

COMP361 Legends of Andor Project

User Interface Sketch

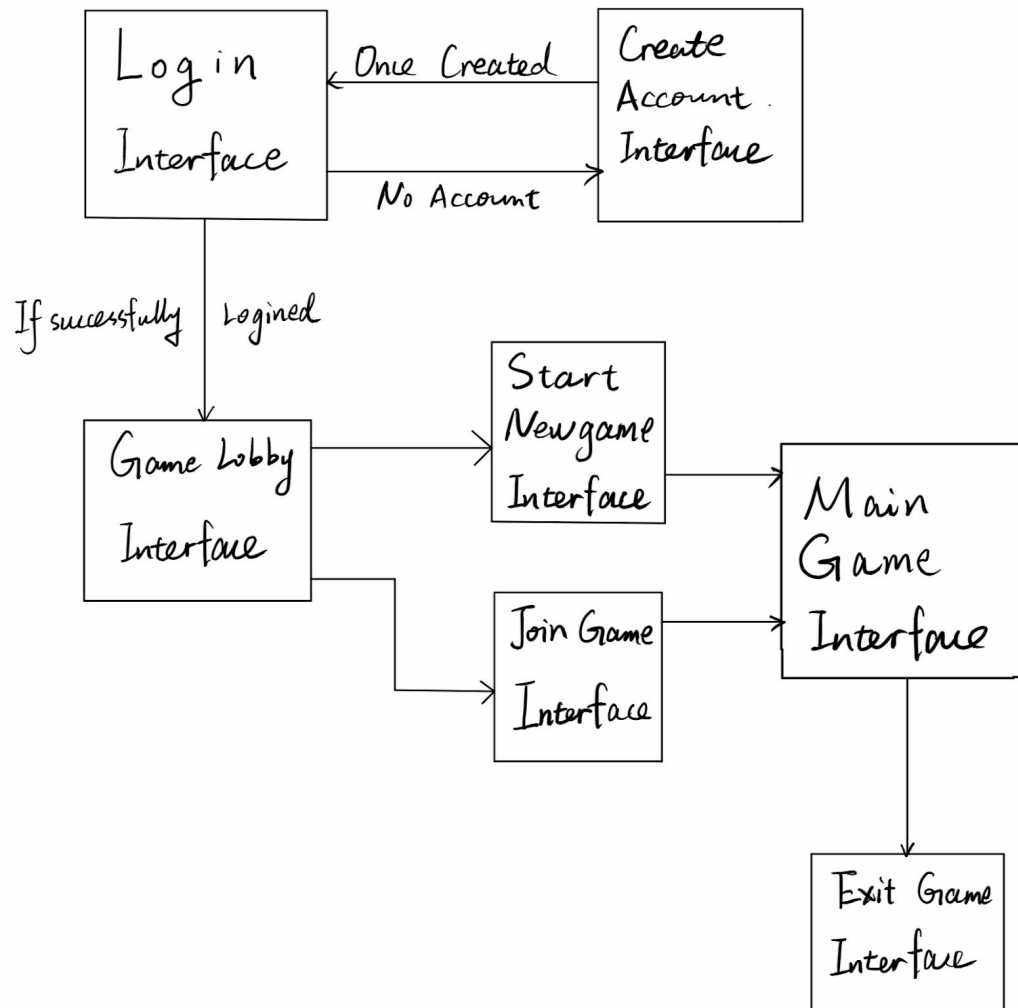
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Flow chart of Main Screens



1. Login

Once the user opens the game, the first screen is the Login Interface. At this stage, the user can either create a new account or login with an existing account.

a. Login

- i. User is required to login with an authenticated username and password
- ii. If login fails, the user stays at this stage until login results in success.
 1. User has option to create new account

b. Create New Account

- i. For creating a new account, the user is required to provide a valid username, and password.

Sign in/Register

Username

Password

[Forgot password?](#)

→

Your Account


Create Account

Username

Password

Confirm Password

2. Game lobby



Logout

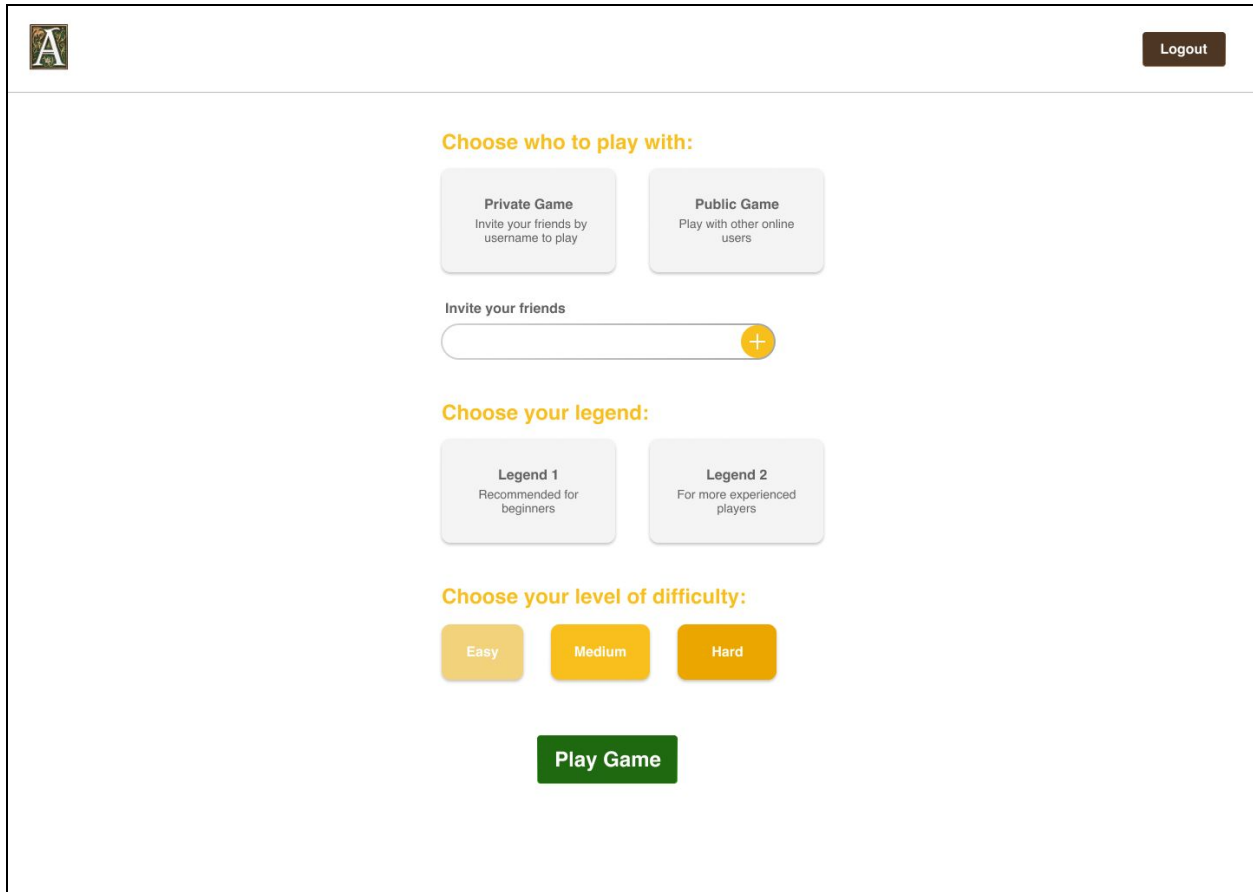
LEGENDS OF ANDOR

OFFICIAL WEBSITE OF THE BOARD GAME

Sound ☐

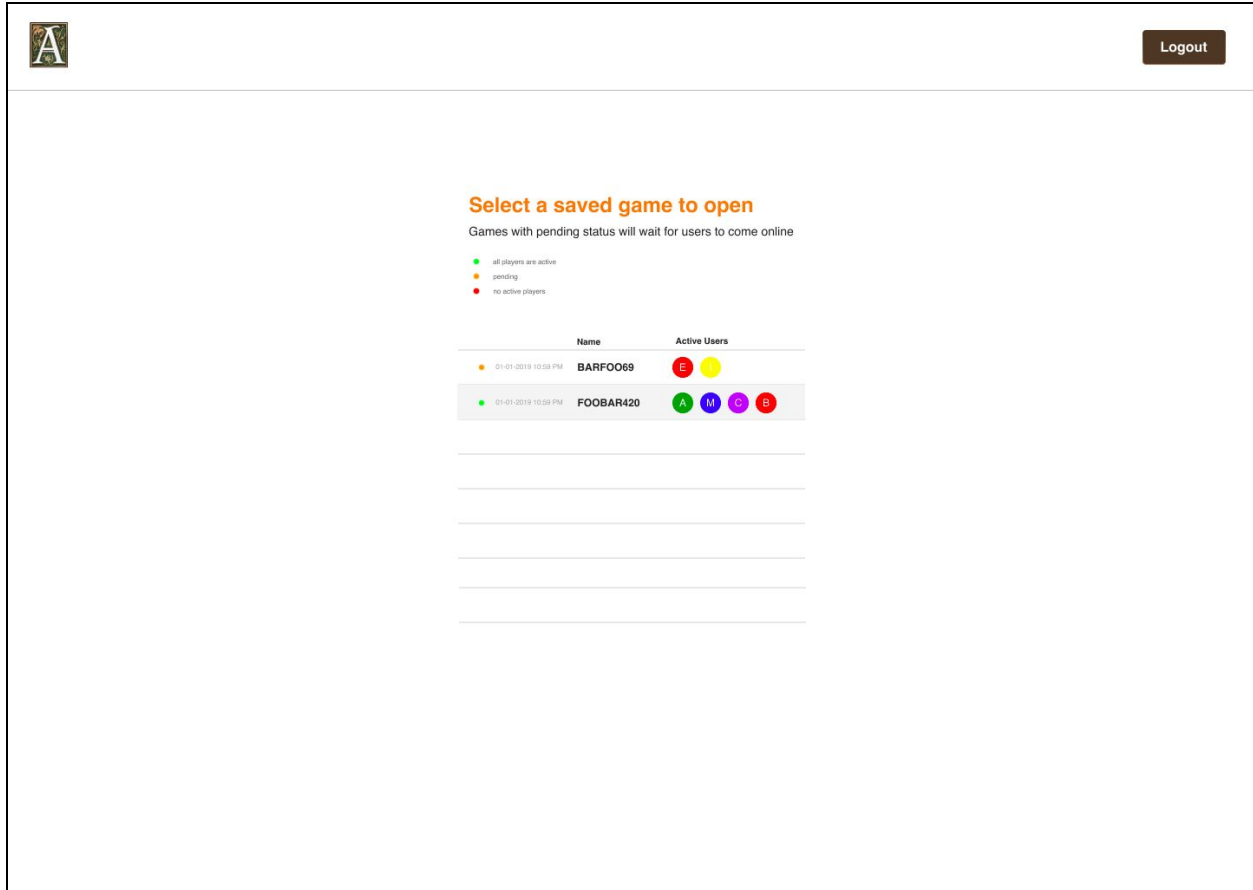
After successful login, the user comes to the game lobby. The user will have the following options:

- a. Start New Game
 - i. After clicking this button, the user will visit a game settings menu which will request the following options to be set by the game host.
 1. Private vs Public
 - a. Private: A game that only users who are invited by the host can join
 - b. Public: Anyone who is online can join a game as an available character
 2. Play Legend 1 or 2.
 - a. Legend 1 recommended for beginners as a tutorial
 3. Difficulty
 - a. The level of difficulty chosen determines how many cards are in the legend and the time allotted to complete a turn.
 - ii. The game begins once all members of a private game or public game 2 characters at least are taken.
 1. The game starting order follows the log in order



The screenshot shows a game lobby interface. At the top left is a logo with the letter 'A'. At the top right is a 'Logout' button. The main content area is titled 'Choose who to play with:' and contains two buttons: 'Private Game' (Invite your friends by username to play) and 'Public Game' (Play with other online users). Below these is a text input field labeled 'Invite your friends' with a yellow plus button. The next section is titled 'Choose your legend:' and contains two buttons: 'Legend 1' (Recommended for beginners) and 'Legend 2' (For more experienced players). The third section is titled 'Choose your level of difficulty:' and contains three buttons: 'Easy', 'Medium', and 'Hard'. At the bottom center is a large green 'Play Game' button.

- b. Open Saved Game
 - i. List of games (identified by a name) with timestamp is opened. User chooses what game to open
 - 1. All saved games are disabled until all previous players are online
 - 2. Once all players of a saved game are online, all players can open the saved game and continue playing

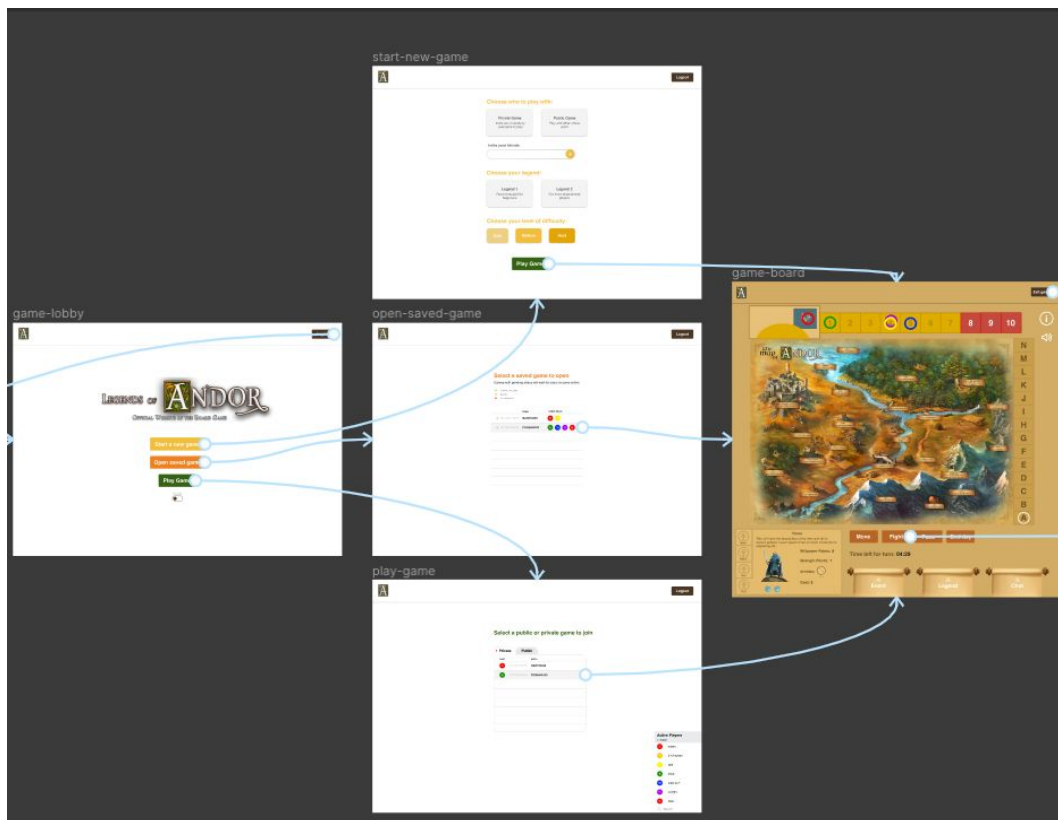


c. Play Game

- i. Can see invitations from hosts to private games
- ii. Can see which other players are online
- iii. Can click on a public game with available players to join



- Red dot next to “Private” indicates the user has invitation to a game



- d. Logout
 - i. User can log out of game application

3. Main Game Board



When a user successfully starts a game, it shows the main game screen, which contains:

- a. Legends of Andor Map.
 - i. It will be set up according to which legend is selected
- b. Respective Hero board

- i. Each player sees their own hero board below the game board
 - ii. They can click on another player to see other respective hero boards (pop-up)
- c. Chat functionality
 - i. Users can send text messages in a group chat to collaborate
- d. Sunrise Box with day tracker on top
 - i. Overtime hours included on track with a -2 note on them to warn players that they will lose 2 willpower points for every hour spent in overtime
 - ii. To prevent the players from making unintentional overtime hours mistake, on every move with an overtime hour, a message will show up to confirm with the player to use overtime hours.
- e. Movement Bar

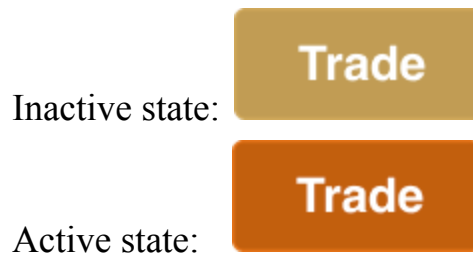
This bar has four features, the move button, the fight button, the end turn button, and the end day button. When user is not in his turn, he won't be able to use the movement bar.

- i. Move button
 - 1. This button allows players to move to the desired space if it is within their available hours. Player will be warned if they go into overtime hours or are unable to complete the move.
- ii. Fight button
 - 1. If the player chooses to fight or join a battle, the player can click on the fight button to enter the battle screen. The fight button will be disabled if the player is not in a space with a creature (unless special circumstances arise)
- iii. End turn button
 - 1. The player can click on the end turn button if he wants to end his turn. The player can click the end turn button to pass and deduce one hour.
- iv. End day button
 - 1. Players can click on this button to end their hero's day. A message to confirm the end day move will pop up when

clicked. The player's time tracker is then moved into the sunrise box. First person to click on the end day button will be the first to start the next day.

v. Trade

1. This button has 2 states: an active and inactive state. The button only activated when trading is valid (ie two players are on the same space, a player is in possession of a falcon, etc.). The state of the button state is represented by colour.



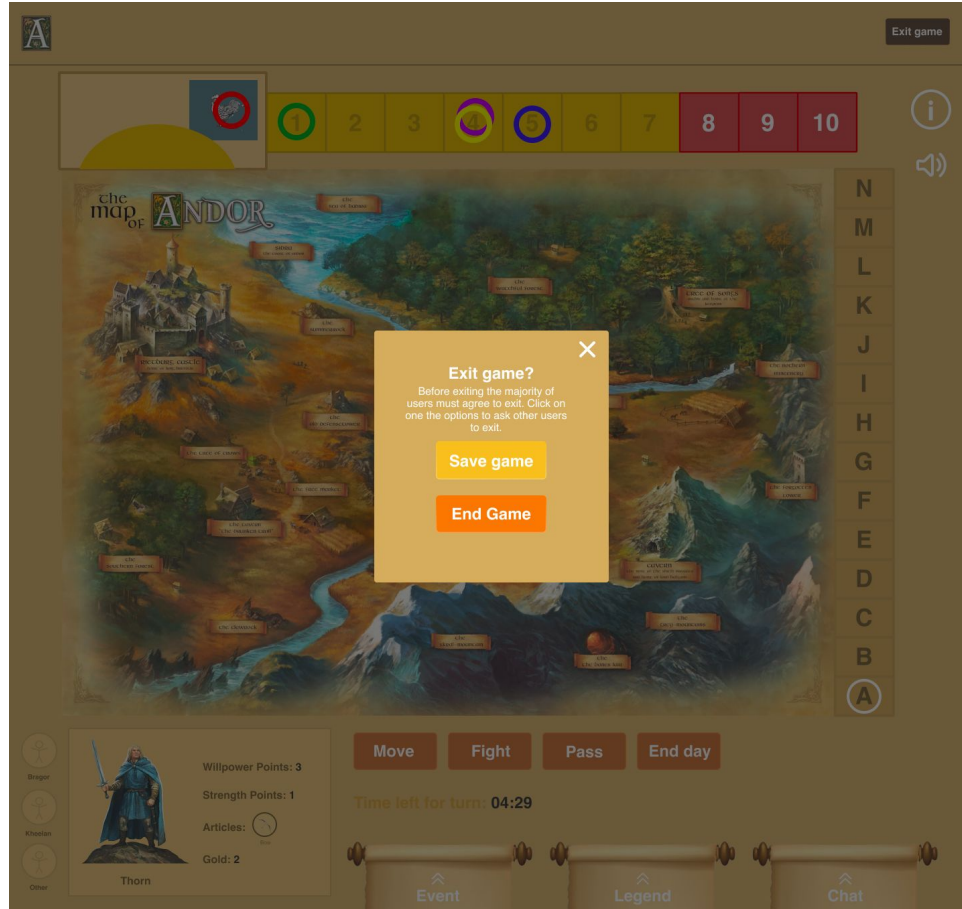
f. Timer

- i. Below the map, there will be a timer which will count down the time remaining for a player to finish a move.
 1. The amount of time will be chosen by the game creator and will be determined by the difficulty level chosen during game creation.

g. Exit Game

When the user clicks Exit game, the system will show a pop-up screen, which contains

- i. Save Game
 1. A pop-up vote is sent to all players when this is clicked
 2. Game is temporarily paused(saved) with majority vote
- ii. End Game
 1. A pop-up vote is sent to all players when this is clicked
 2. Game ends permanently when there is a majority vote



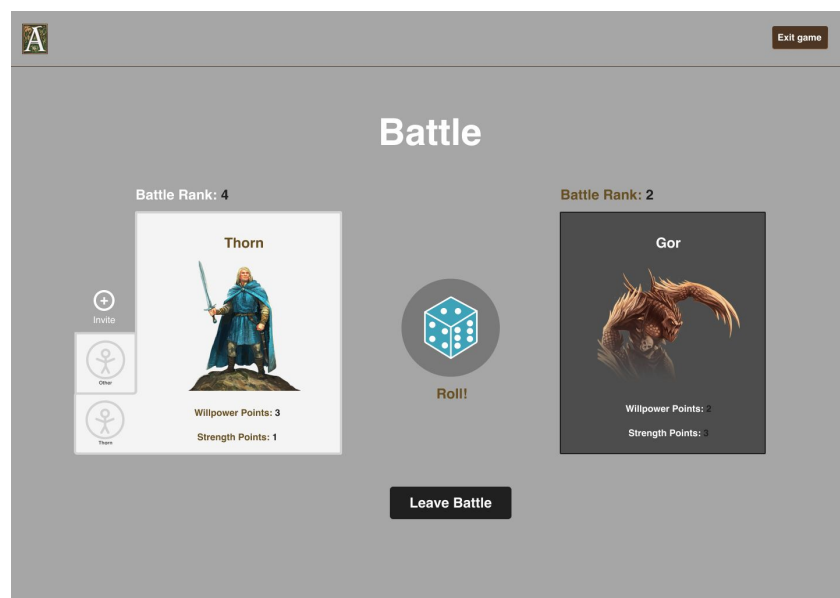
- h. Have event cards on side → Click to flip card on top
- i. Sound/volume
 - i. There is always sound icon on the main game board. When clicked, this will lead to a pop-up allowing the user to adjust the volume of the game.
- j. Merchant board icon
 - i. When available, users can click on the merchant board and it will pop and allow players to buy

4. Battle Screen

If the user chooses to fight with a creature, they will be transported to the battle screen. The icon of heroes who can join the fight will appear on the side.

1. Player who initiates battle can invite other (eligible) players to join the battle

2. The battle cards of all players who have joined the battle is displayed
3. Players take turns rolling dice to determine collective group battle rank
4. Player clicks on the dice to roll
 - a. Number of dice rolls determined by current player's willpower points
 - b. Dice rolls and values vary according to a player's special ability
5. Group the rank displayed after all players have rolled dice
 - ii. Creature rolls dice to determine his battle rank
- k. The group with the higher battle rank wins the battle
 - i. If heroes are tied with creatures, nothing happens (move to f)
 - ii. If heroes win, the narrator advances by one letter space, they divide the difference in battle ranks as willpower points or gold amongst themselves
 1. Vice versa for creatures
 - iii. If heroes lose, they divide the loss in difference of battle ranks amongst themselves
 1. Vice versa for creatures
- l. Heroes have option to leave fight after every battle or to continue to another battle



5. Hero Board Pop-up

Players are able to look at other heroes' status when they click on other heroes' icon. The following information of the hero will be displayed. This function can assist trades and game strategy discussions.

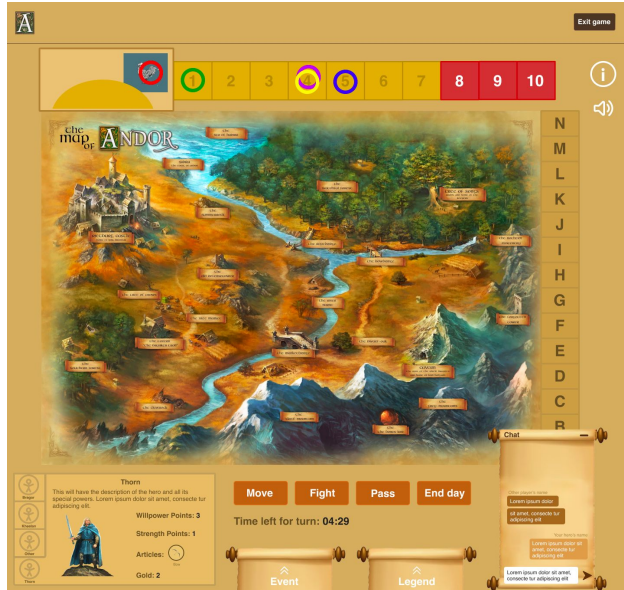
- m. Special power description
- n. Strength Points displayed
- o. Willpower Points displayed
- p. Articles owned



6. Communication Box

The communication box will be on the main game board. Players are able to read and communicate with other players with the communication box. The user uses the communication box contains

1. Poll Button
 - I. When clicks this button, the system will show the rest of players and you can vote to kick off
2. Send Button: the user can send a message
3. Typing bar: the user types at here



7. Merchant Pop-up board

The merchant board can be clicked on from the main game board screen only when a hero is sitting on a space with a merchant. It will show up as a modal and allow users to purchase articles from the merchant that they can afford. The merchant board will show:

1. All items in the merchant's shop
 - a. Name
 - b. Price
 - c. (icon)
2. The amount of gold coins the player has

Merchant

Helm

2

Shield

1

Telescope

4

Wineskin

1

Bow

2

Witch's Brew


2

Medicinal Herbs

2

Rune Stones

3

 Total Gold Coins: 2



User flow full overview:

