MAP - Location Tracker

Press the buttons above to navigate menus.

Press me to view the world map.

Your current location has been set.
COORDINATES: [34.322, 23.122]

You have accidentally pressed MAPS again. Either select a new location via the world map, or press on "SELECT".

This is what the user will see when they open up the screen.

The user is now presented with the ability to press the world map and see if there's anyone near-by. Overall, this screen is just meant to be a tutorial.
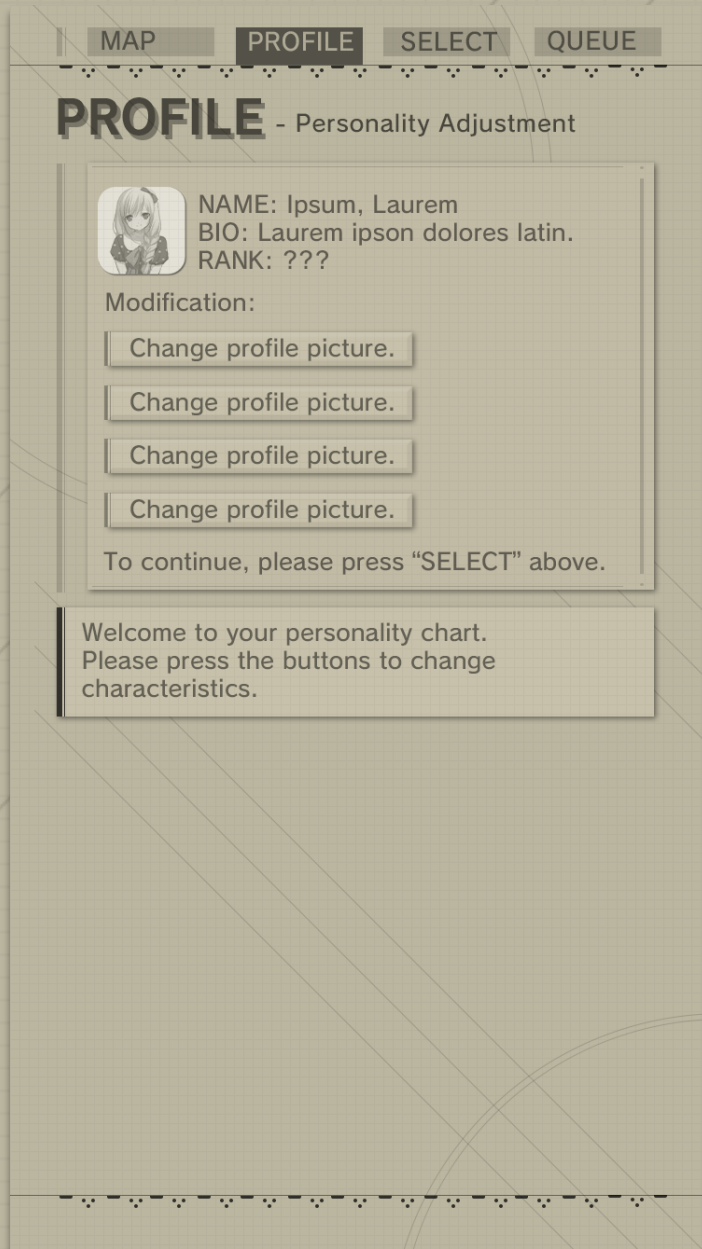
They can move through views by pressing the buttons at the top (MAP, PROFILE, SELECT, QUEUE), or swiping left/right.

Pressing the "Press me to view the world map." button will direct you to an Apple Maps view with Placemarks. There is no sample UI of this at the moment, because it doesn't match with the overall theme of the work. However, it is present in the prototype.

If time permits, I might allow the user to choose their location, and have a nice two dimensional world map in gray scale presented. I also will add the bottom text to see if the user currently has a queue in order, as well as a walkthrough in the basic functionalities of the app.

The locations of everyone will be the primary factor in determining queue priority.

USER - Interface Briefing

PROFILE - Personality Adjustment

NAME: Ipsum, Laurem
BIO: Laurem ipson dolores latin.
RANK: ???

Modification:

Change profile picture.

Change profile picture.

Change profile picture.

Change profile picture.

To continue, please press "SELECT" above.

Welcome to your personality chart.
Please press the buttons to change characteristics.

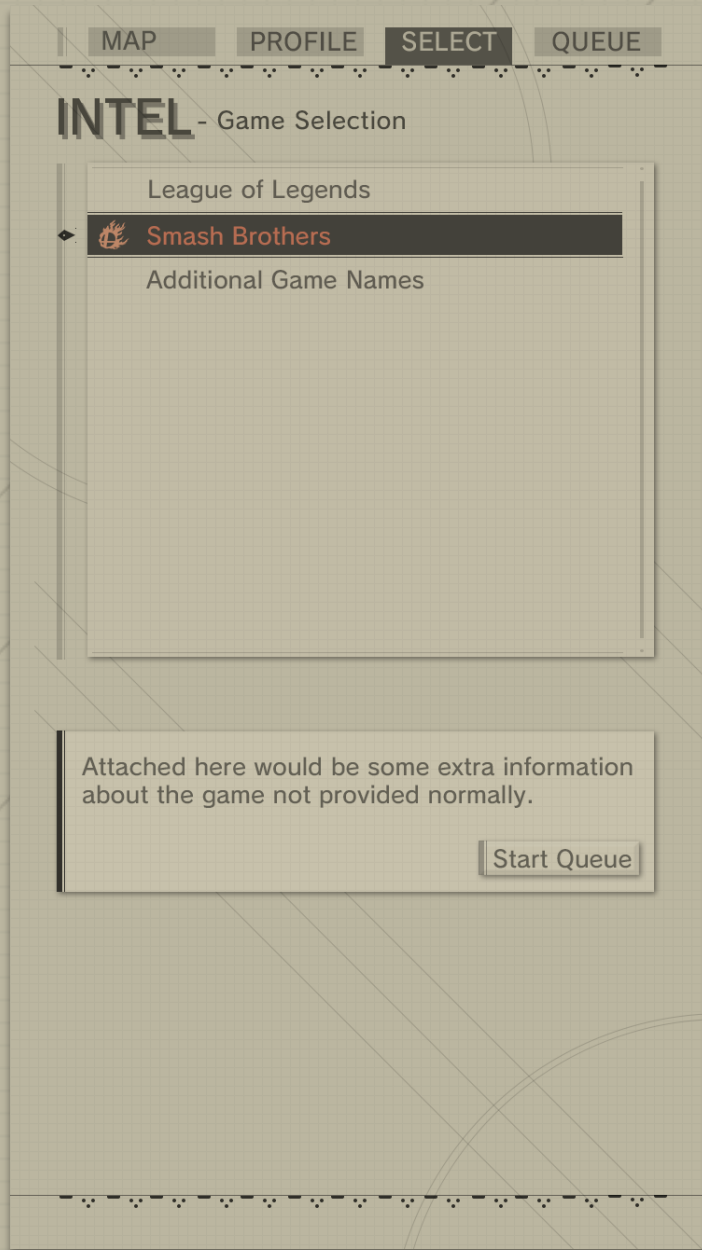Upon swiping right, or selecting profile, they're able to edit their profile.

They can change their profile picture, name, etc.

At the moment, I didn't change the text in the buttons (because I forgot to), but they will be changed to "Change profile name" "Change username".

If time permits, I'll make it show the profile picture in black and white, as seen above.

All user profiles will be stored on Firebase.

USER - Interface Briefing

INTEL - Game Selection

League of Legends

Smash Brothers

Additional Game Names

Attached here would be some extra information about the game not provided normally.
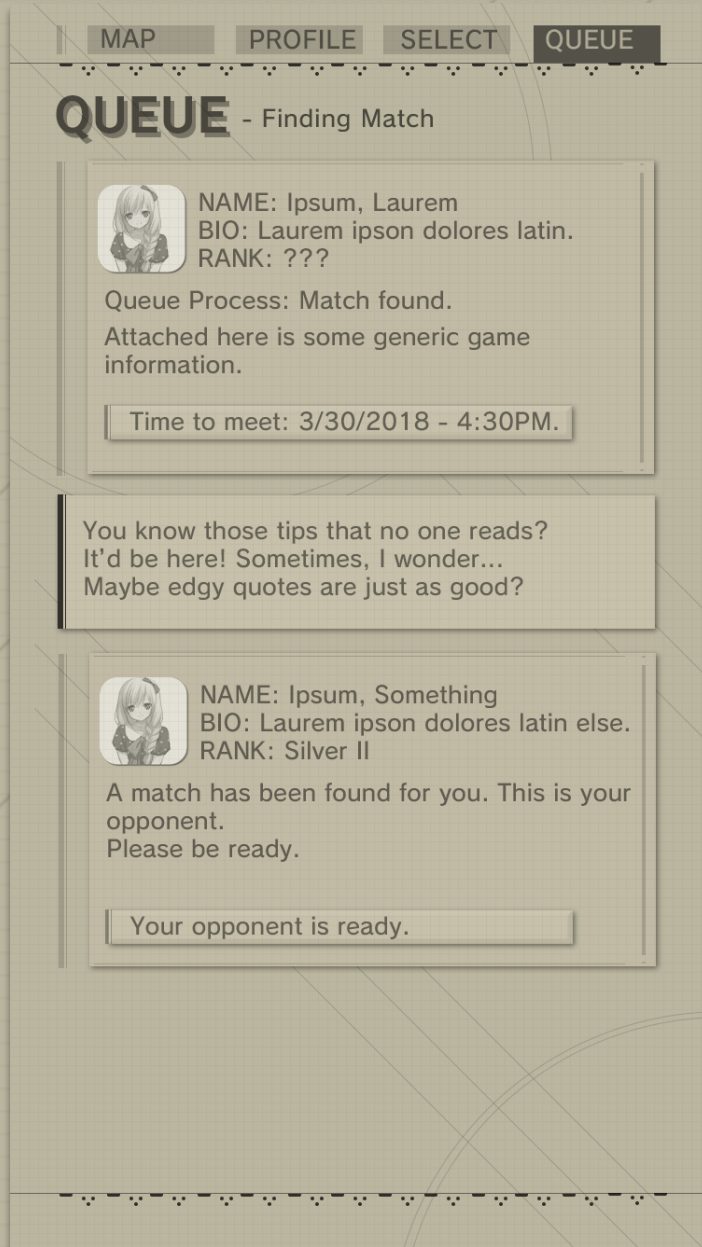
Start Queue

This is the game selection screen. I'm not sure how to make this more intuitive for users to switch through, and imply that they need to click on SELECT.

Anyways, this is where they select the game they want to queue up for.

After that, they can press start queue, and it'll switch them right over to QUEUE.

With enough time, I'll make sure that QUEUE doesn't display if the user has not selected a game/started queue. This queue will be a data stored on Firebase.

USER - Interface Briefing

QUEUE - Finding Match

NAME: Ipsum, Laurem
BIO: Laurem ipson dolores latin.
RANK: ???

Queue Process: Match found.

Attached here is some generic game information.

> Time to meet: 3/30/2018 - 4:30PM.

You know those tips that no one reads?
It'd be here! Sometimes, I wonder...
Maybe edgy quotes are just as good?

NAME: Ipsum, Something
BIO: Laurem ipson dolores latin else.
RANK: Silver II

A match has been found for you. This is your opponent.
Please be ready.

> Your opponent is ready.

This is the queue process. The bottom UI element displaying the enemy profile will be NULL until a match has been made.

With enough time, I'll show more detailed information about the user, such as match history, and have a website that they can store and share matches on.

A report function will be added later on to comply with Apple standards—however, under no circumstances do I consider this app to be a safe, and reliable alternative to online matchmaking.

USER - Interface Briefing