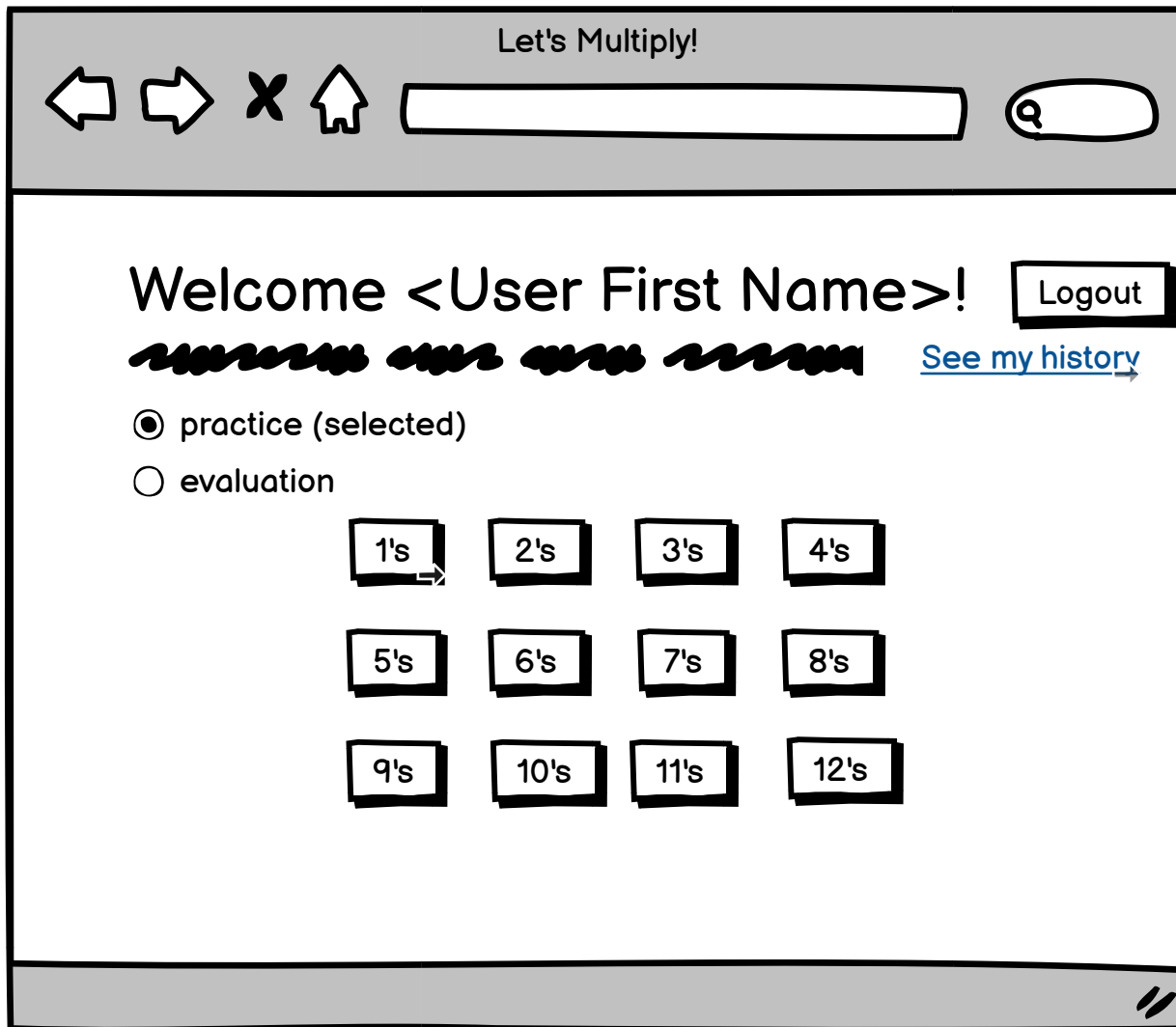


Homepage

The image is a hand-drawn sketch of a web browser window. The title bar at the top is grey and contains the text "Let's Multiply!". Below the title bar is a navigation bar with four icons: a left arrow, a right arrow, a close button (X), and a home button (house icon). To the right of these icons is a long, empty search bar. The main content area is white and contains a grey rectangular box. Inside this box, there are two input fields: the first is labeled "Username" and the second is labeled "Password". Below these fields is a "Log In" button with a right arrow icon. The bottom of the browser window is a grey bar with a small, stylized icon in the bottom right corner.

Next release will have a registration system, but that is out of scope for MVP.
A username and password will be manually created for MVP so the user can log in.

ENDPOINT: GET /login

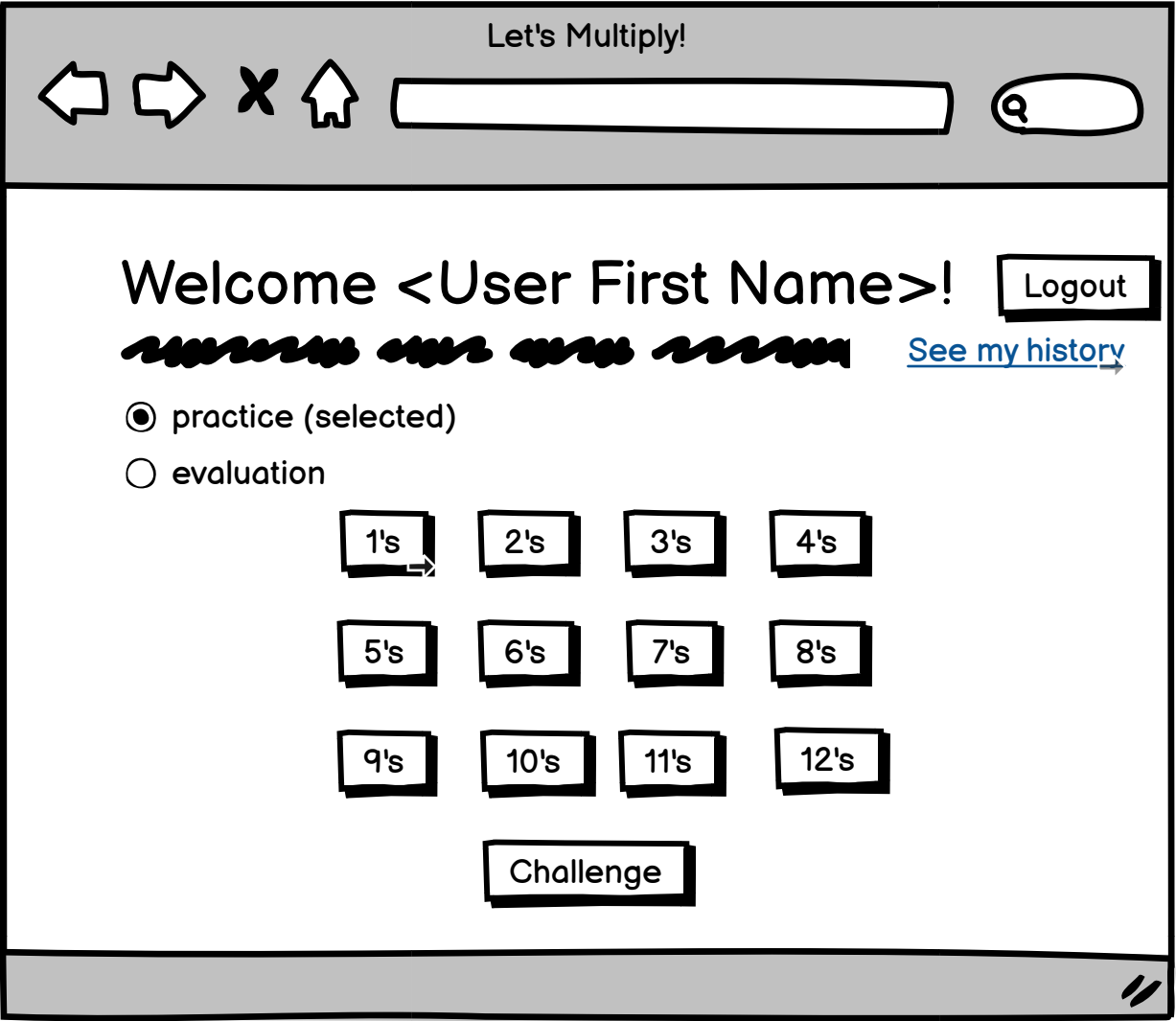


Logout button ENDPOINT: GET /logout

The page will be static until a button is clicked to select the category and/or the mode (mode is selected as practice by default).

See my history link ENDPOINT: GET /history/{userId}

For Redesign update, removed 'Challenge' button. Keeping it as stretch goal.



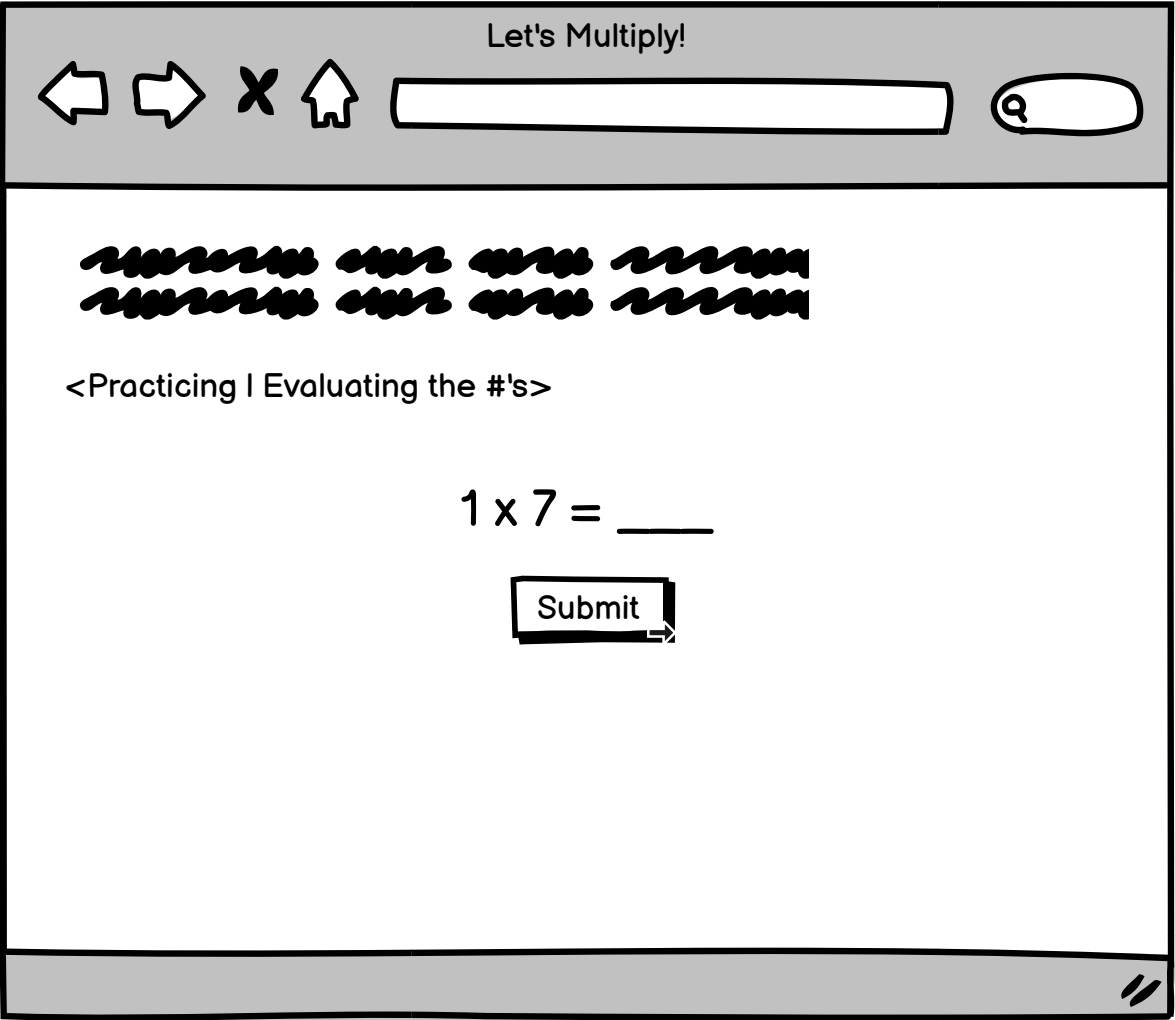
Logout button ENDPOINT: GET /logout

The page will be static until a button is clicked to select the category and/or the mode (mode is selected as practice by default).

See my history link ENDPOINT: GET /history/{userId}

For Redesign: Challenge button is now a stretch goal and not required for MVP.

Game Play



If 'practice' was selected on Game Home, the text should say 'Practicing'. If 'evaluation' was selected on Game Home, the text should say 'Evaluating'. The # should say the appropriate number from the button selected on Game Home page. (i.e. if 'practice' radio button was selected and the 7's button was clicked the page should say 'Practicing the 7's'.

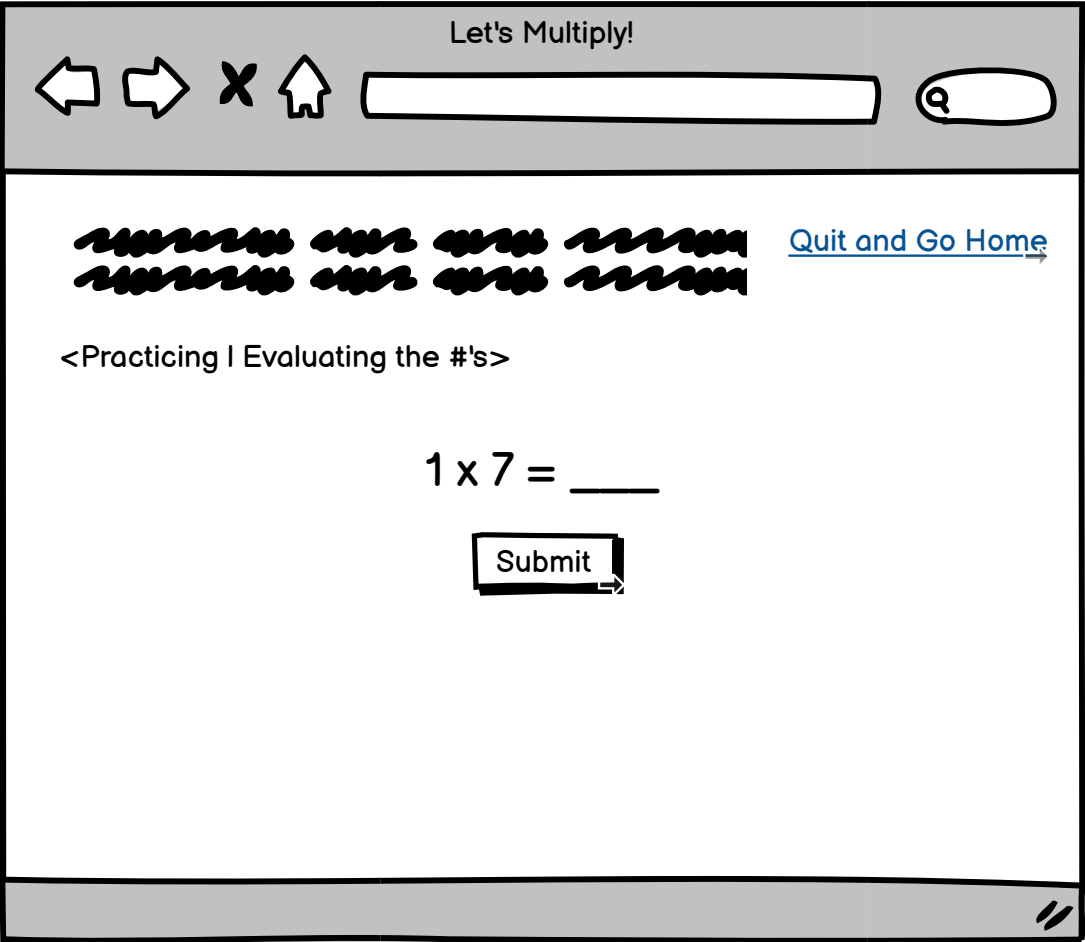
If in Evaluation mode, hide 'Quit and Go Home' link. - removed for MVP - see redesign note.

If in Evaluation mode, start the timer as soon as first question appears. Stop the timer when all questions answered and you're at the Finished page.

ENDPOINT: PUT /play/{mode}/{category}

For Redesign: removed Quit and Go Home link from page. It is marked as a Stretch Goal.

Game Play - with Stretch Goals



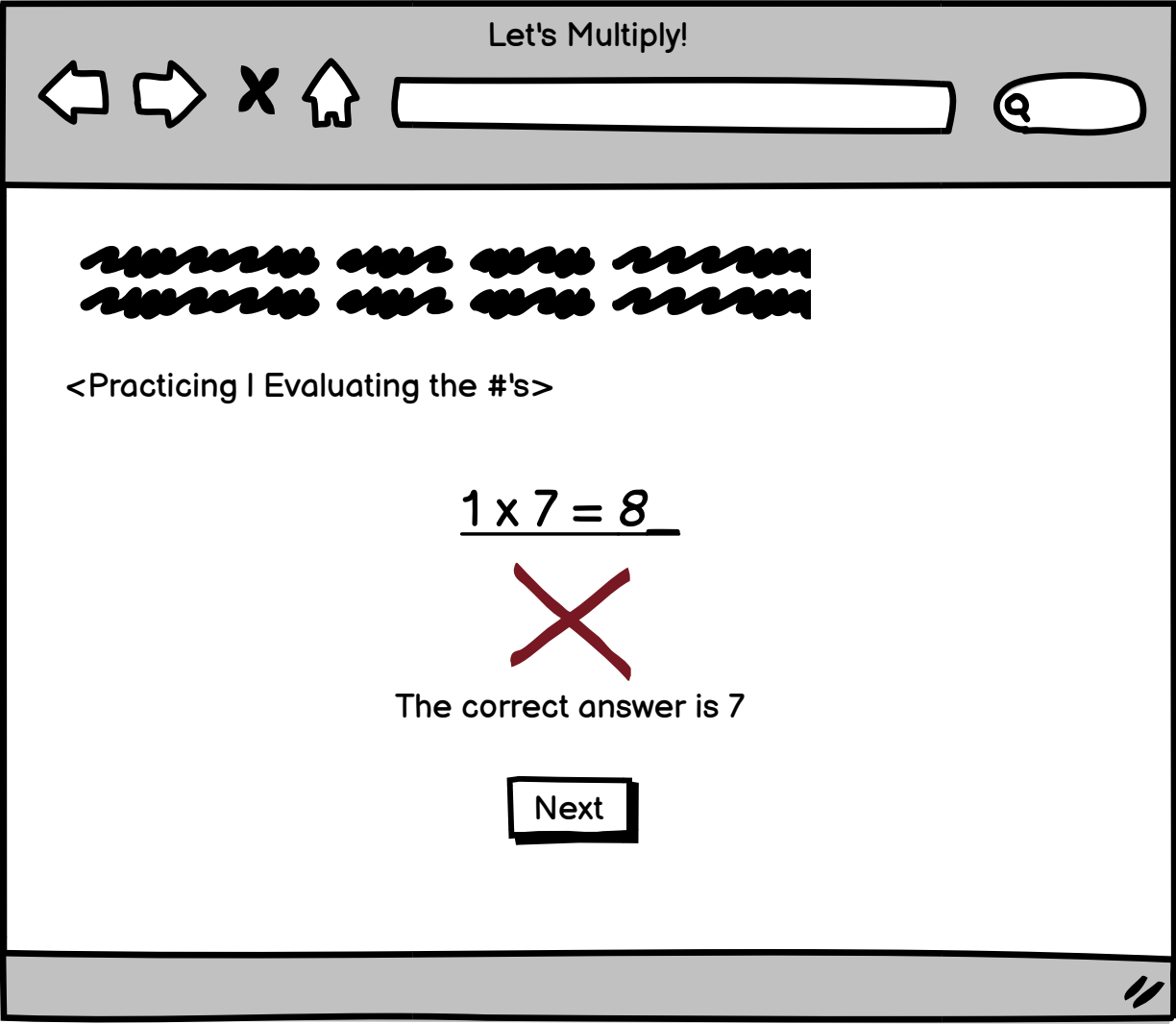
If 'practice' was selected on Game Home, the text should say 'Practicing'. If 'evaluation' was selected on Game Home, the text should say 'Evaluating'. The # should say the appropriate number from the button selected on Game Home page. (i.e. if 'practice' radio button was selected and the 7's button was clicked the page should say 'Practicing the 7's'.

If in Evaluation mode, hide 'Quit and Go Home' link.

If in Evaluation mode, start the timer as soon as first question appears. Stop the timer when all questions answered and you're at the Finished page.

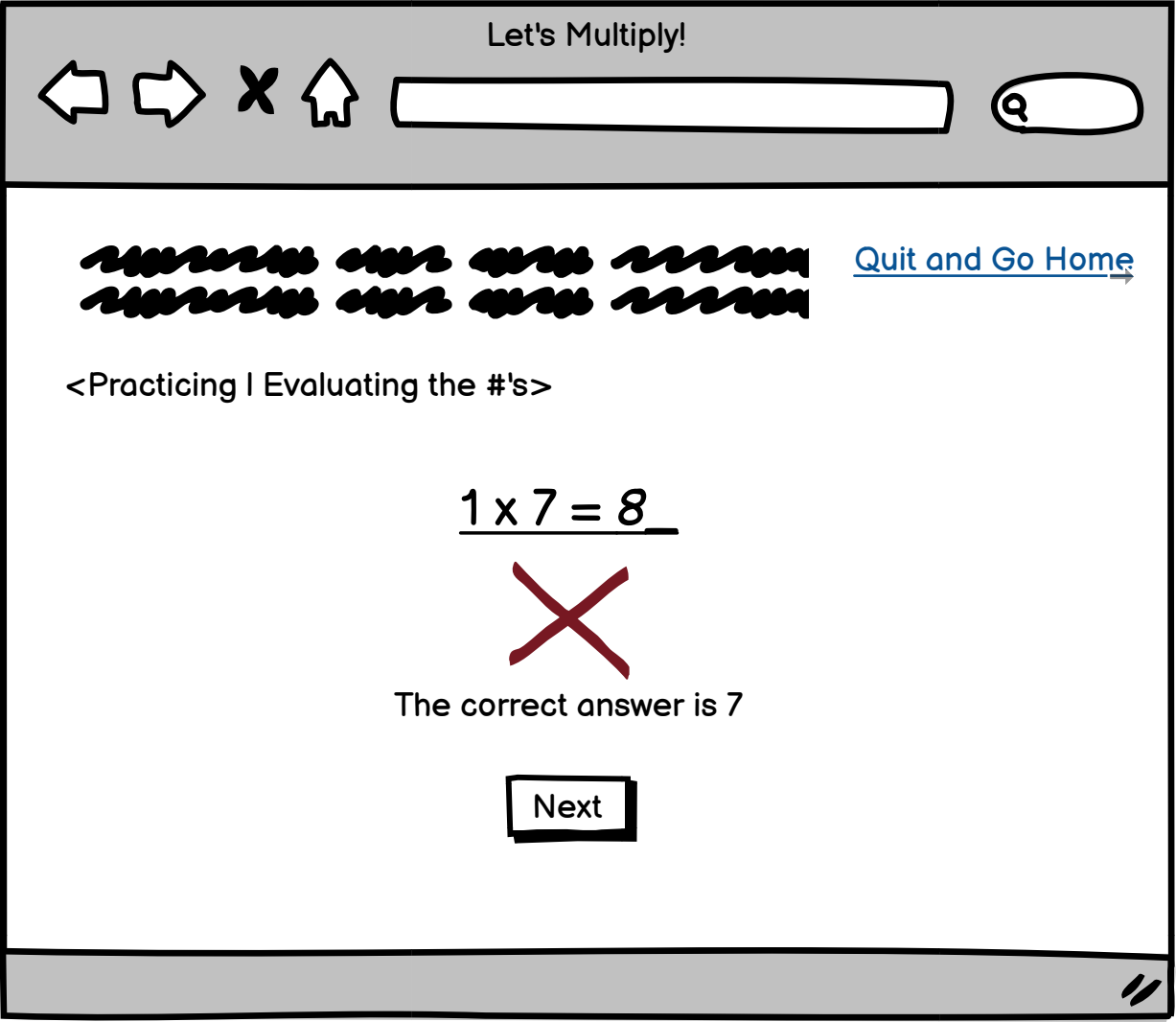
ENDPOINT: PUT /play/{mode}/{category}

For Redesign: Quit and Go Home link will be available for Stretch goal and not for MVP. The user will need to submit all questions within a single category prior to being able to quit (and have the data be persisted).



Only show X icon and correct answer if 'Practice' was selected on Game Home page.

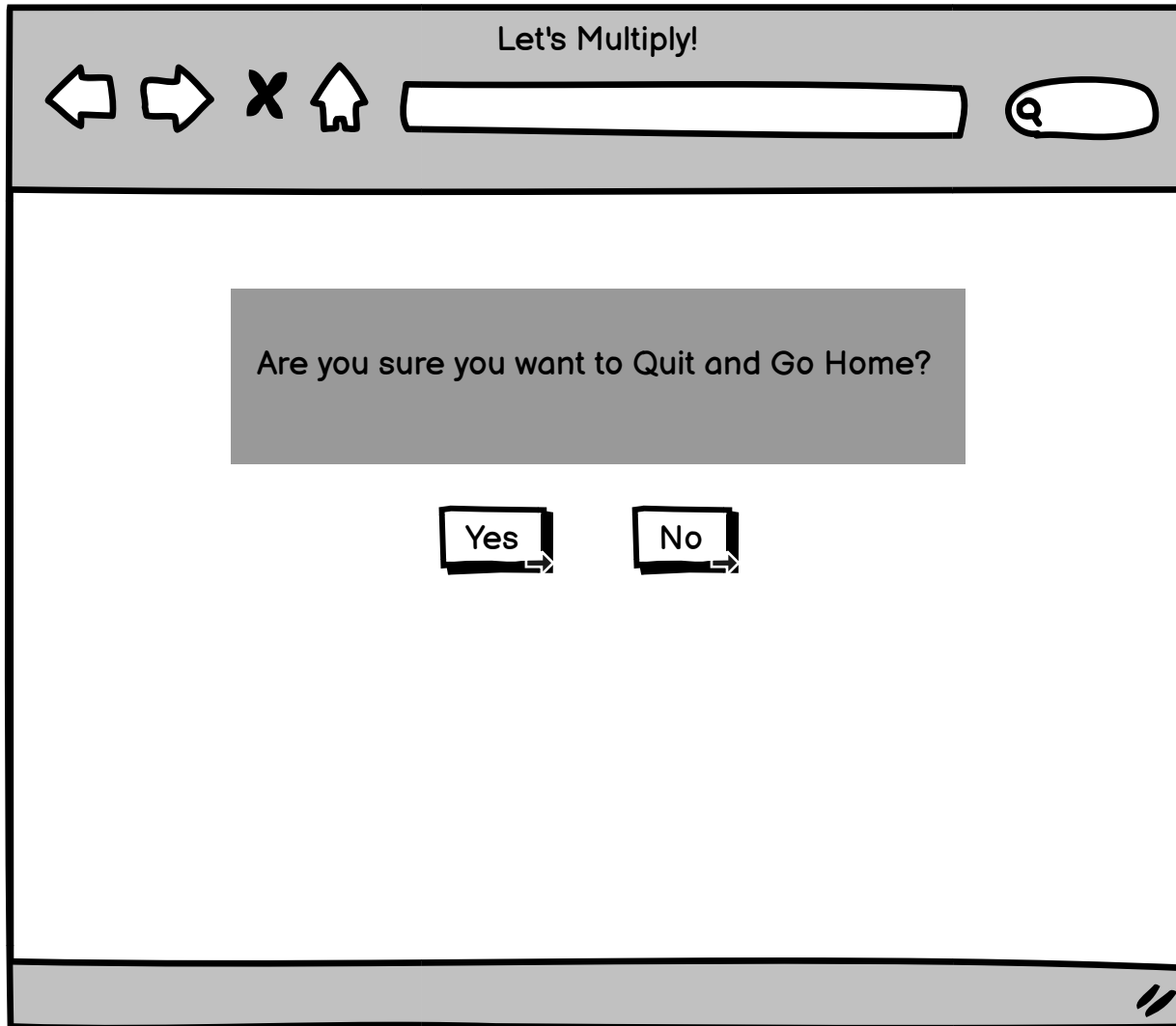
For Redesign: the Quit and Go Home link from the page has been removed and is not required for MVP (is currently a Stretch Goal).



Only show X icon and correct answer if 'Practice' was selected on Game Home page.

For Redesign: the Quit and Go Home link will be a Stretch Goal and not required for MVP.

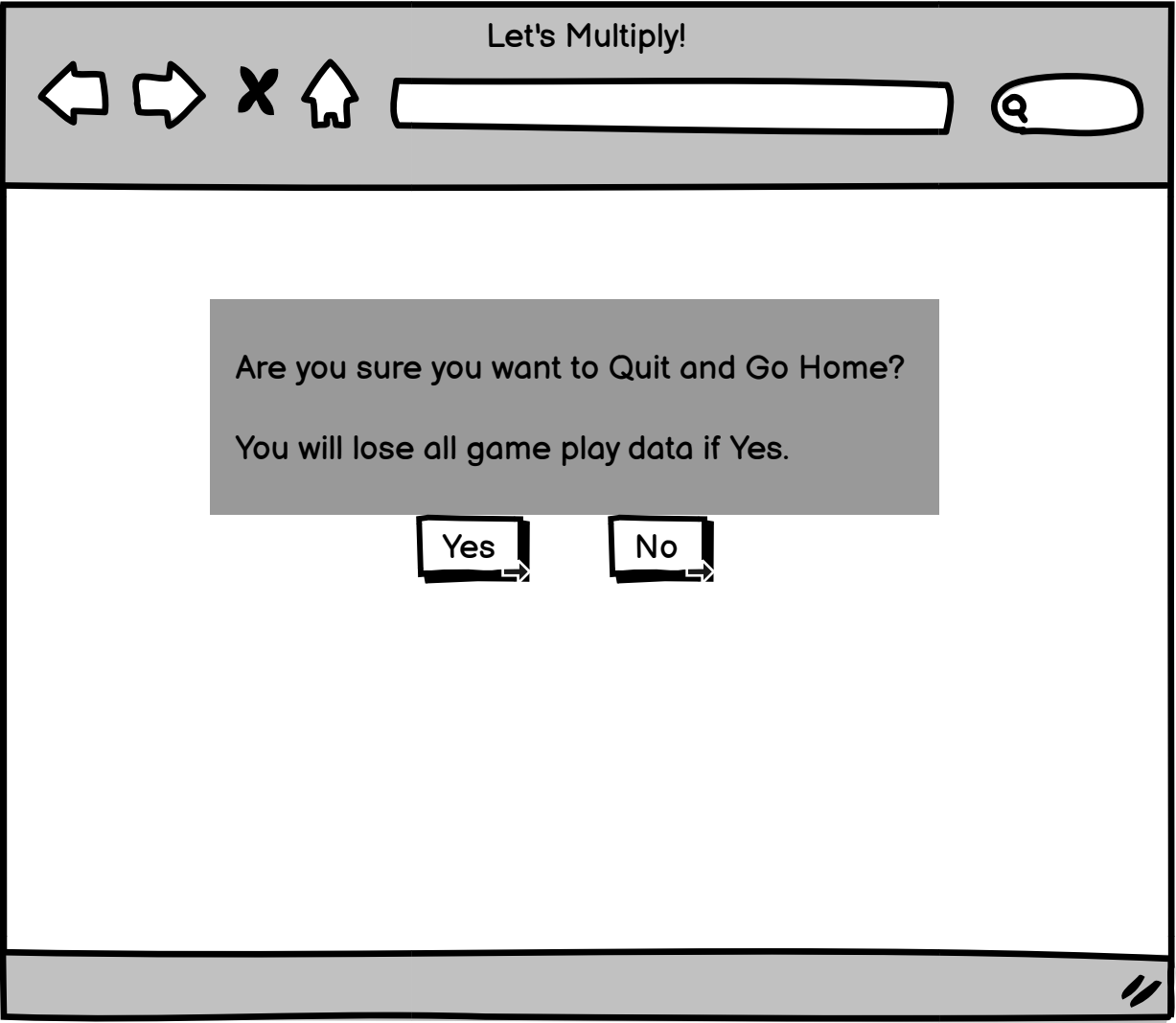
Quit and Go Home - Stretch - Prompt 1



This is a stretch goal - modal when the user has not answered any questions but clicks the link to quit and go home.

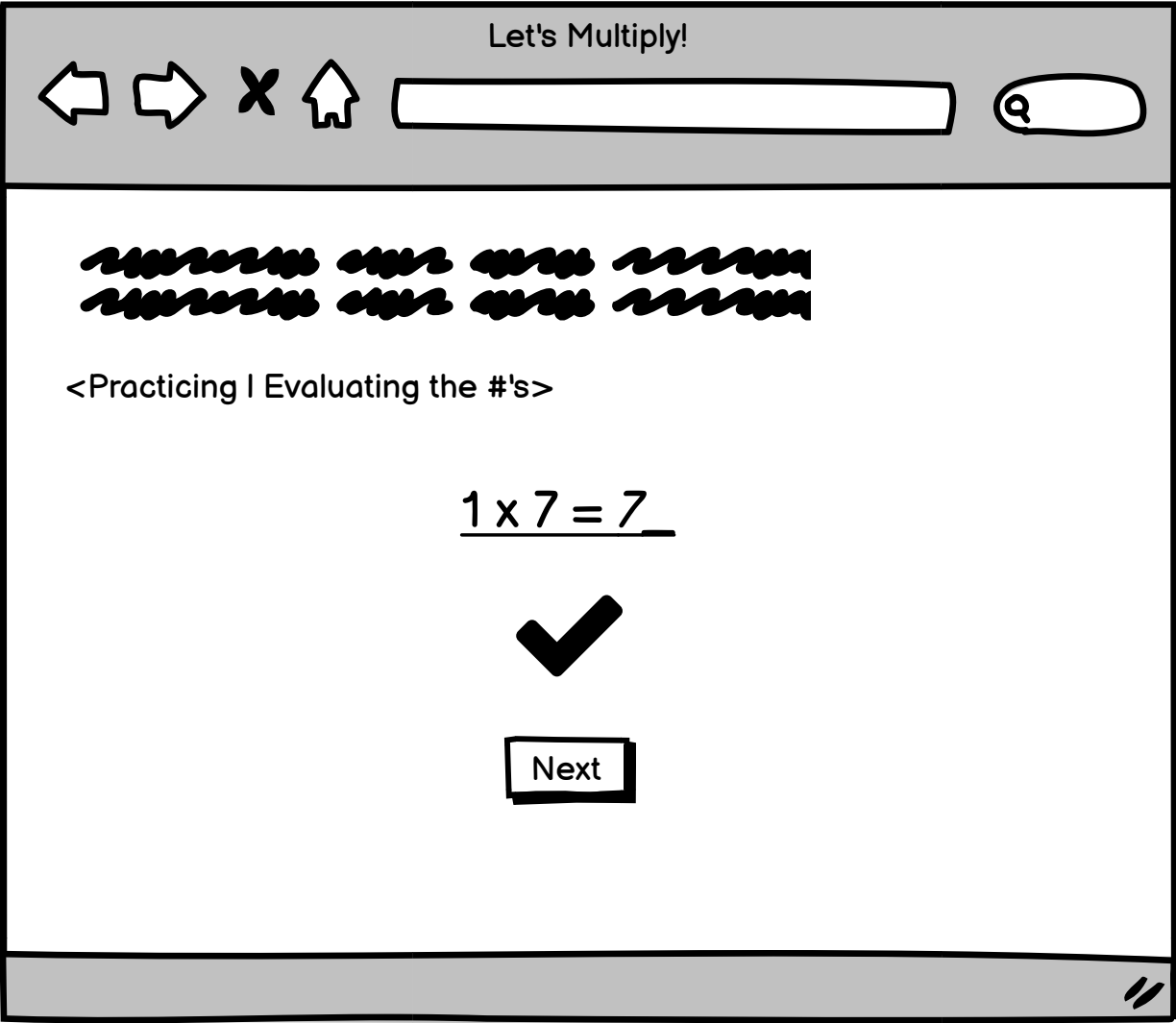
All should be in a single modal, however, I was unable to link the yes/no buttons successfully so moved them down a bit.

Quit and Go Home - Stretch - Prompt 2



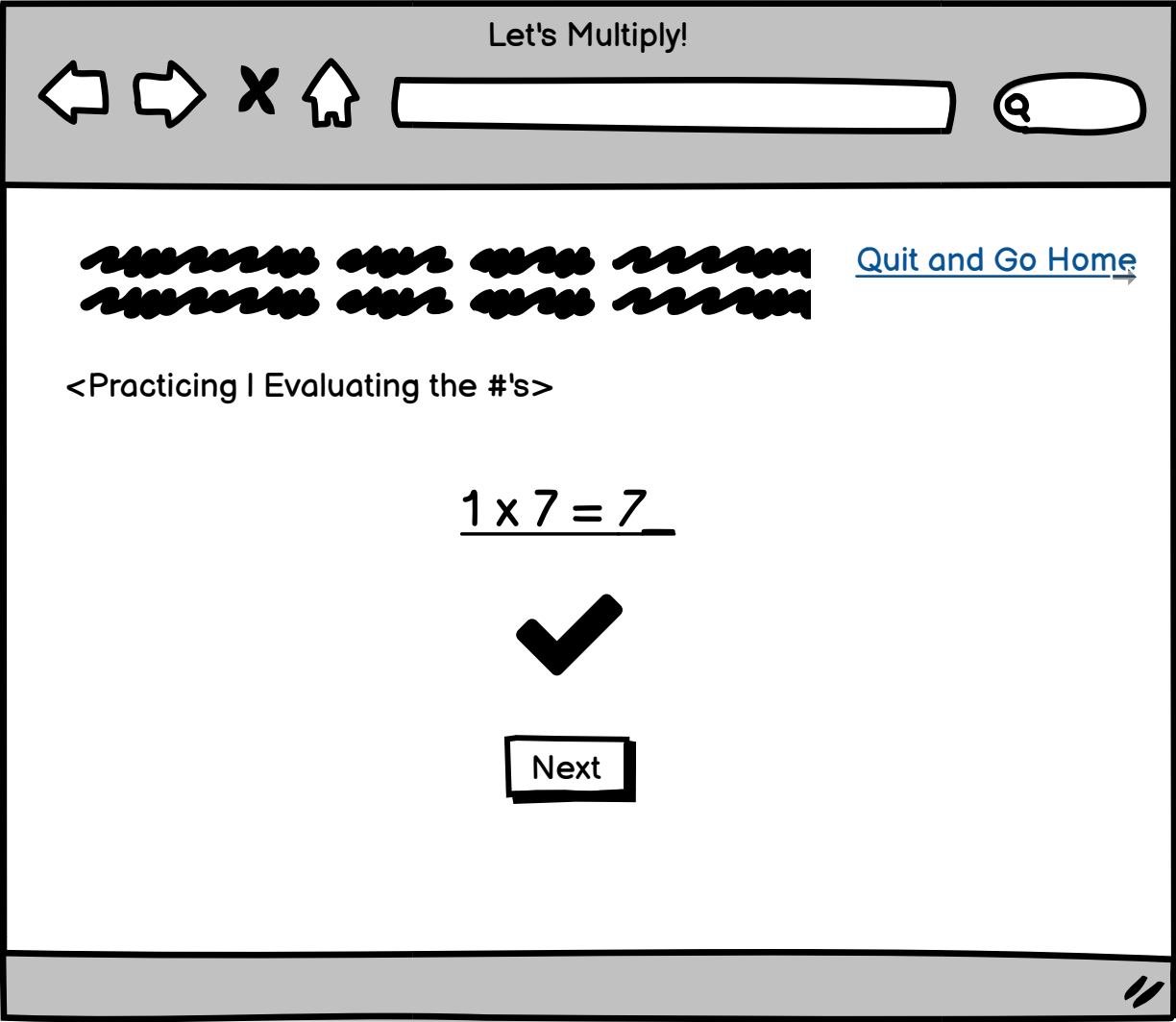
This is a stretch goal - modal when the user has answered 1 or more questions and clicks the link to quit and go home.

All should be in a single modal, however, I was unable to link the yes/no buttons successfully so moved them down a bit.



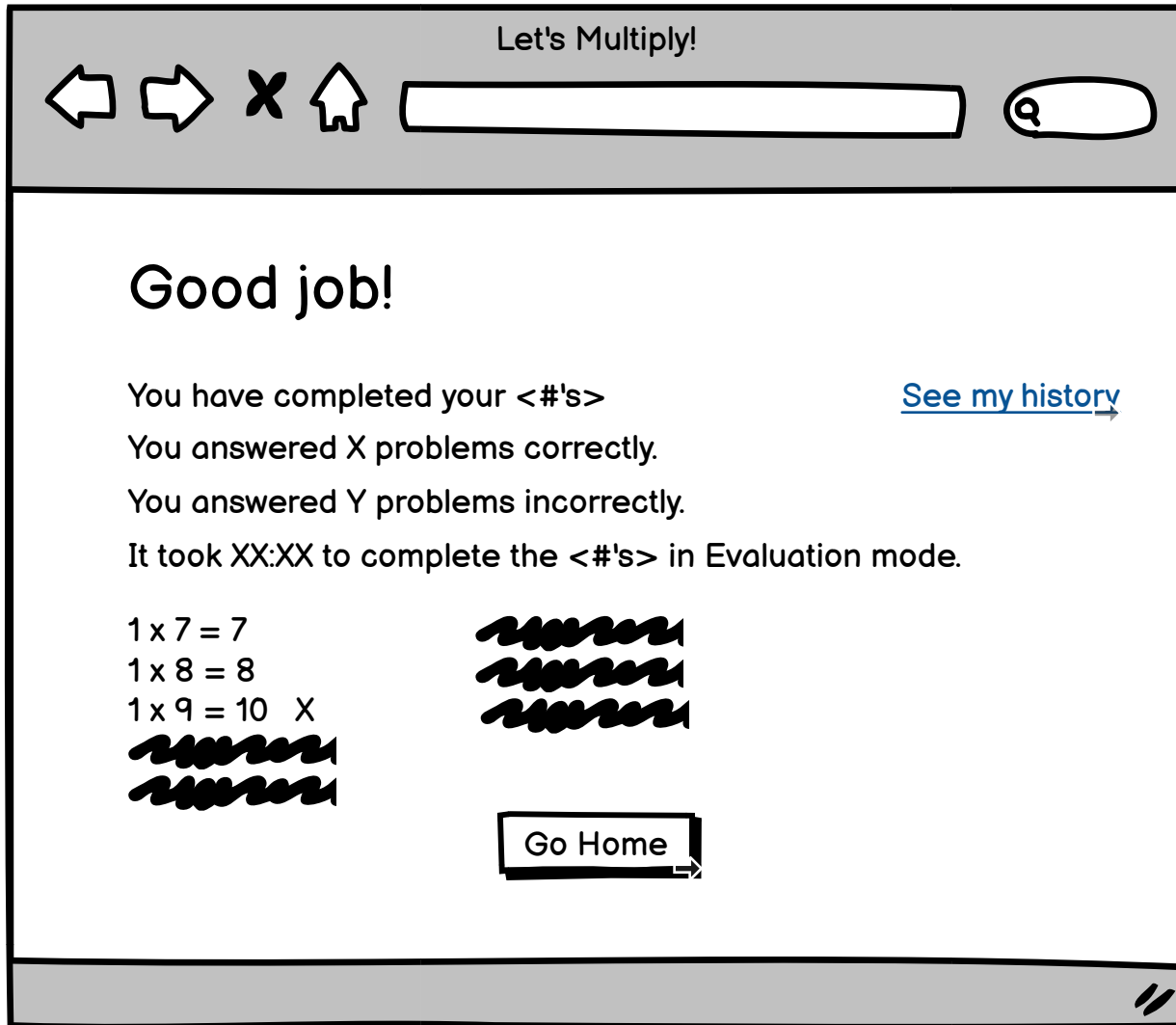
Only show check icon and correct answer if 'Practice' was selected on Game Home page.

For Redesign: the Quit and Go Home link from the page has been removed and is not required for MVP (is currently a Stretch Goal).



Only show check icon and correct answer if 'Practice' was selected on Game Home page.

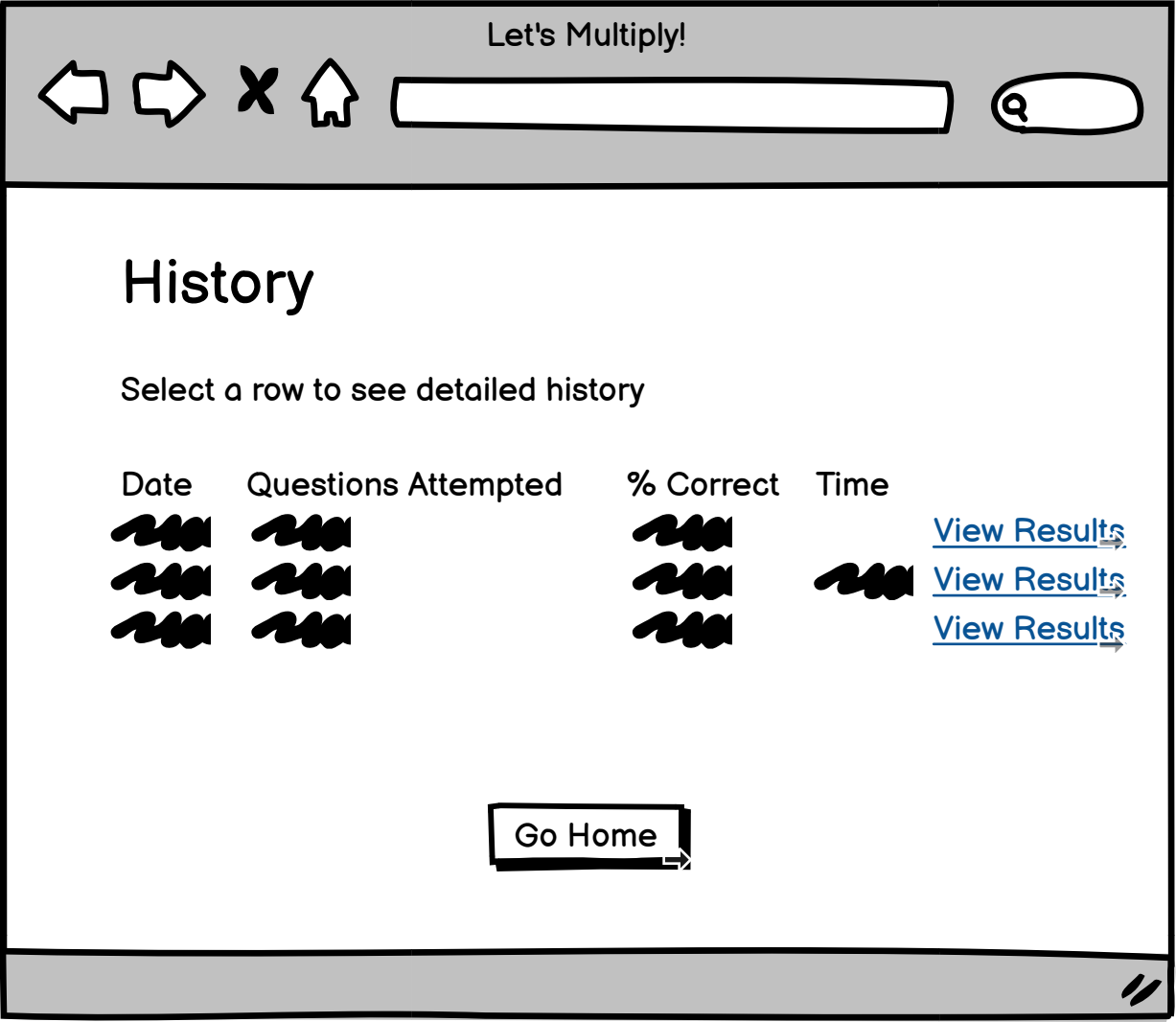
For Redesign: The Quit and Go Home link is no longer for MVP but rather a Stretch Goal.



Number reflected should be for the the questions the user just finished (i.e. 7's)

Only show timing if in Evaluation mode.

ENDPOINT: GET /play/completed/{category}

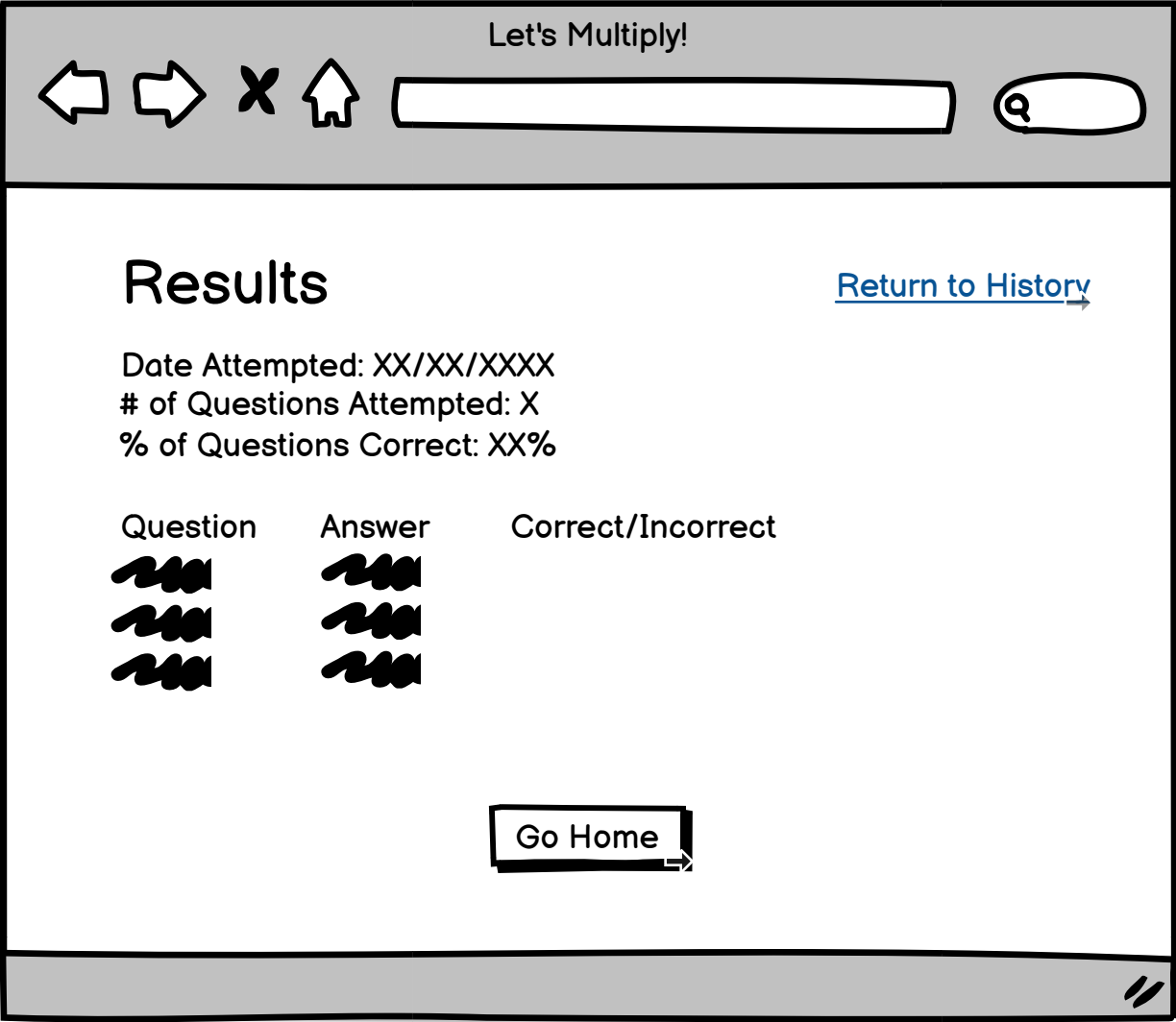


If 'Challenge' is attempted, under Questions Attempted, simply display 'Challenge'

Only show a value under Time if the mode was for Evaluation.

ENDPOINT: GET /history/{userId}

View Results link ENDPOINT: GET /resultData/{rowId}



ENDPOINT: GET /resultData/{rowId}