# **Project description:**

Title: RunTracker

<u>Description</u>: With RunTracker you'll be able to see valid speedruns in leaderboards (with time, achievements,...) for all categories in a speedrun event. A user can submit their runs via email and after a thorough review it will be added to the leaderboards. You can also learn about the event and it's goals in the "about the event"-section.

## **User story's:**

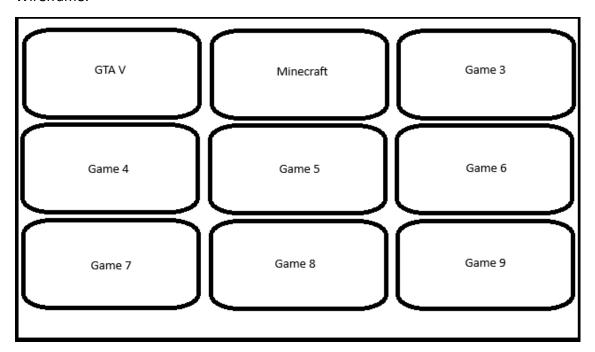
Story 1: Game Overview

As a user,

I'm able to get an overview of all speedran games,

So that I can see what games there are.

#### Wireframe:



- An overview of clickable game grid-items is displayed
- When there are no games, displays "No games found"

# Story 2: Category overview for game

As a user,

I'm able to get an overview of all categories after selecting a game,

So that I can see all of the categories

## Wireframe:

100%	Selected game
Blindfolded	Info on como
Nether	Info on game
Category 4	
Category 5	
Category 6	
Category 7	
Category 8	
Category 9	

- A list of all categories for the game are displayed
- Clicking a category name will change the page accordingly as shown in the scoreboard user story

# Story 3: Leaderboard per category

As a user,

I'm able to get an overview of all the runs on a scoreboard with time info and username per run,

So that I can keep track of the fastest players and see where I am on the leaderboard.

#### Wireframe:

Game: Category				
	#	Time	Username	
	1	1:34.20		
	2	1:34.56		
	3	1:36.55		
	4	1:36.89		
	5	1.38.85		
	6	1:42.02		
	7	1:55.23		

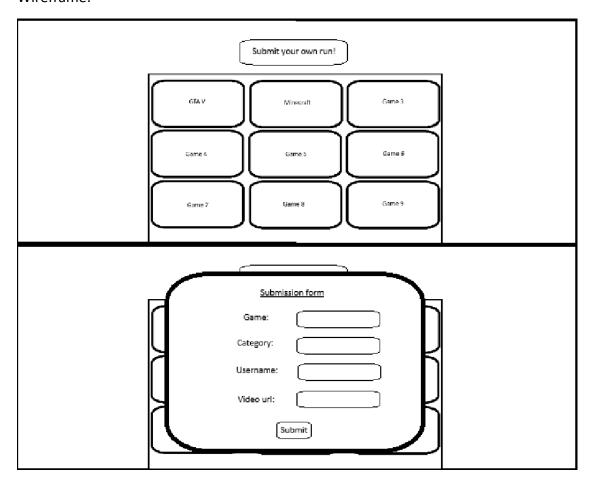
- A list of the fastest number of players is displayed
- When no runs have been reviewed, displays: "Noone has set a time yet"

## Story 4:

#### As a user,

I'm able to fill in a form to submit my own runs by pressing a button and filling out the form, So that I can compete against the other players.

## Wireframe:



- When pressing the "submit your own run" button the form pops up.
- Every input field can be adequately filled out.
- Every input is saved when submitting the form.