

Screen Sketches

1_hb_5

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Project: Chinese Checkers

Actors and Functionality

1. Players have the privilege to
 - Play a game
 - Earn achievements
 - Create private lobby
 - Join public casual/competitive games
 - Add friends
 - Spectate friends
2. Moderators have the same privileges as players in addition to
 - Ban players
 - Mute players from chats
 - Kick players from games/lobbies
 - Spectate any player.
3. Administrators have the same privileges as moderators in addition to
 - Assign/remove moderators
 - Delete players
 - Update/Change player information

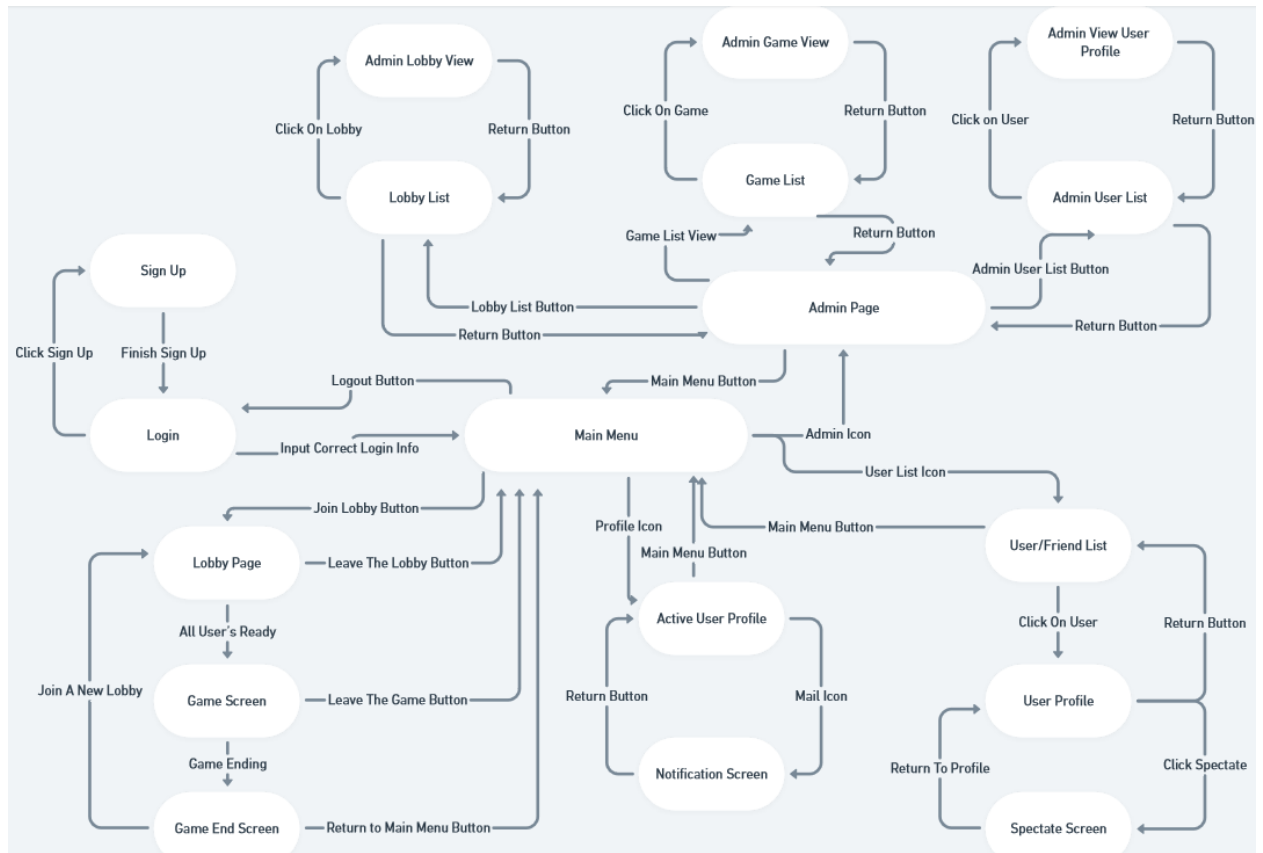
Non-Functional Requirements

- Secure roles to deny unauthorized access or commands.
- Only allow one user per account to be logged in.
- Have support for varying amounts of players in a game.
- Return player moves in less than 500 milliseconds.
- Display UI changes in less than 250 milliseconds.
- Minimize game size to decrease storage requirements.

Tables and Fields

- User
 - ID (Primary Key)
 - Username
 - Password
 - Secret
 - Role
 - Rank
 - Games Played
 - Games Won
- Lobby
 - ID (Primary Key)
 - Status
 - Size
 - 6 Player Slots (Foreign Key)
 - Mode
 - Joincode
- Game
 - ID (Primary Key)
 - Lobby (Foreign Key)
 - Status
 - Current Move Step
- Move
 - ID (Primary Key)
 - Game (Foreign Key)
 - Player (Foreign Key)
 - Move Start
 - Move End
 - Step Number
- Chat
 - ID (Primary Key)
 - Player (Foreign Key)
 - Lobby (Foreign Key)
 - Send time
 - Message
- Notification
 - ID (Primary Key)
 - Player (Foreign Key)
 - Send time
 - Content

FlowChart



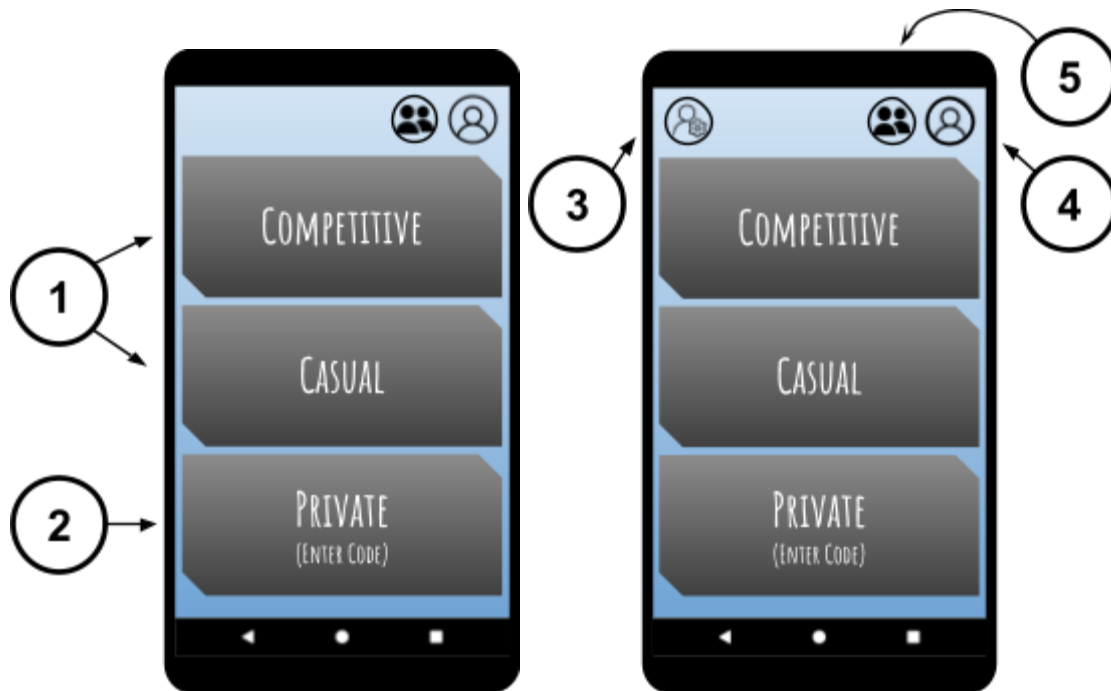


Figure 1 - Main Menu by Bryce Rega

For all users, the center of the screen is filled with lobby options for the user to select. This includes public lobbies that the game will automatically assign the user to a lobby according to its type (the next open competitive or casual lobby) as indicated by (1). Additionally, users may join a custom private lobby with a join code annotated by (2). All users will also get access to their profile from the main menu shown as button (4) in the top right. Next to that, users may access their friends as indicated by button (5). In the specific scenario that the user is a moderator or admin, they can also access some of those settings with the button in the top left, button (3). This feature is exclusively shown on the right screen.

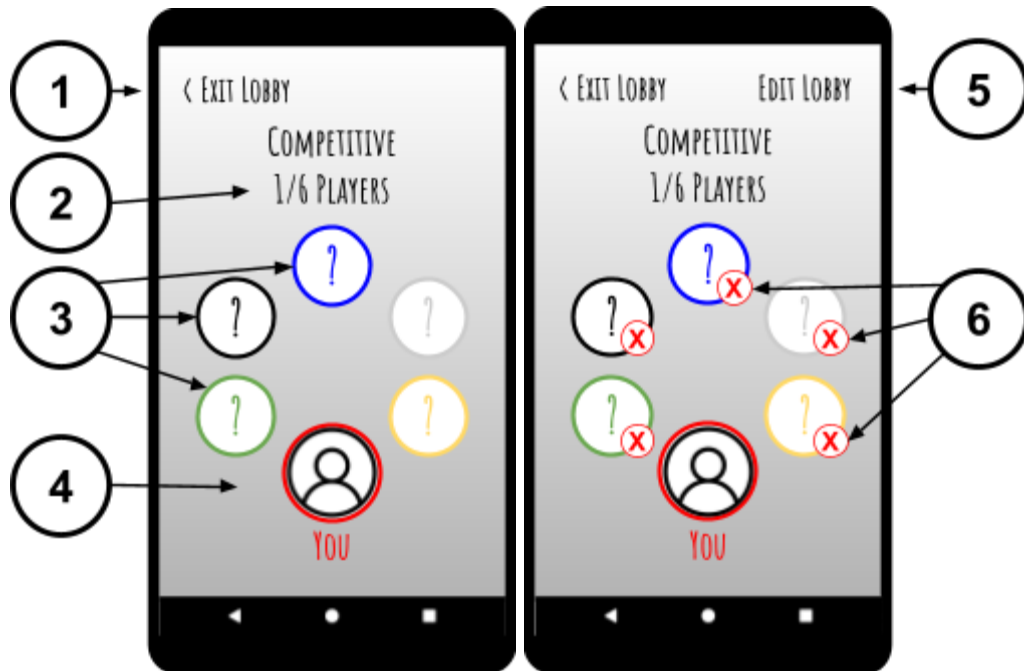


Figure 2 - Lobby Screen by Bryce Rega

This page lets you view the status of the lobby between games and/or when the lobby is waiting for players. Users can see themselves and what player slot (color) they occupy (4). It also shows what other players occupy other slots/colors (3). If there is an unused color (empty player slot), the user may tap on that slot to occupy that slot instead of their current one. The type of lobby and the number of players compared to the number of player slots is shown at the top (2). Users can, of course, exit the lobby and return back to the main menu— freeing their player slot (1). Moderators and admins have additional privileges shown on the right screen. This includes an option to edit the settings of the lobby with the button in the top right (5), as well as being able to kick players in a lobby. Kicking can be done by pressing the kick buttons that show up next to the player slots for users with moderator/admin roles (6).

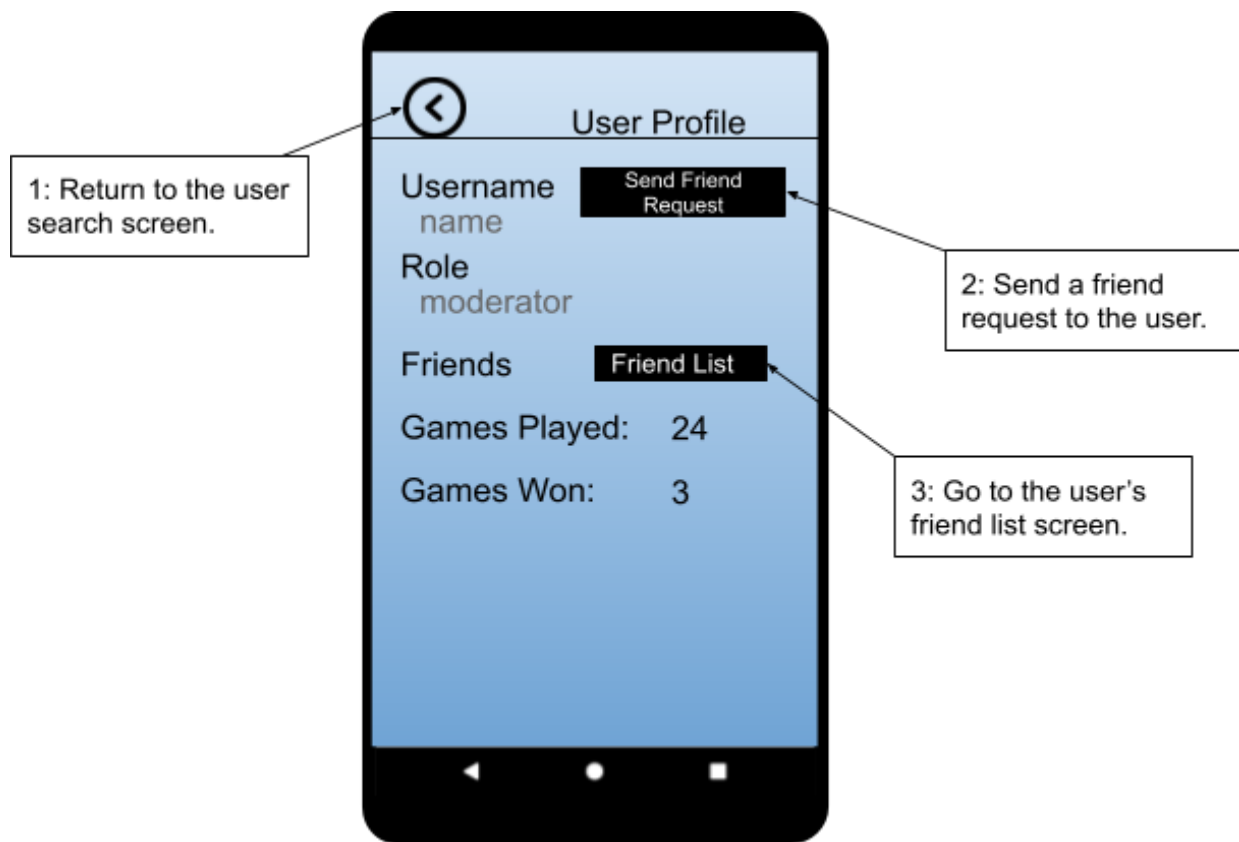


Figure 3: User Profile by Evan Schlarmann

This is what profiles look like for a regular user when clicking from the user list. The user's username and role are displayed along with how many games they have played/won. This gives details about the user and shows some of their stats. There is the option to send a friend request (2) if the user is not already a friend. There is a button (3) to redirect to the user's friend list. Once done there is a back button (1) to go back to the user search screen and find a different profile.

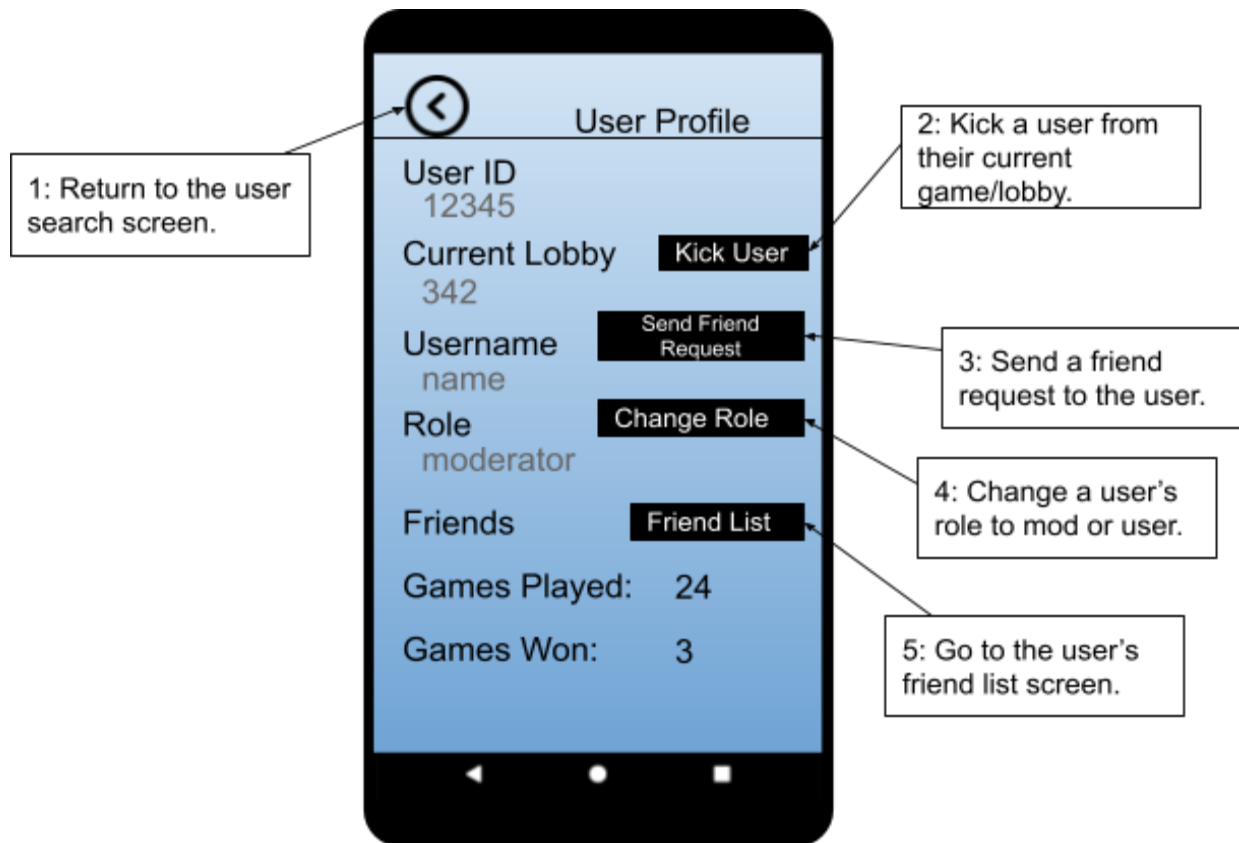


Figure 4: User Profile when Admin by Evan Schlarmann

This is what profiles look like for an Admin user when clicking from the admin user list. The user's ID is displayed for table lookups and their current lobby ID if they are in one. An admin can kick (2) a user from their current game/lobby. The user's username and role are displayed along with their general stats. There is the option to send a friend request (3) if the user is not already a friend. If needed their a change role button (4) to alter the user's role to either moderator or a regular user. There is a button (5) to redirect to the user's friend list. Once done there is a back button (1) to go back to the admin user search screen and find a different profile.

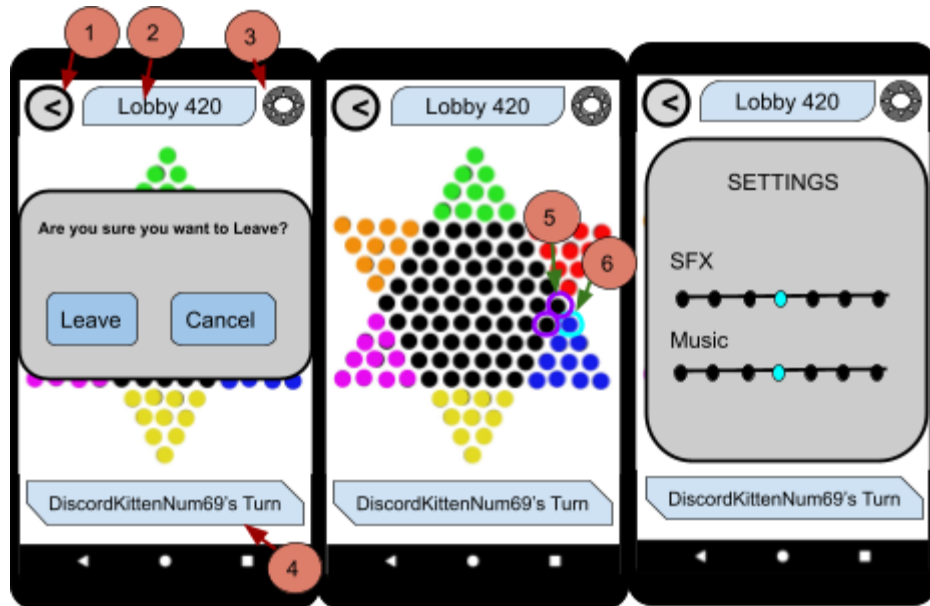


Figure 5a, 5b, 5c: Game Screen by Daniel Sprout

This is what the game screen appears as. For gameplay use, the light blue circle (6) represents the currently selected peg, and the purple circles (5) represent the possible locations that peg is able to move to. The top left circle (1) represents the leave button, which displays a prompt asking if the user wants to leave and return to the homepage. The top middle text box (2) displays the current lobby the user is currently playing in or is spectating. The top right button (3) is the settings button, which opens a setting menu displaying setting options relating to the game such as the volume sliders for sound effects and music. The bottom text box (4) tells the user which player currently has an active turn.

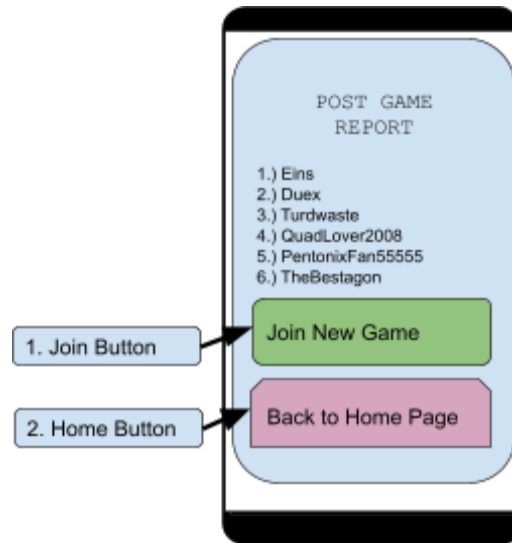


Figure 6: Game End Screen by Daniel Sprout

The screen used for the end of the game shows the players in the game ranked by how they placed in the game. After a game is completed, players are given 2 options, either matchmake for a new game (1), or return to the home page (2). Choosing to matchmake puts you in another lobby, whereas going back to the home page returns you to the home page.

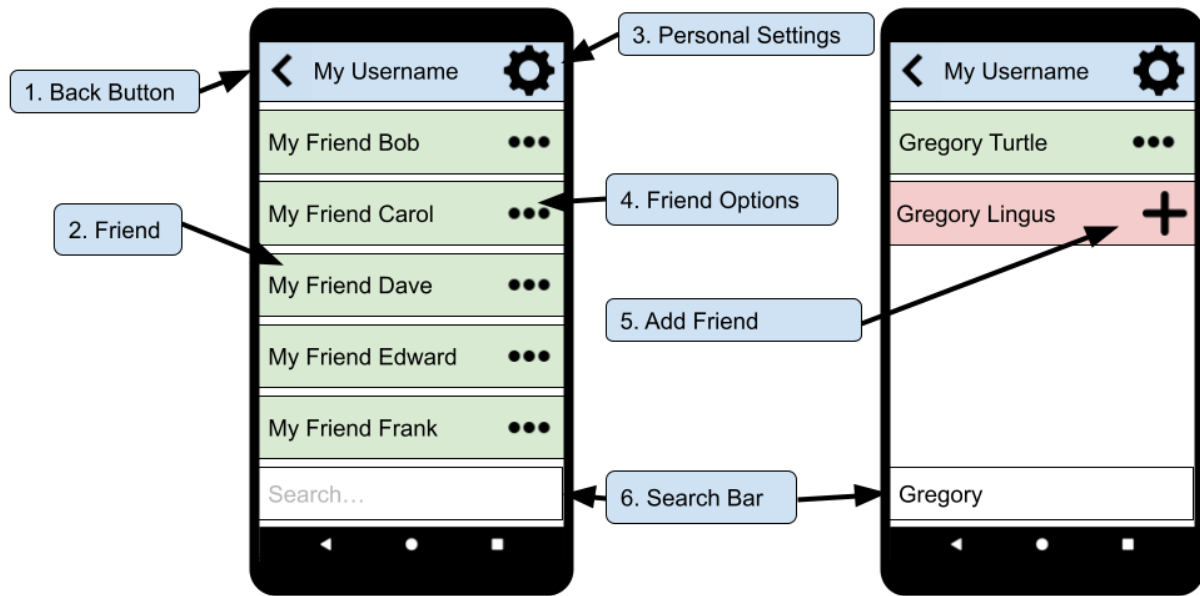


Figure 7: Friends Screen by Marek Jablonski

The Friends screen is used to manage a User's Friends. The back button (1) allows a user to return to the main menu. Clicking on a friend from the list (2) will automatically invite them to a game if available. The top right contains a settings icon (3) that is also to be used for personal settings such as public visibility. To the right of each friend is a friend options (4) that contains settings for items such as removing friends. When searching for new or existing friends using the searchbar (6), and a user is found that is not a friend, an add friend button (5) will be present.

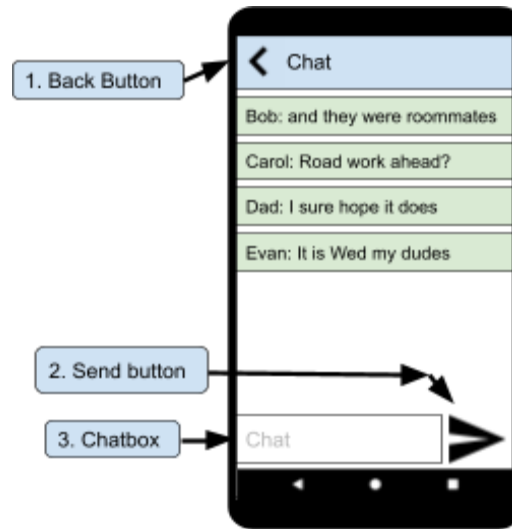


Figure 8: Chat Screen by Marek Jablonski

The Chat screen can be accessed through the lobby or game screen. It contains a back button (1) to exit back to a previous screen. The middle is a list of previously sent messages by all participants of the game. On the bottom is a chatbox (3) where a message can be written that the user desires to send. The message can be sent to the chat using the send button (2).