

Screen Sketches

MS3_1

Nakota Clark

Hudson Nebbe

Jack Olsan

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Sorry! Plus

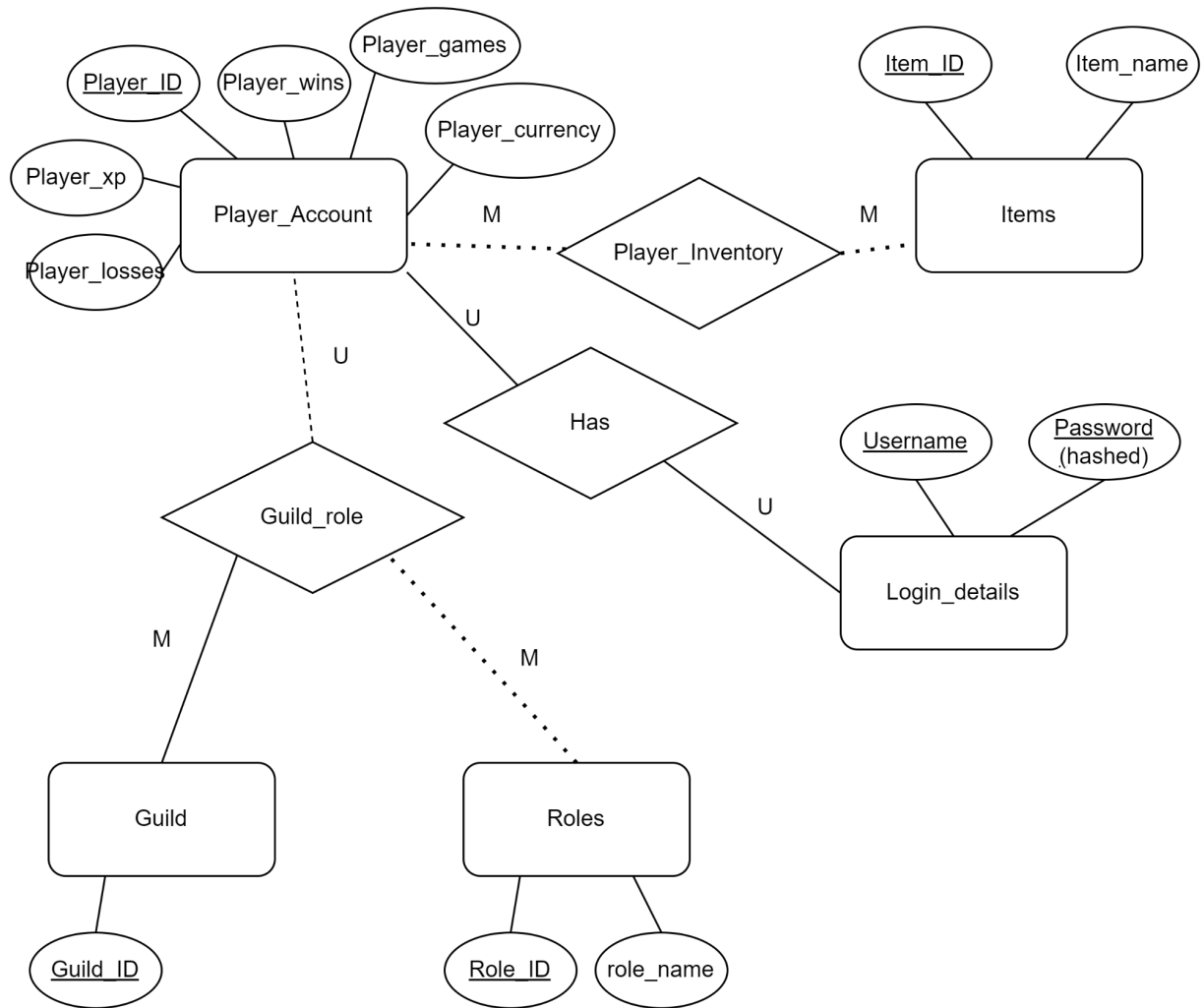
Actors

1. Non-Logged-in player:
 - a. Able to signup
 - b. Able to log in
2. Logged-in player: same as non-logged-in user in addition to:
 - a. Play the game
 - i. Draw a card when it's their turn
 - ii. Select the piece they want to move
 - iii. See opponents turn and value they drew
 - iv. See the current game state
 - b. View the leaderboard
 - c. View the shop
 - i. Purchase items from the shop
 - ii. Equip items from the shop
 - d. View the clan page
 - i. Join a clan
 - ii. Create a clan
 - iii. View clan members
 - e. View the leaderboard
3. Clan leader: Same privileges as Logged-in player in addition to:
 - a. Control and edit the clan they lead
 - i. Accept join requests
 - ii. Kick clan members
 - iii. Rename clan
4. Admin: Able to manipulate aspects of the game itself by:
 - a. Adding currency to an account
 - b. Disbanding a clan
 - c. Banning a user
 - d. Play game by self
 - i. Control all players at once

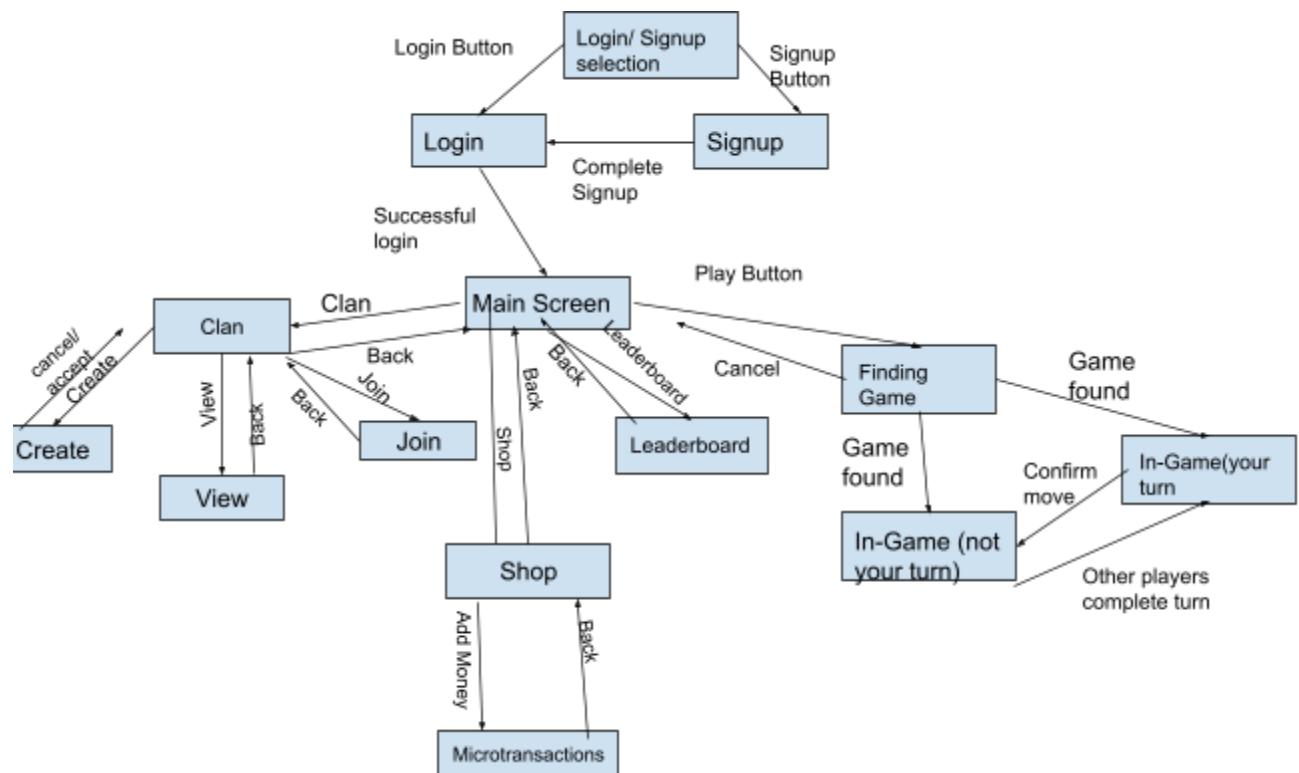
Non-Functional Requirements

- Users should not have to wait more than .5 seconds for a UI element to respond.
- Users should not have to wait more than 5 seconds after another player confirms their move for it to show on their device.
- Users should be able to intuitively understand the controls or have access to see and read about the controls.
- Users should be able to play on a variety of different android devices.
- The app should be able to have over 10 concurrent active users

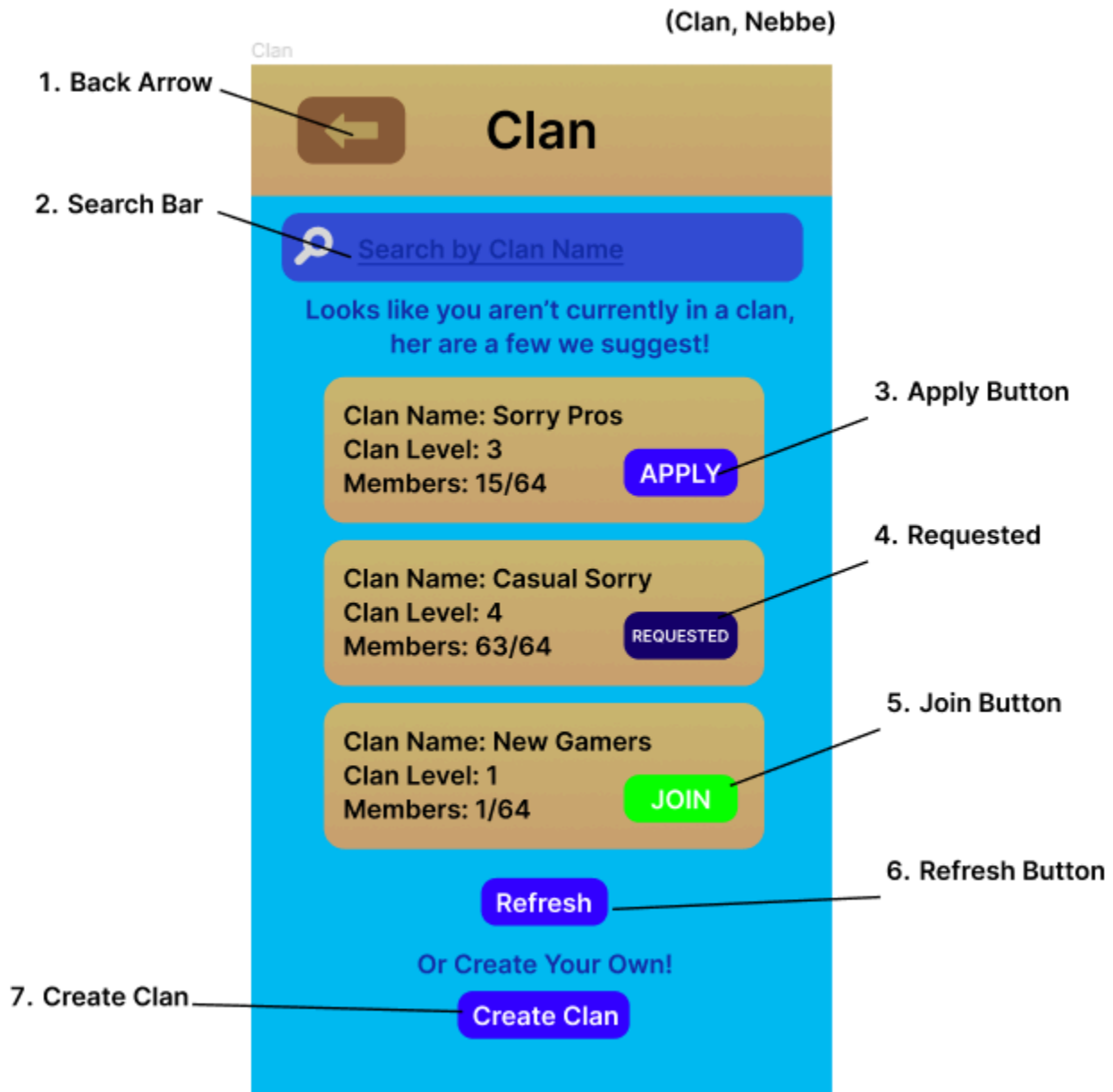
Tables and Fields



Screen Flow Diagram:



(Clan, Nebbe)



This screen is what a user will view when they go to the clans page when they are not in a clan. Element (1) will take the user back to the main page. Element (2) allows the user to lookup a clan that already exists with the name that they input into the search bar. Element (3) allows the user to apply to a clan that has been set as “closed” on the **create** page during clan creation. Element (4) is what element(3) turns into after it has been pressed (you cannot spam apply to the same clan). Element (5) lets a user instantly become a clan member of the listed clan for clans of “open” clan type on the **create** page. Element (6) is to get different clan suggestions (clan suggestions are the 3 clan tiles above with Clan Names: Sorry Pros, Casual Sorry, and New Gamers respectively). Element (7) takes you to the **Create** page.

(Create, Nebbe)

Create

(Create, Nebbe)

1. Back Arrow

2. Unique Clan Name

3. Clan Type

4. Max Members

5. Create Clan

6. Cancel Create Clan

Create Clan

Clan Name:

Clan Type:

Open Closed

(anyone can join) (People apply, leader approves)

Max Members:

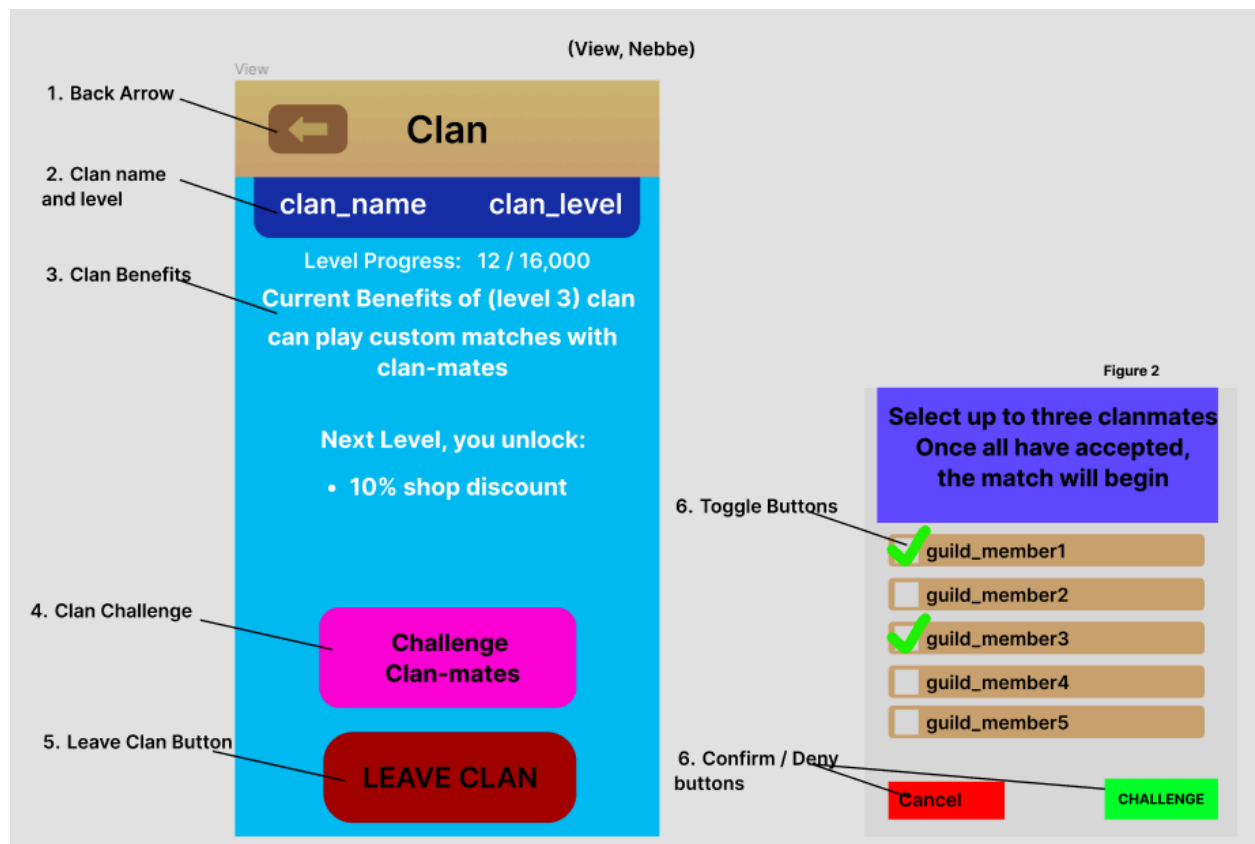
10 64

Create Clan

Cancel

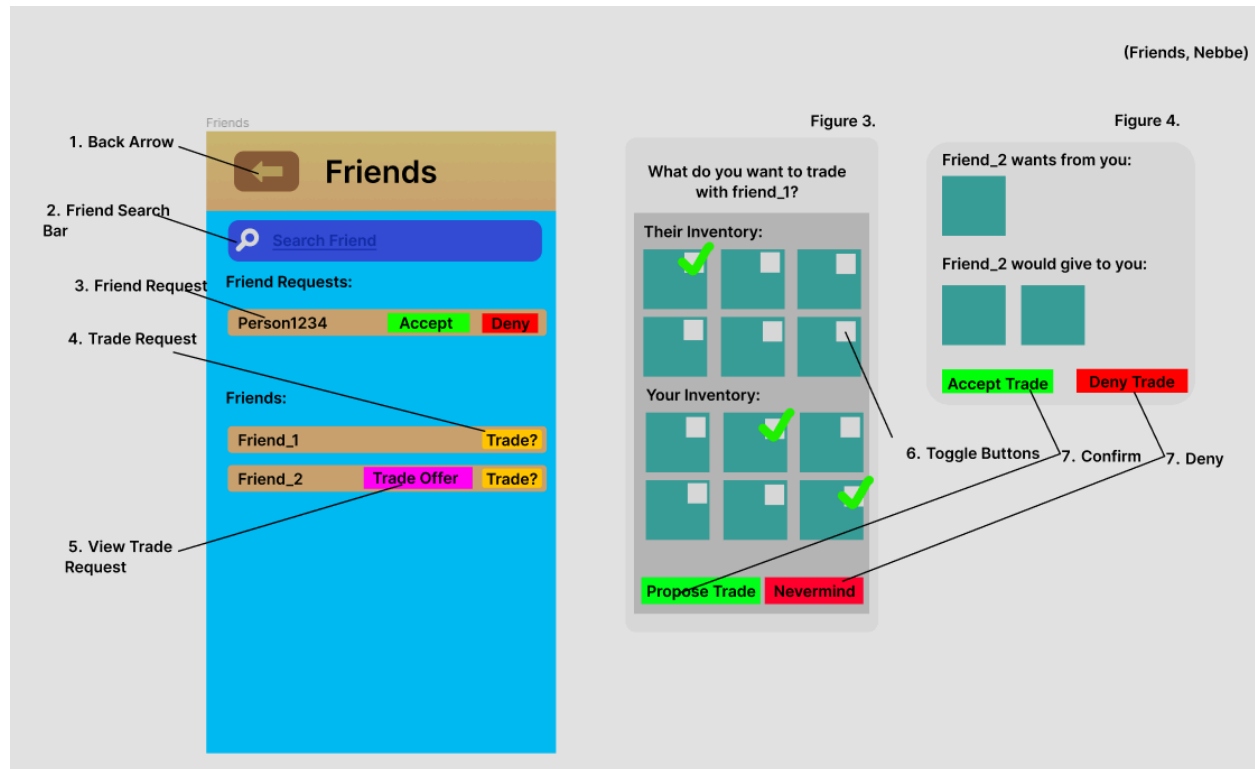
This Screen is accessed by element (7) of the **Clan** page. Both elements (1 & 6) takes you back to the **Clan** page. Element (2) is a text entry field that will be checked against other clan names to make sure it is unique. Element (3) determines whether anybody can join, or only people the clan leader approves. Element (4) determines the size of the clan, 10 or 64. Element (5) confirms the settings chosen, and posts the data with the user that created it as the Leader.

(View, Nebbe)



This screen is what users see when they go to the clans page from the **Main Screen** and *ARE* in a clan. Element (1) takes you back to the **Main Screen**. Element (2) is the name and level of the clan that you joined with level progress listed below. Element (3) lists current and future clan benefits. Element (4) opens Figure 2 as a pop-up, and Elements (6) allow you to choose which (1 to 3) clan members to challenge, or you can cancel the request. Element (5) makes user leave the clan, and makes the **View** screen no longer visible, it becomes the **Clan** screen once more.

(Friends, Nebbe)



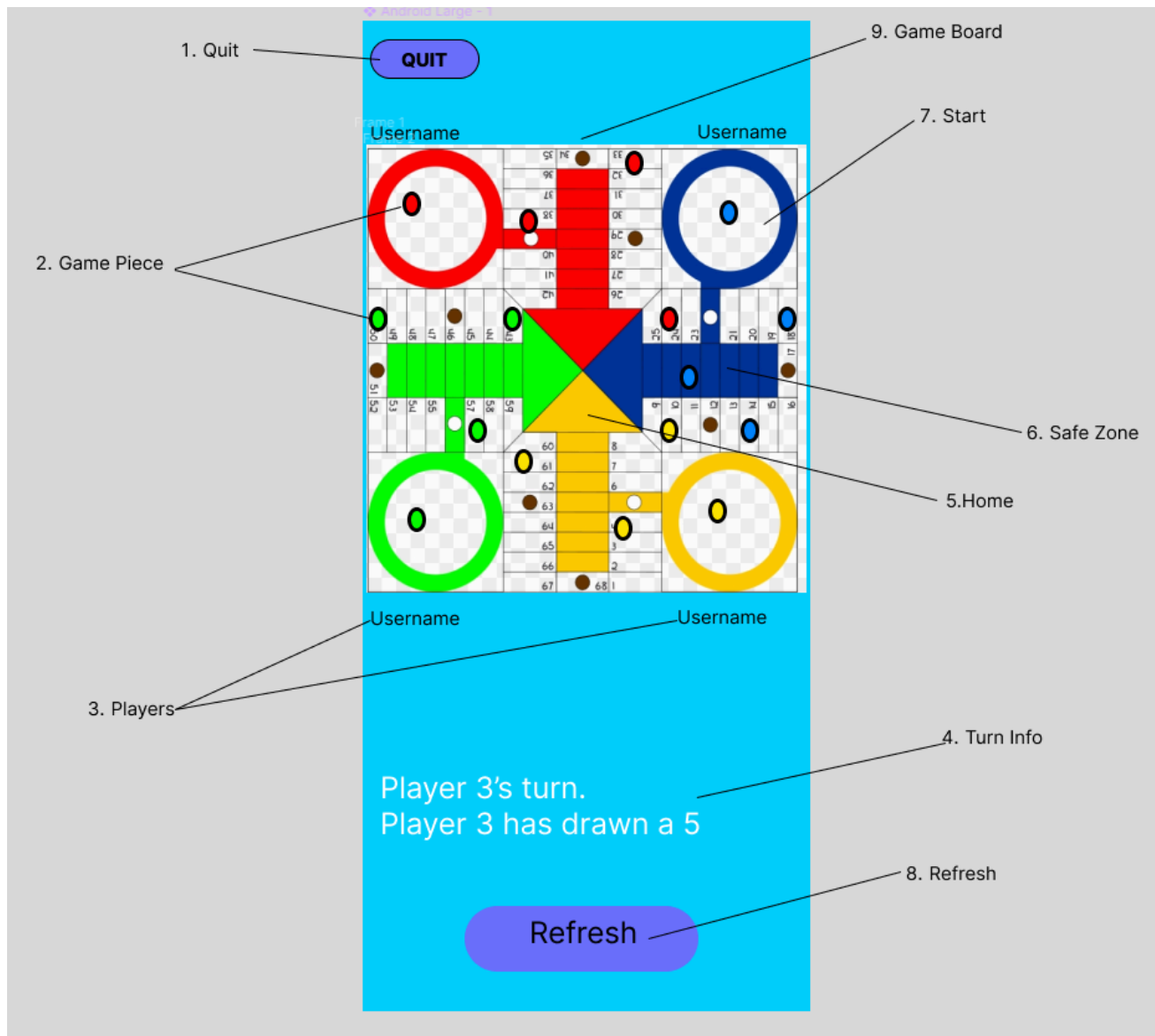
This is the **Friends** screen. Element (1) takes you back to the **Main Screen**. Element (2) is a text entry field that allows you to search by name specific other users. Element (3) is an incoming friend request, which you can either accept, which will put them in the friends area, or deny, which just makes them disappear from view. Element (4) is opens Figure 3 as a pop-up for a trade request. This allows you to view, and trade your items for your friends items if they accept. Element (5) is how you view a trade request from someone else shown in Figure 4. Figures 3 & 4 have both a confirm and deny button.

(Leaderboard, Nebbe)



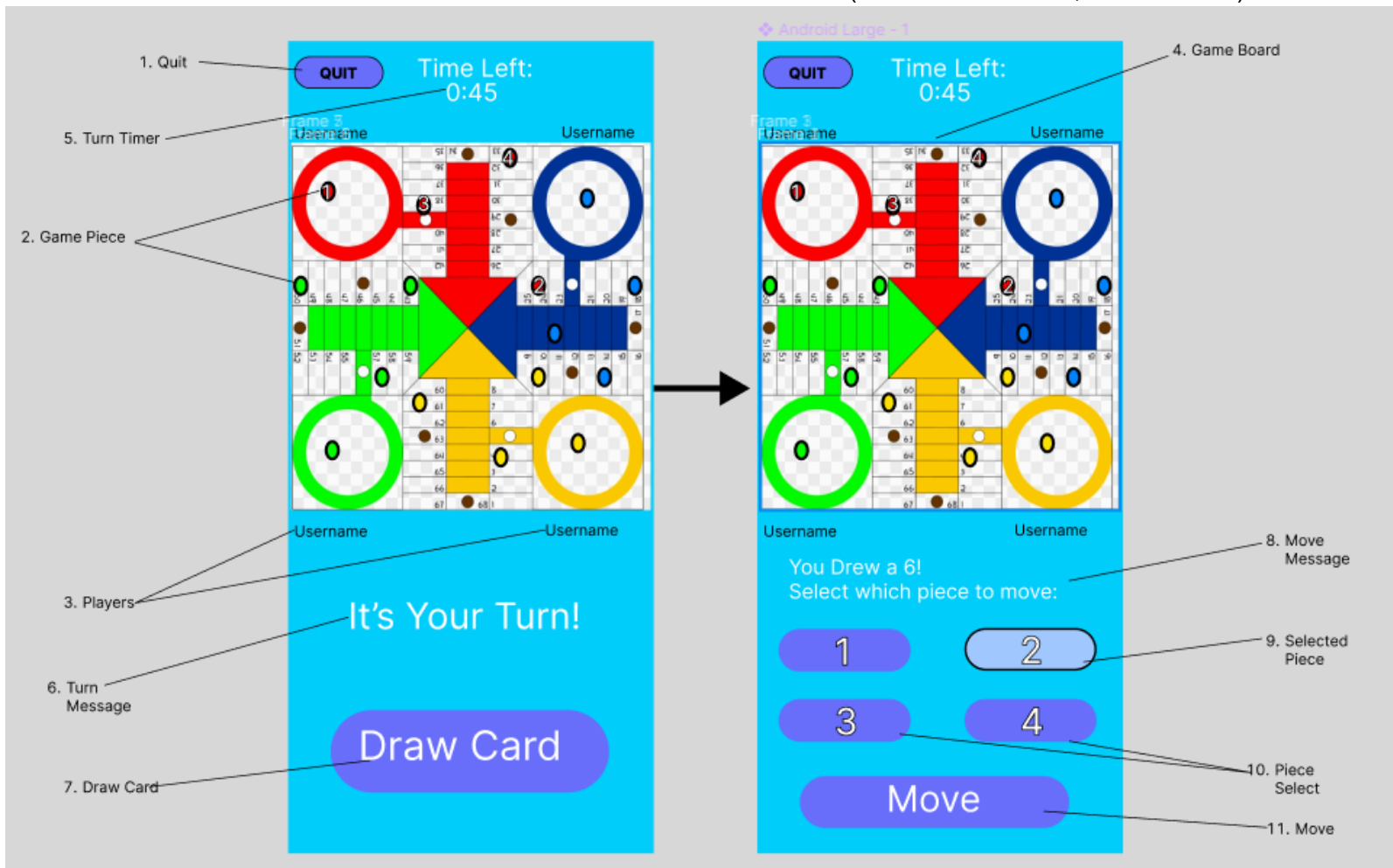
This is the **Leaderboard** screen. It shows the amount of wins on the accounts listed in the points column. Element (1) takes you back to the **Main Screen**. Element (2 & 3) allows you to change which group of people you are examining, default is global. The other options are clanmates, which will show only you if you are not in a clan, and friends, which shows all friends. Only one of the 3 tabs can be selected at a time. Element (4) is display mode, which is only relevant to the global page the options are either top 100 users, or the the set of players that consists of the user's rank, 50 ranks above them, and 49 ranks below them. Element (5) is a user entry which shows rank, a user's name, and the amount of points (or wins) they have. Element (6) is a scrollbar (scrollable down to rank 100); it visually indicates that there are more user entries than the twelve and a half shown. Element (7) is how you can send a friend request to people from leaderboards or from your clan.

(In-Game Not Your Turn, Nakota Clark)



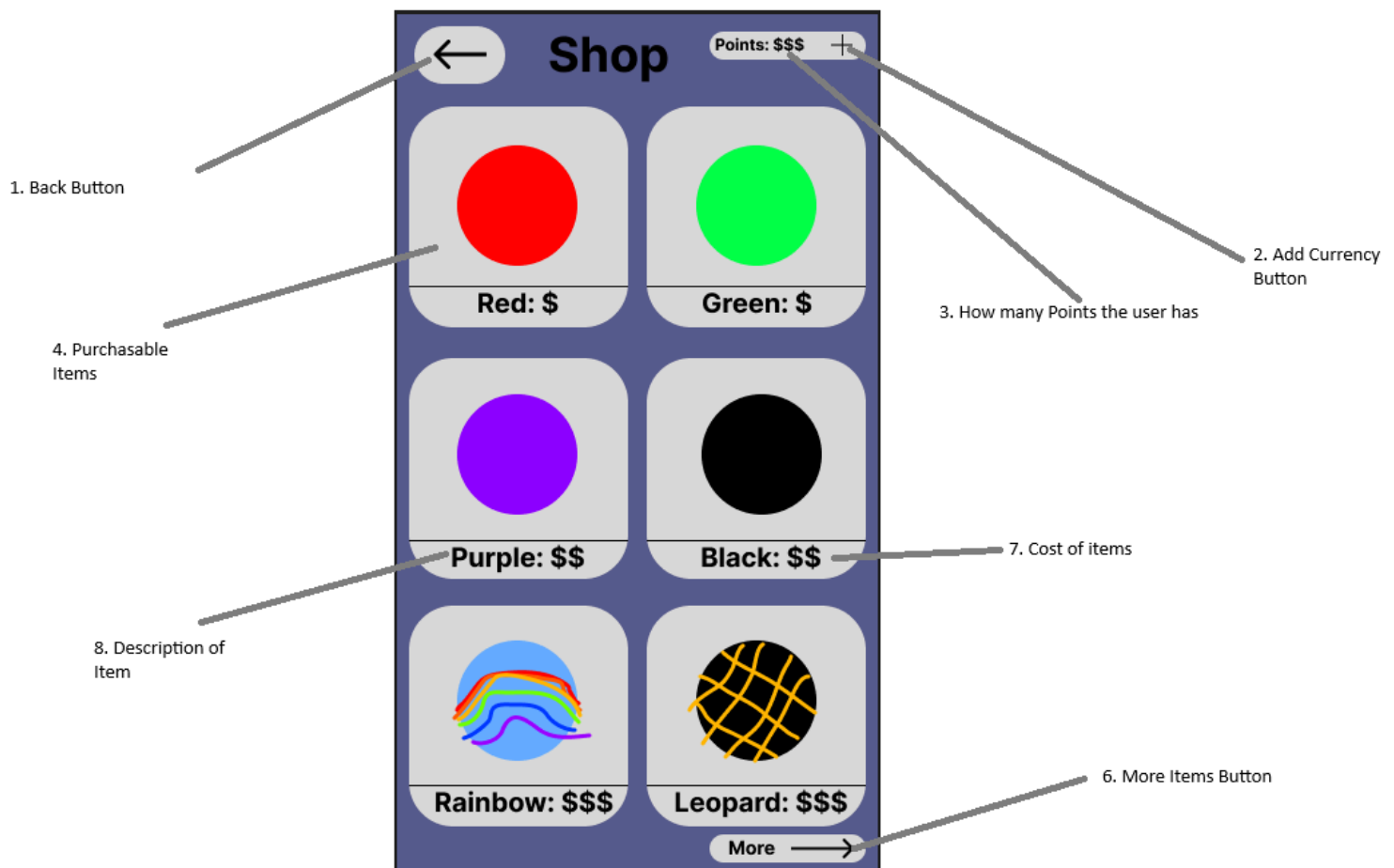
This is the in-game screen when it is not currently your turn. It displays the current game state and keeps you informed on the events in the game. It is represented using a virtual game board(9). Element (1) is the quit button and takes you back to the main screen, forfeiting the match. Elements (2) are the game pieces. They show where each player's pieces currently are. The game displays your opponent's usernames where elements (3) are. In order to keep the player informed, element (4) will tell whose turn it is and what number they drew. The goal is to get all of your pieces into the home (element 5). In order to get into your home, you must pass through the safe zone(6). Other players cannot enter this zone, so your pieces are safe. Pieces start in the large circle(7), and players must draw a 1 or 2 in order to move a piece out of this zone. The game board will automatically check for updates, but the player can attempt a manual refresh using the Refresh Button (element 9).

(In-Game Your Turn, Nakota Clark)



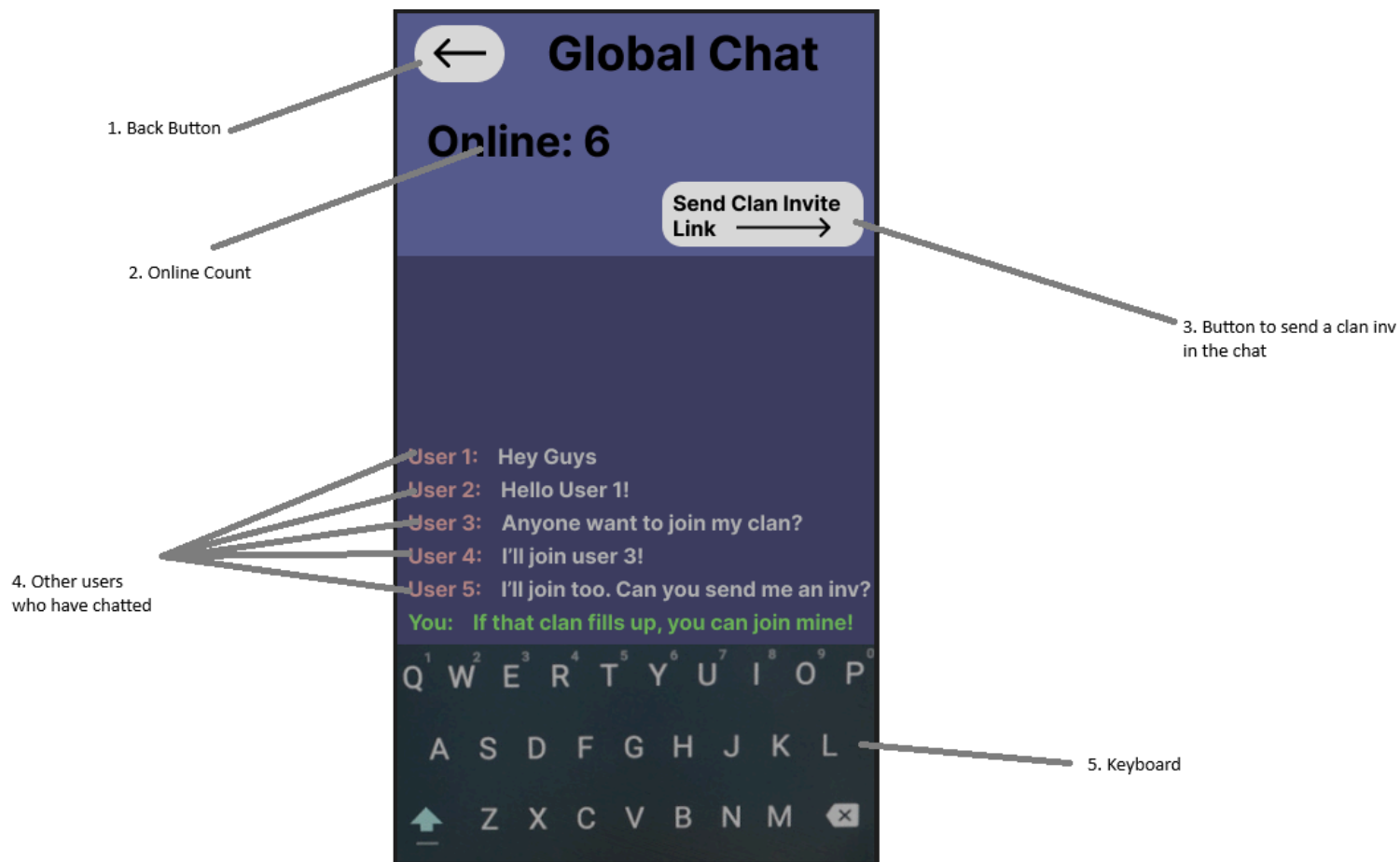
This is the in-game screen when it becomes the user's turn. They will be sent to the screen on the left first. It is kept similar to the screen when it's not their turn in order to make the transition less jarring. (1) is the quit button and will take you to the homescreen and forfeit the game. The game pieces are represented by element 2. On your turn, your pieces will be numbered to distinguish them. Element 3 shows the usernames of all the players in the match. The gameboard showing the current game state is shown by element 4. In order to keep pace of play quick, on your turn, a timer will start. This is element 5. When the timer hits 0, you will forfeit and be sent to the home screen. On your turn, a turn message will be displayed(6) in order to catch your attention and inform you. On your turn, first, you must draw a card. This is done by pressing the Draw Card button(7). The turn message and Draw card button go away and are replaced by other elements. Element 8 is the move message, which tells the player which card they drew and prompts them to select which piece they want to move. The player must press one of the piece select buttons(10) in order to select the same numbered game piece. Whichever piece button is selected will be shown by the piece button changing color. This is shown by element 9. When the player is satisfied with their selection, they must press the Move Button(11), which will send their move to the server and send them back to the not your turn screen.

(Shop, Jack Olsan)



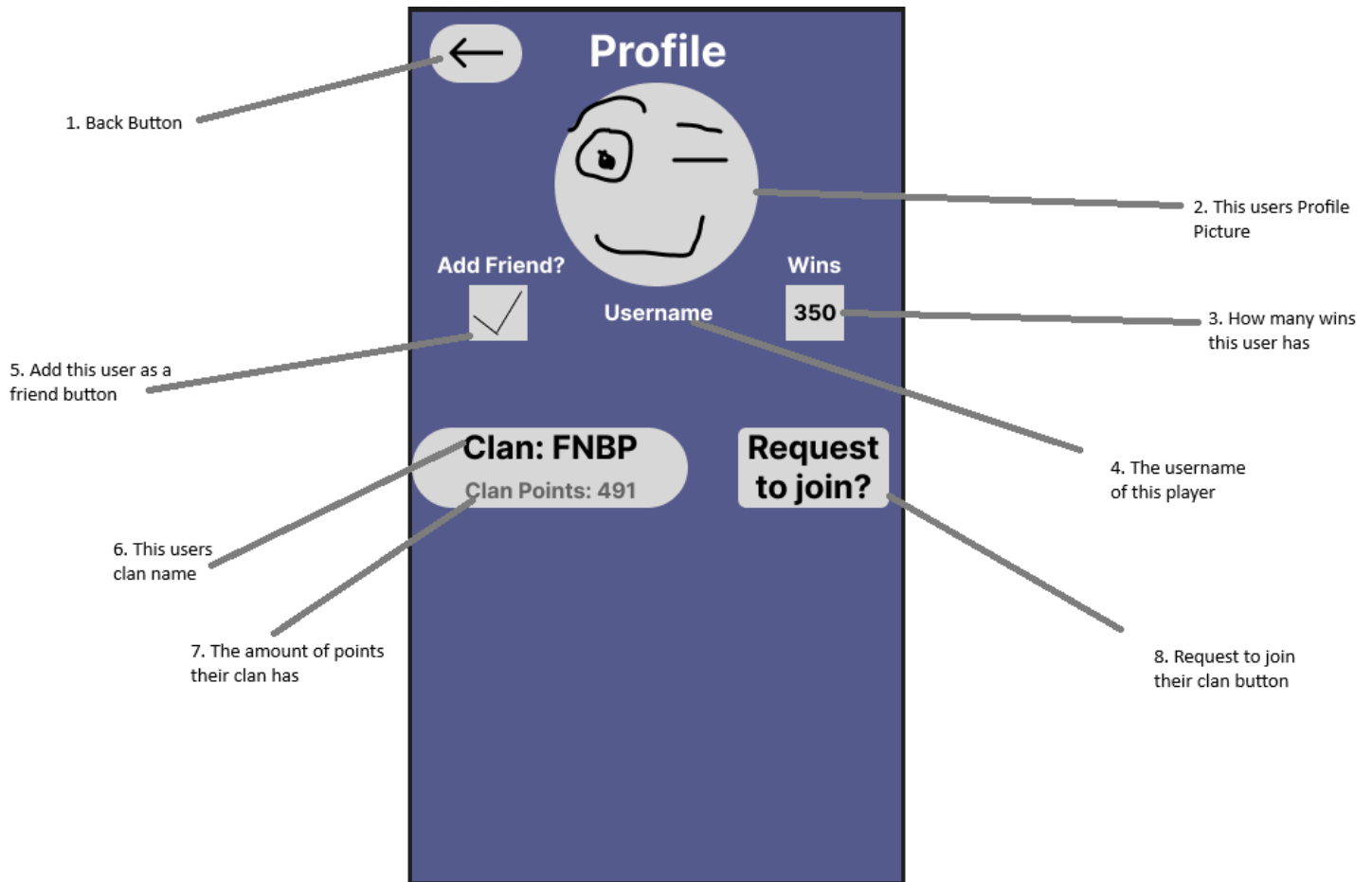
This is the in-game shop screen for our game where the user can buy skins, as seen here, for their in game pieces. The first button, 1, is what the user would press to return to the main page from inside the shop. The user can also see how many points they have in the top right, (3). Another button, indicated by number 2, can be pressed for the user to add more currency to their account. In real practice, this would be like an in-game transaction where the user would spend real money in exchange for in-game currency. In our game, it will mainly be used for people who are logged in as admin to add currency to their account for free. Number 4 represents all of the purchasable items. These would be clickable buttons and if the user pressed one of the items it would buy the item if they have enough currency, adding the item to their account, and removing currency from their account. Numbers 7 and 8 describe the item the user is purchasing both visually and by telling them how much that particular item costs. Button 6 could be pressed to bring up more items available in the shop, could be replaced by some kind of scroll bar or just a general scroll mechanic.

(Global Chat, Jack Olsan)



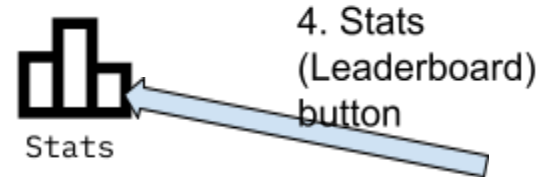
This is the global chat screen where any and all active users can go to talk in one big chat. Button number 1 is just a back button that the user can press to return to the main menu. Number 2 points at the online number. This shows the user not how people are online, but how many people are online AND in global chat. Button number 3 is a feature that people can use to make it easier to invite people to their clan. If they are looking to recruit new members to their clan, they can press that button and it will share their clan in the chat for all the people in global chat to look at. Number 4 shows all of the previous users who have chatted. If you click on a specific user's name, you can view their profile (shown in the next screen sketch), and then send them a friend request. Number 5 is just a generic keyboard that the user would type their message on.

(User Profile, Jack Olsan)



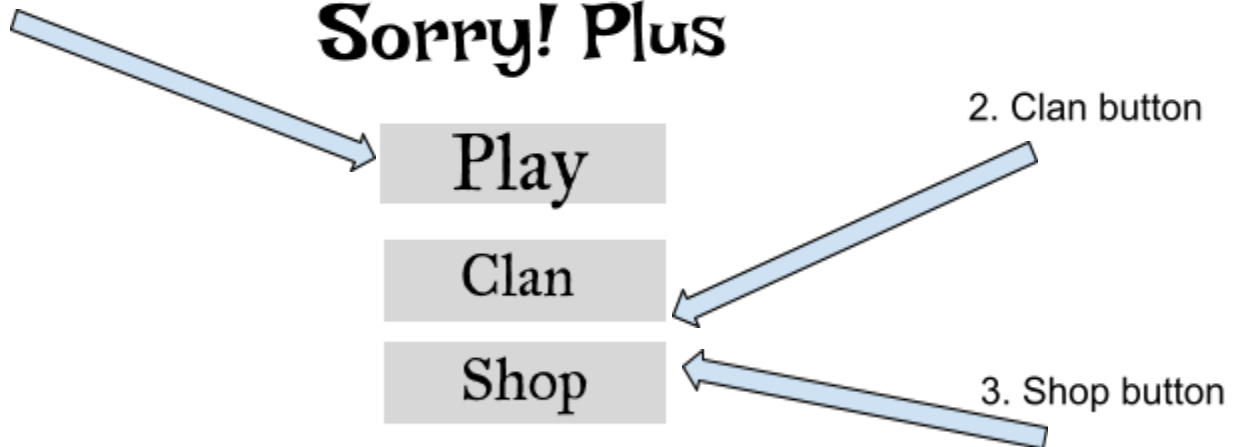
This would be a user profile screen if you viewed it from the chat or from the clan etc.... Button 1 is just a back button to return to where you came from. Number 2 is where you would see a user's profile picture. Number 3 is where you would see how many wins that this user has in total. Number 4 is this player's display name. Number 5 is a button you could press to send this player a friend request. Number 6 and 7 display this users clan information and if that button was pressed you could view their clan. Number 8 is a button that, when pressed, would send a join request to that player's clan.

(Main, Sheshenya)



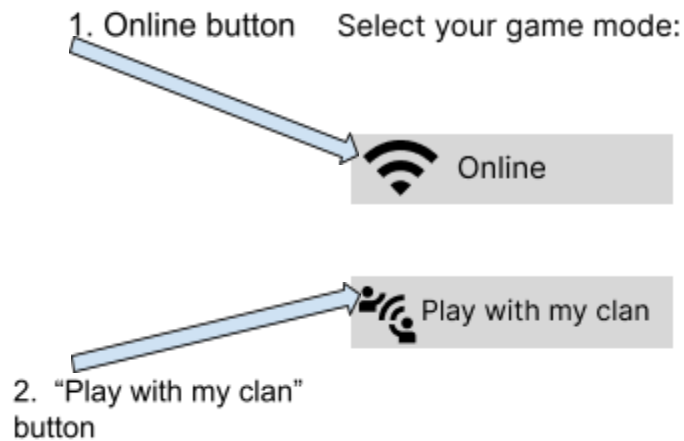
1. Play button

Sorry! Plus



The following screen is the main screen. It is the first screen the user encounters when the app is launched. This screen is used to navigate the game and it is used to access almost all other trivial screens. Button (1) is used to access the main screen finding the game. When the user clicks that button, the user is transferred to the screen where the user can find and join a match.

Button (2) transfers the user to the clan screen. The game is more fun when you play it with someone you know and not strangers from the internet. So why not create a clan? This button will prompt you to create a clan or, in case you already have one, will show you you're clan and what you can do with it. Button (3) transfers the user over to the shop screen, where they can buy skins. And, last, but not least, button (4) shows the statistics of this game. It lists users ranks based on the amount of points accrued whilst playing the game.



The following screen is finding a game screen. This screen lets the user choose what mode of the game the user wants to play. Based on user's choice, the user is then matched with other players to play the game. The user has two choices. The first choice is to play with strangers online. When the following choice is selected, the user is matched with millions of other user across the globe and enter a match that is most suitable based on the user's level of experience in this game. However, if the user selects the second option, then the user is matched with the clan of his selection, if the following has been created. If the user has never joined a clan, an error message pops up, exclaiming that the user has to navigate to the clan screen and join or create a clan. When button (1) is clicked, the game's system is notified that the user opted out to play online. Then the user joins a game. When button (2) is clicked, the game's system is notified that the user wants to play with a clan of user's preference. Then, the user joins a game with his clan.