Screen Sketches

MK1_8

Charles Arroyo, Billy Dang, Bo Oo, Ponciano Ramirez

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
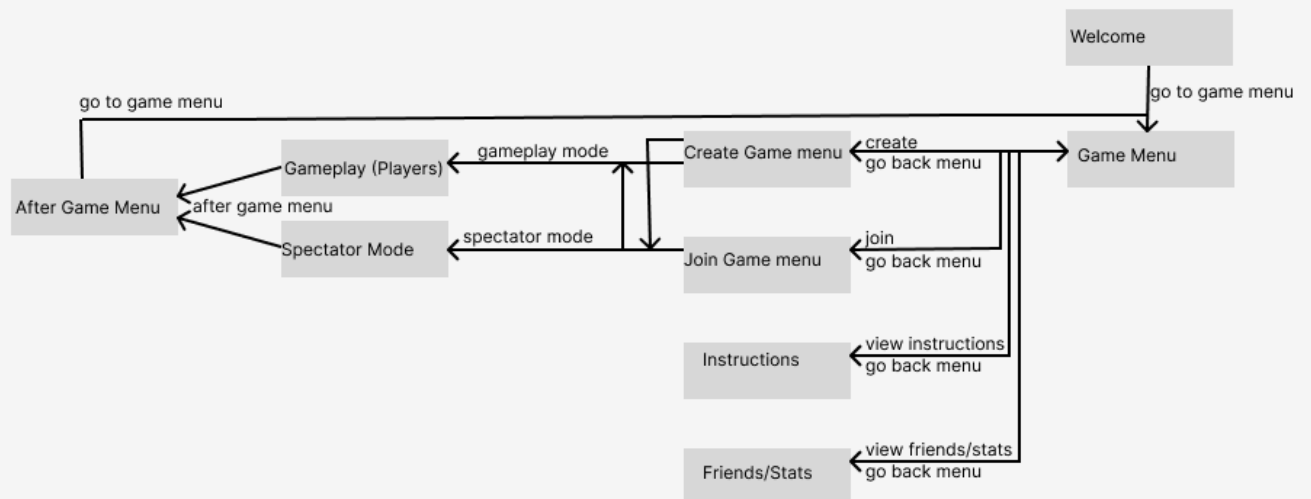   c. Should be able to influence game in a way

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.
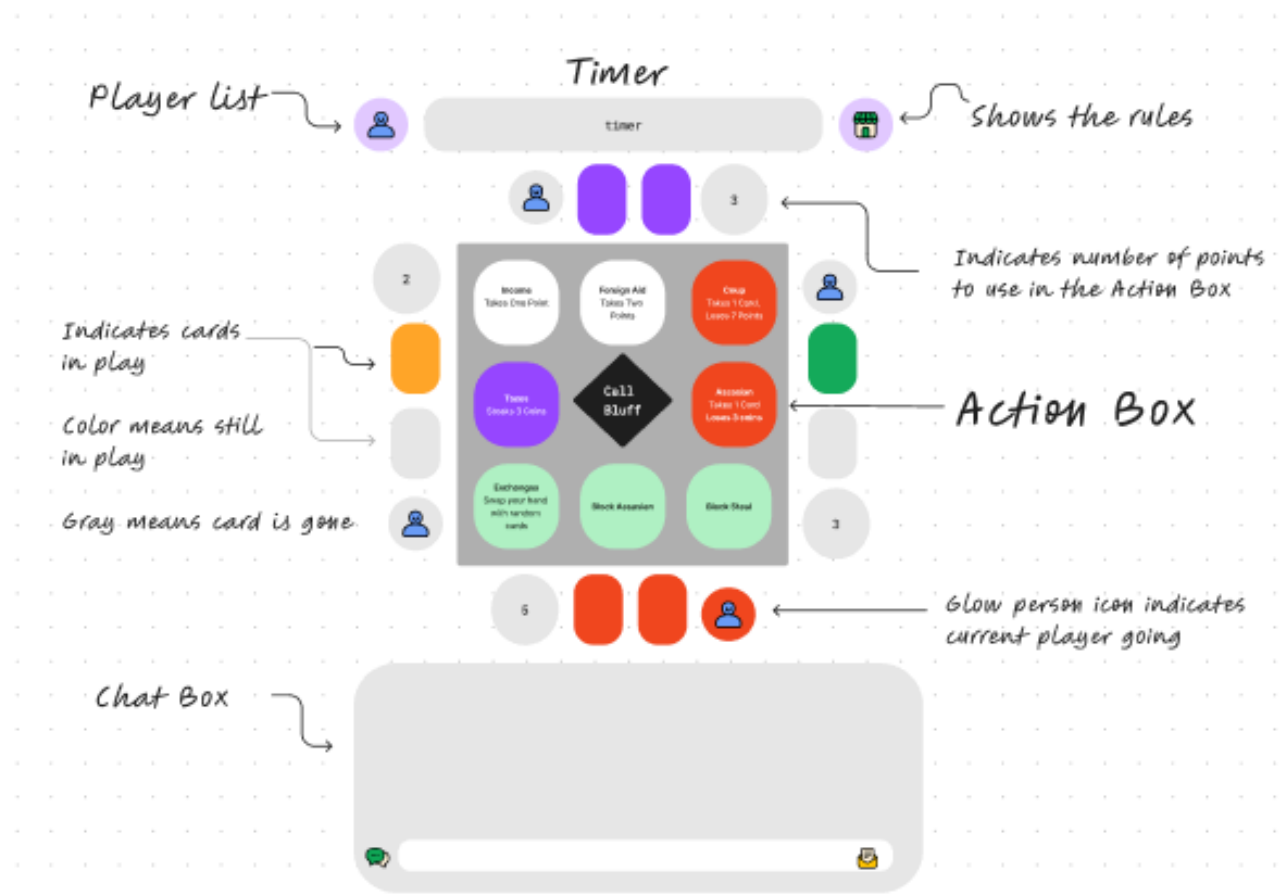
Tables and Fields

- User: Tracks information about a users account
    - User ID - Primary Key
    - Username
    - Password
    - User game settings (favorite players, inverted settings)
    - Games won
    - Current level
    - Privacy Settings
    - User playstyle

- Save: Structure to save game data when user closes app
    - Save ID - Primary key
    - Users current turn
    - Timestamp to possibly terminate game
    - Last save-Foreign key for quick lookup so application knows this is the correct user for said game

- Game History
    - Records of past matches for specific player
    - Username/ID associated with match.
    - Match Duration
    - Timestamp of match

- Gameroom/Current Matches
    - Live information about current matches being played
    - Match ID users can use to spectate
    - Current players playing
    - Match Status

- In-Game Events/Notifications.
    - Friend request
    - Match requests
    - Event IDs

Screen Flow Diagram

Welcome

go to game menu

go to game menu

Gameplay (Players)

gameplay mode

Create Game menu

create

go back menu

Game Menu

After Game Menu

after game menu

Spectator Mode

spectator mode

Join Game menu

join

go back menu

Instructions

view instructions

go back menu

Friends/Stats

view friends/stats

go back menu

Main Game Display

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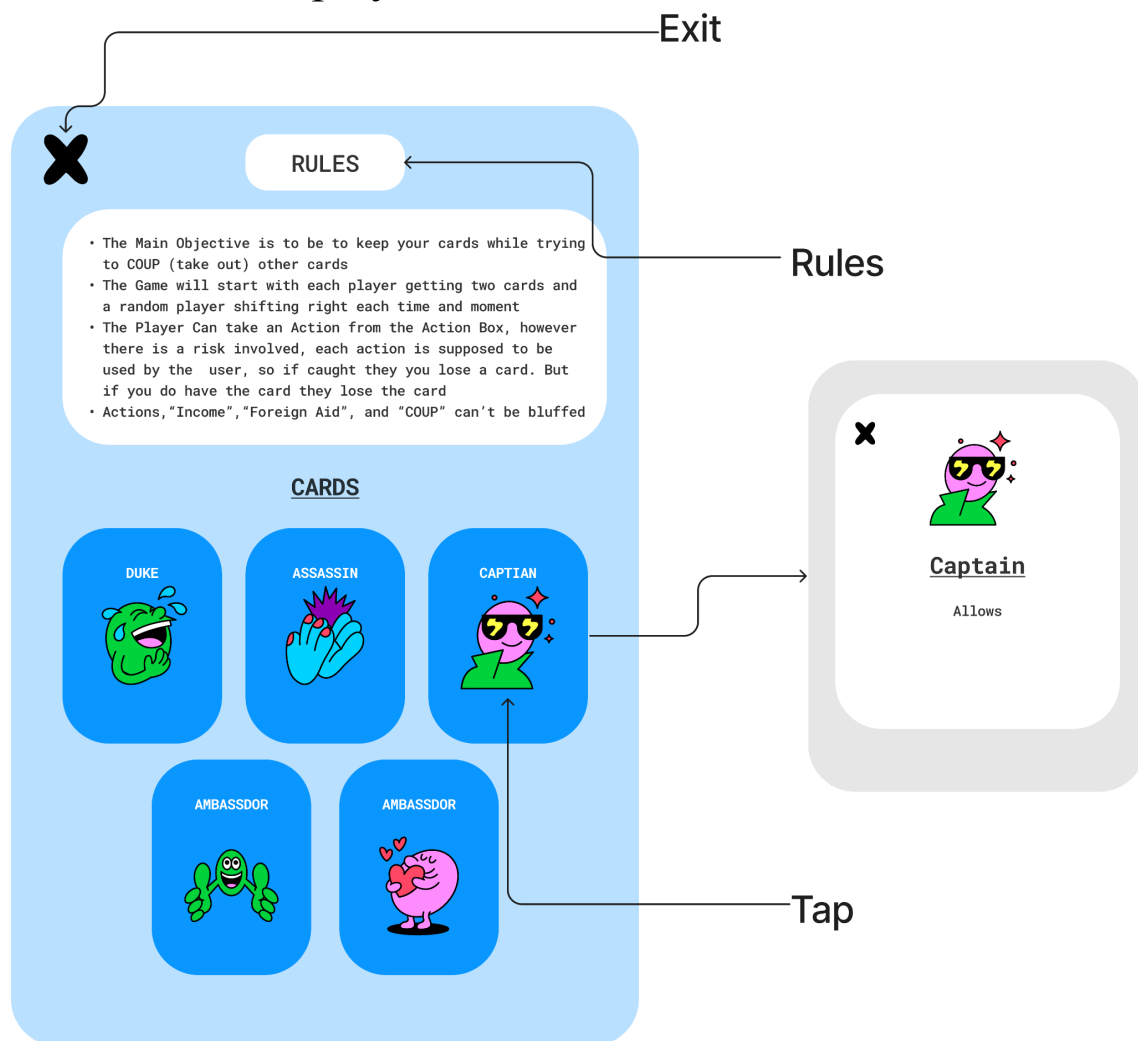
Chat Box Menu
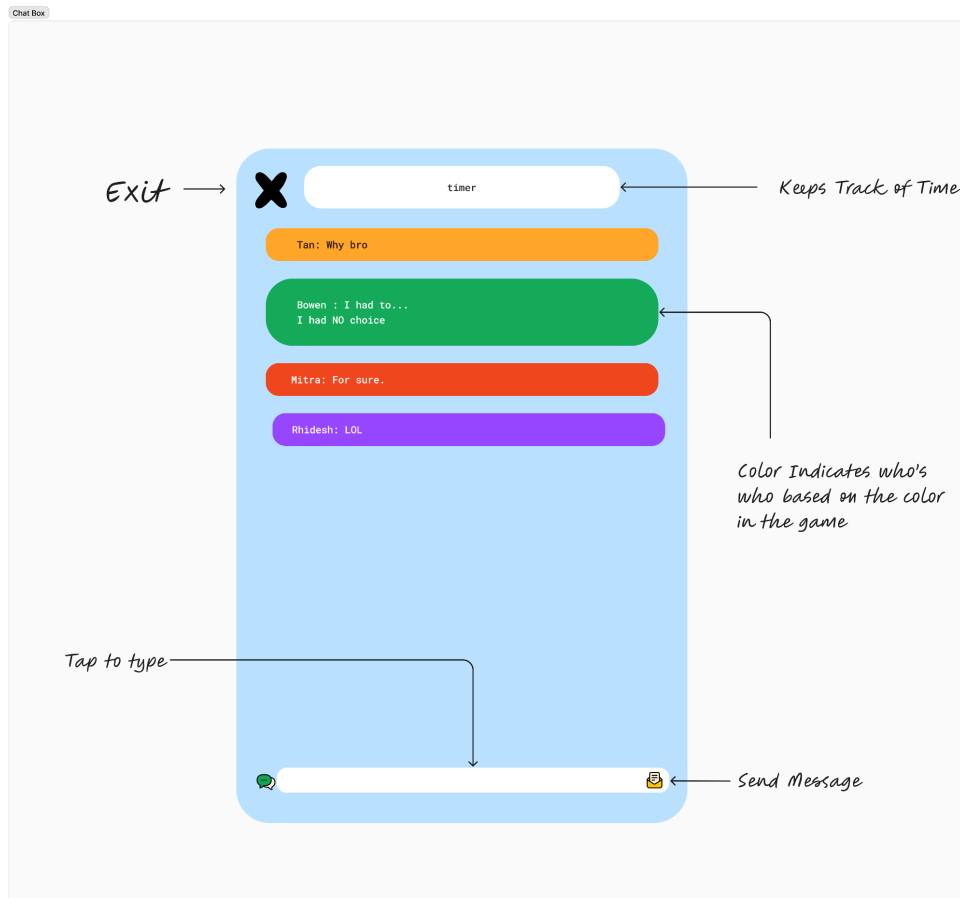
In our game design, we've given the chatbox its dedicated space because convincing players through it is crucial. The chat box isn't just a feature; it's a persuasive tool. We're intentional about simplicity and appeal, making the game visually inviting. Big things matter in game design, and simplicity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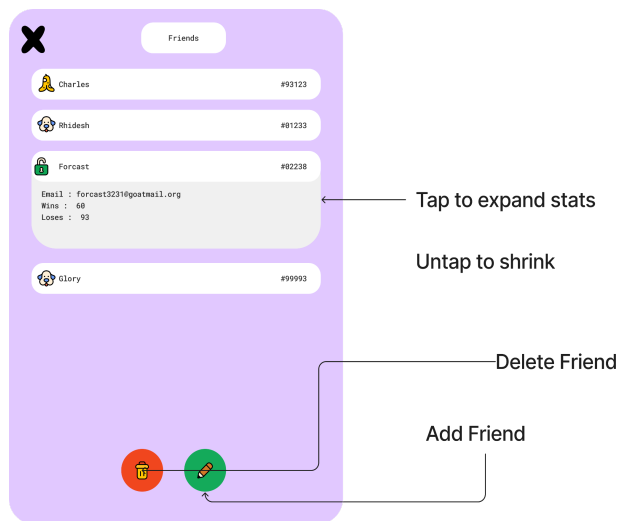
Instructions Display

Exit

Rules

Tap

RULES

- The Main Objective is to be to keep your cards while trying to COUP (take out) other cards
- The Game will start with each player getting two cards and a random player shifting right each time and moment
- The Player Can take an Action from the Action Box, however there is a risk involed, each action is supposed to be used by the user, so if caught they you lose a card. But if you do have the card they lose the card
- Actions,"Income","Foreign Aid", and "COUP" can't be bluffed

CARDS

DUKE

ASSASSIN

CAPTIAN

AMBASSDOR

AMBASSDOR

Captain

Allows

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

Friends

Charles		#93123
Rhidesh		#01233
Forcast		#02238

Email : forcast3231@goatmail.org
Wins : 60
Loses : 93

Glory — #99993

— Tap to expand stats

Untap to shrink

—Delete Friend

Add Friend

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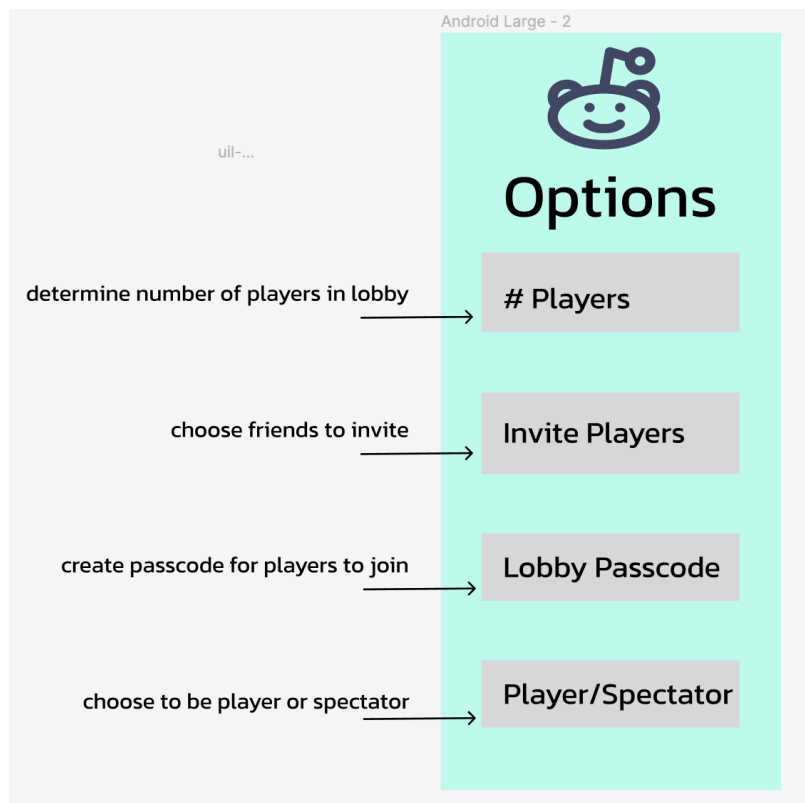
Take your friendships to the next level by tapping into our Stats Preview feature. Within the Friends List, a quick tap on a friend's profile lets you view their stats instantly. It's a convenient way to stay updated on the achievements and progress of your friends within the app, fostering a sense of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

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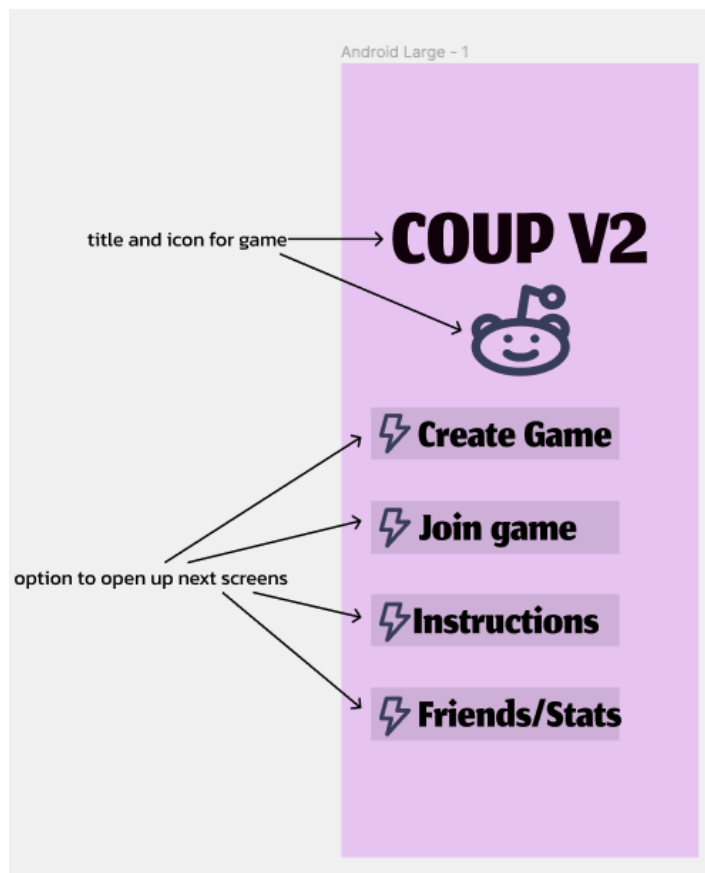
The Main Menu of our game "COUP V2" offers four options for players to choose from. Here, users are given the choice to either create their own game, find and join a match, brush up on their strategies with the instructions, or check in on their friends and stats.

Create Game Menu

Options

determine number of players in lobby → **# Players**

choose friends to invite → **Invite Players**

create passcode for players to join → **Lobby Passcode**

choose to be player or spectator → **Player/Spectator**

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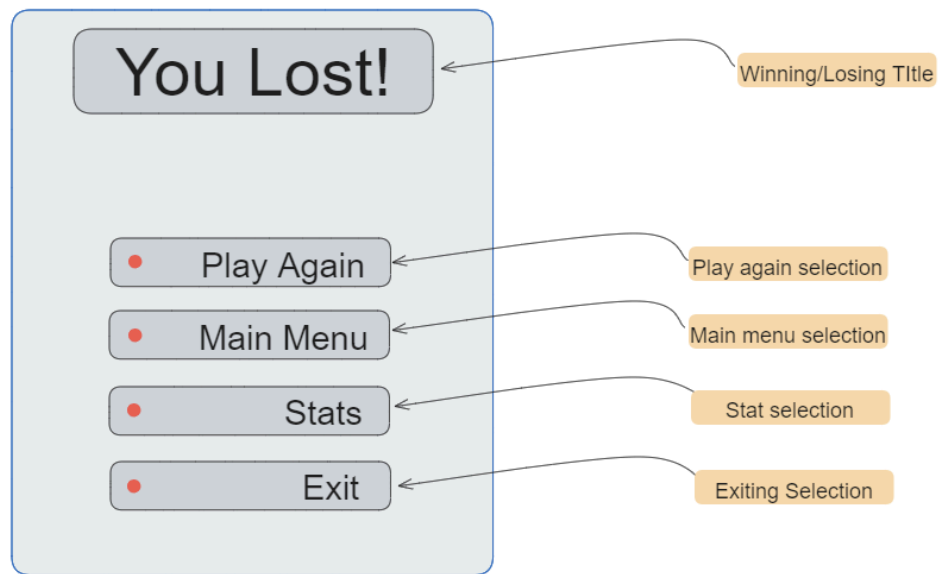
Join Game Menu
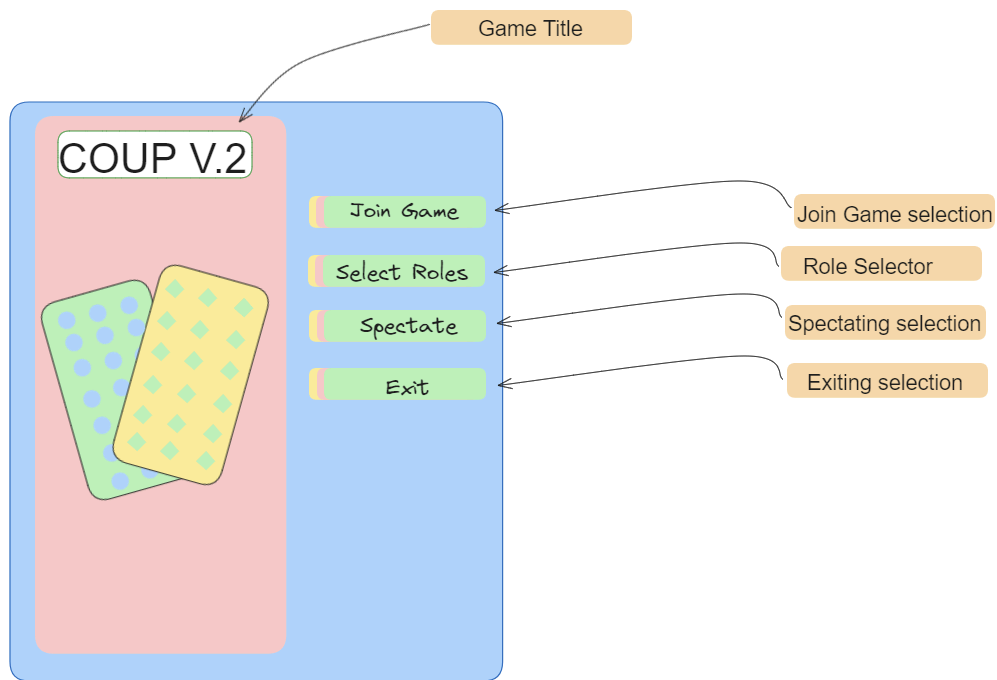
This is the joining game menu to which the user will use to either join a game, selecting roles, spectating and exiting the game. These buttons or selections will allow the player to either join the game or switch game roles depending on their preferences before the game as it is not allowed during the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

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.