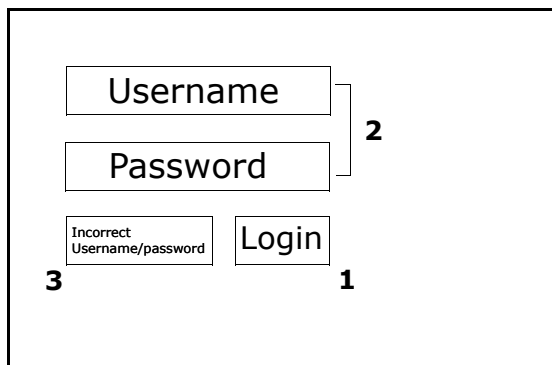


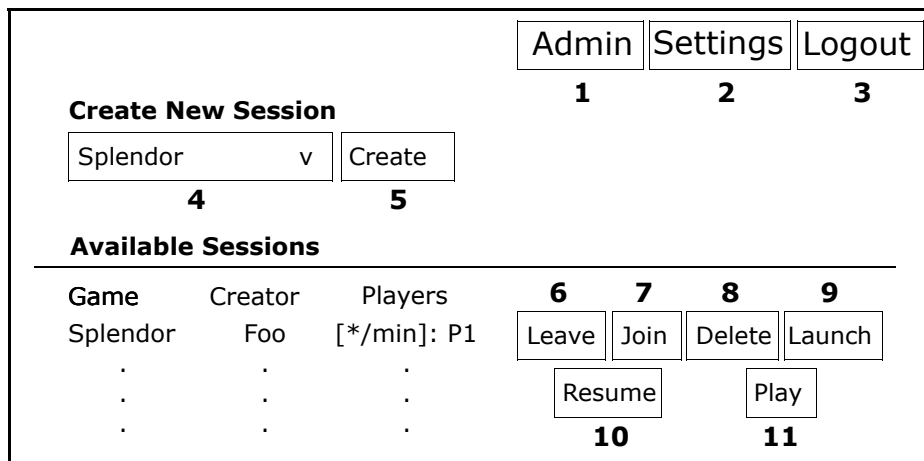
The Login Screen



The diagram shows a login screen with three main components: a 'Username' text field, a 'Password' text field, and a 'Login' button. A bracket labeled '2' groups the 'Username' and 'Password' fields. Below the 'Username' field is a small box containing the text 'Incorrect Username/password' with a label '3' next to it. The 'Login' button has a label '1' next to it.

1. On click transition to Lobby Service Screen if able to authenticate user
2. These are editable text fields. User clicks on them to start editing.
On click default text is erased.
3. Displayed when unable to authenticate user (see 1)

The Lobby Screen



The diagram shows a lobby screen with several sections and buttons. At the top right are three buttons: 'Admin' (labeled 1), 'Settings' (labeled 2), and 'Logout' (labeled 3). Below these is a section titled 'Create New Session' containing a text field with 'Splendor' and a dropdown menu with 'v' (labeled 4), and a 'Create' button (labeled 5). Below this is a section titled 'Available Sessions' which contains a table with columns: 'Game', 'Creator', 'Players', and four action buttons: 'Leave' (labeled 6), 'Join' (labeled 7), 'Delete' (labeled 8), and 'Launch' (labeled 9). The table has three rows of data. The first row shows 'Splendor', 'Foo', and '[*/min]: P1'. The second and third rows show dots. Below the 'Leave' button is a 'Resume' button (labeled 10). Below the 'Delete' button is a 'Play' button (labeled 11).

| Game | Creator | Players | 6 | 7 | 8 | 9 |
|----------|---------|-------------|-------|--------|--------|--------|
| Splendor | Foo | [*/min]: P1 | Leave | Join | Delete | Launch |
| . | . | . | | Resume | | Play |
| . | . | . | | | | |
| . | . | . | | | | |

1. Only visible to users with admin privileges. On click transition to Admin Screen
2. On click transition to Settings Screen
3. On click transition to Login Screen
4. On click drop down list into available game services
5. On click create a new line in available sessions section as in the provided example
6. Only visible if current user is not creator, session is not launched, and user has joined the session.
On click decrement player count, expose join button and hide leave button.
7. Only visible if current is is not creator of game session, session is not launched, and user has not joined the session.
On click increment player count, expose leave button and hide join button.
8. Only visible if current user is creator. On click remove game session from available sessions.
Button also visible if session is a save game and user is admin who registered game server.
Button is also visible after launch in case of admin or player who created the session.
9. Only clickable when there are enough players. On click expose play button and hide launch button
10. Only visible when game session has been saved by current user. On click expose play button and hide resume button
11. Only visible when the session creator has launched the session. On click transition to gameplay screen.

Settings Screen

| | | | | |
|---|----------------------------------|--|----------------------|--|
| | | Admin | Lobby | Logout |
| | | 6 | 3 | 4 |
| Account Settings | | | | |
| Name: Foo | 7 | 8 | 1 | |
| Password: Current | <input type="text"/> | New | <input type="text"/> | <input type="button" value="Update Password"/> |
| Incorrect! 7a | | Must Comply with Password Policy! | | |
| Preferred Colour: | <input type="text" value="RGB"/> | <input type="button" value="Update Colour"/> | | |
| | | 2a | 2 | |
| Role: Admin/Player | | | | |
| <input type="button" value="Delete Account"/> | | 5 | | |

1. On click attempts to change password for this user.
 - a) Only visible if attempt to change password fails due to non-compliant password
2. On click changes colour preference to selected rgb value in 2.a
 - a) On click opens a colour palette to select rgb colour
3. On click transition to Lobby Screen
4. On click transition to Login Screen
5. On click transition to Login Screen
6. Only visible if user has admin privileges. On click transition to admin screen
7. Editable text field
 - a) Only visible when user attempts to update password with incorrect previous password
8. Editable text field

Admin Screen

Lobby

Settings

Logout

12

13

14

Add User

Name

1

Can't be empty

3

Password

Can't be empty

Violated Password Policy!

6

Role

2

Player

v

Colour

4

Add USers

5

Registered Users

Name

Foo

Password

8

Update

Violated

7

Password Policy!

Role

Bar

Colour

9

Update

10

Delete

.

.

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Registered Game Servers

Name

Display Name

Location

Player (min/max)

FOO

BAR

URL

x/y

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.

.

11

Delete

1. Editable text fields
2. On click dropdown into selected roles menu
3. Only visible when empty and tried to add user
4. On click opens rgb colour palette
5. On click attempt to add user with selected settings
6. Only visible when attempted to add user with non-compliant password
7. Only visible when attempted to update user password with non-compliant password
8. On click attempt to update password for user
9. Same as 2 and 2.a in Settings Screen
10. On click delete user from lobby service database, remove entry from list
11. Deletes game server from lobby service database on click.
12. On click transition to lobby screen
13. On click transition to settings screen
14. On click transition to Login screen.