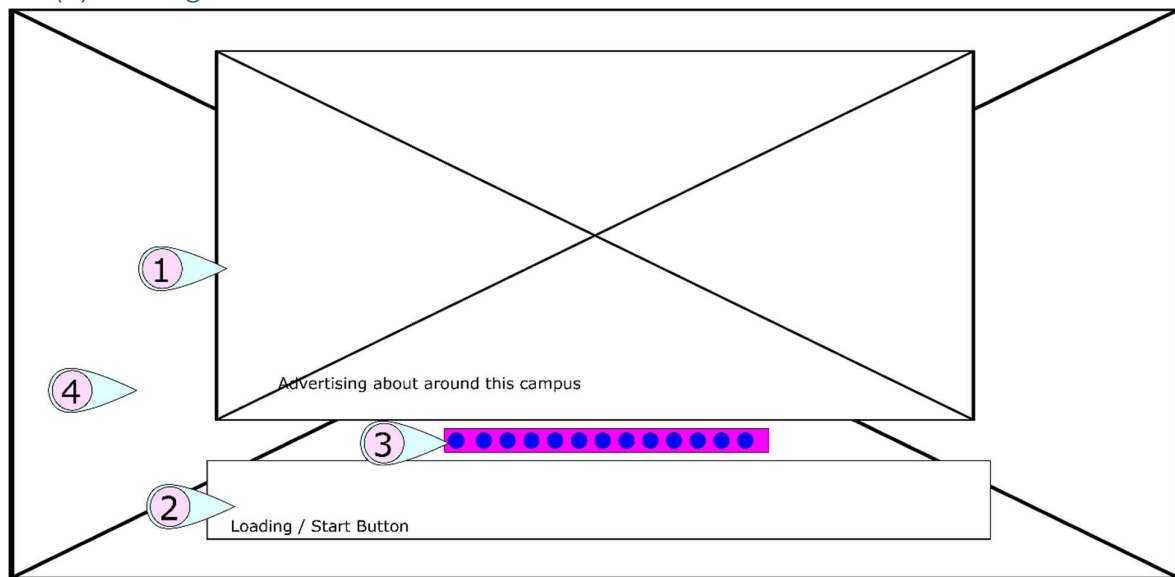


# Tugas UX: Wireframe UI, MOBA

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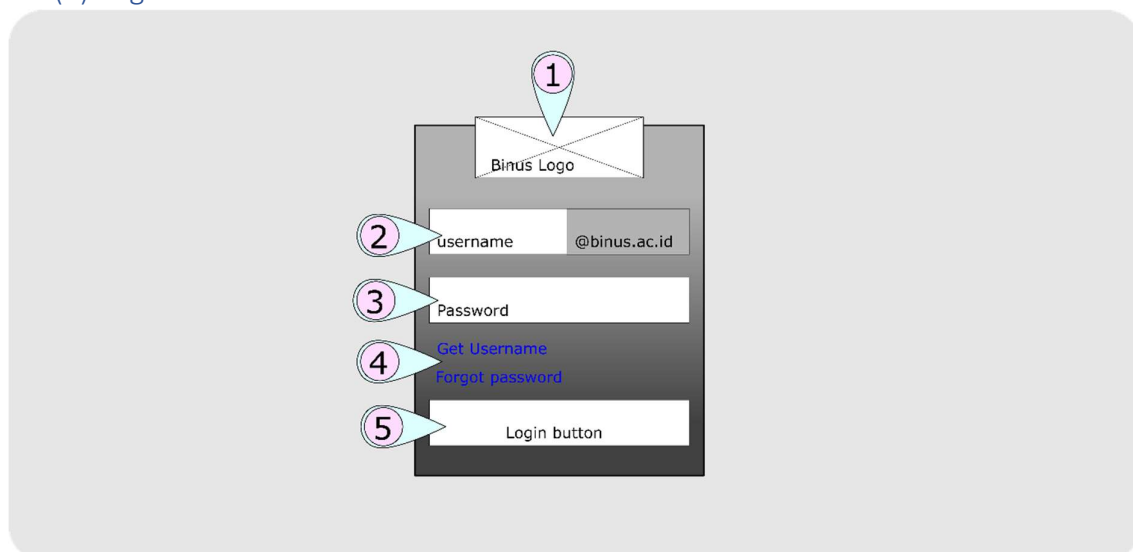
## Wireframes

### (1) Loading



1. Advertisement
2. Loading Bar & Start button
3. Advertisement carousel
4. Background image

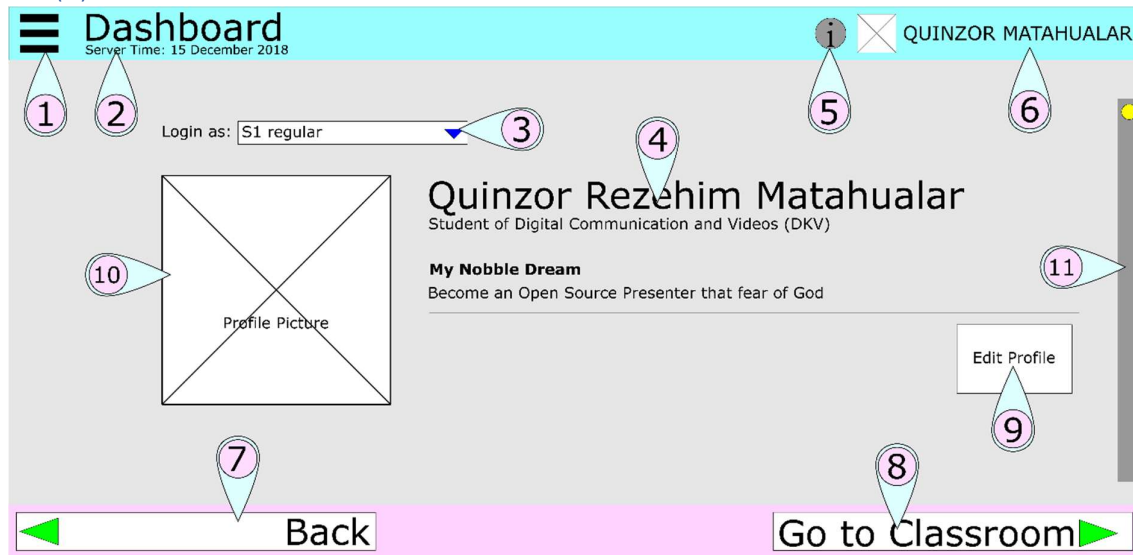
### (2) Login



1. Binus logo
2. Username

3. Password
4. Emergency actions: Get username, Forgot Password
5. Login button

### (3) Dashboard



1. Menu button
2. Location title & server time
3. Login mode
4. Name and description
5. Notification
6. Account logged in
7. Back / logout button
8. Classroom button (to Gameplay)
9. Edit profile button
10. Student's profile photo
11. Scroll carousel

#### (4) Courses

**Courses**  
Server Time: 15 December 2018

QUINZOR MATAHUALAR


Your Courses



Today's agenda

BackGo to Classroom

1. Courses in this semester
2. Agenda Schedule today




#### (5) Full Schedules (Based on Portal app)

**Schedule**  
Server Time: 15 December 2018

QUINZOR MATAHUALAR

Subject 1  
Subject 2  
Subject 3

Portal applications

BackGo to Classroom

1. Full Schedule (Based on Portal app)

(6) Forum page

The screenshot shows the top of a forum page. At the top, there is a header bar with a menu icon, the word "Forum", and the server time "Server Time: 15 December 2018". To the right of the header is a user profile section with an information icon, a close icon, and the name "QUINZOR MATAHUALAR". Below the header is a form area with several input fields. Callout 1 points to a large pink circular button with a white plus sign. Callout 2 points to a horizontal input field. Callout 3 points to a vertical input field. At the bottom of the form area are two buttons: "Back" with a left arrow and "Go to Classroom" with a right arrow.

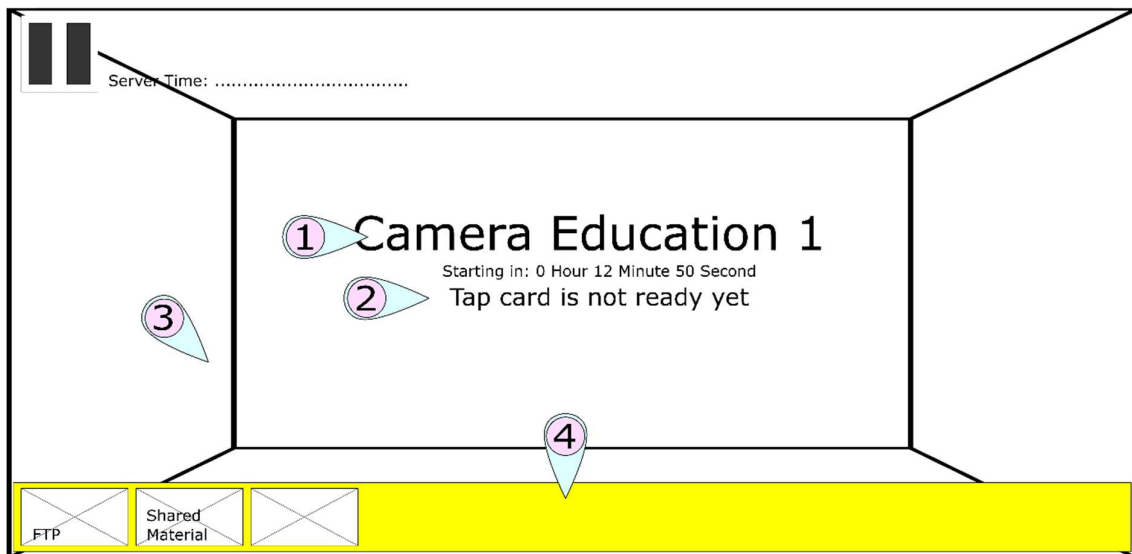
1. Add new thread
2. A thread
3. Parameter searching

(7) Subject (Matkul)

The screenshot shows the top of a page titled "Camera Education". The header bar includes a menu icon, the text "Camera Education", the server time "Server Time: 15 December 2018", and a user profile section for "QUINZOR MATAHUALAR". The main content area features a large title "Camera Education" with a callout 2 pointing to it. To the left of the title is a square placeholder for a subject image with a callout 1. Below the title is a row of seven small square buttons, with callout 5 pointing to the fourth one. Below this row is a large rectangular area with a callout 4 pointing to it. At the bottom are "Back" and "Go to Classroom" buttons.

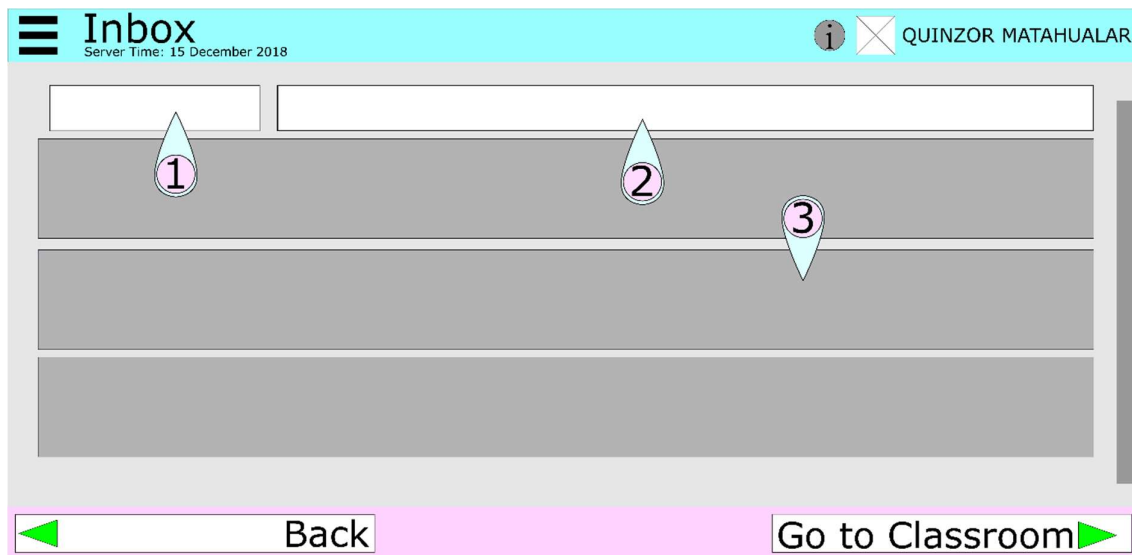
1. Subject image
2. Title
3. More description hidden
4. Things you can see bellow.
5. Status category selection e.g. Non-forced, forced, you name it! Info, Resources, to Piranha

## (8) Gameplay



1. Upcoming Subject title
2. Start our and tap card status
3. Hedonic. Live stream of classroom
4. Class "inventory" bar

## (9) Inboxing



1. Show up to
2. Search messages
3. A message. Click to open

(10) Shop



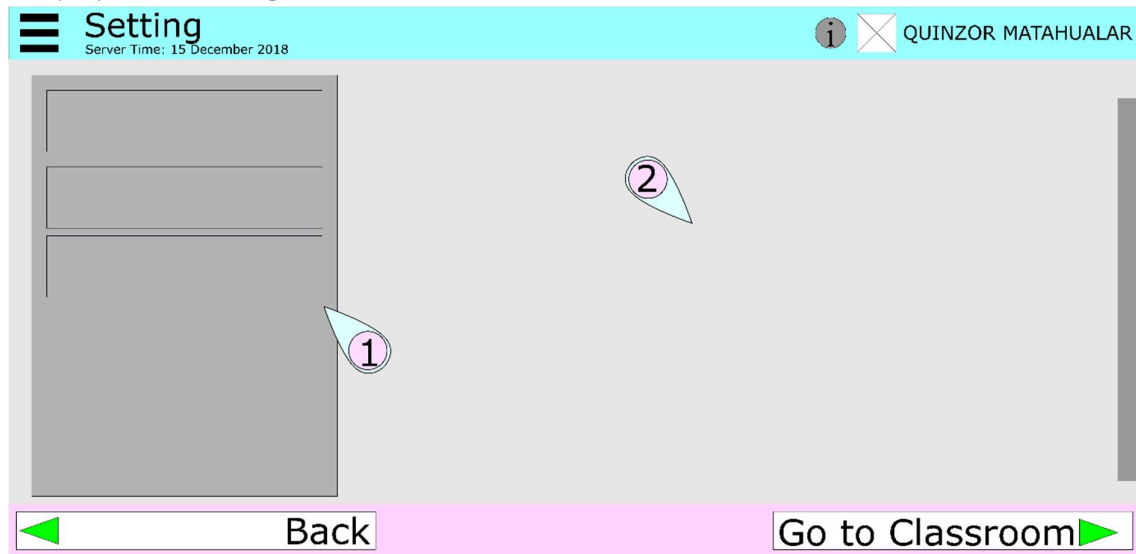
1. Item image
2. Item name
3. Price
4. Photoshoot carousel

(11) Print KMK



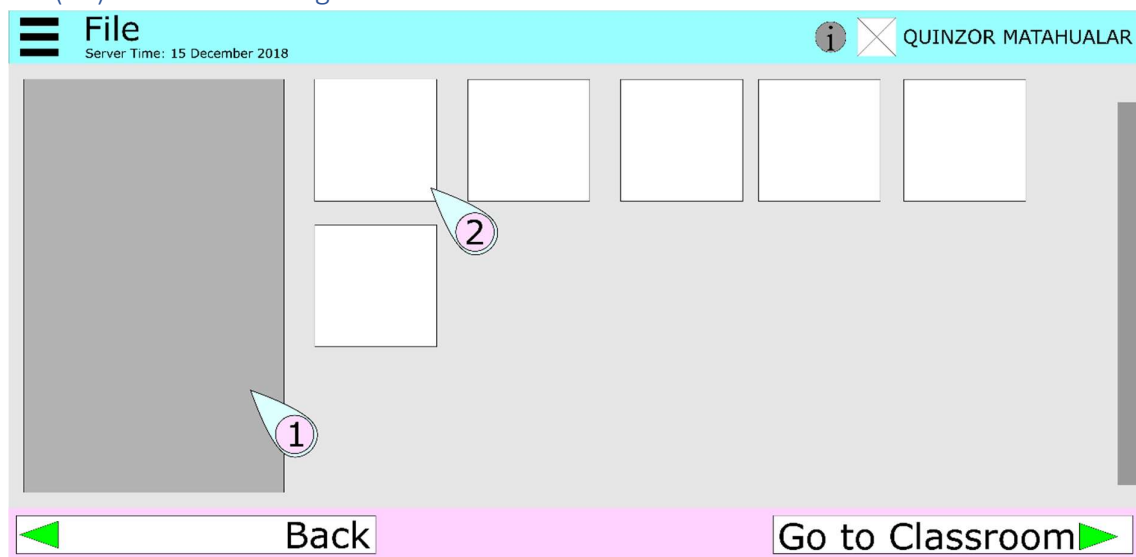
1. Eligibility
2. Print button

(12) Setting



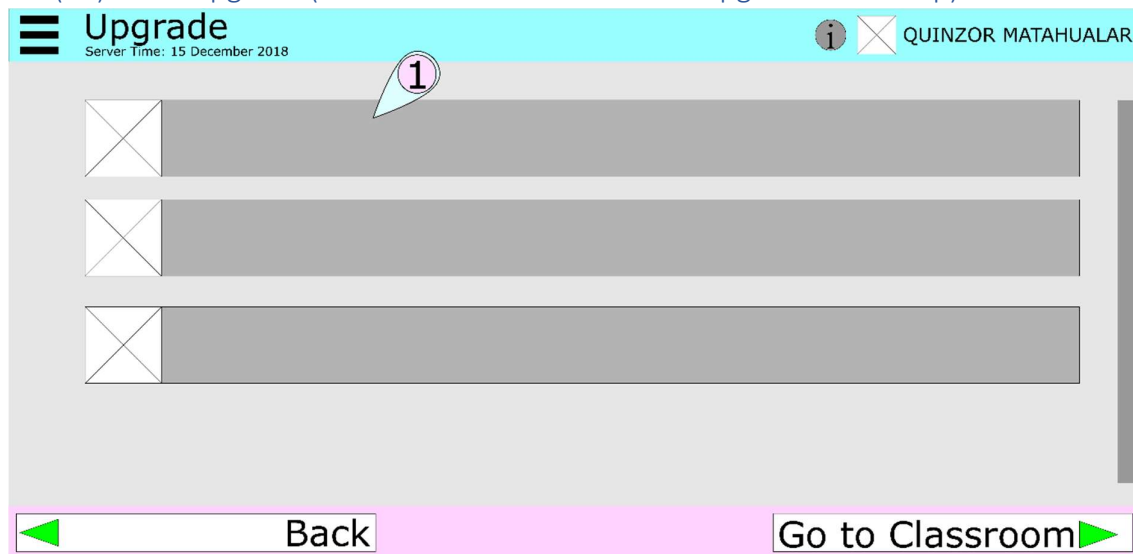
1. Category
2. Setting options area

(13) File manager



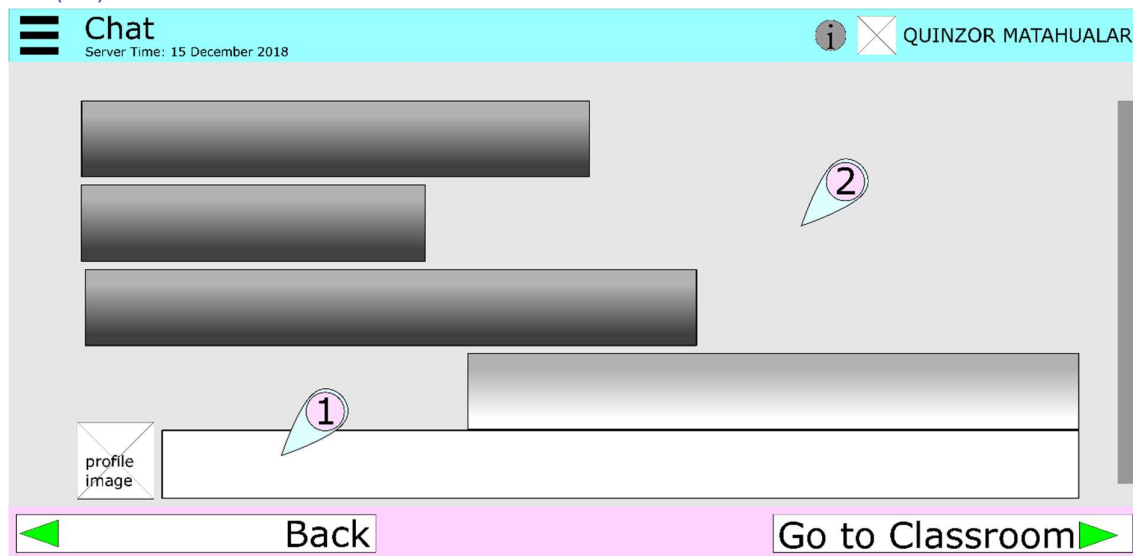
1. Navigation. List of folders
2. Files on currently accessed folder

(14) Upgrade (List of the stuffs available for upgrade with Shop)



1. Thing that can be upgraded (e.g. Windows 10 Pro, Binusian Flash card, etc.)

(15) Chat



1. Type your chat here
2. Chat history

End

Wow. 3 AM

Thank you

For your attention. Lose energi and wellbeing!!!