Future Skills

SESSION 5

Mobile Applications Development

Smart Watch智能手表端

## The Log in screen登录界面

The screen should be arranged in the same way as in the design. By clicking the button “Log in”, the user should be able to enter the information such as email, password and send the received data to the server. If the server approves it, the screen “The current task” should be displayed. If the server does not approve it, the message about the error should be displayed as in design. By clicking the button “Try again”, the user should have the possibility to enter the data again.

该界面应与设计图一致。

点击“log in”按钮，用户可以使用email（用户名）和密码进行登录，数据会发送至服务器。

如果服务器通过验证，跳转达到 “The current task”当前任务界面。

如果服务器没有通过验证，则显示错误提醒，如设计图所示。点击“Try again”按钮，用户可以再次输入用户名和密码。

## The current task当前任务界面

If the user has a current task in “IN\_PROGRESS” status, the information must be shown in the same way as in the design. In case of absence - a title “No current tasks”. Clicking “Log out” button should send log out inquiry to the server. If log out is successful, there should be return to the Log in screen.

如果用户的当前任务处于 “IN\_PROGRESS”进行中状态，任务信息必须显示在界面中，如设计图所示。

如果用户当前没有任务，则显示 “No current tasks”文字。

点击“log out”按钮，应发送退出请求至服务器。如果退出成功，则返回登录界面。

Clicking on “Finish” button should show “Response sending” screen.

点击“Finish”按钮，会跳转至“Response sending”界面。

If GoalType for the task equals “SECRET\_KEY”, clicking “Send result” button should provide an opportunity for the user to input key and send it to the server.

For goalType = "LOCATION" clicking “Send result” button should send an inquiry to the server on task completion with the current gadget position.

For goalType “QR\_CODE” and "STEPS" clicking “Send result” button should show Toast with text “Use your phone to finish this task”.

如果任务类型（GoalType）为“SECRET\_KEY”，则点击“Send result”按钮会出现输入框，用户可以输入答案，并将答案发送至服务器。

如果任务类型（GoalType）为“LOCATION”，则点击“Send result”按钮会将设备当前位置发送给服务器，以判断任务是否完成。

如果任务类型（GoalType）为“QR\_CODE”或者 "STEPS"，则点击“Send result”按钮会将弹出Toast弹窗，显示“Use your phone to finish this task”文字。

In case of successful response from the server there should be Toast with title "Successful!” in the same way as in the design and change the screen layout to absence of current task. In case of an error its text should be shown in Toast.

如果服务器确认任务成功完成，则出现Toast弹窗，显示"Successful!”文字，如设计图所示。同时，界面布局变为没有任务时的布局。如果出现问题，则弹出Toast弹窗，显示相关错误信息。

Smart TV智能电视端

## 1. Splash screen启动界面

The Splash screen should be arranged in the same way as in the design. The minimal time for displaying the Splash screen is 2 seconds.

启动界面应与设计图一致，至少显示2秒钟。

## 2. Log in screen登录界面

The screen should be arranged in the same way as in the design. The input field must not be empty. If the server receives the information about mistakes, or there are validated field mistakes, the Alert sign must appear. If the Log in is successful, the screen “The list of quests” should be open.

登录界面应与设计图一致。输入框不能为空。

如果输入格式有误或者验证失败，均会显示提示信息。

如果登录成功，则跳转到“The list of quests”游戏列表界面。

## 3. Quest list游戏列表界面

The screen should be arranged in the same way as in the design. In this list there should be the information of quests which were created by the user. By choosing the quest, the user should be navigated to the screen “Quest details” for the chosen object. By clicking the “Logout” button, there must be the log out and navigation to the Log in screen.

游戏列表界面应与设计图一致。该界面会显示用户创建的游戏列表。

点击其中某游戏，会跳转到相应游戏的“Quest details”游戏详情界面。

点击“Log out”按钮，则退出登录，返回登录界面。

Add the information about the current user.

Add the possibility to filter quests according to categories and do a search by keywords.

界面上应显示登录用户的信息。

界面上应显示搜索栏。用户可以根据游戏类型和关键字进行搜索。

## 4. Quest details游戏详情界面

The screen should be arranged in the same way as in the design. The name of the quest and the total number of participants should be displayed in the at the top of the screen. The data of participants should be requested from the server.

By choosing the specific task, the screen “Participant map” should be open.

By clicking the “Back” button must close the present screen.

游戏详情界面应与设计图一致。游戏的名称和玩家总人数应当显示在界面上方。玩家信息应当从服务器中获取。

当选择游戏下某特定任务时，显示“Participant map”玩家地图界面。

点击“Back”返回按钮，则关闭当前界面，回到游戏列表界面。

## 5. “Participant map” 玩家地图界面

The screen should be arranged in the same way as in the design. The location of participants in the selected task should be shown on the map. The data must be requested from the server.

Opacity of participants icon depends on the actual data of location. If the data was received 15 minutes ago, his icon should be completely opaque. Outdated information for every 90 seconds corresponds to the transparency indicator increase by 10 %.

The total number of participants should be in the upper left corner.

By clicking the “Back”button must close the present screen.

玩家地图界面应与设计图一致。该任务的玩家位置应显示在地图上。数据需从服务器获取。

玩家头像图标和名称图标有透明度。透明度根据最后一次获取用户位置信息的时间来决定：每90秒，增加10%的透明度，直至15分钟，则该玩家图标完全透明。

玩家总人数会显示在界面左上角。

点击“Back”返回按钮，则关闭当前界面，回到游戏详情界面。