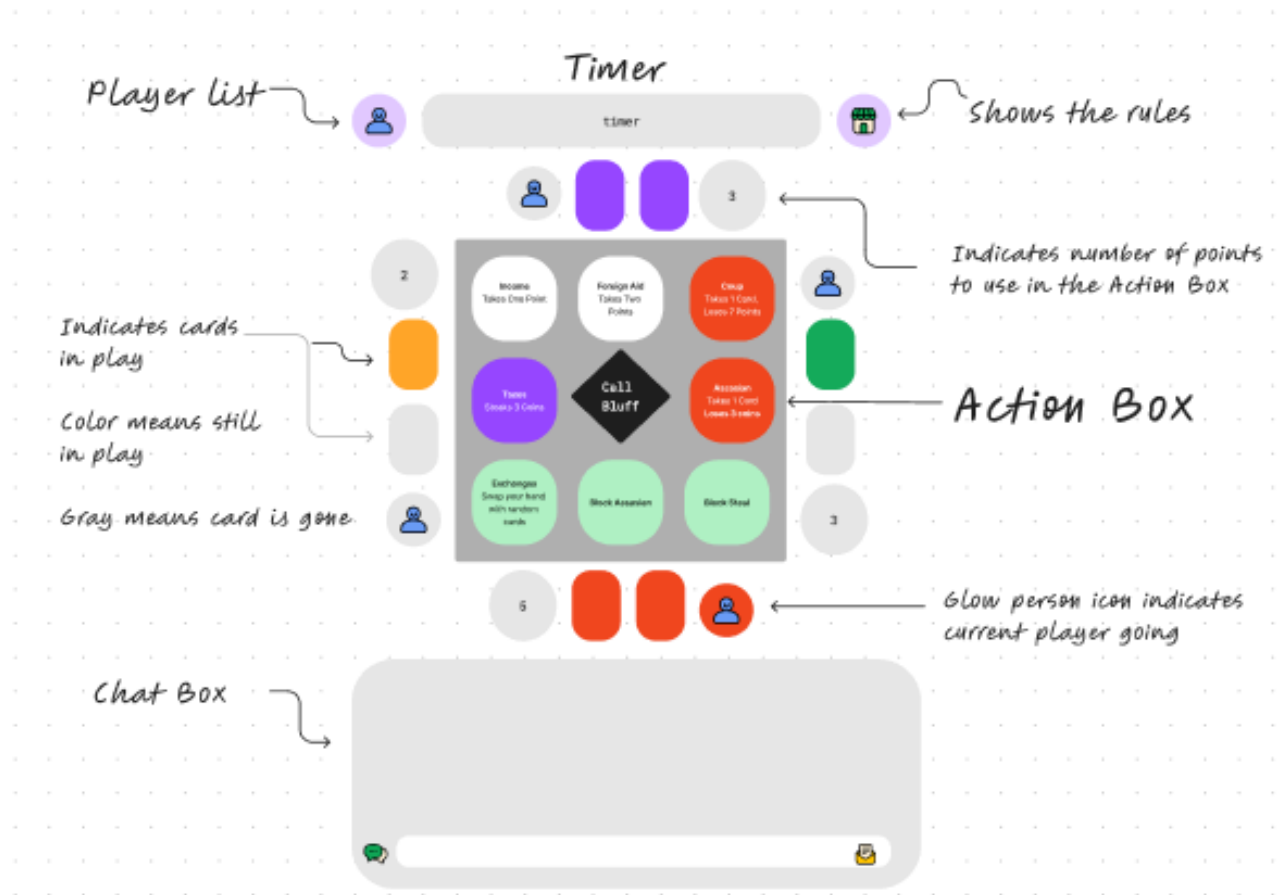
Tables and Fields

- User: Tracks information about a users account
 - User ID - Primary Key
 - Email
 - Password
- Friends: Table to save User's friend
 - Friend ID - Primary key
 - User1
 - User2
 - FriendShip Status
- Settings: Table to save users system settings
 - Id
 - user_Id
 - Sound_effect
 - Update_Email
 - Update_Password
- Game
 - Wins
 - WinRate
 - LossRate
 - Total Games Played
- Host Game (Socket)
 - Game Code
 - User

Screen Flow Diagram



Main Game Display ~ Billy Dang



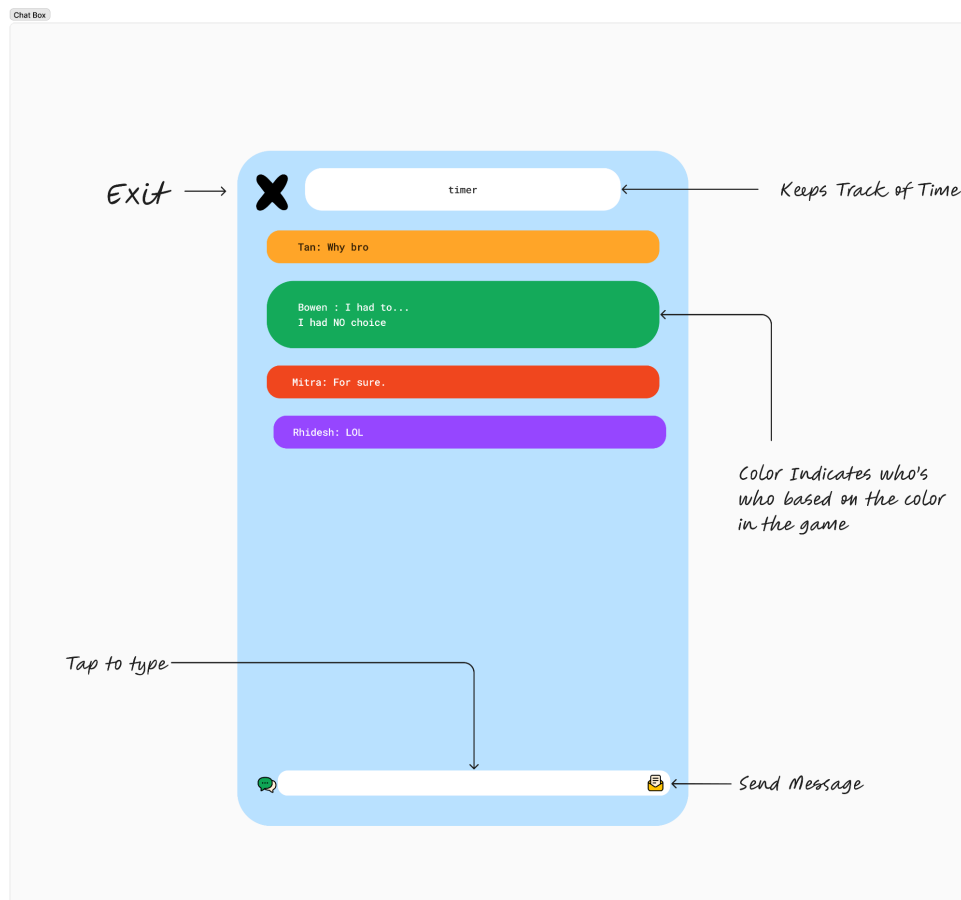
This is the primary user interface for the game. The middle section includes an action box with buttons representing all possible moves in COUP, which turn gray when no moves are available. Multiple buttons represent the player's cards, presented as colored rectangles. As we continue to develop the game, additional features will be implemented.

A chatbox will allow players to communicate, potentially helping to bring the game to a close if one player wants to assist another or convince them to call bluff.

To keep the game moving, a timer will be used when a player starts, when an action is used, and when someone calls a bluff. We'll continue to fine-tune this feature.

Finally, two functions represented in the corners of the screen will pop up in the center as needed. The player list will be similar to the friends list section, and an instruction list will allow players to review the rules at any point during the game.

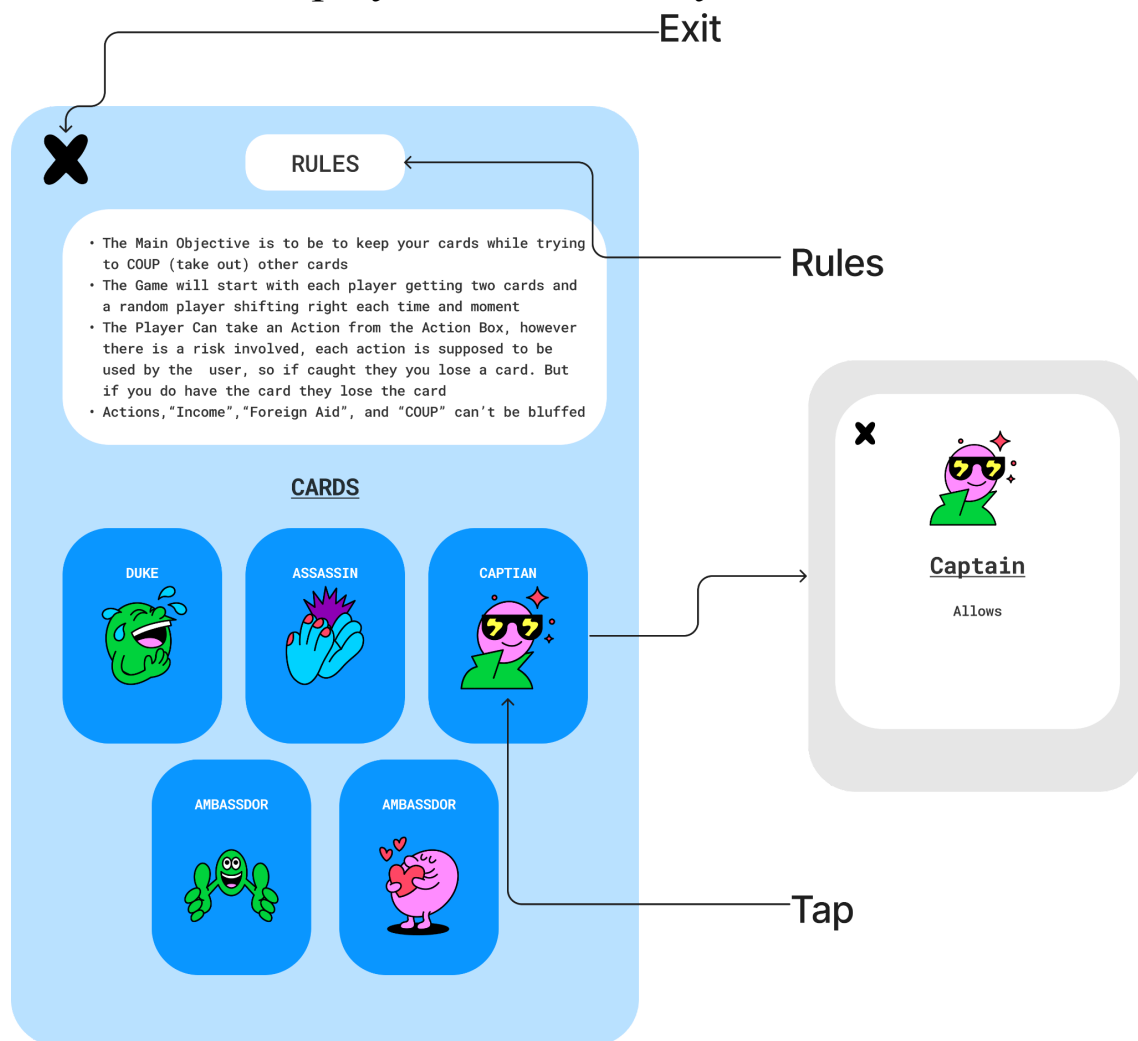
Chat Box Menu ~ Billy Dang



In our game design, we've given the chatbox its dedicated space because convincing players through it is crucial. The chat box isn't just a feature; it's a persuasive tool. We're intentional about simplicity and appeal, making the game visually inviting. Big things matter in game design, and simplicity is key to convincing players through the chatbox.

The chatbox takes a prominent role, not just for communication but as a means to guide and persuade players. We've prioritized simplicity to keep the game easy to navigate, ensuring that using the chat box feels intuitive. Simplicity is our design philosophy, ensuring players can focus on the game without distractions. And when it comes to visuals, we aim for an appealing aesthetic that captures attention. In this game design, simplicity and appeal aren't just elements; they're the essence of engaging players through the chatbox.

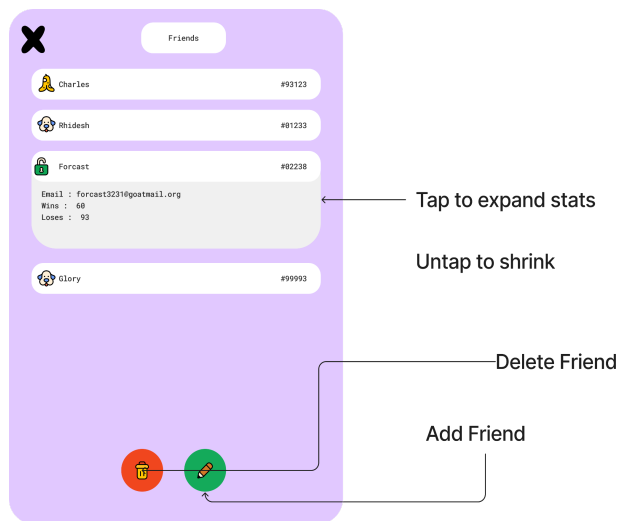
Instructions Display ~ Charles Arroyo



Our app has incorporated a Rule List Pop-up for quick, discreet guidance at crucial points. This feature offers concise insights into essential rules, ensuring users navigate the app seamlessly without interrupting their experience.

Complementing this, our Interactive Cards provide an engaging way to delve deeper into specific features. Initially presented compactly, users can expand the cards with a tap, revealing detailed explanations and interactive elements. This approach balances simplicity and depth, allowing users to effortlessly explore and understand the app's functionalities at their own pace.

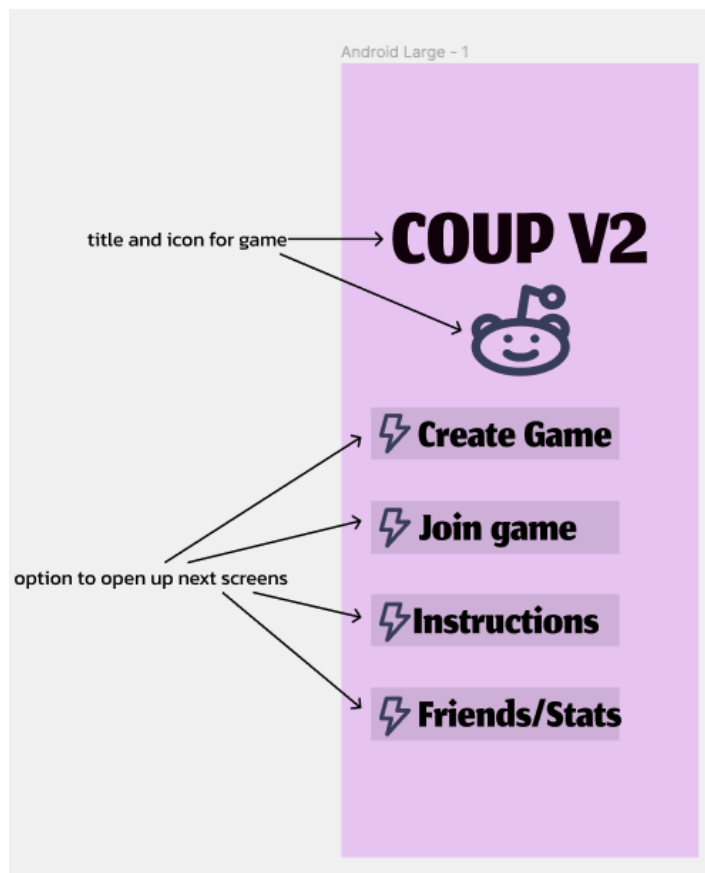
Friends List ~ Charles Arroyo



Simplify your social connections with our Friends List feature. Effortlessly add or remove friends, streamlining your network without any hassle. This intuitive tool ensures that managing your friends in the app is straightforward and seamless, letting you focus on what matters most - your connections.

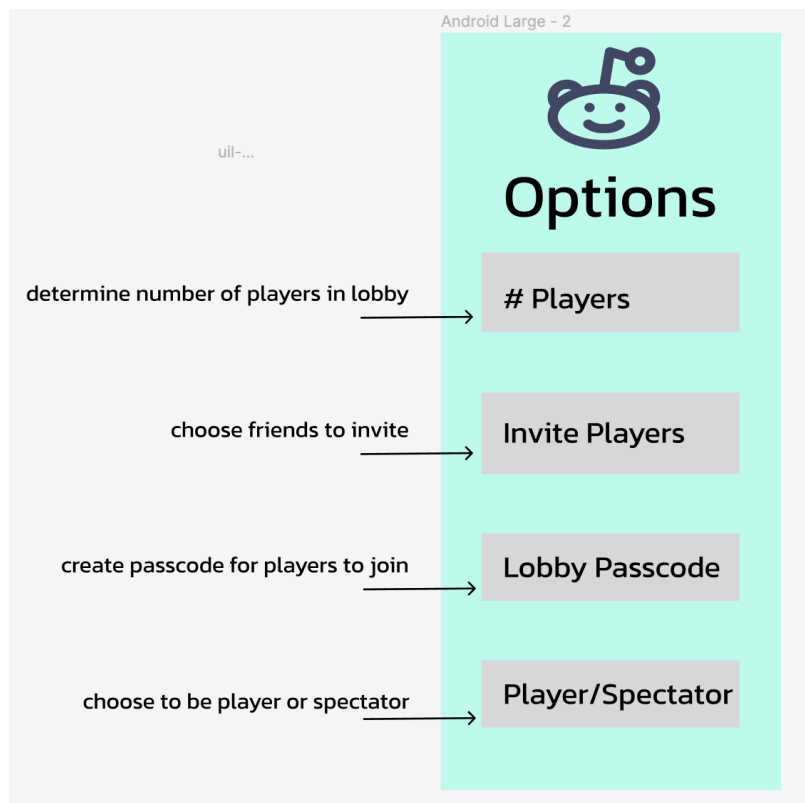
Take your friendships to the next level by tapping into our Stats Preview feature. Within the Friends List, a quick tap on a friend's profile lets you view their stats instantly. It's a convenient way to stay updated on the achievements and progress of your friends within the app, fostering a sense of shared experiences and healthy competition. With a simple tap, dive into the stats and keep the camaraderie alive.

Main Menu~ Ponciano Ramirez



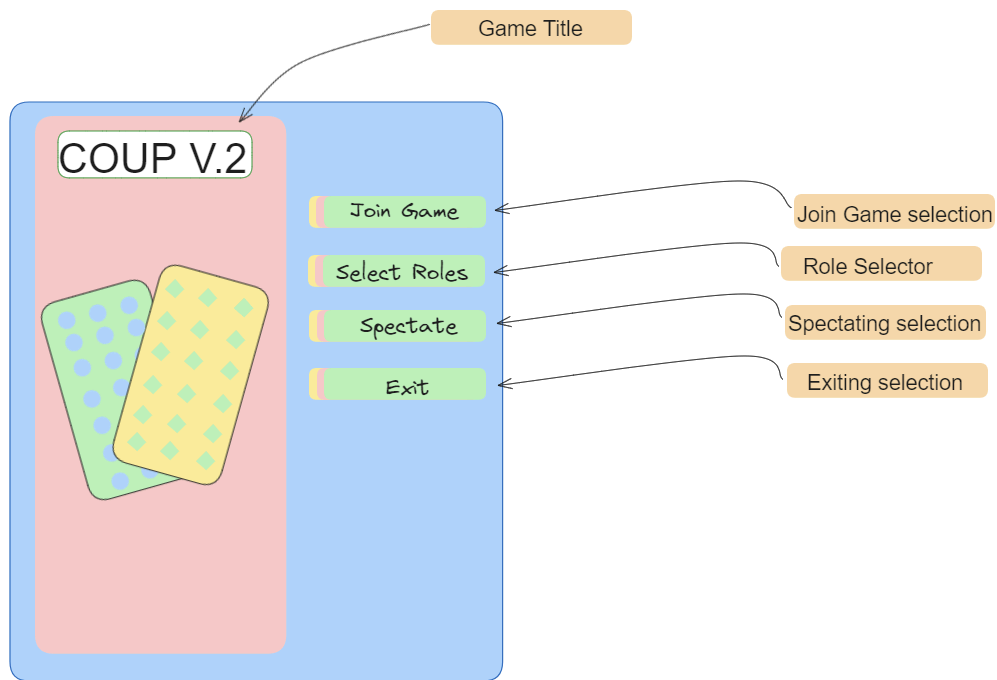
The Main Menu of our game "COUP V2" offers four options for players to choose from. Here, users are given the choice to either create their own game, find and join a match, brush up on their strategies with the instructions, or check in on their friends and stats.

Create Game Menu~Ponciano Ramirez



The "Create Game Menu" in "COUP V2" provides a set of options for setting up a game. Players can decide on the number of participants in the "# Players" section, invite friends to join through the "Invite Players" feature, secure their game with a "Lobby Passcode," and choose their role as either a player or a spectator in the "Player/Spectator" selection.

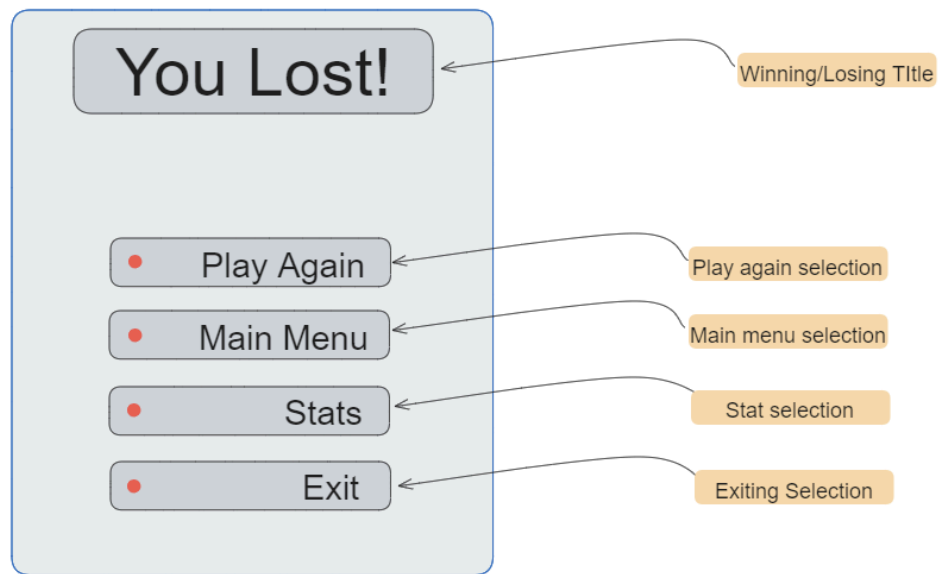
Join Game Menu~ Bo Oo



This is the joining game menu to which the user will use to either join a game, selecting roles, spectating and exiting the game. These buttons or selections will allow the player to either join the game or switch game roles depending on their preferences before the game as it is not allowed during the game.

The spectating selection will allow the player to view a game that their friend is currently playing. The exit button button will allow the player to quit the game.

End Game Menu~Bo



This is the game menu after winning/losing a round, the player will be informed whether they won or lost with this screen, this is a losing screen and a winning screen will have “You Won!” to let the player know they’ve won.

The idea was to create this game screen simple so that the user/player will have ease of navigating and accessibility to join another game, check stats, or to go to the main menu, or even just exit the game.