Screen Sketches

4_rasel_4

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ISU GeoGuessr

Actors

1. **Viewers:** Have the privilege to:
    - Play the game
    - Save their scores to their accounts
2. **Administrators:** Allowed to manipulate aspects of the program itself by:
    - Skip levels for debugging purposes
    - Edit scores
    - View all images
3. **Guests:** Similar to viewers without profile:
    - Play the game
    - Can’t save scores from past games

Non-Functional Requirements

- Application must work on any android device
- Application must not be slow and respond in applicable time
- Application must be able to show 360 images in a fast manner
- Application must save users' score in the Scores table.
- Application must load said users' scores when logged in.

Tables and Fields

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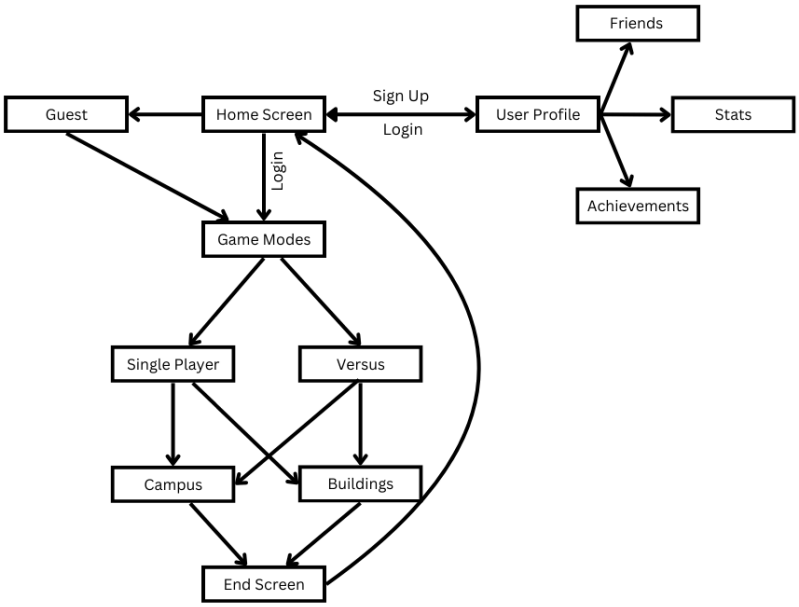
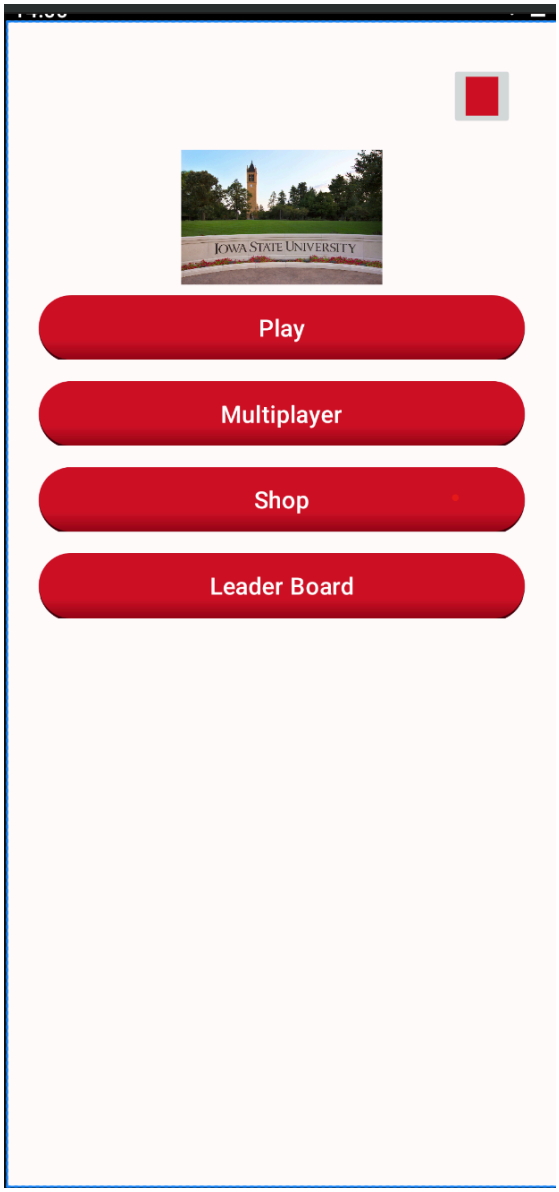
- **User:** User information
    - User ID
    - Username
    - User email
    - User password
    - User game stats(games won, total games played, possibly more information)
- **Locations:** 360 degree images for the games random locations
    - 360 degree image
    - Location ID
    - Corresponding location on the map
    - Corresponding location on the building floor plan if it is an interior picture
    - Tag for whether it is an interior or exterior location
- **Leaderboard**: Displays best players and their profiles
    - User ID - (foreign key to User table)
    - List of players' scores from best to worst for top (50-100 players? Possibly more)
    - Gamemode ID - (Different leaderboard pages for different game modes)
- **Game:** Temporary storage for current game
    - User ID - (foreign key to User table)
    - Location ID - (foreign key to Location table)
    - Temporary scores for the current game
    - Timer

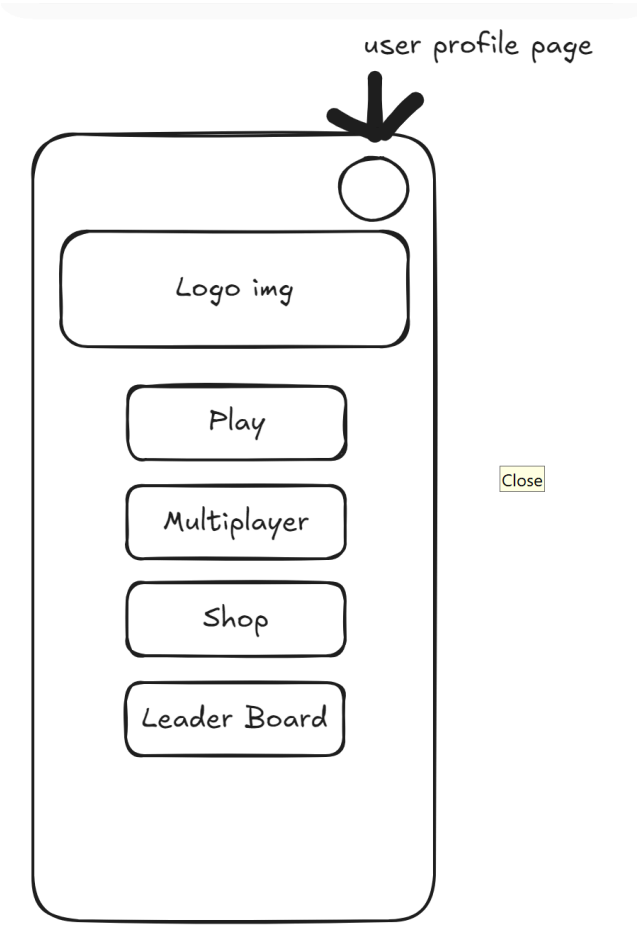
Screen Flow Diagram



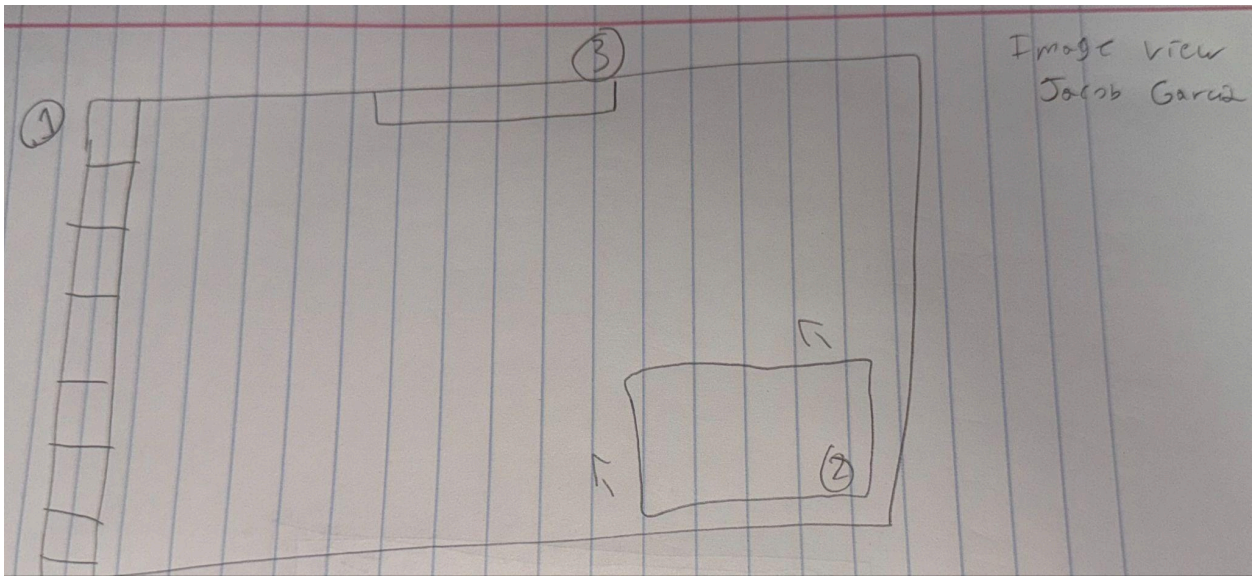
Screen Sketches

This is a mock design of the login page so that people can log in and save their progress or sign up for an account

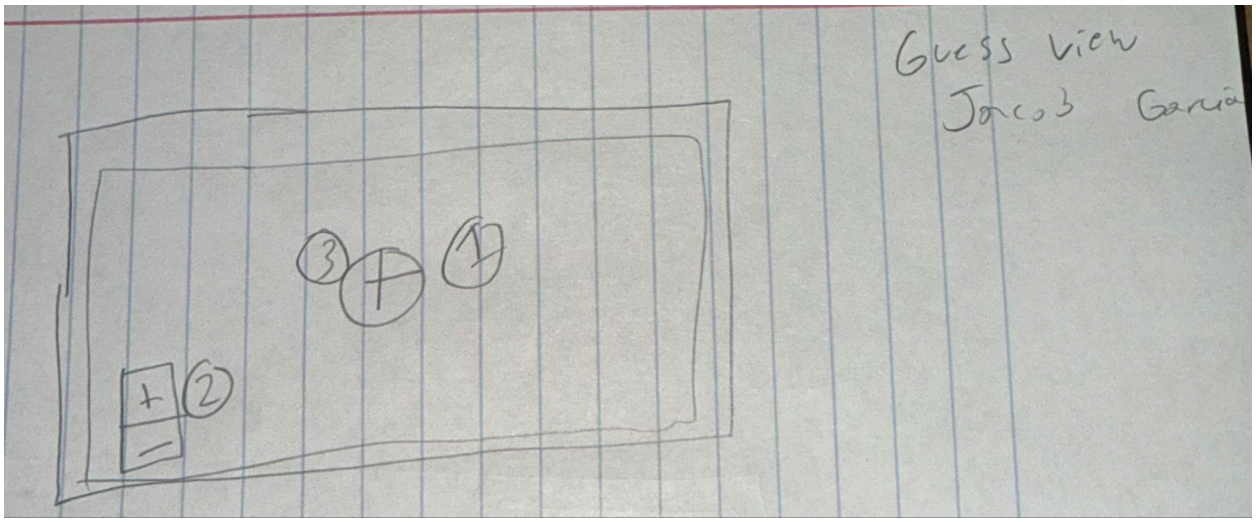




This is a mock illustration of the play/ general menu kinda deal. It's a work in progress but I think it is a good illustration of what it might end up looking like



Alright so this is the image view. When the user starts a game they will see this screen. In the center will be displayed the mystery 360 image and they will have to guess where it is using the selector on the bottom (2). This expands and I have another sketch below for it. You can see the navbar on the left (1) and the time remaining and level remaining at the top (3).



This is the guess view, an expanded view from the above sketch. When a user hovers their mouse over the box it will expand into this. In the center (1), a map will be displayed on canvas using google maps. The user then will use their mouse (3) and select where they think the image is located. They can use the plus and minus signs (2) to expand or zoom out of the map. They will then get points according to how close they are to the actual location.

Noah Goche Leaderboard

This screen will be used to display the highest scores in the different game modes showing what players are the best and their scores. 1. Is a button that will return to the menu. 2. Is a button to pick the mode for the specific leaderboard. 3. Displays the player name and the score in order of best to worst, likely 10 -25 at a time. 4. Returns to the previous page of the leaderboard. 5. Goes to the next page to see the next set of players and their scores.

Noah Goche, Game settings screen

Screen will be for adjusting game settings before beginning the game. 1. Button to return to the menu. 2. Select the mode for the specific game, darker colored label on the right is the current selected mode. 3. Difficulty selected, same as 2., darker colored label is the current selected difficulty. 4. Is the button to start the game.