Group 2's Final Project Manual Instruction.

"4-IN-A-LINE"

Group Members

1. 6230561021 Sukrit Banthao
2. 6230548021 Sahatsarin Pawanna
3. 6332009521 Chinnapat Nitipornsri
4. 6331302121 Chariyaporn Umpornpan

Our website is a 4-in-a-line game web.

When you visit the website, the first page appears the login page (Figure 1).
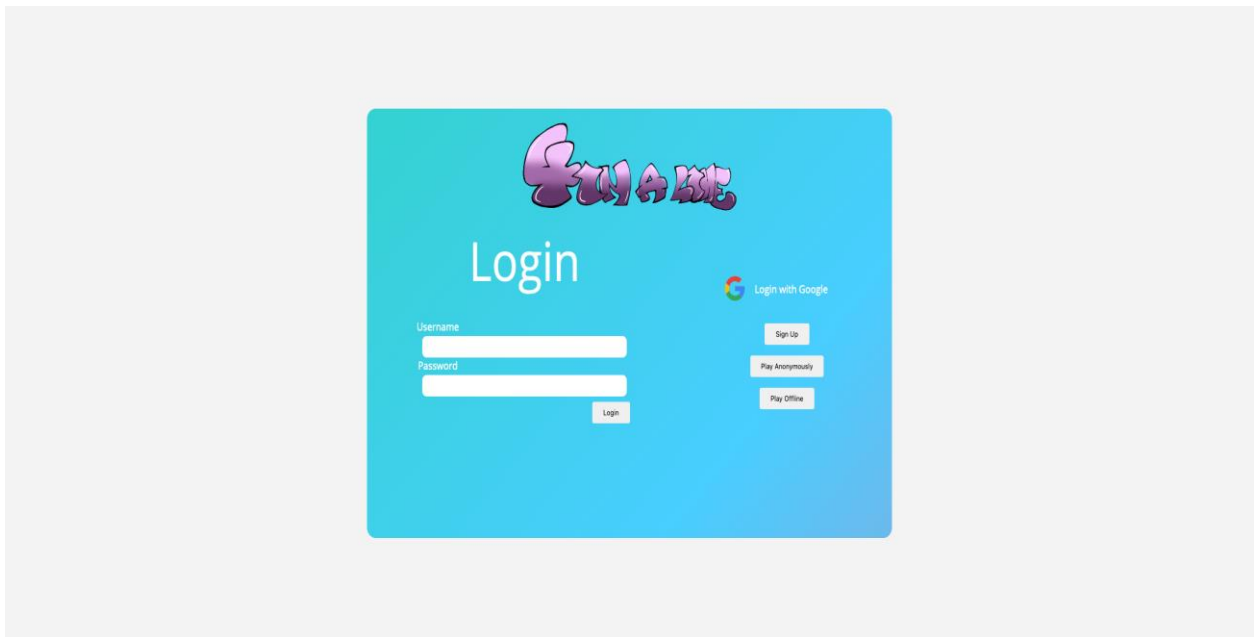

Figure 1: Login page

If user already has an account, he/she can login to your account by 2 ways which are directly typing email and password and login via Google account.

In case of new users, he/she can sign up by press the first grey button on the right side which said "Sign Up" then the sign up box will appear (figure 2). But if preferred playing anonymously, press the second one which said "Play Anonymously".

User can also play this game offline by pressing the third button which said "Play offline" and it will link user to figure 3.

Figure 2: Sign up
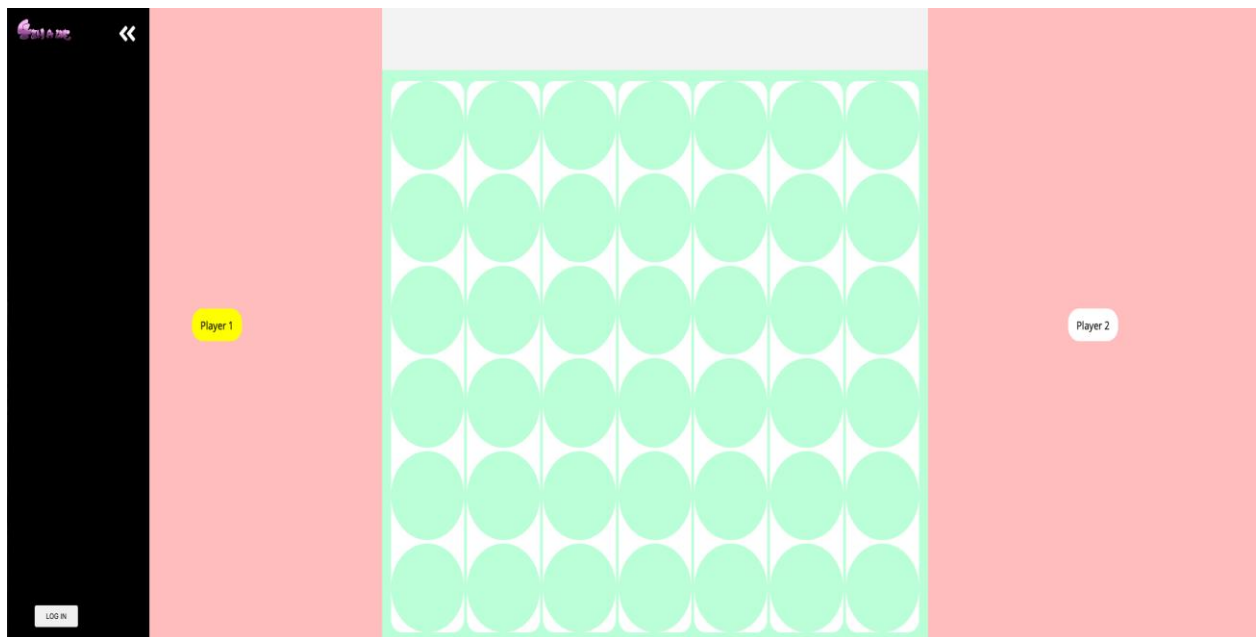
This figure (figure 2) shows the sign-up box.

Figure 3: Offline mode

For offline mode, it will appear the game page and the sidebar with no history and market button. User can also log in to his/her account by pressing "LOG IN" button on the bottom of the sidebar.
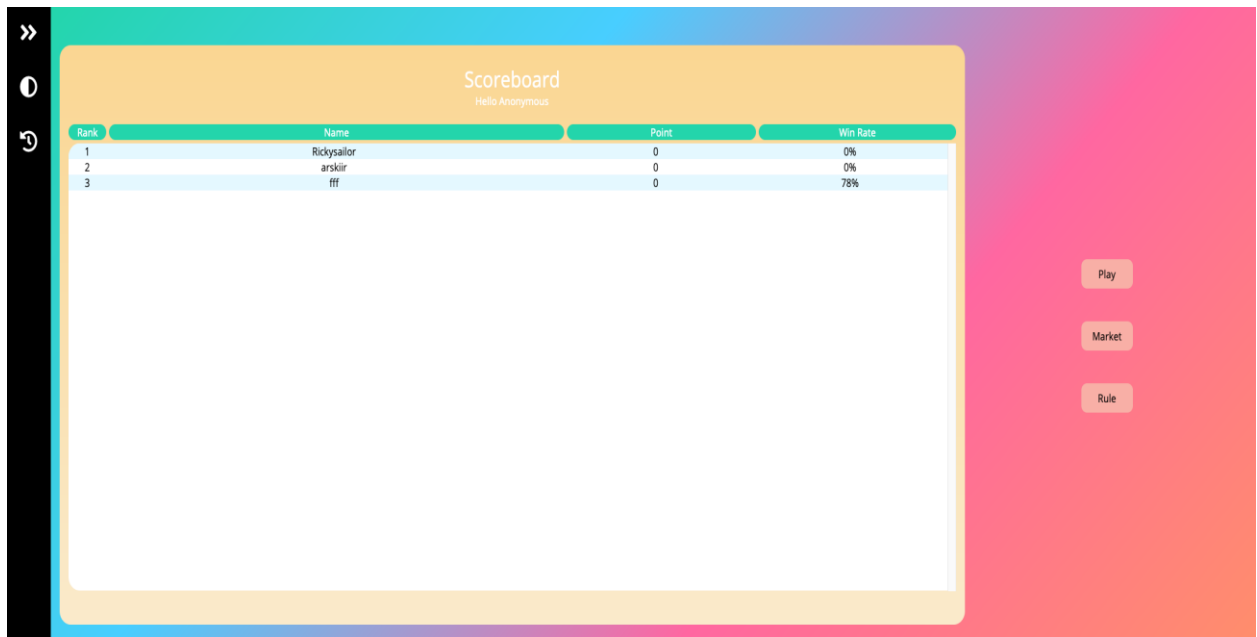
Figure 4: Home page

After you succeed in login or sign up, it will link you to the home page (Figure 4).

On the right side, there are 3 buttons which are "Play" button, "Market" button, and "Rule" button.

"Play" button will link you to the Game page (figure 13).

"Market" button will link you to the Market page (figure 14).

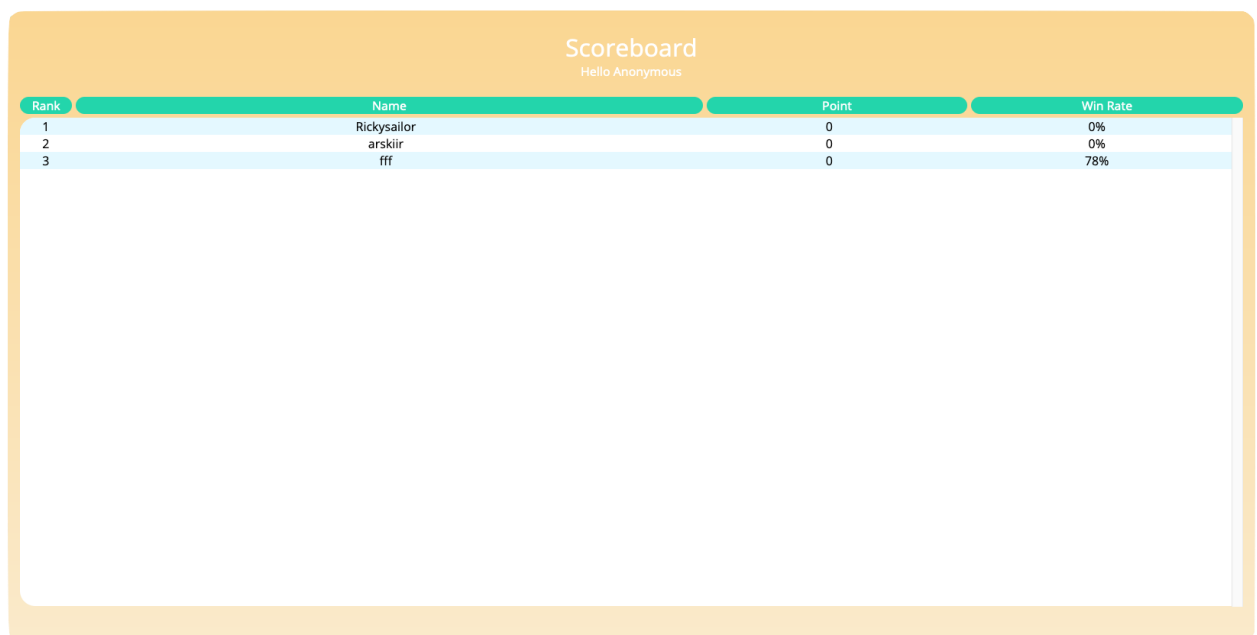"Rule" button will link you to the Rule page (figure 16).

Figure 5: Scoreboard

On top of the board is the word "Hello (username)" which in this case is Anonymous (for anonymous mode).

This scoreboard will show rank, name, point, and win rate of the user in the server descendingly by the point.
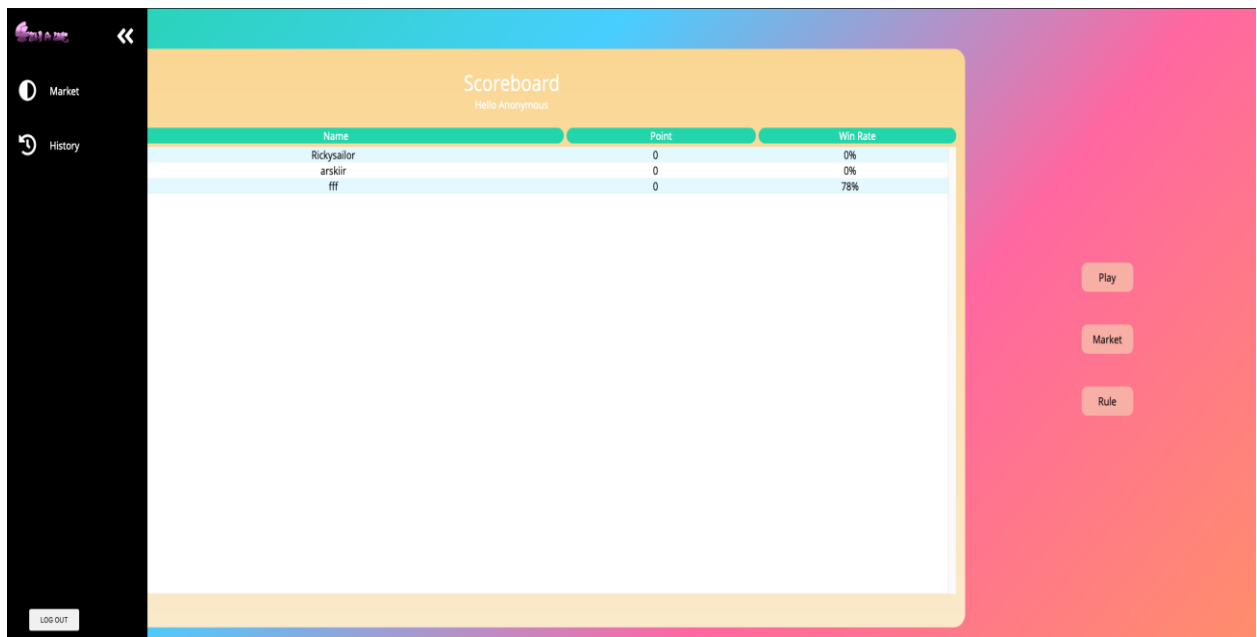

Figure 6: Page with sidebar

From figure 6, on top of the side bar is the app's logo. After that is the "Market" button which will links you to the market page(figure 14). Next is the "History" button which links to the history page. On the bottom is "Log out" button.
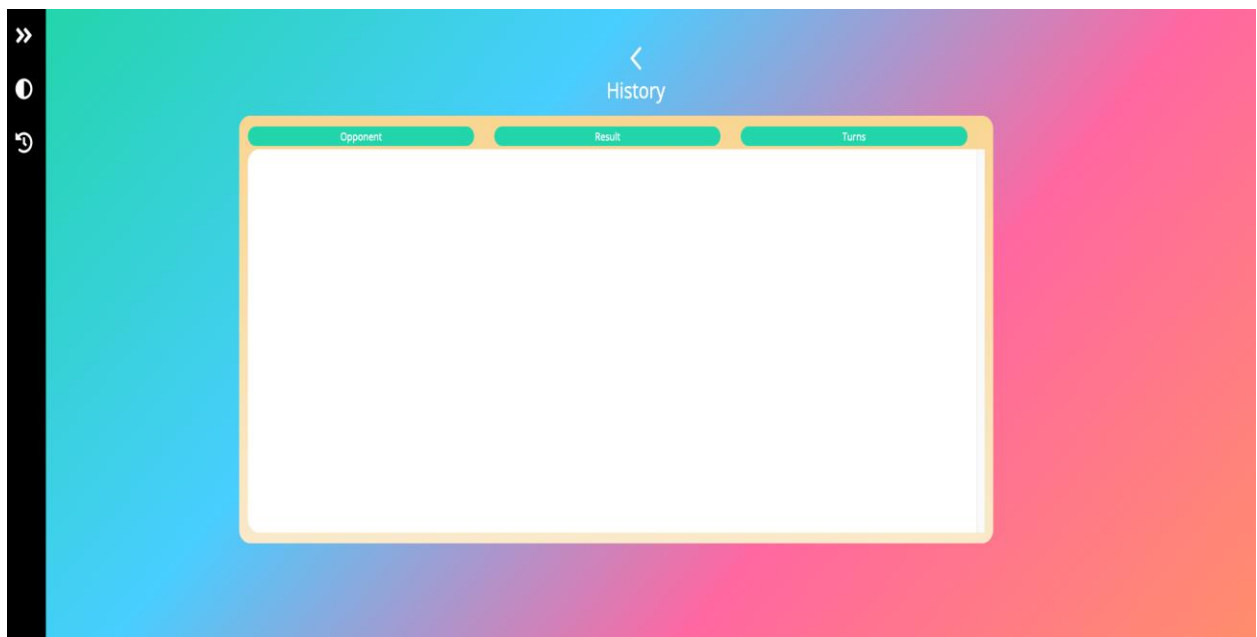

Figure 7: History page

From figure 7, The table shows the name of your opponent and the result of each match. These information on the top and the other of the table are the result of the latest match and the older match arranged by time, respectively.
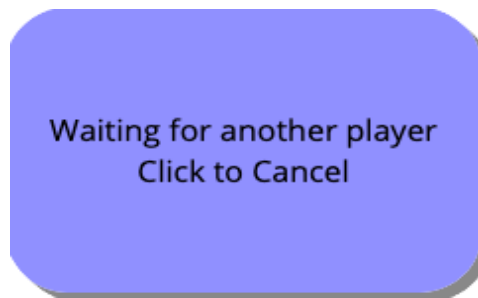
Figure 8: Waiting for another player message

When pressing the game page button, the user has to wait for another player before entering the game as shown in figure 8.
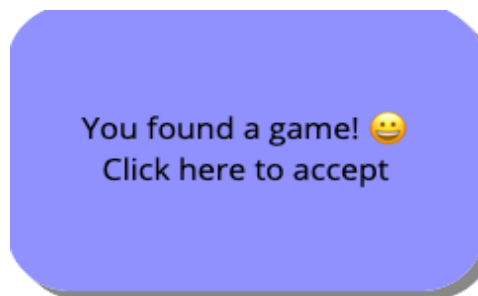

Figure 9: Found game message

This message (figure 9) will pop-up when the server found a game for user. User has to click here to accept the match.
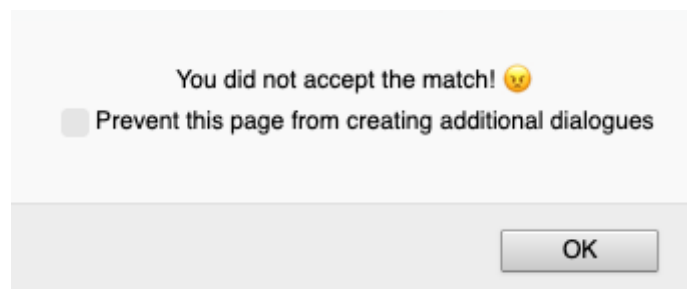

Figure 10: User not accept the match message

This pop-up message (figure 10) will appear to if user does not accept the match.
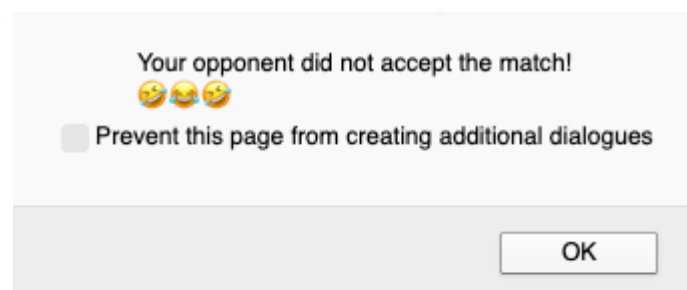

Figure 11: Opponent not accept the match message

This pop-up message (figure 11) will appear to if opponent does not accept the match.
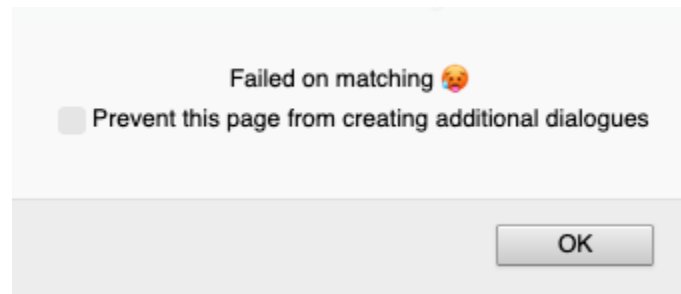
Figure 12: Fail matching

This pop-up message will be shown when the matching between user and opponent is fail.
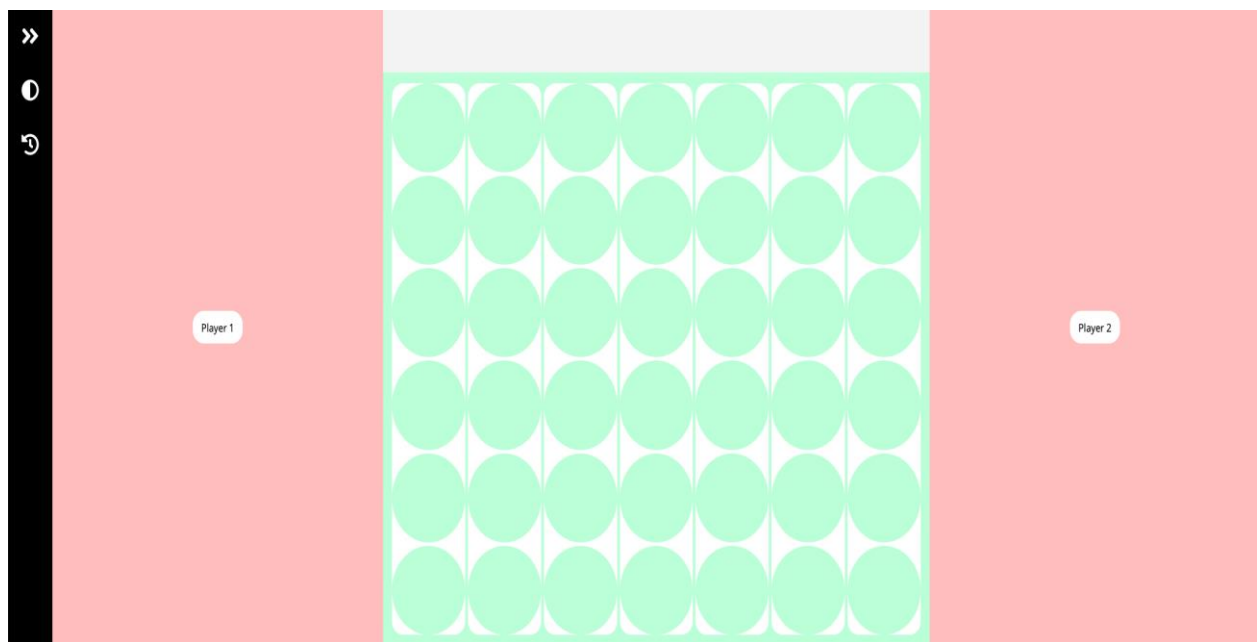

Figure 13: Game page

After another player enter the game, game page(figure 13) will be shown. In this page, on the left is the Player 1 which is the user and on the right is another player. The box will turn from white to yellow when it is that user's turn. In the middle is the game board and on top of it is the time the game is taking.
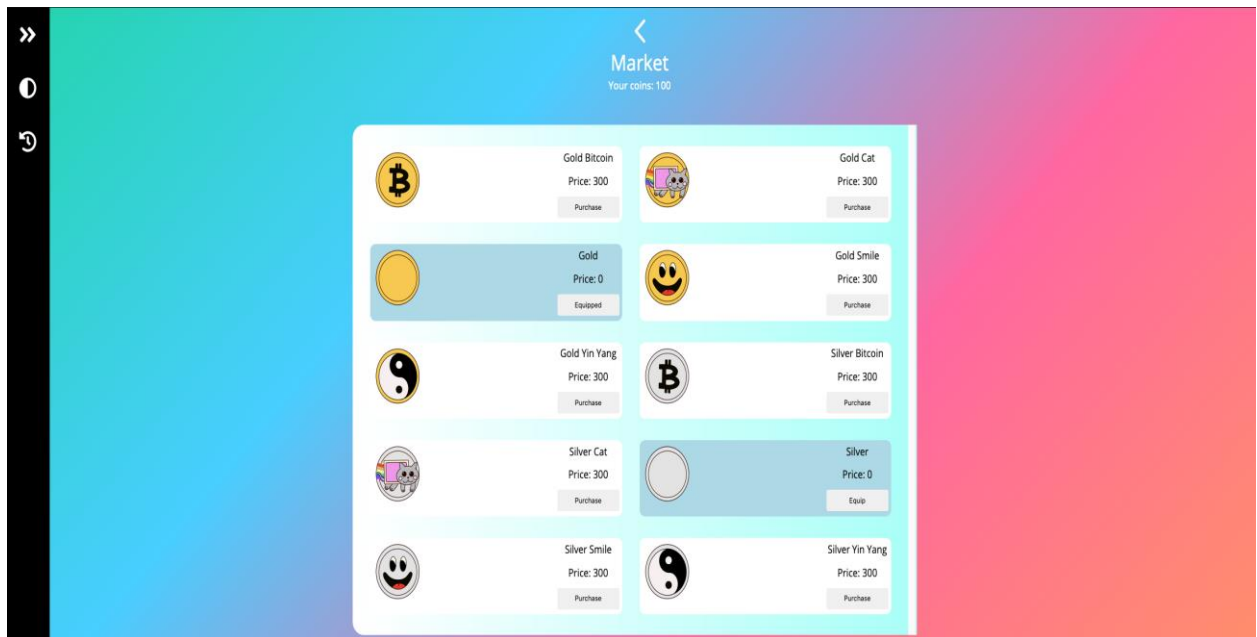
Figure 14: Market page

Figure 14 shows the skins in the market. User can purchase them by using the coins he/she gains from playing the game. Skin prices vary by the type of the skin. It can be purchase by pressing the "Purchase" button then the button will turn into "Equip" button and skin's box will turn into light blue color. To use the skin which user has already purchased, press the "Equip" button and the button will turn into "Equipped" button which mean he/she is using it. On top of the page (the < sign) is the button which links user to the home page (figure 4). Under the Market header is the number of coins the user has which default is 100 coins.
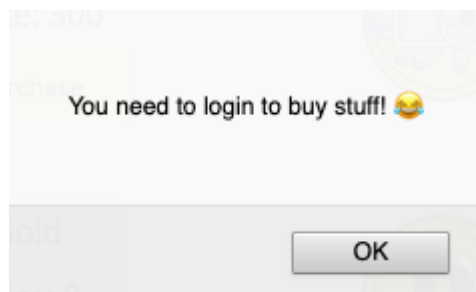

Figure 15: Fail purchase

If the user is in anonymous mode, he/she can't purchase skin. This message (figure 15) will be shown as a result of attempt to purchase skin in anonymous mode.
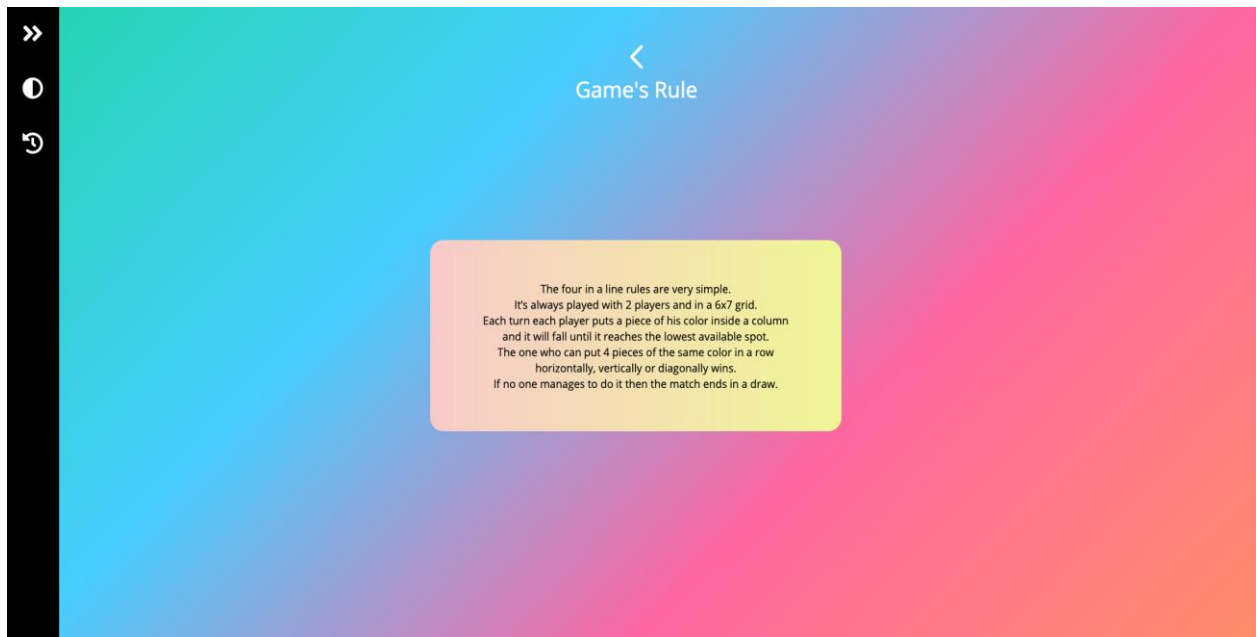
Figure 16: Rule page

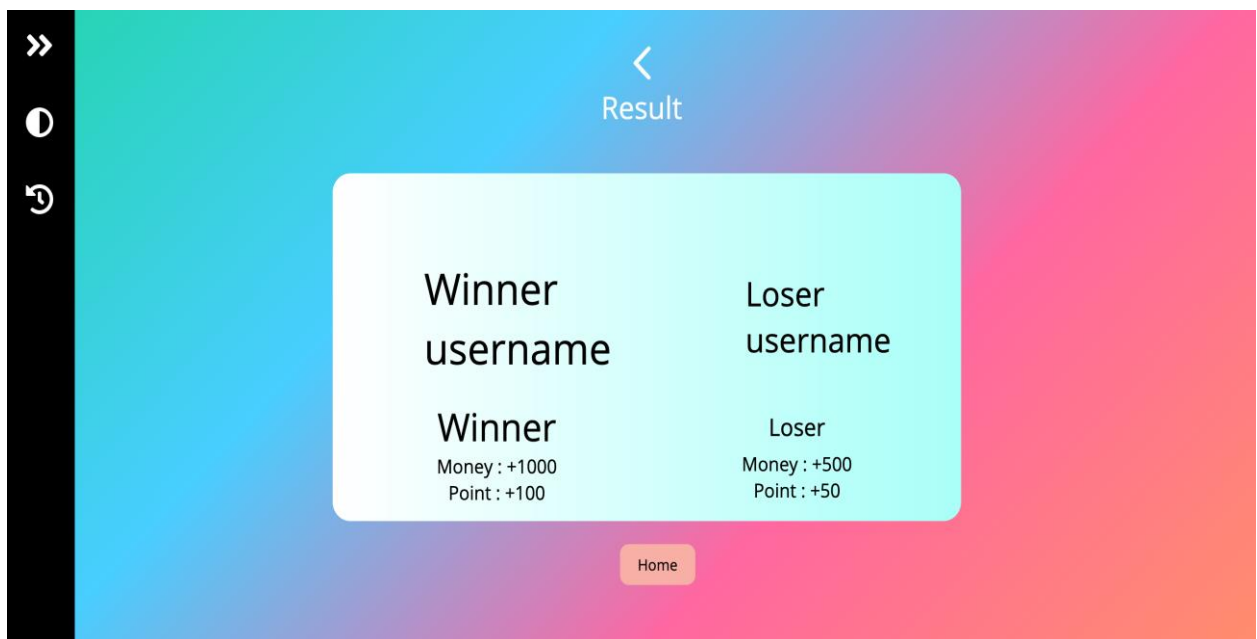The figure 16 above is the rule page which show how to play the game.

Figure 17: Result page

After finishing the game, this page (figure 17) will appear the game result by showing the winner on the left and the loser on the right. Below the result box is the "Home" button which will link user to the home page (figure 4).