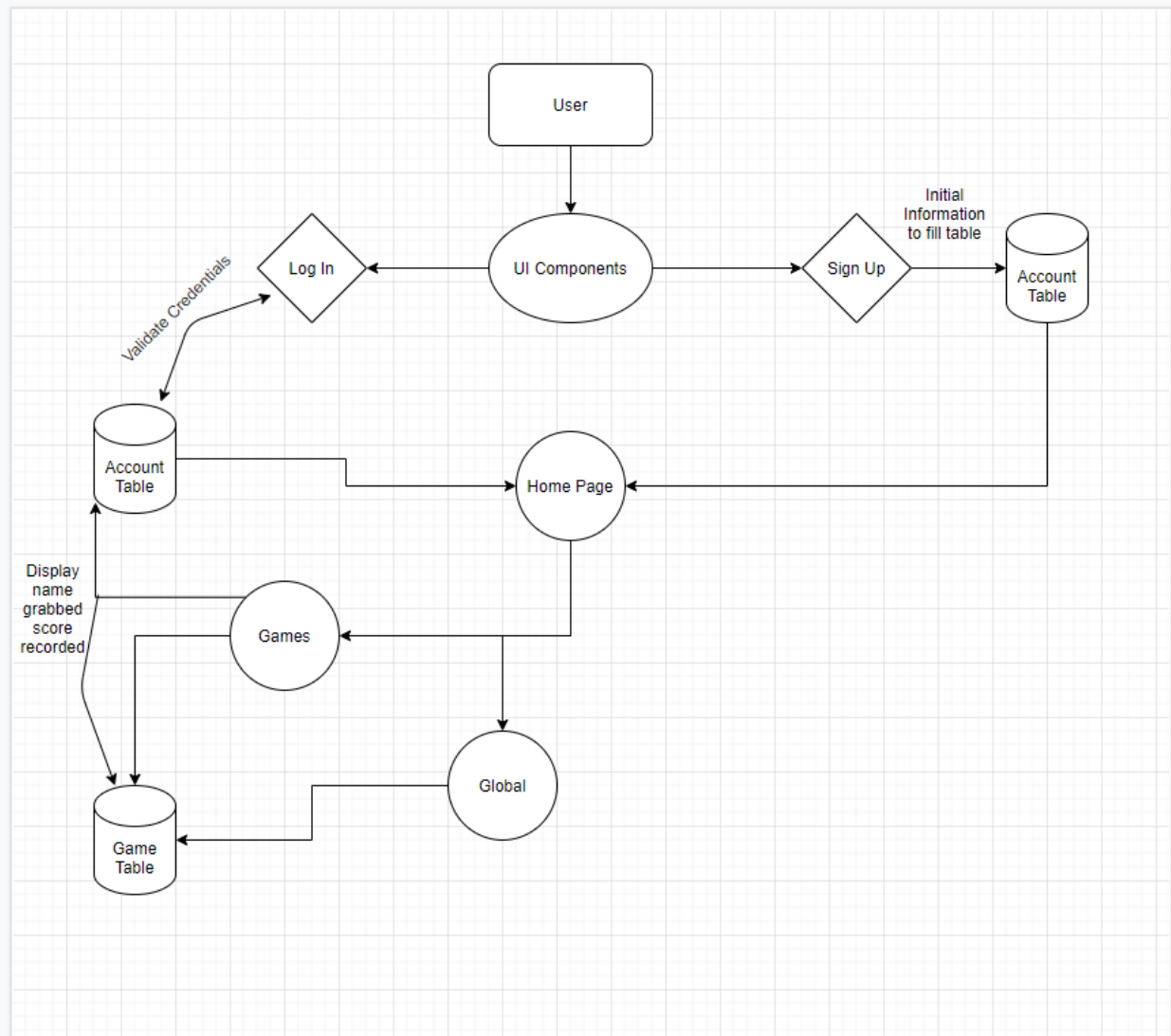Samuel Rose
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Service Layer

Design:

Explanation:

     For the above design there will be a layered system consisting of the UI components on top connecting and storing data to the DB layer via login and signup. From the UI level again, our logic flows through the games high score output to logically allocate data into the DB layer once again for ranking displays and personal best scores once the data has been sorted. Users are then able to access the rankings through a displayed DB table through the UI component to view standings they have earned across the region or globe. The logic flow will primarily rely upon the display name for each user in order to appropriate pull the correct scores and determine what game the score is connected with. The

display name will also be the main factor in displaying rankings as a user will have to have a profile in order to use this feature.

Examples:

Login – User will input their email and password used initially at sign up. If credentials are correct and validated user will receive Login success and then be automatically navigated to the home page. If a users credentials cannot be validated an error message will pop up indicated in red stating the users credentials have failed please try again.

Sign Up – User will be asked to input their first and last name, display name, email and a password. If the user inputs the information following the input rules provided successfully the user will be alerted that signup was successful and automatically navigated to the home page. If the user does not input the information correction such as the repeated password does not match exactly, the user will be presented with a warning message indicating passwords do not match and to retry.

Hyperlinks – in the case a hyperlink is broken to a page or to a game, the user will be presented with an unable to load message. This could be a broken icon up to a warning message from the application itself.

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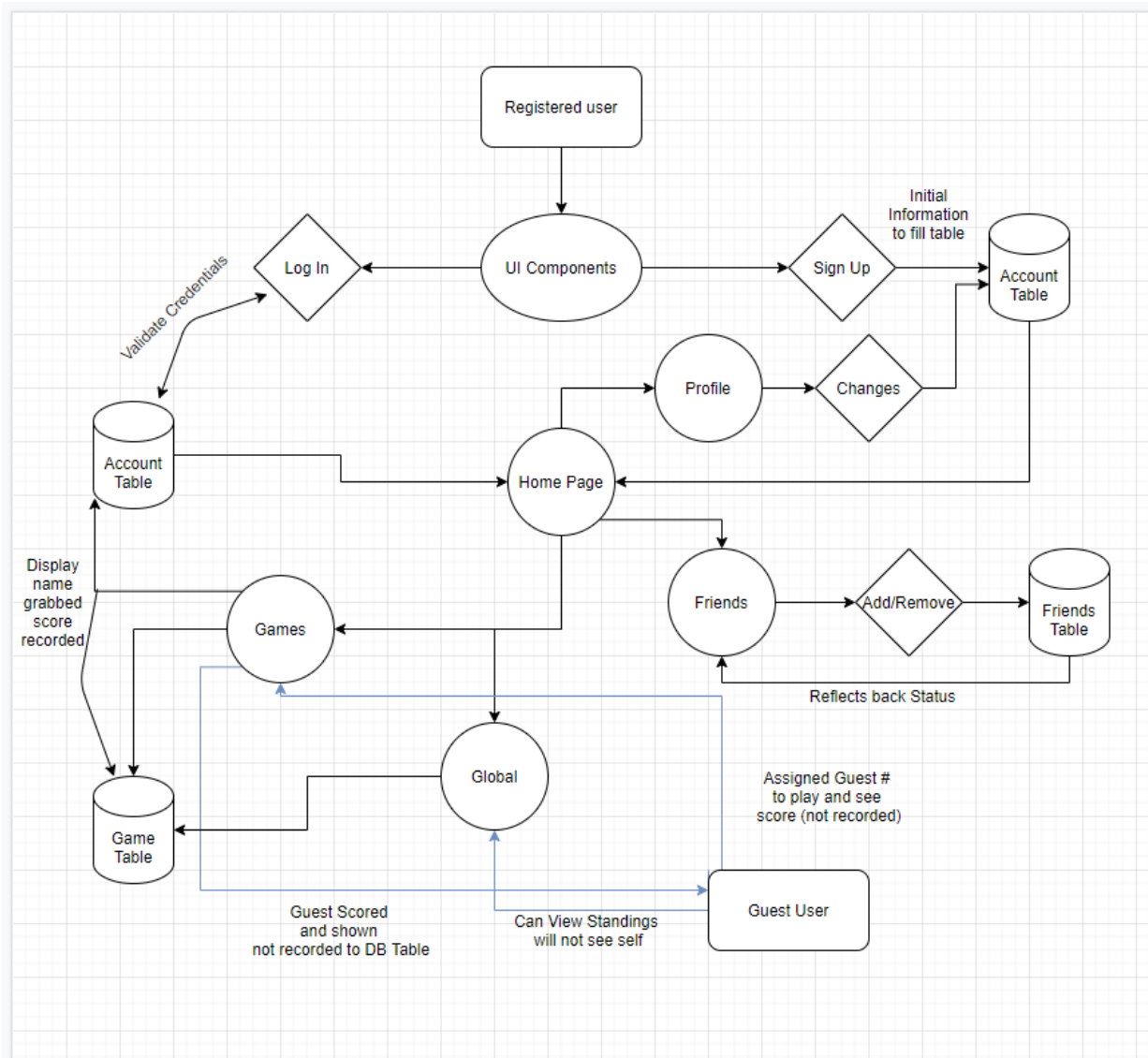
Redesign:

Explanation:

In my redesign I felt that it was important to note how the user interaction with friends was achieved and maintained. Thus, I added the components to address the friends table connections to reflect the status of online or offline back to the user. I also wanted to indicate the addition and removal of friends and depict those changes being made.

I also felt that my design lacked that of a user that may not want to register their information. I added a guest functionality in order to address this issue. While guests would not have a display name or account to hold all of their scores they may still like to play the games and view scores. As a result I

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have depicted that interaction. Guest users will be able to navigate and utilize the play games feature and receive a score however that score will not be directed back to the DB table but solely to the guest user. As a result of not affecting the DB table guest users will be able to view the rankings from the global rankings however will not be able to see where they stand as a guest with a randomized number assignment.