Future Skills

SESSION 3

Mobile Applications Development

Quest details游戏详情界面

The screen should be arranged in the same way as in design.

该界面应与设计图所示一致，包括文字信息、图片等。

Quest information should be requested from the server. In order to get the list of quest comments use GET-inquiry “/quests/{questId}/comment”. Comments should be sorted out by novelty in the order of decreasing.

游戏信息应从服务器获取。使用GET请求 “/quests/{questId}/comment”来获取游戏评论列表。评论应当根据新颖程度降序排序。

If the quest is in favorites, the “Favorites” icon in the top right corner should be crossed. Clicking the “Favorites” icon should add the quest to Favorites. Clicking the crossed icon should delete the quest from Favorites.

游戏界面右上角显示是否收藏图标。如果该游戏未收藏，则显示“Favorites”图标，此时点击该图标可以将该游戏添加至收藏夹。如果已收藏该游戏，则显示“Favorites”打钩图标，此时点击该图标，可以取消收藏。

Quest information (description, photos, task list, feedback) should be scrolled vertically. Photos should be shown in carousel with the possibility to Swipe.

游戏信息（游戏介绍、图片、任务列表、评论）应当可以垂直滚动。图片可以通过左右滑动来平滑切换，同时图片下方显示圆点。

In the task list the completed tasks should have a coloured icon.

在任务列表中，已完成的任务应当用带颜色的图标呈现。

If all the received quest tasks have a “COMPLETED” status, the quest is considered completed. In this case users, who have successfully completed the quests, can give their feedback. Upon clicking the “Send” button an inquiry should be sent to the server. If the feedback is successfully sent, the form should disappear, Toast with text “Feedback successfully sent” should be shown. The new feedback should appear in the quest feedback list, the feedback list should be automatically scrolled to the new feedback.

如果游戏所有的任务都显示“COMPLETED”完成状态，那么则认为用户已完成该游戏。已完成游戏的用户可以提交针对该游戏的评论和反馈。当点击“Send”发送评论按钮，请求应发送至服务器。如果评论成功发送，发送评论区域消失，同时出现带“Feedback successfully sent”文字的弹窗（Toast）。发送的评论内容应出现在游戏评论列表中，游戏评论列表应自动向下滚动以显示最新评论。

If the quest has calendar limitations ("startDate", "endDate"), they should be shown on the screen and their check should be done:

* if both dates present, the current date should fit the gap between them both dates inclusive;
* if only startDate present, the current date should be later;
* if only endDate present, the current date should be earlier.

如果游戏有日期限制条件（开始日期和结束日期），则该限制条件会显示在界面上，同时应用程序会通过以下规则检查是否满足该条件：

* 如果有开始日期和结束日期，则当前日期必须在开始日期和结束日期之间，可以包含开始和结束日期。
* 如果只有开始日期，则当前日期必须在开始日期之后。
* 如果只有结束日期，则当前日期必须在结束日期之前。

If the current date doesn’t fit the limitations - the screen layout should be changed in accordance with the design for irregular quests. The tasks should become unclickable.

如果当前日期不符合上述日期限制条件，则表示当前游戏不可玩，该游戏的布局应变为非可玩游戏的布局。不能点击该游戏下的任务。

Clicking the task should show information about it in the right part of the screen.

点击某任务时，应在右侧显示该任务的信息。

Task details任务详情界面

The information about the task must be displayed as in design. The appearance is determined by the task status.

The information about the task must be requested from the server.

任务详情界面应与设计图一致。根据任务状态显示相应任务界面。任务信息必须从服务器获取。

If there are any pictures, they must be displayed as a photo carousel and moved by swiping. By clicking the picture, it must be displayed in the modal window and there must be a zoom option.

如果有图片，图片必须可以通过左右滑动来平滑切换。点击图片，则出现专门的图片显示窗口，窗口有缩放功能。

If there are videos and audios, they must be displayed in a list as in design. By clicking the element of a video, there must appear a modal window for watching the video. By clicking the audio description, it must appear smoothly and have control buttons up-down as in design. The control buttons must play the selected sound element. By using the Swipe, the element must be removed from the screen.

如果有视频和音频，应以列表形式显示，如设计图所示。点击视频元素，则出现专门的视频显示窗口，用以观看视频。点击音频元素，则界面下方向上滑动出现带有控制按钮的音频播放条，如设计图所示。所选音频会直接开始播放。如果向下滑动播放条，则该播放条隐藏。

If there are coordinates in the description of the task, the geographical map must be displayed as in design. The map must be scrolled and zoomed. It is required to mark the pin and the current location of the user.

如果在任务描述中包含坐标信息，则必须显示地图，如设计图所示。地图可以滚动和缩放。地图上需要标识出目标地和用户当前位置。

By clicking the button “Start”, the request about the start of the task must be made.

点击“Start”开始按钮，则生成任务开始请求。

When the status “IN\_PROGRESS” is on, the chat icon appears at the bottom right corner of the screen. The chat icon must be open and closed by Drag gesture. The new message is shown at the bottom of the list. The history of messages is requested only when the chat is open. The history of the chat must be updated every 20 seconds and or by using Pull-To-Refresh. By clicking the button “Send”, the messages are sent to the server. The chat must be scrolled automatically for showing a new message.

当显示“IN\_PROGRESS”状态，界面右下角会显示聊天图标。可以通过拖动（Drag gesture）打开和关闭聊天图标。新消息会出现在信息列表的最下方。只有在聊天窗口打开的时候才会向服务器请求历史消息。每20秒更新一次聊天历史，或者通过下拉窗口（Pull-To-Refresh）进行更新。点击“Send”按钮，消息会发送至服务器，聊天窗口自动向上滚动，以显示新消息。

At the top of the screen the date and the start time of the task must be displayed.

There are different forms for entering results of the task and they depend on the goal of the task.

用户开始进行任务的日期和时间必须显示在界面上方。

根据任务目标的不同，任务结果会以不同的方式呈现。

If the “goalType’ equals “LOCATION, the task goal for a user is to reach some geographic coordinates. By clicking the button “ Send Result”, the answer to the task must be sent to the server with current device location.

如果“goalType’ 为 “LOCATION”，则用户的任务目标位到达某指定坐标。点击“ Send Result”按钮，则当前设备位置发送至服务器。

If “goalType” equals “SECRET\_KEY”, the text field for sending results must be displayed as in design. The field must not be empty?? By clicking the button “Send”, the answer to the task must be sent to the server with a result line.

如果“goalType’ 为 “SECRET\_KEY”，则显示发送结果输入框，如设计图所示。该输入框不能为空。点击“Send”按钮，输入框中的答案将发送至服务器。

If the “goalType” equals “STEPS”, the required number of steps (value is in field “goalValue”), and the button “Steps counter” must be displayed. By clicking the button “Steps counter”, its form must be displayed as in design.

如果“goalType’ 为 “STEPS”，则显示所需步数（ “goalValue”中的值）和“Steps counter”计步器按钮。点击“Steps counter” 按钮后，计步形式必须和设计图一致。

If the server approves it (code 200), there should be congratulation text Alert and the screen layout should be changed.

如果服务器确认答案正确/步数满足（code 200），会出现一个包含祝贺信息的窗口，同时界面布局会改变。

The data of device location must be sent to the server once a minute during the task, and if the user quits the task, the sending must stop.

在任务进行中，必须每分钟发送一次设备位置数据至服务器。如果用户停止任务，则停止位置信息的发送。

The accomplished task must have information such as the date, the completion time and the button “Share”.

已完成任务必须包含完成日期、完成时间和“Share”分享按钮。

By clicking the button “Share”, the following data should be sent to other applications:

The text “I've completed the task "{Name of task}" from quest "{Name of the quest}" in QuestApp!!!".

点击“Share”分享按钮，以下信息会发送至其他用户：

“I've completed the task "{Name of task}" from quest "{Name of the quest}" in QuestApp!!!”

任务名称 游戏名称

QR-code Scanner二维码扫描界面

If “goalType” equals “QR\_CODE”, “Send Result” button clicking should scan QR-code. In order to implement this functionality external libraries can be used, or external applications should be applied for. Successful scanning should bring back to “Quest Details” screen. The scanning result in the form of a line should be sent to the server with a proper inquiry.

如果If “goalType” 为 “QR\_CODE”，则点击“Send Result”按钮可以扫描二维码。为了完成该功能，可以使用外部库，或其他外部应用程序。如果扫描成功，则返回“Quest Details”游戏详情界面，同时扫描结果会以适当请求发送至服务器（以line的形式）。

If the answer is correct, the server response will provide a new task object with new status “COMPLETED”, there should be congratulation text Alert and the screen layout should be altered according to the design.

如果答案正确，则在游戏详情界面中，该任务状态变为“COMPLETED”（通过服务器反馈实现）。同时出现带祝贺信息的窗口，界面布局根据设计图进行改变。