

Draw Mate

Design Document for CSC 0780-01
Application Development for Mobile Devices

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Release Notes

1.0	Sep 17 2015	Pooja Kanchan and Syed Khureshi	initial version
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Overview

Draw mate is a fun android app that allows the users to play “guess a word” game. It is a real time game and can be played between 2 players. The communication between the two devices is established via Bluetooth. In the game, one user draws the picture for the given word and other user guesses the word from the drawing. The second user then gets a turn to draw and the first user guesses the word.

User stories

Splash and Player details screen

Player details screen provides option to enter player name. This name is displayed across other connected devices.

The first run will also display a tour of game.

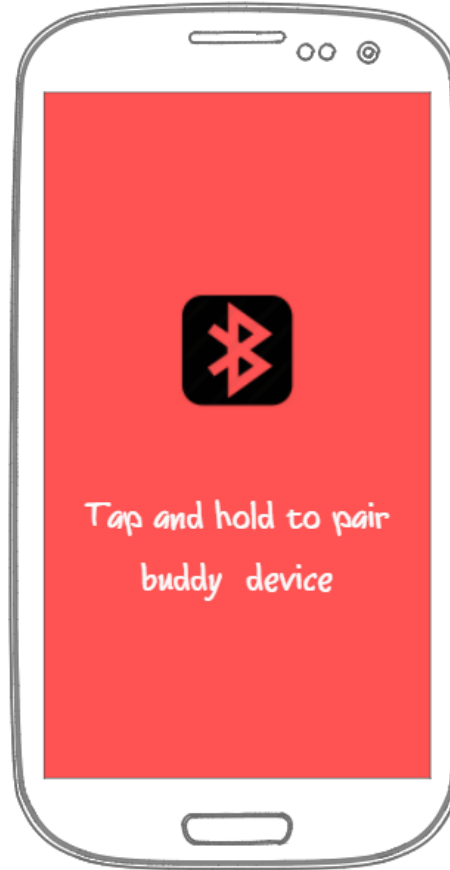


Bluetooth pairing

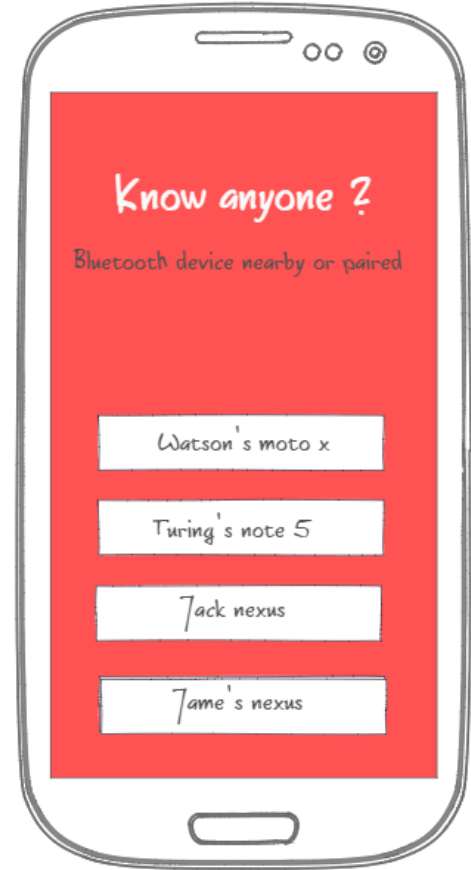
- A** The user is prompted to tap and hold the icon to **start Bluetooth** and set up the connection.

Bluetooth is turned on if it's not already and a system popup is displayed by default to let the player know that bluetooth is being used by the app.

- B** A list of nearby devices that have bluetooth turned on is displayed. The list also includes previously paired devices.



A



B

Difficulty levels

The first player who started the game is shown a list of words that are categorized based on their difficulty level.

The Player 1 is expected to draw a representation of this word.

Player 2 is not made aware of the chosen word and can only see the drawing (next mockup). The objective of the game is for Player 1 to communicate the word to Player 2 only with the aid of drawing..

The higher the difficulty, higher the score player 1 gets.



Draw and Guess

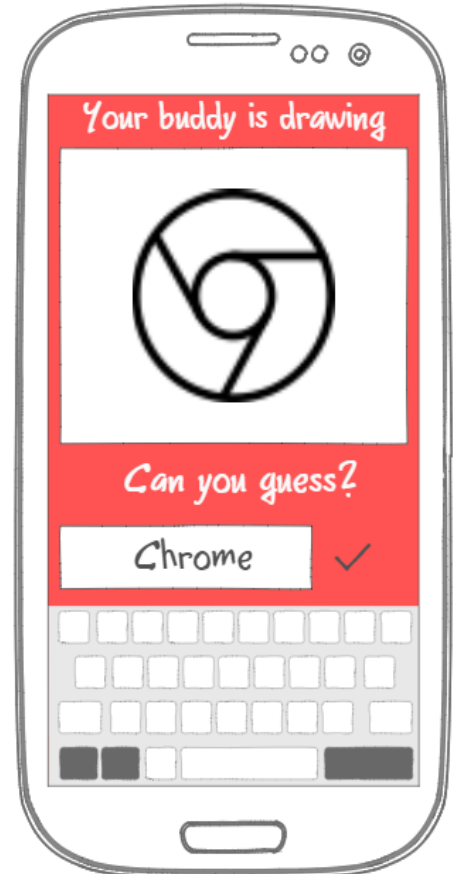
C Player 1 is presented with panel that can be used to draw. Drawing tools like pencil, eraser and colors are available. Both the players have limited time to draw and guess. **Only Player 1 sees this screen.**

D Player 2 sees drawing as it is being drawn by player 1. The image appears in real time and is in sync between the two connected devices.

Player 2 guesses the word by typing in the word in the provided text box. If the guess is correct Player 2 scores in current round. Hints are available but will cost score points. **Only Player 2 sees this screen.**



C

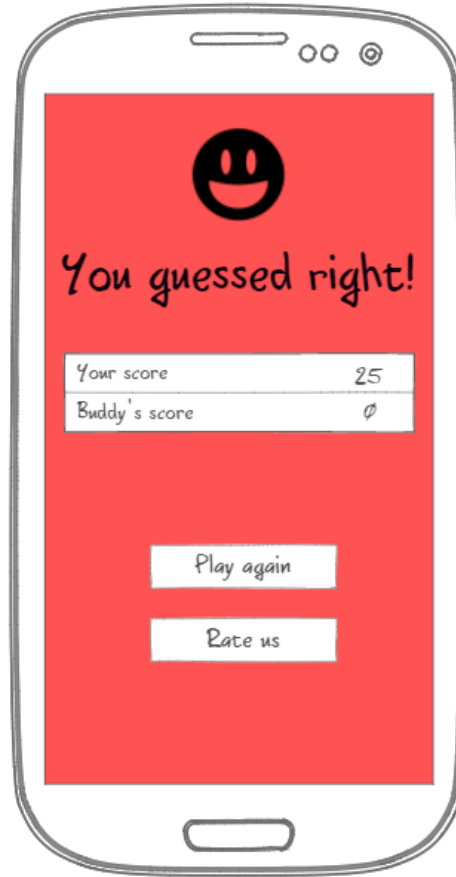


D

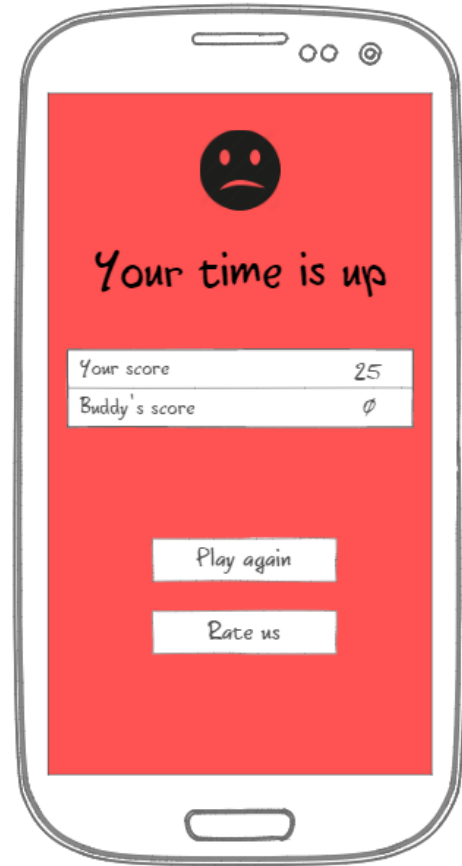
Time up or Guess right

F If Player 2 guesses the word, both the player score. The points earned can be used by the player to buy extra features in the game.

E If the Player 1 fails to draw in the given time or if the Player 2 is unable to guess the word no points are won.



F

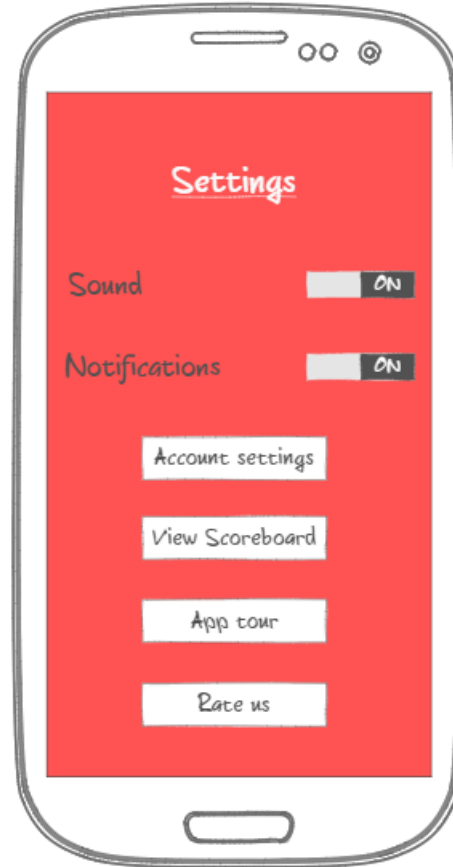


E

Settings

Players can access settings page from the main screen. The Player can customize following features:

- Sound - turn On or Off
- Notification - turn On or Off
- Account Settings
- View Scoreboard
- App tour
- Rate us



Thanks!