

## Design for Treasure Hunt Application

### Registration



This is the Registration page this will include a centralised form where the users can enter their details to be registered and then there's a button for the registration.

There will also be a link if you are already registered it will lead you to the login page.

I have chosen the main primary colour of the application to be green inspired by the university.

Game masters can register by using a secret code which is given in the user manual for game master.

Tutors can register with their university password.

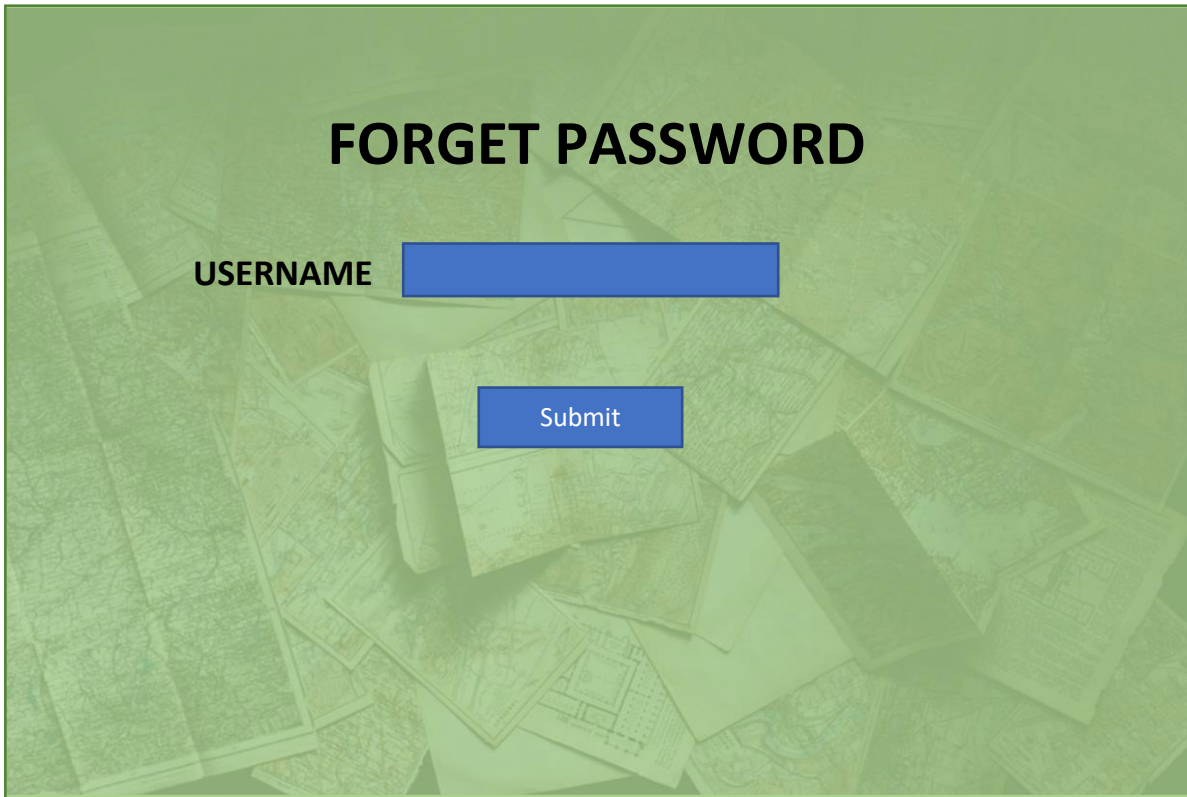
## Login



This is the Login page this will include a centralised form where the users can enter their details to be logged in and then there's a button for the login.

There will also be a link if you are not already registered it will lead you to the registration page.

There will be a link to forget password page if the user forgets their password.



## FORGET PASSWORD

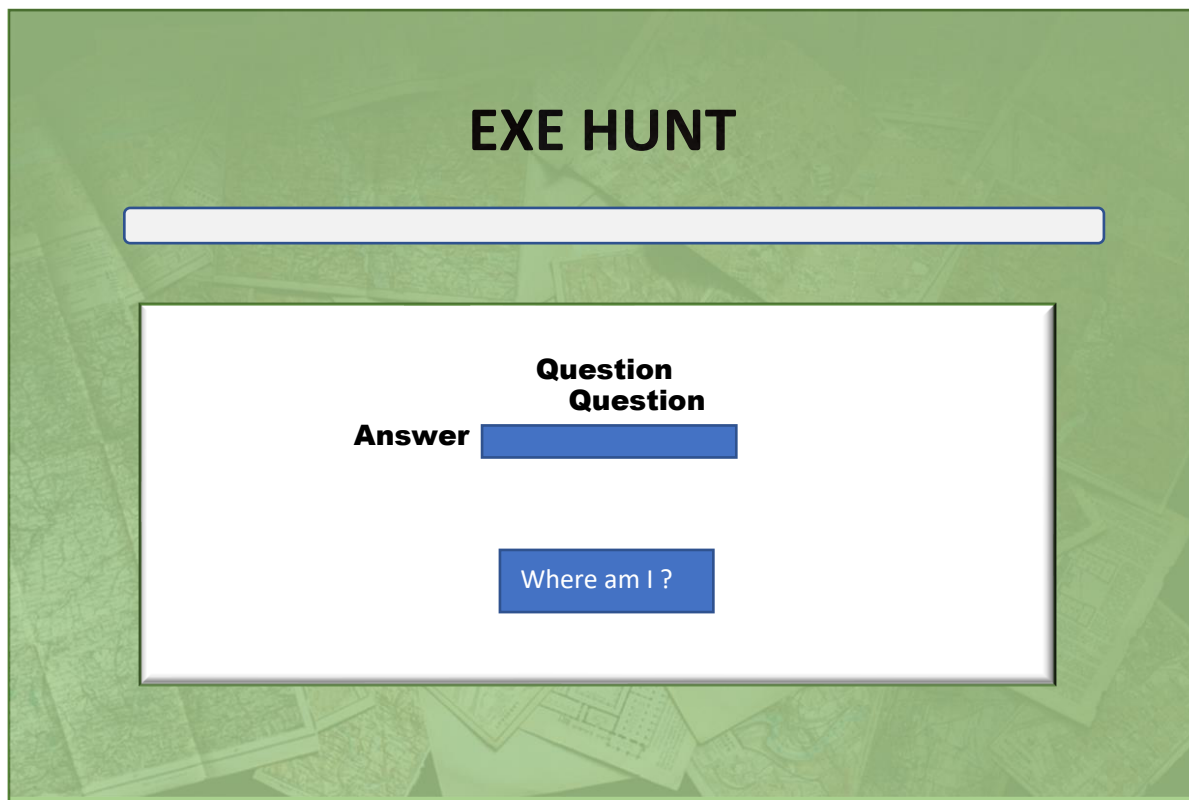
USERNAME

This is the forget password page which can only be accessed by clicking on the forget password link on the login page.

once the user has entered the username an email will be sent to the users email with the link to reset their password.

then they will be taken to the login page to enter their credentials and enter the system.

## Quiz page



The screenshot shows a web application interface for a treasure hunt game titled "EXE HUNT". The background is a green map. At the top, the title "EXE HUNT" is displayed in large, bold, black letters. Below the title is a long, empty white text box with a blue border. In the center, there is a white rectangular box with a blue border. Inside this box, the word "Question" is written in bold black text, followed by another "Question" in bold black text. Below this, the word "Answer" is written in bold black text, followed by a blue rectangular button. At the bottom of the white box, there is another blue rectangular button with the text "Where am I ?" in white.

This is the quiz page.

In a centralised form there will be questions and a text box for answers.

this game can only be played as a group which is made by the tutor beforehand.

If users answer the question correctly, they will be given a hint to the next location. They will have to go to the next location then users click the where am I button which will check if they are at the location specified from the hint by using GPS. Then points are given to the users to their group. And next question pops up. This keeps repeating until the group has finished playing the game.

They only get five tries to answer the question correctly if they cannot answer the question correctly the next location hint is still given but points are not given.



## Game Master Page – to make games for users

**Game Master**

**Game name**

<b>Questions</b>	<b>Answers</b>	<b>Score</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Locations**

This is the Game Masters page. This can only be accessed from the profile page for the game master.

here the game master is able to make games by entering the game name, the questions , answers, score for each game.

and the corresponding locations to each question.

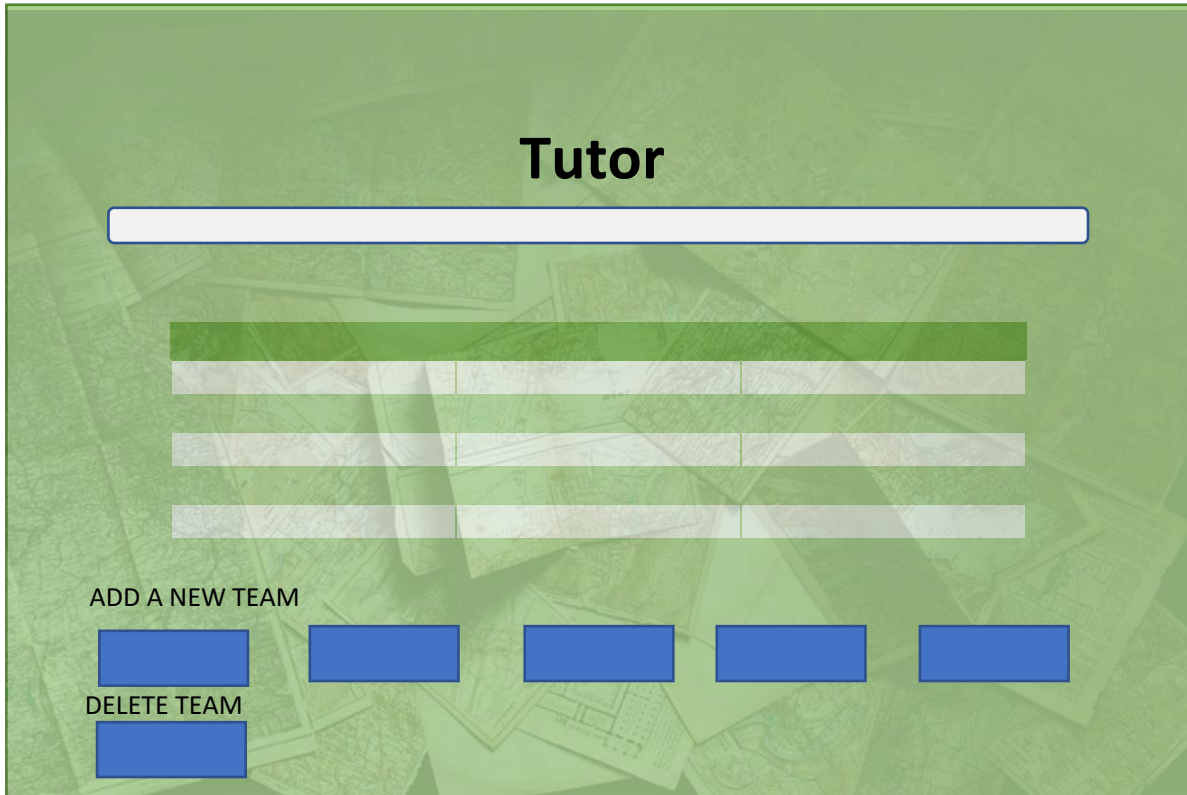
the game master is limited to making 3 to 5 questions, answers, score, locations.

The game master can click on the make game button to make the games.

then the game master can click on the view game button which would lead them to a different page called view game which will show all the games and they'll be able to delete the games there as well.

The grey panel is a small menu board to navigate between pages.

## Tutor Page – to make groups for users



The image shows a UI mockup for a 'Tutor' page. The background is a green map. At the top, the word 'Tutor' is centered in a large, bold, black font. Below it is a long, empty white rectangular input field with a thin blue border. Underneath the input field is a table with a green header row and three white data rows. Each data row is divided into three columns. At the bottom left, there are two blue rectangular buttons. The top button is labeled 'ADD A NEW TEAM' and the bottom button is labeled 'DELETE TEAM'. To the right of these buttons are five more blue rectangular buttons arranged in a horizontal row.

Tutor		

ADD A NEW TEAM

DELETE TEAM

This is the tutor page which can only be accessed from the profile page if you're a tutor.

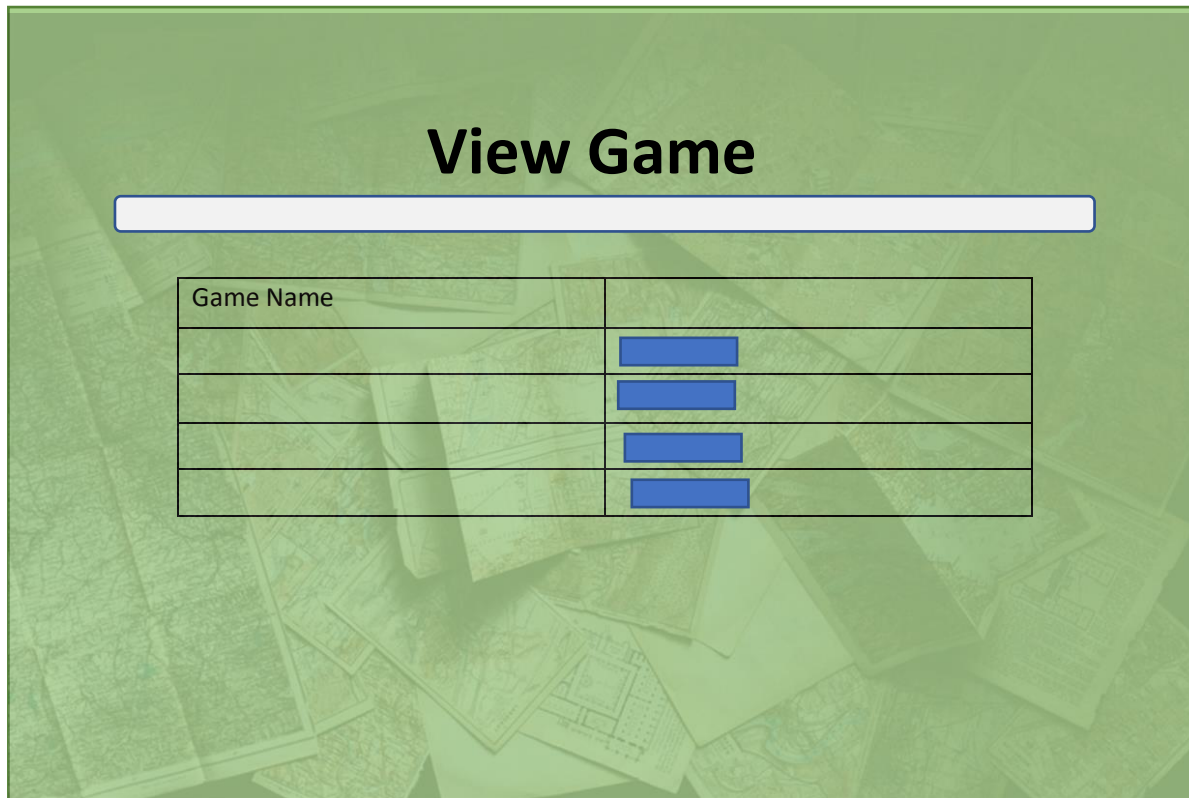
here the tutor can make groups for the users. this can be done by entering the group name, the tutor name, and users name.

delete groups for the users.

the table will show all the groups created by their tutor.

the grey panel is a small menu board to navigate between pages.

## View Game Page



This is the view game page which is accessed from the game master page.

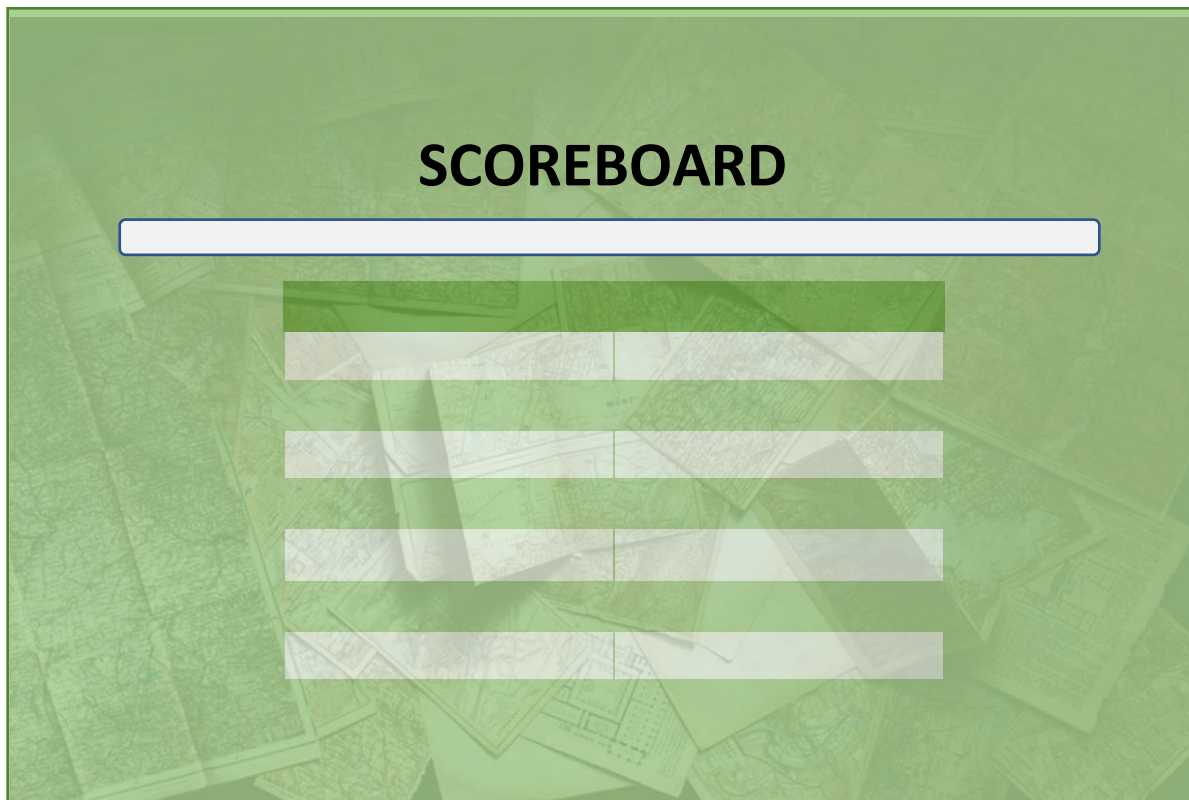
this shows all the games created by the game master in a table with the corresponding delete button beside each game.

here the game master can delete each game by clicking on the delete button.

this page can only be accessed by the game master.

the grey panel is a small menu board to navigate between pages.

## Scoreboard page

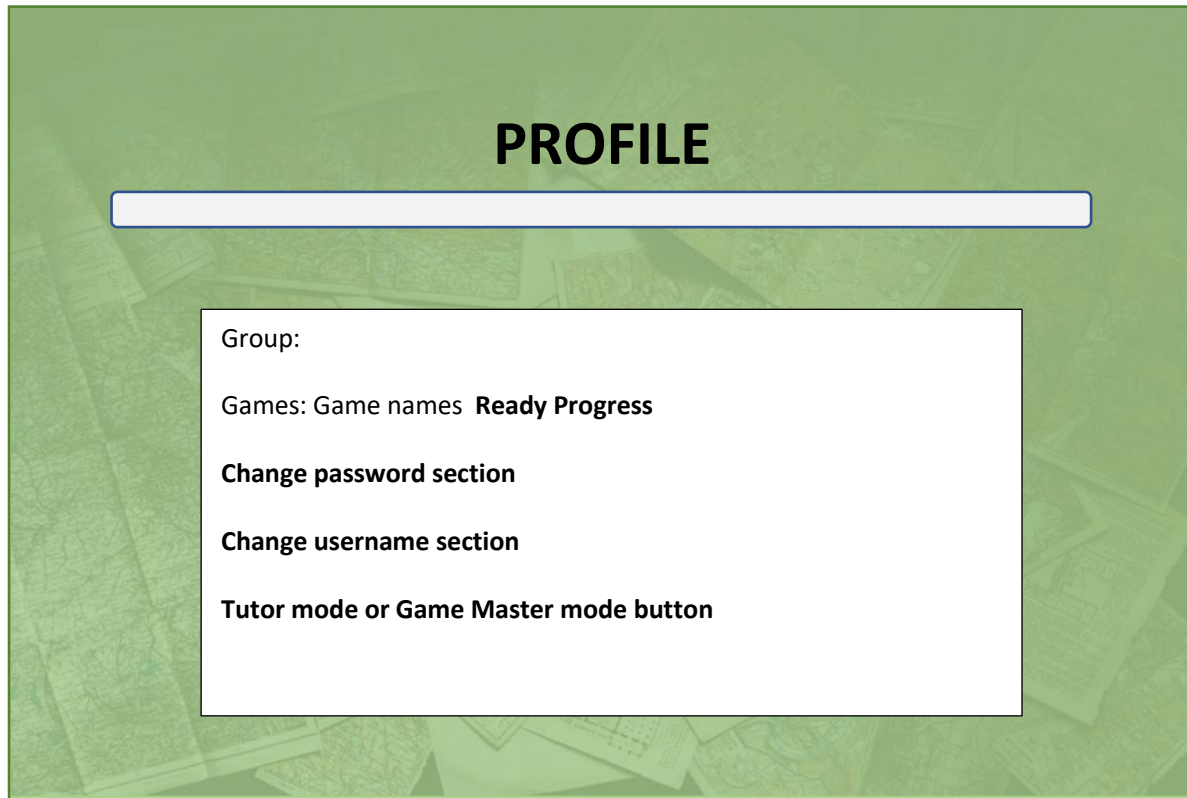


This is the scoreboard page; this is where each user score as they play the game will be tallied up in order of winner from top to bottom. This will be represented in a table format for clarity.

The grey panel is a small menu board to navigate between pages.



## Profile



This is the profile page.

Here it will say what group the users are in. It will also contain a list of games which the user can choose which to play as a group.

The ready button is pressed so the users as a group can play the game and will be taken to the quiz page.

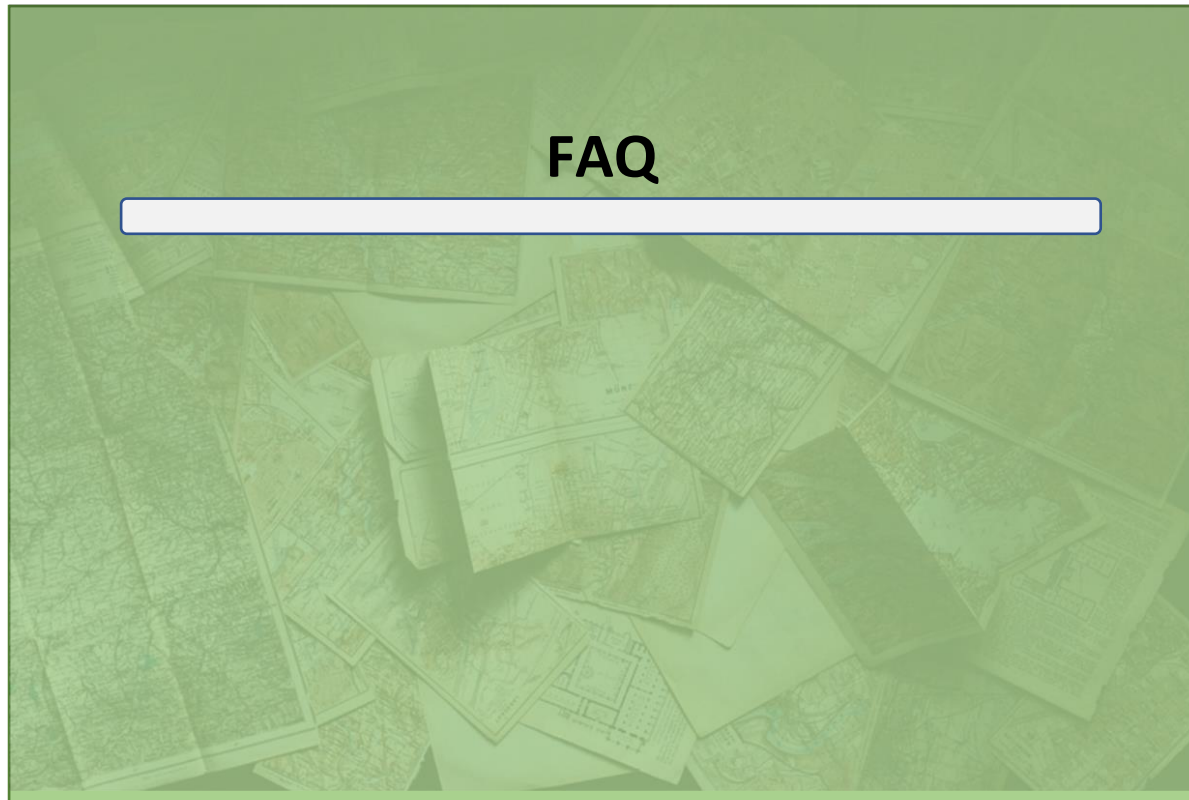
There is a change password section and change username section.

For game master they will have a button which will take them to the game master page where they can make new games for this system. This feature only shows for the profile if they are the game master.

For tutors there will be a tutor mode button which they can click this will lead them to page where they can make groups for students. This feature only shows for the profile if they are the tutor.

The grey panel is a small menu board to navigate between pages.

## FAQ



This is the FAQ page where all common questions will be answered.

Here a map is also included of the campus so the users can navigate their way around as a group.

The grey panel is a small menu board to navigate between pages.