

ScreenSketches

Section 1 AN5

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Actors

1. Players: Have the privilege to:
 - a. Play any of the available games
 - b. Add other users as friends
 - c. View profile/stats
2. Administrators: Allowed to manipulate aspects of the program itself by:
 - a. View/remove users
 - b. View active games
 - c. Edit user profile statistics
3. Spectators:
 - a. View active games
 - b. View profile/stats
 - c. Add other users as friends

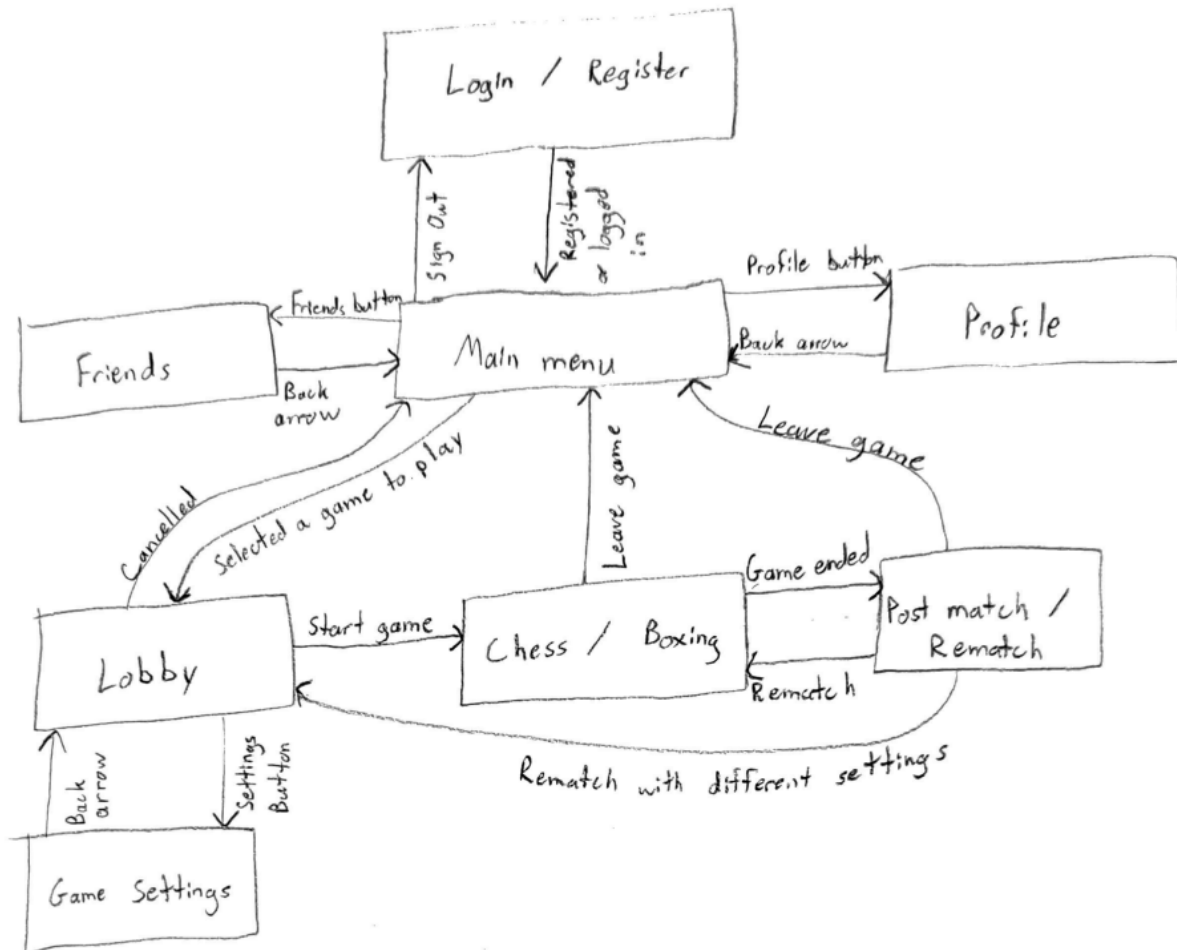
Non-Functional Requirements

- The application must support a minimum of 4 active players.
- The application should update both players' chess boards quickly when a move by either of the players is made.
- The user should not have to wait for any longer than 0.5 seconds for any UI element to respond.
- The user interface should be easy to understand and use.

Tables and Fields

- **Users:** Tracks information related to a user's account
 - User ID
 - User username
 - User password
- **Stats:** User statistics
 - Statistic ID
 - User
 - Games played - between the different game modes
 - Wins - between the different game modes
 - Losses - between the different game modes
- **Current Games:** Tracks games that are being played
 - Chess game
 - Chessboxing game
 - Boxing game

Screen Flow Diagram



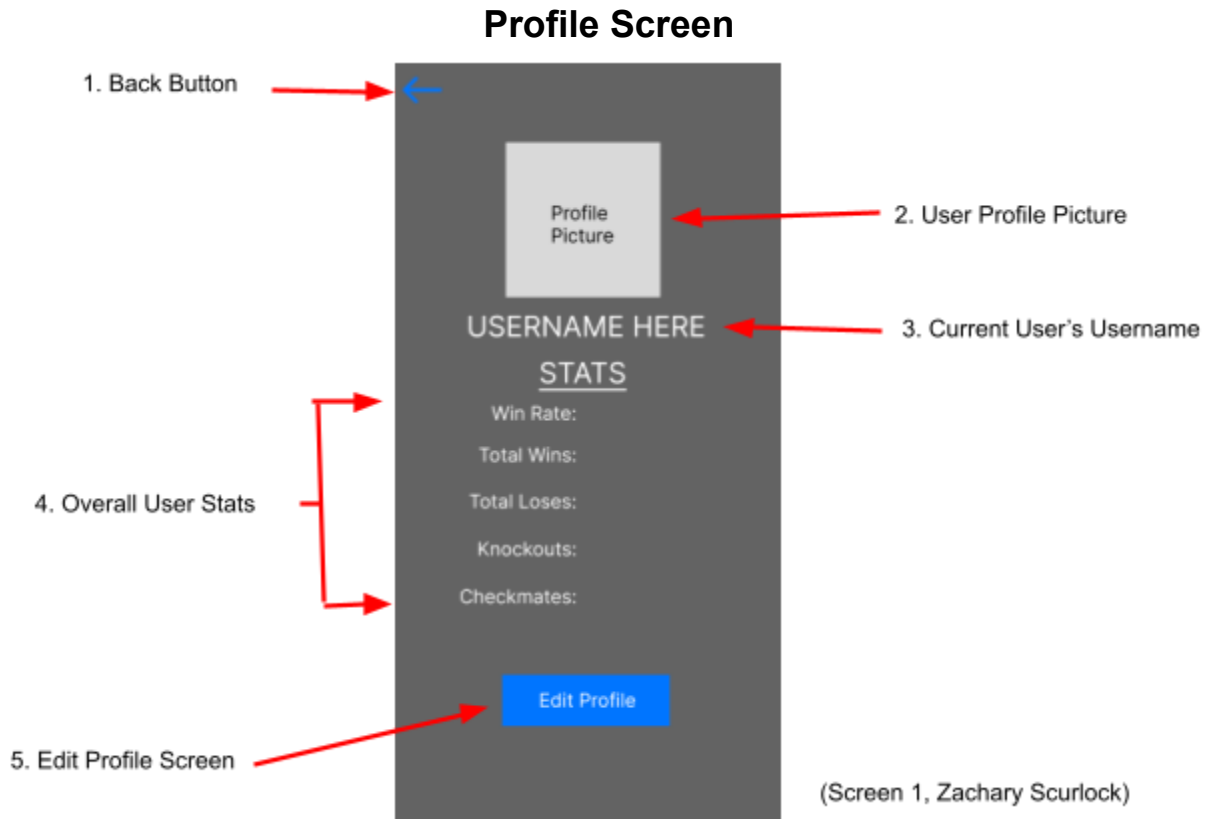


Figure 1: Profile Screen

This screen allows the user to view their profile which includes their stats, profile picture and username.

This screen lets the user go back to the main menu using the go back button (1), view their profile picture (2), see their current username (3), view statistics on win rate, total wins, losses, knockouts, and checkmates (4), the edit profile button found at the bottom of the screen takes the user to another screen where they can edit their username and password (5).

Chess Screen

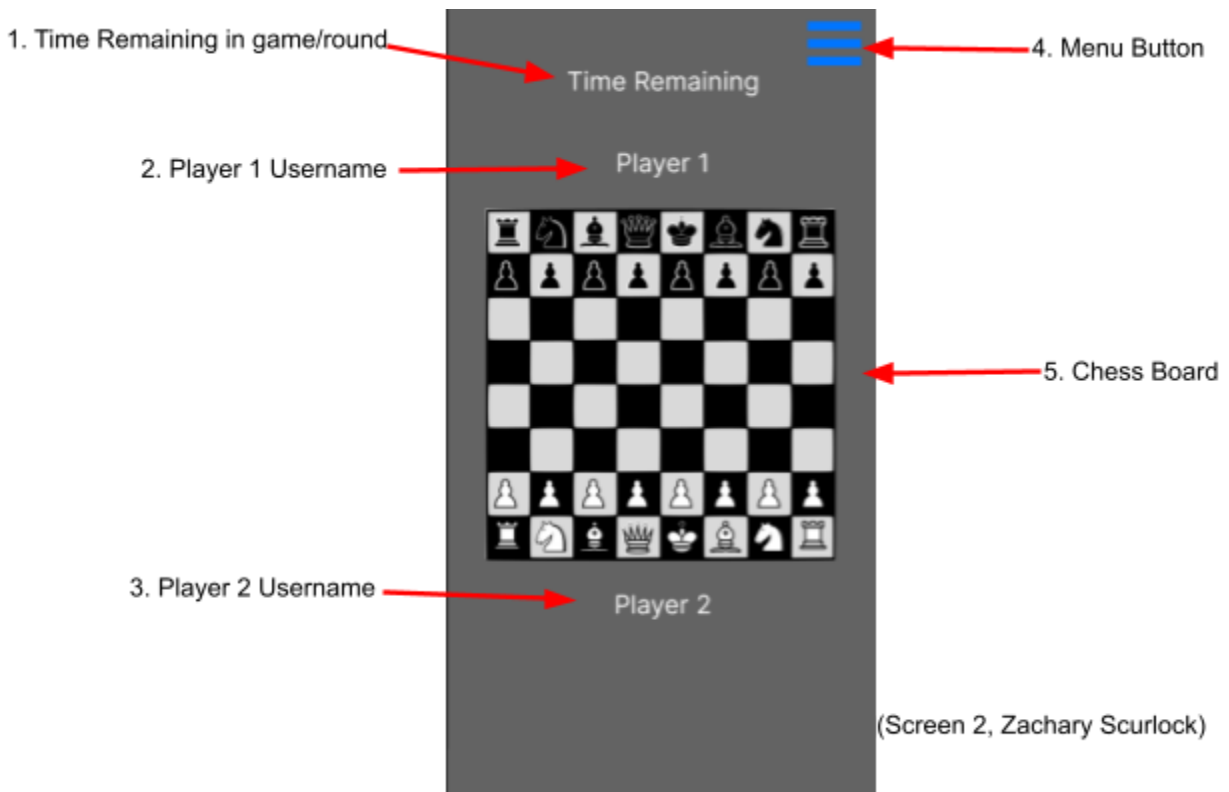


Figure 2: Chess game Screen

This screen allows two users to play a game of chess with one another. On this screen the time remaining in the game/round is included (1), the username of Player 1 and Player 2 are included at the top and bottom of the chess board (2 and 3), there is a menu button at the top right of the screen which will make a window pop up giving the user the option to quit, pause, or view the profile of Player 2 (4), at the center of the screen the chess board can be found, this is where all of the action will happen (5).

Lobby Screen

(Screen 1, Brian McCreary)

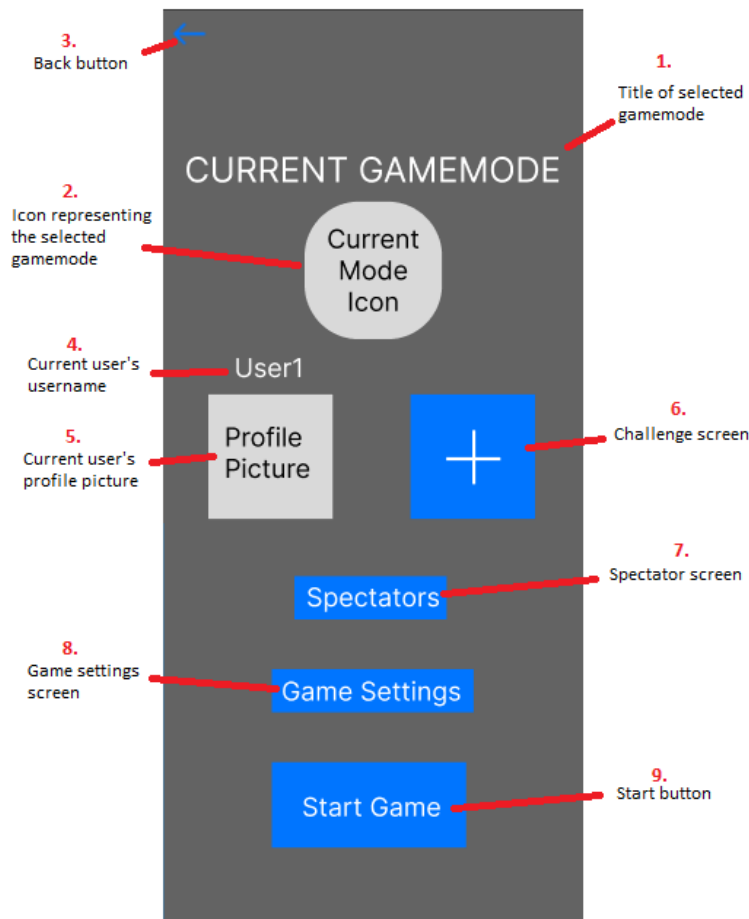


Figure 3: Lobby Screen

In the lobby screen (depicted above), a user can set up a match against another user.

On this screen the creator of the lobby can: see the current selected gamemode (1), identify the gamemode by a respective icon (2), cancel the lobby via the back button (3), recognize their own username (4) and profile picture (5), challenge one of their friends via the challenge screen (6), check who is currently spectating and invite friends to spectate the lobby via the spectator screen (7), update the lobby's game settings via the game settings screen (8), and start the game with the bottom-most button (9).

Post Match / Rematch Screen

(Screen 2, Brian McCreary)

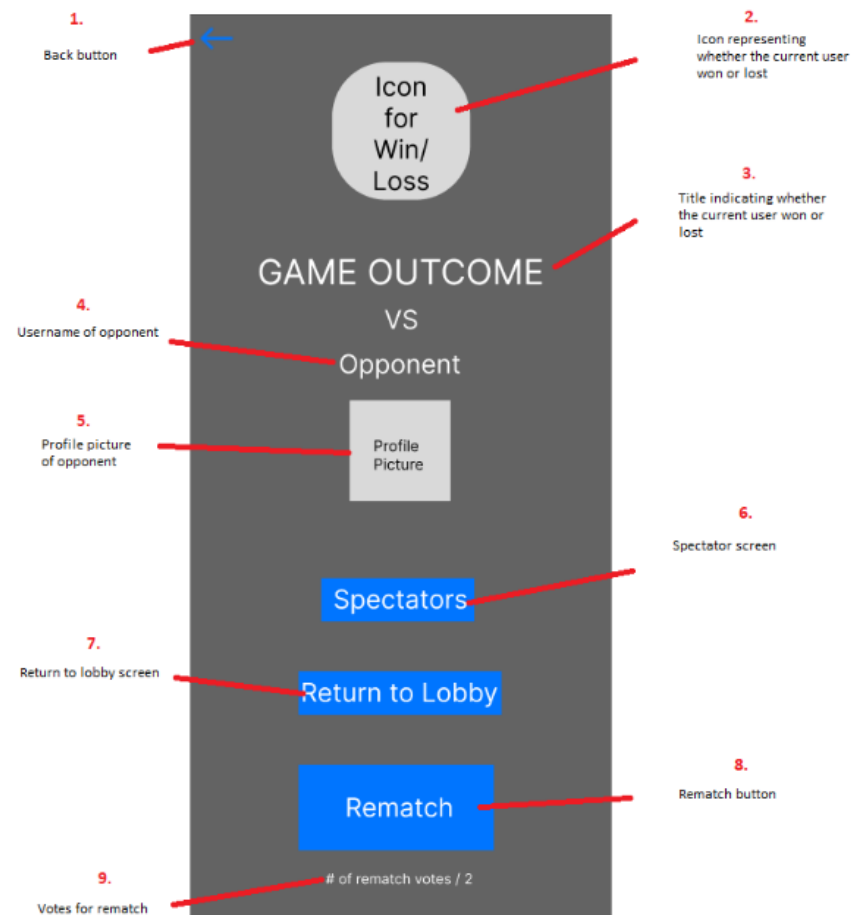


Figure 4: Post match / rematch screen

On the post match / rematch screen, a user can see the results of the previous match as well as set up a rematch.

Within this screen, a user can: return to the main menu via the back button, see the results of the previous match by text (2) and by icon (3), see the username (4) and profile picture (5) of the opponent, check who spectated the match and invite new spectators via the spectator screen (6), return to the lobby screen via the corresponding button (7), vote for a rematch with the rematch button (8), and see how many current rematch votes have been cast (9).

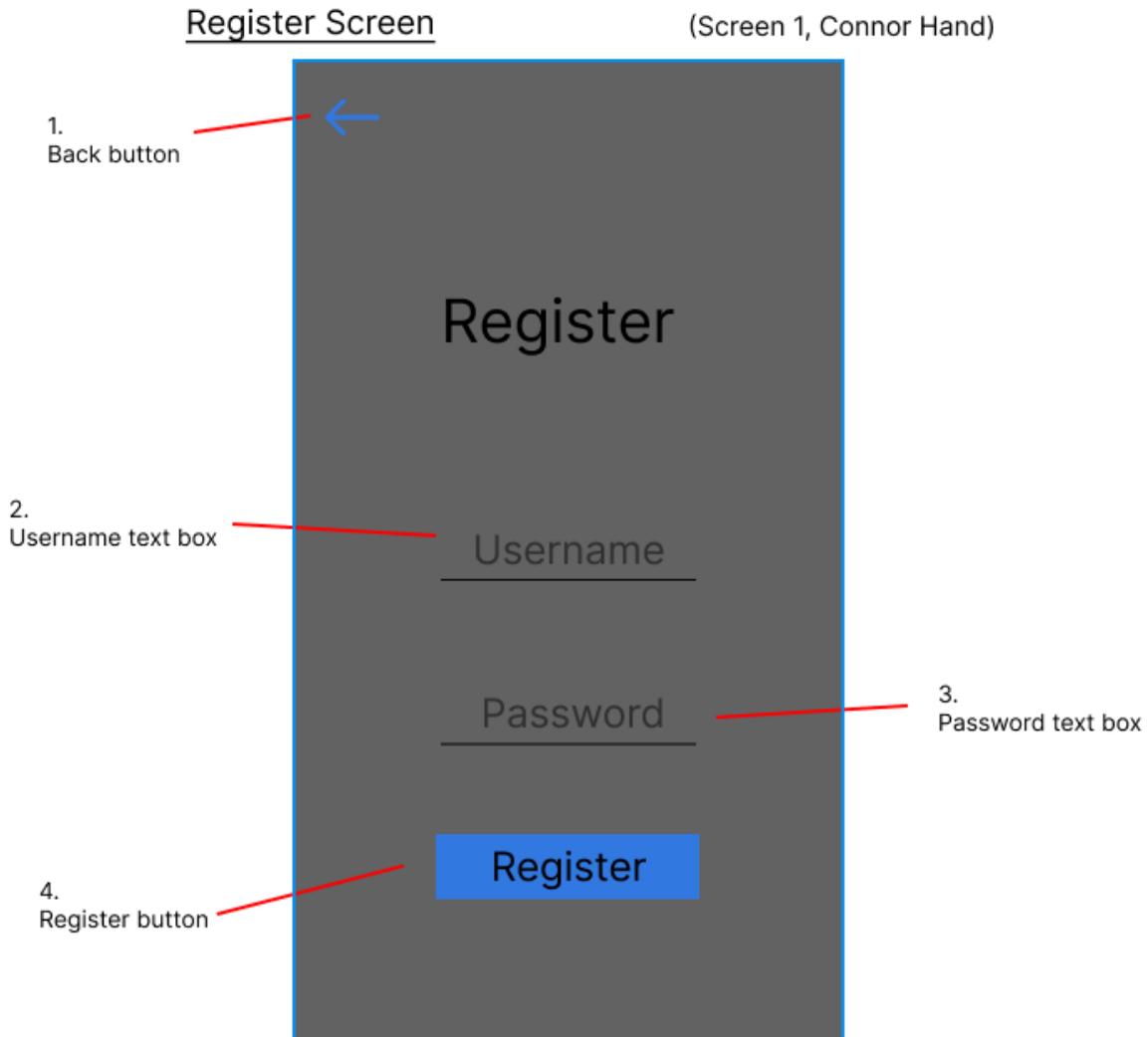


Figure 5: Register a New User

This screen allows a user to create a new account (user object). It allows the user to make their own username and password.

This screen lets the user go back to the login page (1), it has a text field for the username to be chosen by the user (2), it has another text field for the password to be chosen by the user (3), and it has a Register button at the bottom that either creates the new user or lets the user know that there was an error (4). The errors that may occur are the username the user chose was already taken, or the password was less than eight characters.

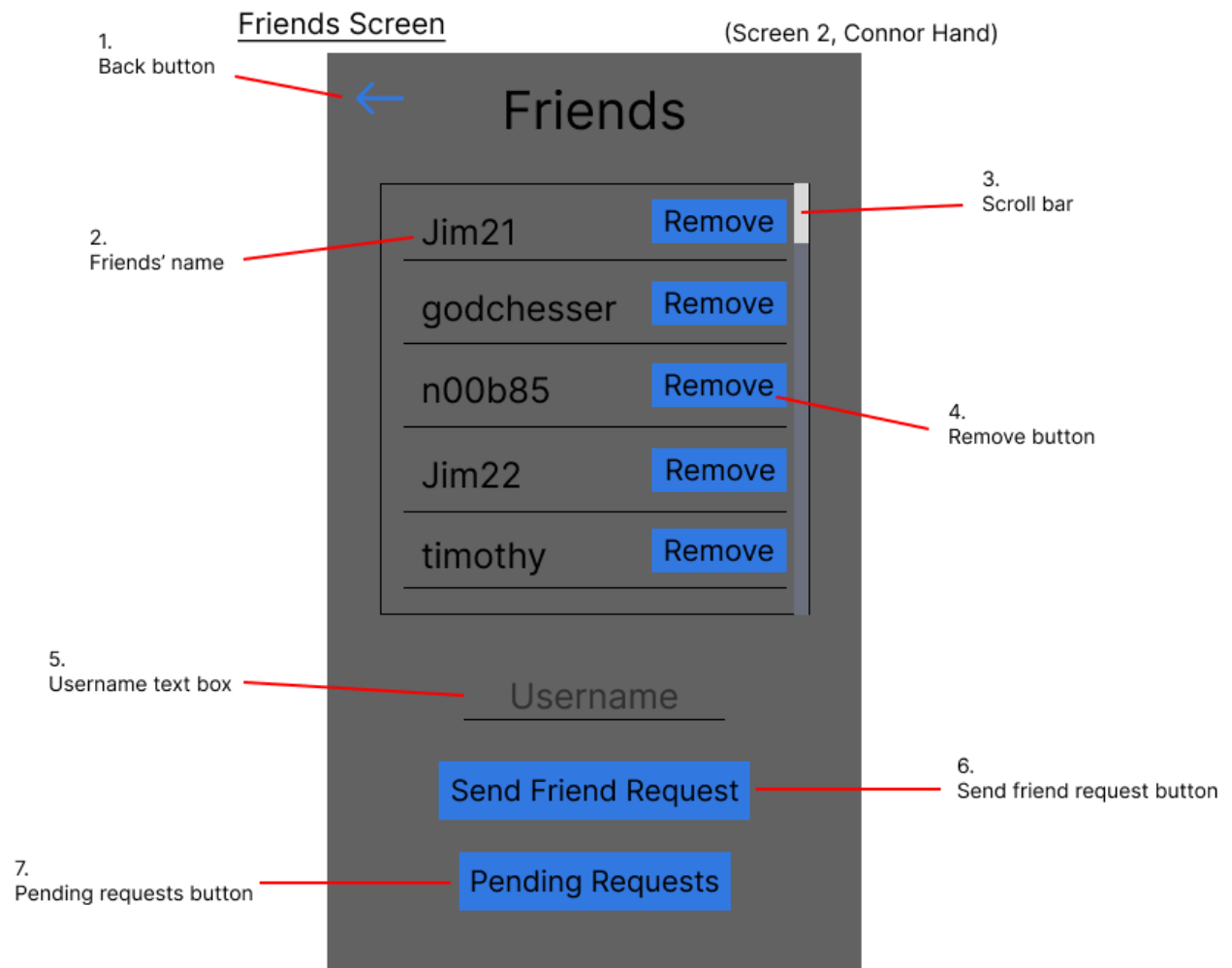
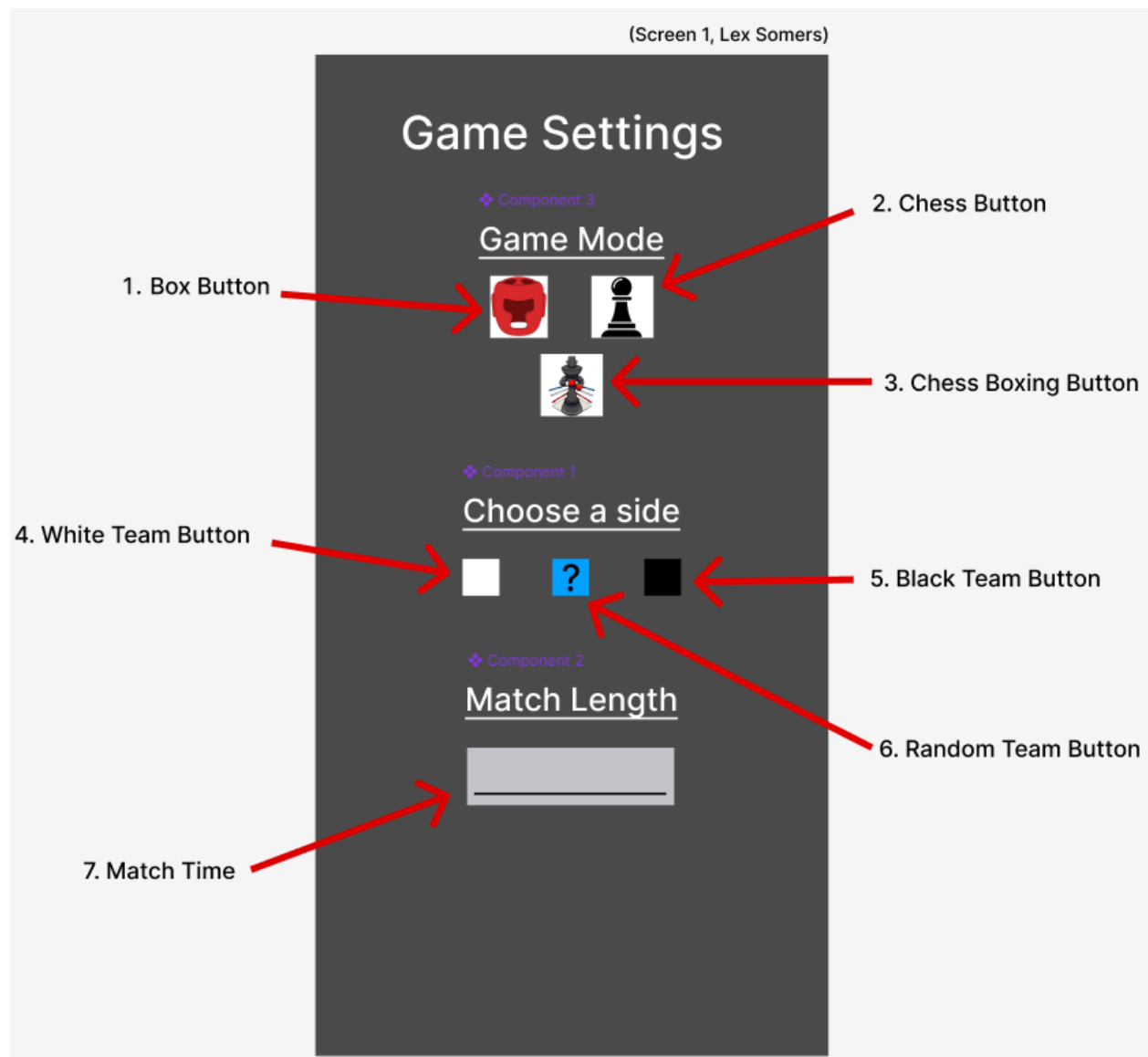


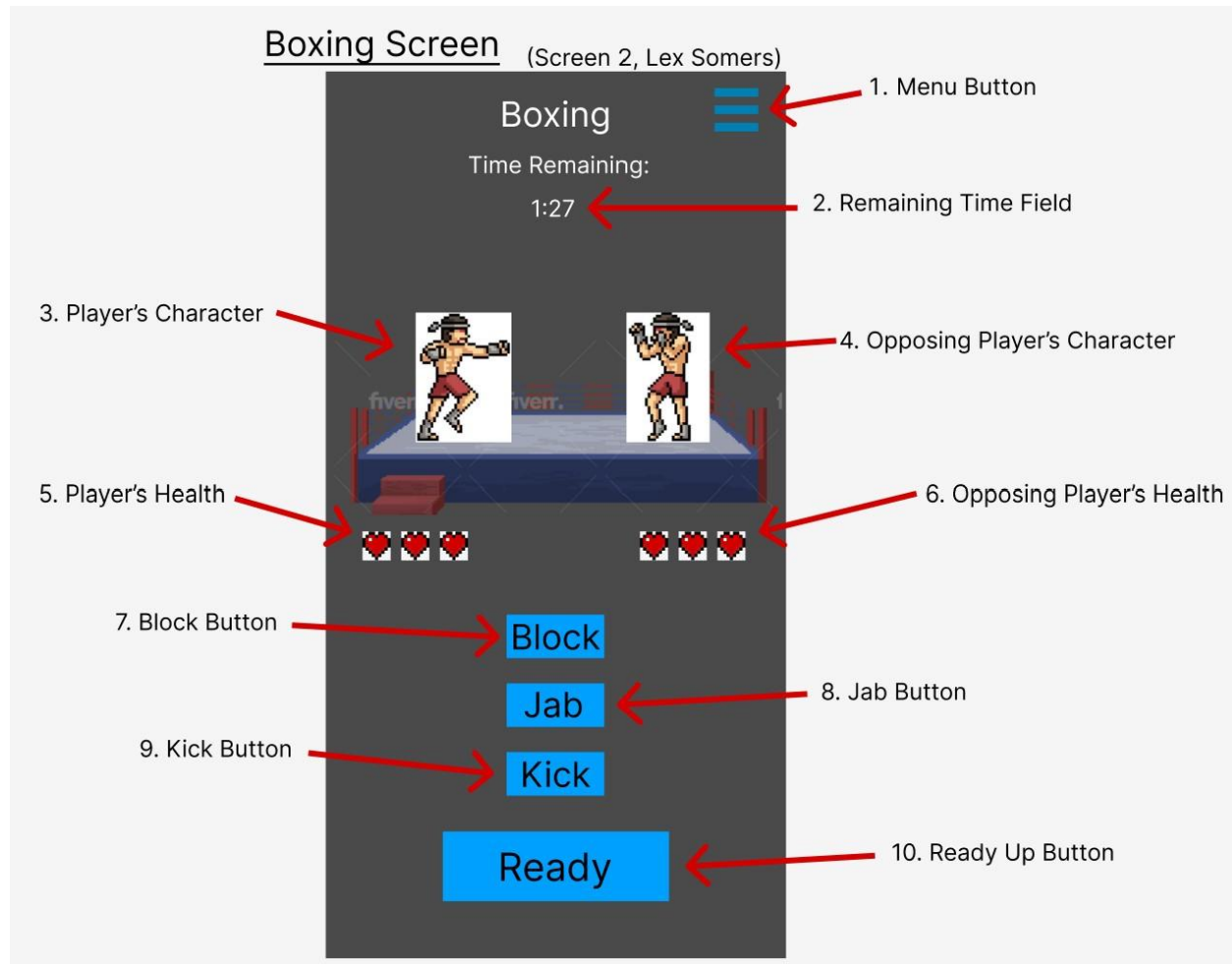
Figure 6: Friends List and Sending Friend Requests

This screen lets the user go back to the main menu (1), it lets the user see their current friends (2 and 3), it also lets the user remove their friends (4), it lets the user send friend requests (5 and 6), and it lets the user view their pending friend requests (7). The user's friends appear in a list, if the user has a lot of friends, they can scroll through their friends list with the scroll bar, similar to webpages on most browsers. The Username text box (5) corresponds to the username of the user whom the current user would like to send a friend request to. After entering the user's name, the current user can hit "Send Friend Request" (6) to send the request. This screen may return an error when hitting the "Send Friend Request" button. If the username that the user entered is not found in the database, then an error stating that the user was not found will be shown. After hitting the "Pending Requests" button, the user will be shown a list of pending friend requests where they can either accept or delete the request.

Game Settings Screen



This screen allows the user to select/change what game type they are playing (1, 2, 3), choose which side/team they wish to play on (4, 5, 6), and specify how long they wish each match to be. When selecting the game mode, the user can change their game mode to Chess, Chess Boxing, or Boxing. When the user selects a new game mode, a message will be displayed in the empty space at the bottom of the screen informing the user that the change was successful or that they are already in that game mode. Additionally, When choosing a team, the user can select either white, black, or random. The random button will assign the user setting up the game either white or black randomly. Finally, the match length field is where the user can specify a time limit for the game. The time limit will be applied for whatever game mode the user is in, and if the user is in Chess Boxing, the same time limit will be applied for both the boxing and chess portions.



This screen allows the user to view a list of menu options (1), view the time remaining in the current boxing match (2), view their character's currently selected move (3), view their opponent's character (4), view how much health they and their opponent have (5, 6), select between three different move options (7, 8, 9), and confirm their selected move (10).

When viewing their character, their character will be in one of three stances corresponding to one of the three moves the user may select. These moves are Block, Jab, or Kick, and they function in a rock paper scissors fashion. The opposing player's character will be displayed in a default boxing stance until both players push the "Ready" button (10). At this point both characters will appear in the stance corresponding to their selected move for a brief period before going back to the default stance. After each move selection and confirmation, a player's health bar will either be reduced by one if the opposing player selected a move that beat theirs or stay the same if both players chose the same move.