

Milestone 1: Web Application Concept and Wireframes

Team Supermario

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<https://github.com/SFSU-CSC-667/term-project-spring-2017-supermario>

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Wireframes:

Log In Page:

The wireframe shows a rectangular frame representing a web page. At the top left, it is labeled 'Log in' and has a small 'X' in the top right corner. The title 'Log In' is centered at the top. Below the title, there is a large bracketed area on the right side labeled with a circled '1'. This area contains an 'E-mail:' label followed by a text input field. Below the email field is a 'password:' label followed by a password input field with six dots. Under the password field is a link that says 'I forget my password' with a line pointing to a circled '2'. Below the password field are two buttons: 'Cancel' and 'Log In', with a line pointing to a circled '3'. At the bottom of the form is a link that says 'Not registered yet? Click here to sign up' with a line pointing to a circled '4' located below the main frame.

Screen (frame)	Index	Description
Log in	1	The area will display red color error messages to note the user what should be corrected when any input is invalid.
	2	If the user click the link, a temporary password will be emailed to the user. A notification message will prompt to let the user know it.
	3	When the user click the 'Log In' button, a successful log in will bring the user back to the previous screen. If the log in failed, error messages will be displayed at area 1, and the form is still available for the user.
	4	When the user click here, a sign up frame will let the user sign up.

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Sign Up page:

Sign Up

Sign Up

E-mail:

User Name:

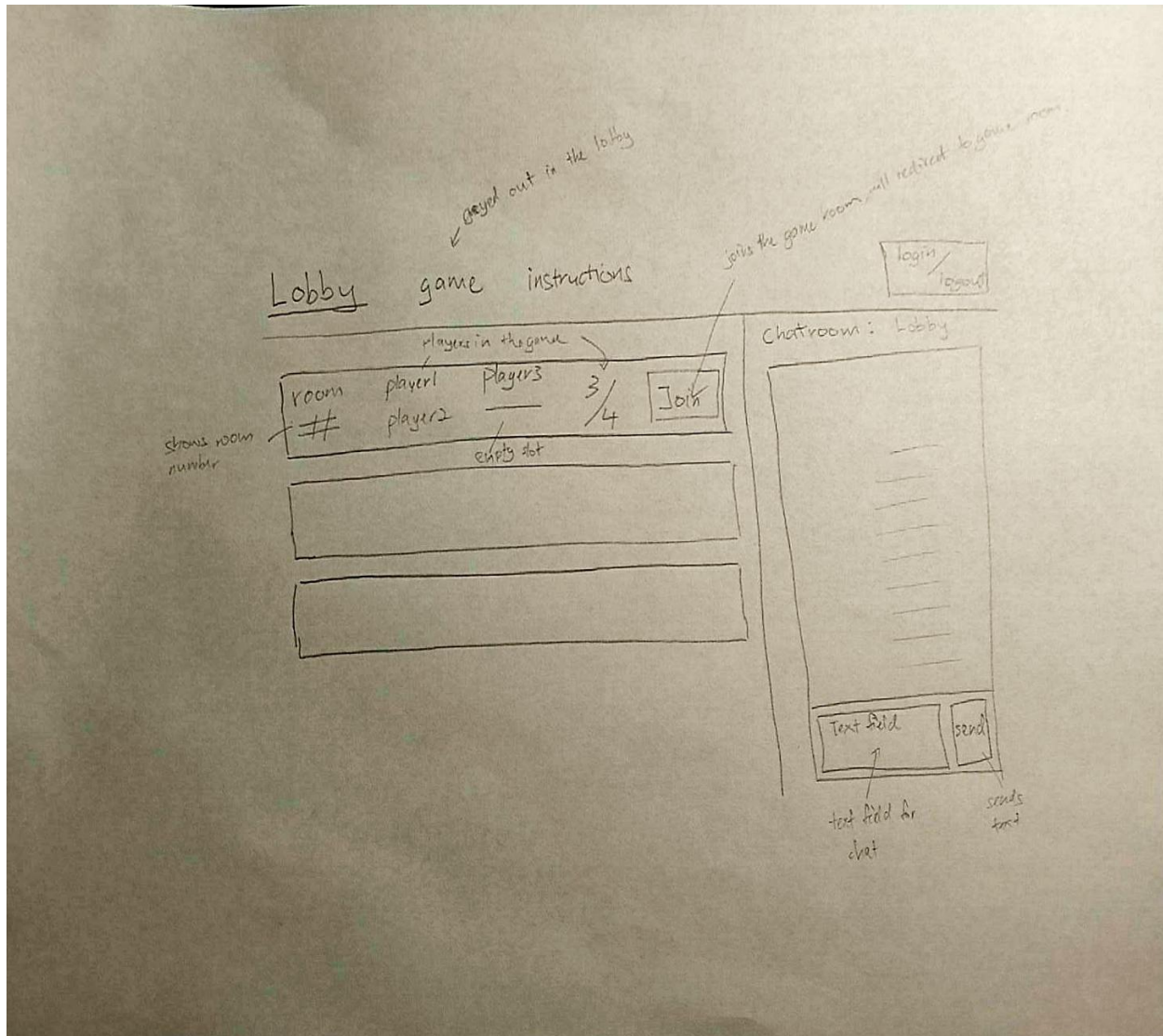
password:

Confirm Password:

Screen (frame)	Index	Description
Sign up	1	The area will display red color error messages to note the user what should be corrected when any input is invalid.
	2	When the user click the 'Sign Up' button, a successful log in will bring the user back to the previous screen. If the sign up failed, error messages will be displayed at area 1, and the form is still available for the user.

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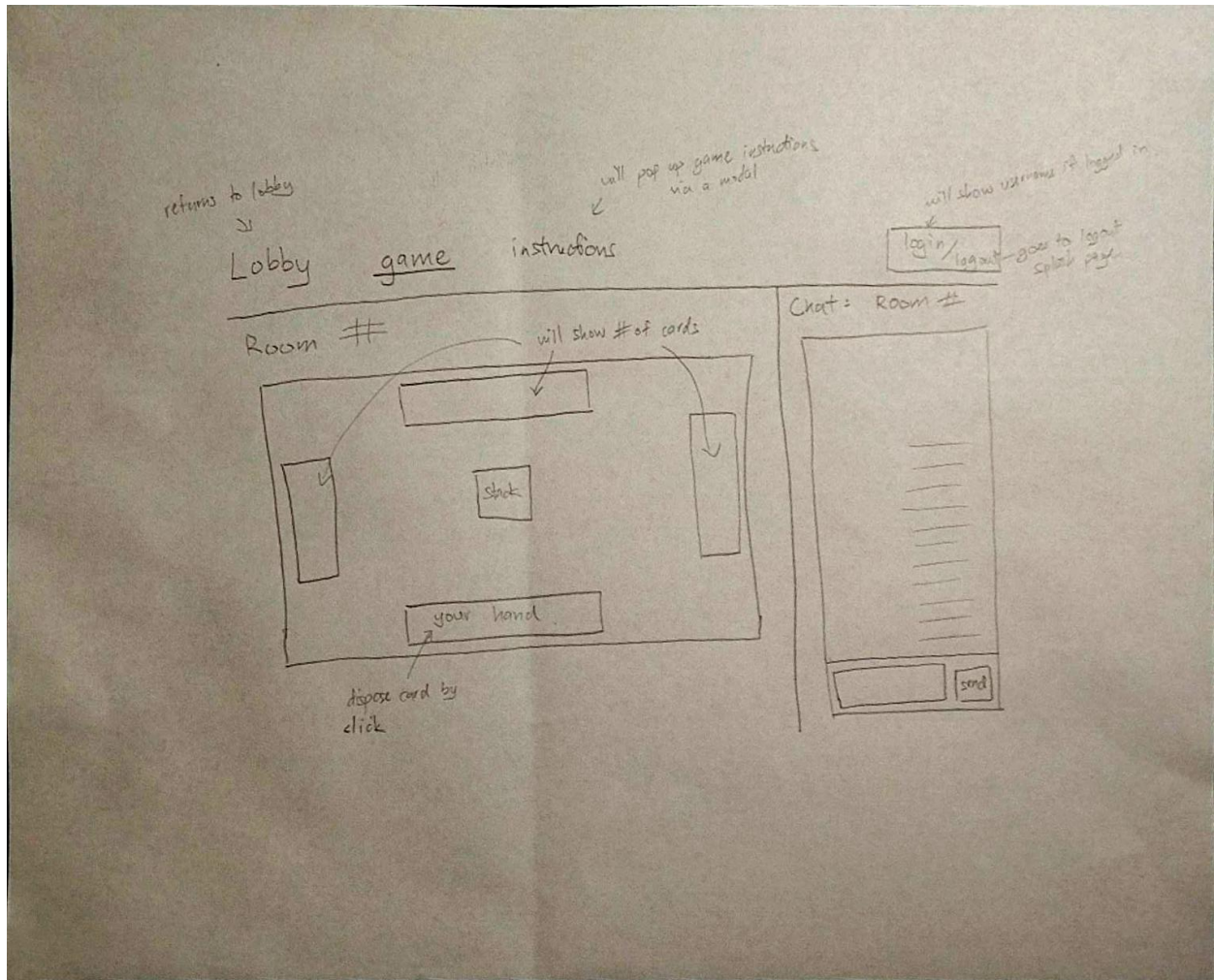
Lobby page:



Screen (frame)	Interaction	Description
Lobby	Game	Will go to the game room page when clicked(Greyed out in the lobby if user is not in any game.
	Instructions	Will show game instructions in a modal when clicked
	Game selection module	Shows room number, player names in the room, and number of players in the room(Max of 4). Will enter game room when user clicks Join.
	Chat module	Has a text field for user to type in, clicking send will send the message onto the chat room. The header of the chat module will show the channel the user is in.
	Login/Logout	Will say "Hi, user!" if logged in, upon clicking logout, user will be logged out and sent to the logout splash page. Clicking username will go to the profile page.

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Game page:



Screen (frame)	Interaction	Description
Game	Lobby	Will go to the Lobby page when clicked
	Instructions	Will show game instructions in a modal when clicked
	Game module	Will show the game board/table. Click to discard the cards or draw from the pile. Number of cards will be shown on opponents hand.
	Chat module	Has a text field for user to type in, clicking send will send the message onto the chat room. The header of the chat module will show the channel the user is in.
	Login/Logout	Will say "Hi, user!" if logged in, upon clicking logout, user will be logged out and sent to the logout splash page. Clicking username will go to the profile page.

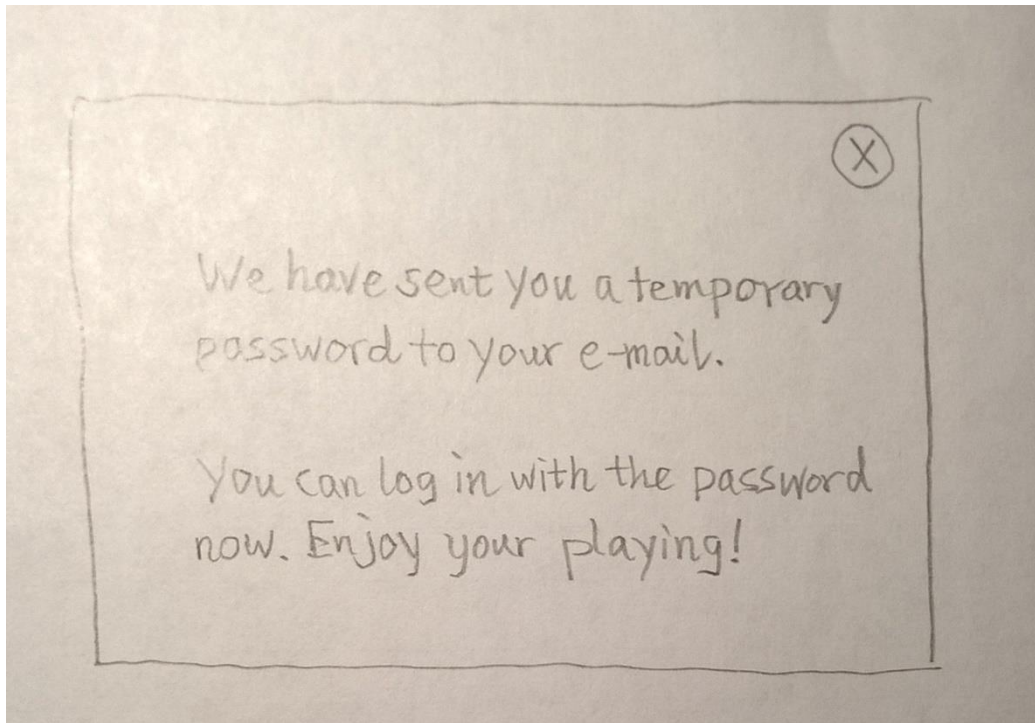
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Profile Page:

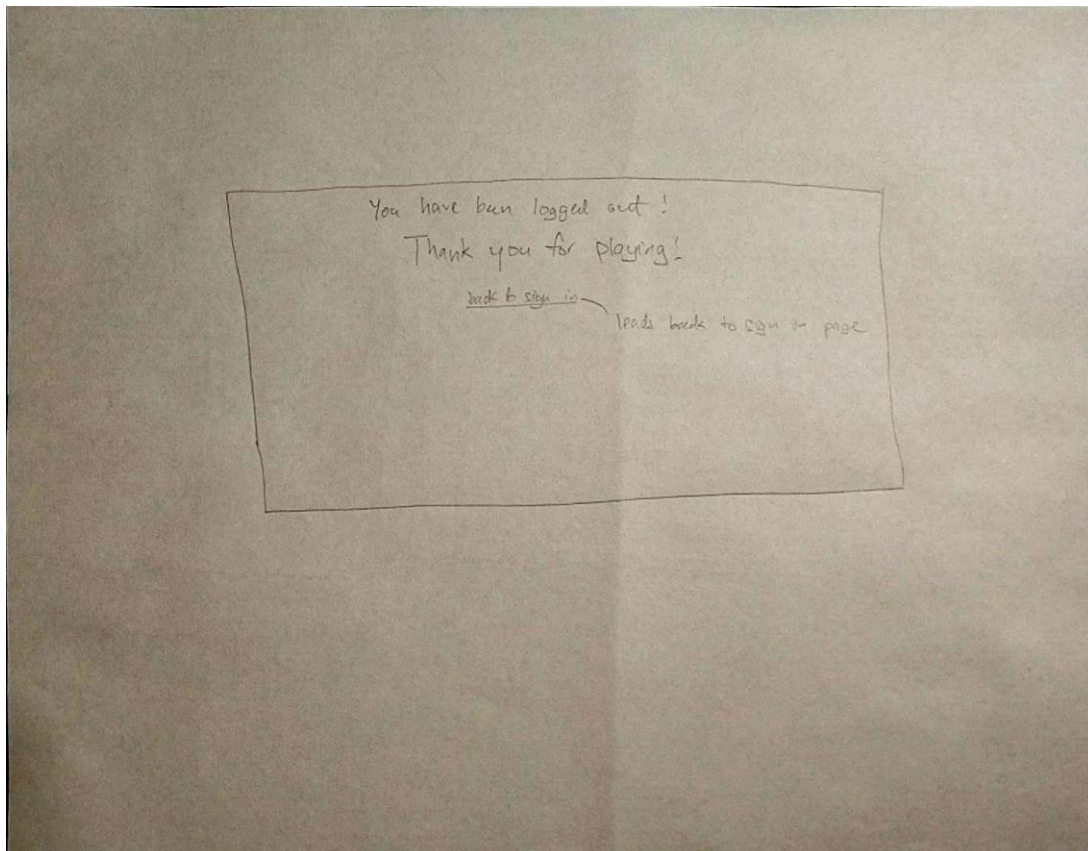
Screen (frame)	Index	Description
User Profile	1	The area will display red color error message "The name is already used by another user. Please try another name.", if the user chose a new name that is the same as another user.
	2	If the user has changed the name, the 'Cancel' and 'Save Change' buttons below will be available to click.
	3	These two buttons will be available only when the user name has been changed.
	4	The area will display red color error message if any password input were not correct.
	5	When the box is checked, area 6 is available to user to change the password.
	6	This area is not available unless the 'change password' box is checked.

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Forgot Password Splash page:



Logout Splash page:



Slide Deck:

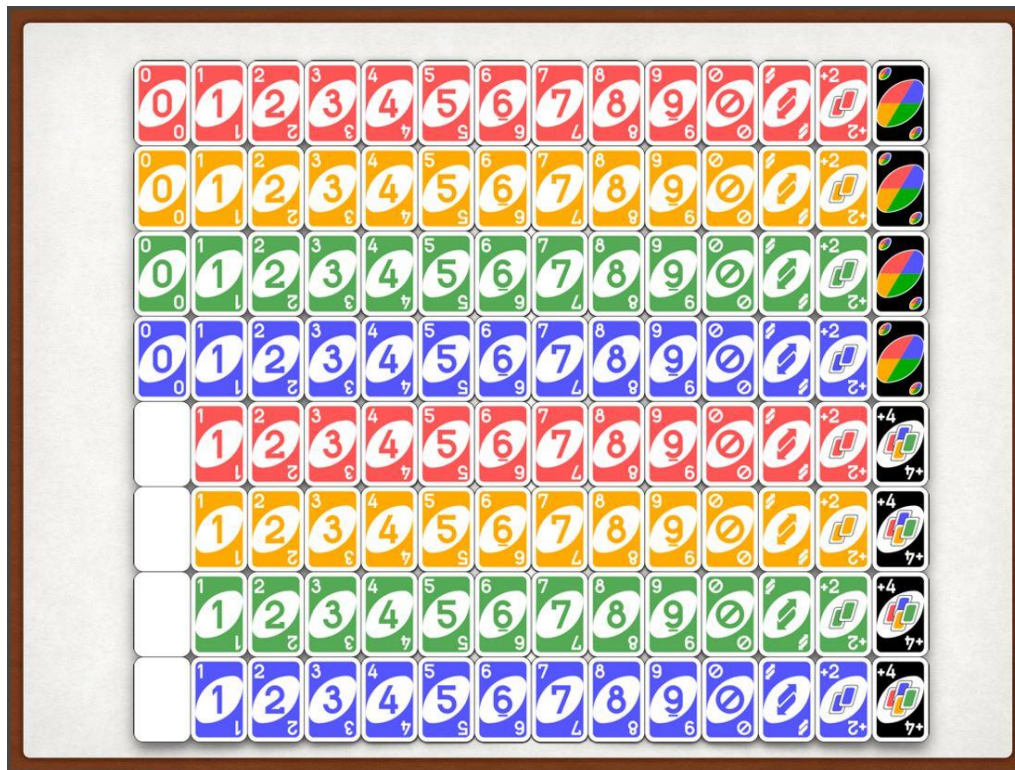
TEAM SUPERMARIO UNO ONLINE

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RULES IN SHORT

- Each player is dealt 7 cards.
- In one player's turn, he/she can:
 - Play a card matching the discard in color, number, or symbol.
 - Draw the top card of the deck.
- A player wins the round if he/she get rid of the last card in hand.
- Special cards / Scoring ... etc

MOTIVATION

- Challenging
 - Flexible number of players
 - Each player has only partial information
- Simple
 - Turn-based gameplay
 - Each round is fast
 - Minimum requirement on graphics
- Fun
 - High variety of gameplay

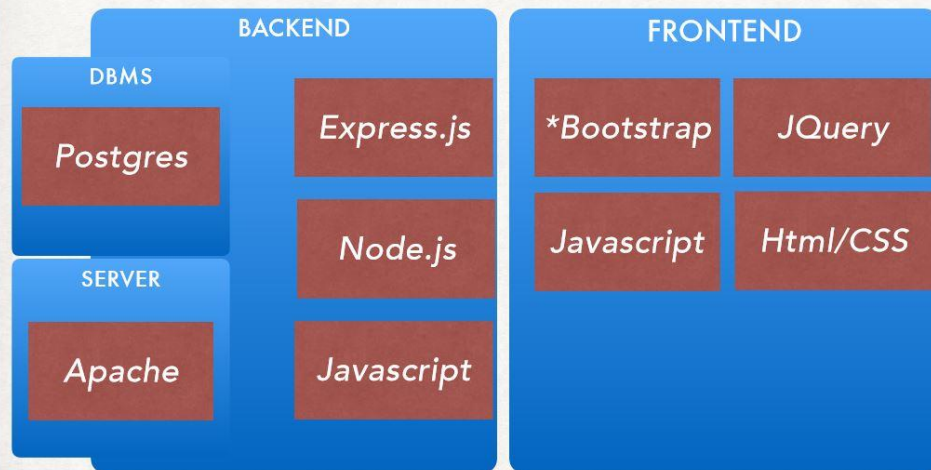
GOALS OF FUNCTIONALITY

- Game Matching
 - Create a game room
 - Send an invitation to another user
 - Join an existing game room
- Game Playing
 - User-Friendly GUI
 - Short response time between players actions

GOALS OF FUNCTIONALITY (CONT.)

- Chatroom
 - Different level of privilege (e.g. Lobby, Game Room)
- User account managements
 - Authentication
 - Password recover

TECHNOLOGY STACK



*Using of Bootstrap needs approval from Instructor