

Screen Sketches - 1_HB_3

Taylor Barnhart, Garrett Arp, Ethan Douglass, Ahmed Nasereddin

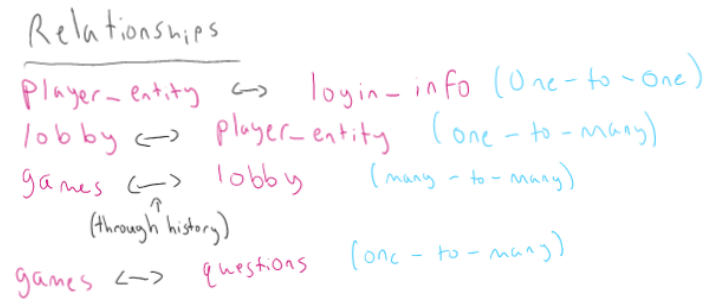
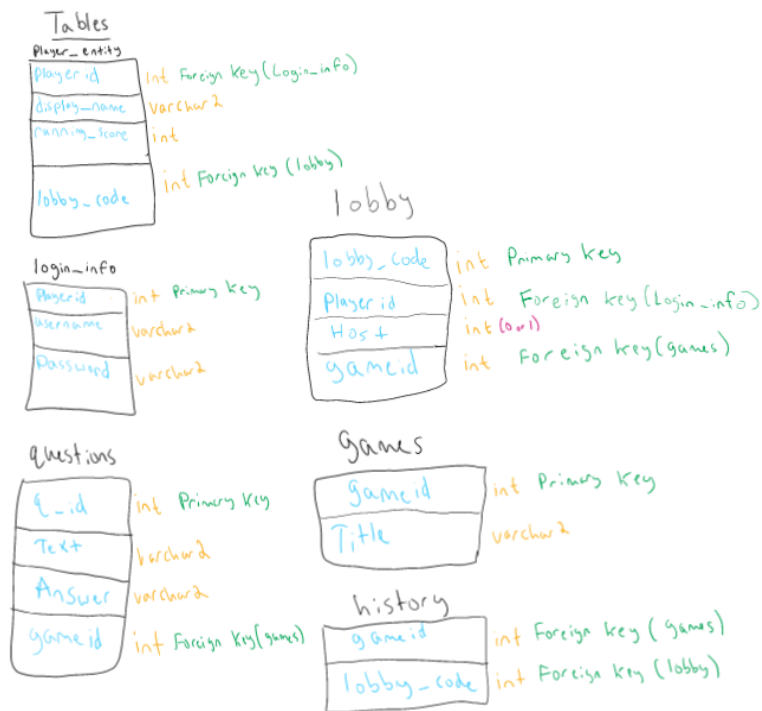
Users/Actors (3) -

- 1) Host - Hosts the game, gets a new generated host code. Has the ability to start the game/end game. Also, host is able to play along with the rest of the players
- 2) Join - Players joining the game via host code, and play games to rack up points.
- 3) Audience - Once the host starts the game, anyone joining the session afterwards is able to participate but doesn't get any points.

Non-Functional Requirements (3) -

- 1) Performance: The app will be fast, responsive, and gives the users a smooth feel. There will be quick load times and minimal lag. There will be quick response times to user input. The app will work for different devices. It will be able to handle a high volume of users without crashing or slowing.
- 2) Usability: The app will be user friendly and intuitive. It will have clear navigation and easy to use features. Users will be able to easily host and join lobbies, play games, view leaderboards, among other features. The app will be visually appealing, with clear messaging, and provide feedback to the users.
- 3) Scalability: Our app will be scalable. We will be able to handle a growing number of data and users. This also includes being able to support multiple people at once without slowing down or crashing. We should be able to handle a large amount of data in the form of scores from games, user profile data, and leaderboards.

Tables and Fields -



Player_Entity - Holds current player information, playerid is non-null and foreign key to Login_info, lobby_code is nullable and foreign key to lobby.

Login_info - Holds login information separate from Player_Entity so to have separate security requirements in future, playerid is generated non-null primary key.

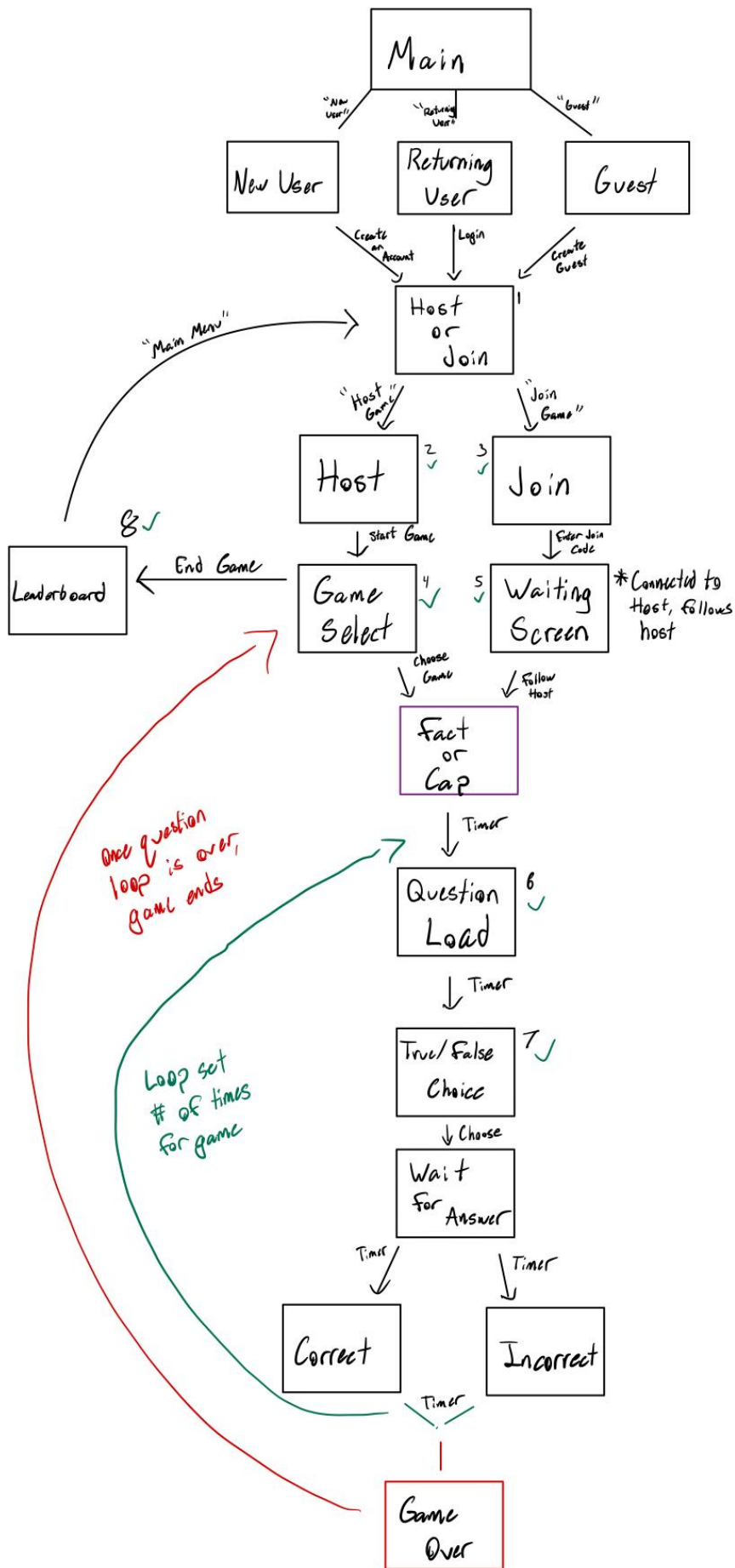
Lobby - Holds specific lobby information, lobby_code is non-null primary key, playerid is foreign key to Login_info which is also tied to Player_Entity. Gameid is non-null foreign key to Games.

Games - Holds unique id for each type of game in app, gameid is non-null primary key.

History - Holds information across games so to access them later at the deletion of lobby, gameid is non-null foreign key to Games. Lobby_code is non-null foreign key to Lobby.

Questions - Holds question text, answer text, and which game the question is used for, q_id is non-null primary key. Gameid is non-null foreign key to Games.

Screen Flow -



Screen Sketches -

DISPLAYNAME

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JOIN GAME

HOST GAME

4

Host or Join Screen (Garrett)

This is the screen where either a logged in user or a guest can choose to host or join a lobby. Once a lobby has been disbanded, this is the screen that all users from that lobby will come to.

1. The display name will be shown at the top of the activity to show the user that they are logging into the current account.
2. Game logo
3. Button to take the user to an activity in which they can join a game.
4. Button to take the user to an activity in which they are waiting in a lobby with their game code. By pressing this button it will assign the user as a host.

DISPLAYNAME

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1/8 PLAYERS

2

Host Screen (Garrett)

This is the host's lobby waiting screen. The host can see the current amount of players, and can choose when to start the game. The host can also end the game and disband the lobby.

3—1 2 3 4

GAME JOIN CODE

CONTINUE

END GAME

1. The display name will be shown at the top of the activity to show the user that they are logging into the current account.
2. This shows the current amount of players in the lobby. This is shown in order to let the host know if people are connecting to the lobby.
3. This is the lobby's game code. This is the code that other users can enter and join the lobby.
4. Once the host presses this button, the game starts. The host can start the game at any time.
5. This button is to end the game and disband the lobby. It will take all users in the lobby back to the activity where users can choose to host or join a game.

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JOIN CODE:

/ 3

GO!

Join Screen (Ethan)

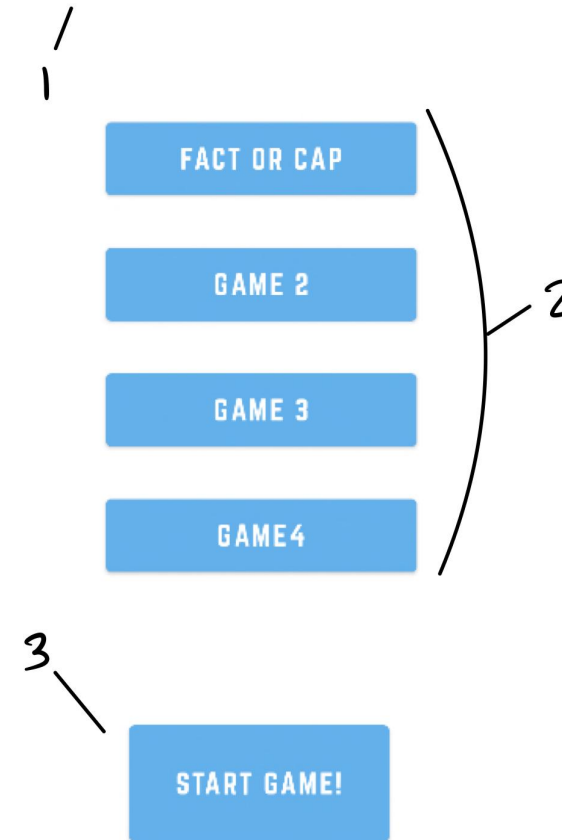
This is the screen where a user can enter a game code in order to join a lobby hosted by another user.

1)The display name will be shown at the top of the activity to show the user that they are logging into the current account.

2)This is the user's input box for the game code. If the entered code matches a lobby that has been made, and is not full, the user will join that lobby.

3)This is the button that will send the code to see if it is valid.

DISPLAYNAME



Game Selection Screen (Ethan)

This is the screen where the user chooses a game to play. Once a game is played it is removed. After a game is played it brings the host back to this screen.

1)The display name will be shown at the top of the activity to show the user that they are logging into the current account.

2)These are the various games that the host can choose from. Once a game has been played, it will be changed to a different color to show that it has been played. Once the button has been pressed it will become selected.

3)This button will start the selected game.

DISPLAYNAME

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1 2 3 4

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YOUR GAME CODE

4

WAITING FOR HOST...

Joined Waiting Screen (AHMED)

This screen is a waiting screen for a user that has joined a lobby hosted by another user. They will wait in this screen until the host starts the game.

1) The display name will be shown at the top of the activity to show the user that they are logging into the current account.

2) Game logo.

3) This is the game code for the lobby that the user joined. It is also the code that the user entered.

4) This lets the user know that they are currently waiting for the host to start the game.

DISPLAYNAME

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NEXT QUESTION IN:

3

/ 3

Question Waiting Screen (AHMED)

This screen is portraying a game in progress. This is after a round just ended and a next question is being loaded in.

1) This is the user's display name that they see, and other players could see this displayname when the game session leaderboard is sent.

2) This is the user's game score that increases throughout the game if they get the answers/prompts correct. This will be added to the lifetime scores at the end, and reset to 0.

3) This is a timer that counts down to 0 and then loads the next question, in this case it would load a question from the FACT or CAP game.

DISPLAYNAME

200

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THE WORD "BOOKS" HAS 3
O'S IN IT

TRUE

FALSE

4

Question Screen - Tayler

This screen is the main screen of the game - giving the players the question and the options they can select from.

1) Shows the player's displayName during the question.

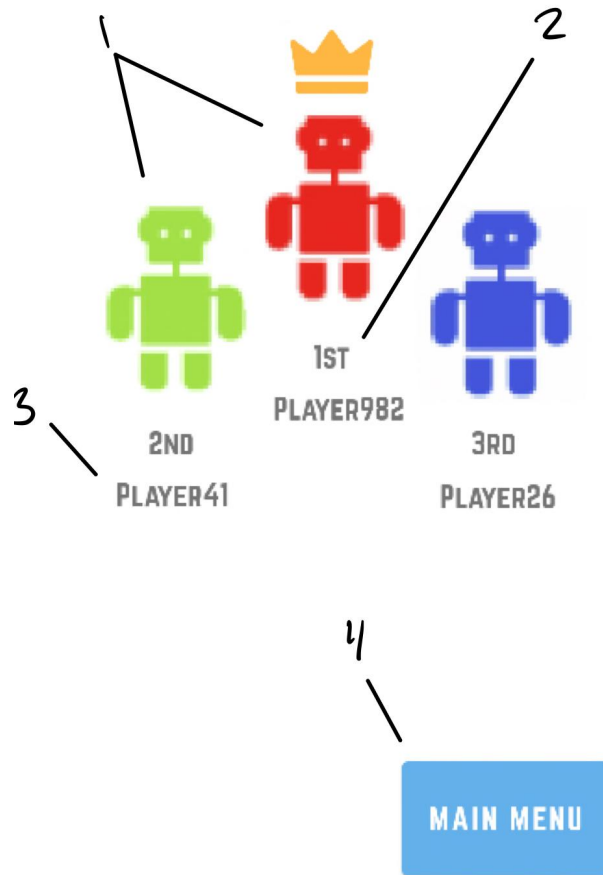
2) The player's current points.

3) A randomly generated question for the players to answer. For this game, these are "true" or "false" questions.

4) The options for the player to choose. Once they choose their answer, they are moved to a waiting screen for the answer. All of this is run on a timer.

Leaderboard Screen - Tayler

This screen shows the players the finalized leaderboard once the game has ended. Players will have the option to return to the home screen and host/join a new game.



1) These are the player icons for the top 3 players, displayed on a podium. These are chosen by the player, so they will correspond to the player's chosen icon.

2) These are the player's positions on the podium for clarity.

3) These are the player's displayNames.

4) This is the option to go back to the main menu. When the host clicks "end game", all players will be sent to the "host or join" page.