

M2 - UI Mockup

Group 15

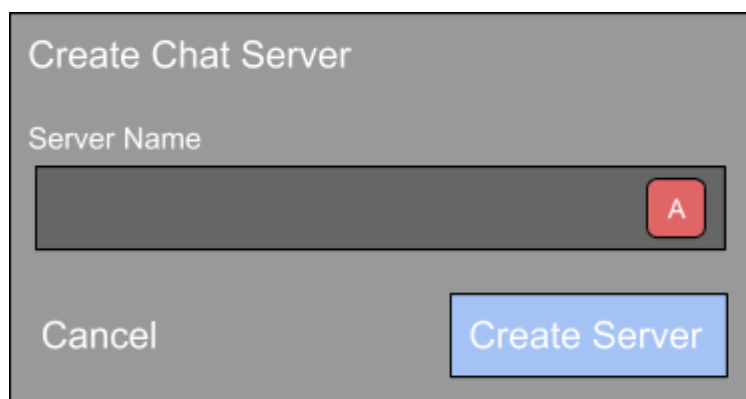
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Introduction

The design of our project is centered around the ideas behind a quick matching software such as Tinder and the simplicity and visual design of Discord. Color schemes are tentative, as we have decided that we could potentially have different themes that are selectable for users, and shapes / polish of the general software will be refined and the scope narrowed as we work on all of the pieces.

New Chat Server:

Upon clicking the new chat server button, the user will be presented with this screen. The user can then enter a name in the box (A) and choose to either cancel the chat creation or proceed. If the name is valid and the user proceeds, then the user is brought back to the main chat page and should notice the added server.



A gray rectangular dialog box titled "Create Chat Server". Inside, there is a label "Server Name" above a dark gray text input field. A small red square button with the letter "A" is positioned at the right end of the input field. Below the input field, there are two buttons: a "Cancel" button on the left and a "Create Server" button on the right. The "Create Server" button is highlighted with a blue border.

Upvotes/Downvotes System:

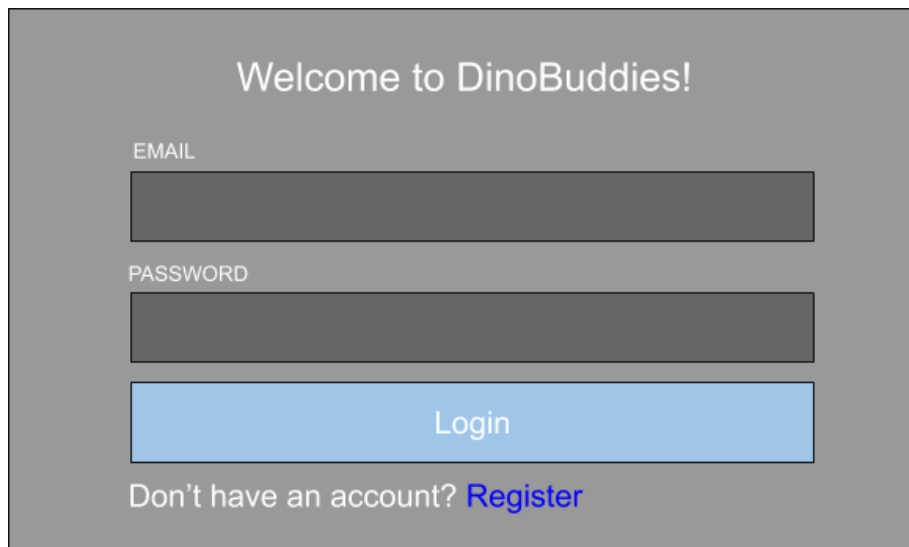
Every message sent should have two buttons (A) so that users can "rate" messages being sent. The overall rating should be displayed in the box between the buttons (B).



A gray rounded rectangular message card. On the left, it says "User" above the text "This is a sample message.". On the right side, there is a voting system consisting of two red square buttons labeled "A" and "B" stacked vertically. Below button "A" is a white upvote arrow, and below button "B" is a gray box. To the right of the gray box is a blue downvote arrow.

The login page:

After the main page you are prompted with this. If you have an account you enter your email and password and click login. If you don't have an account, you click register, to go to the register page.



Welcome to DinoBuddies!

EMAIL

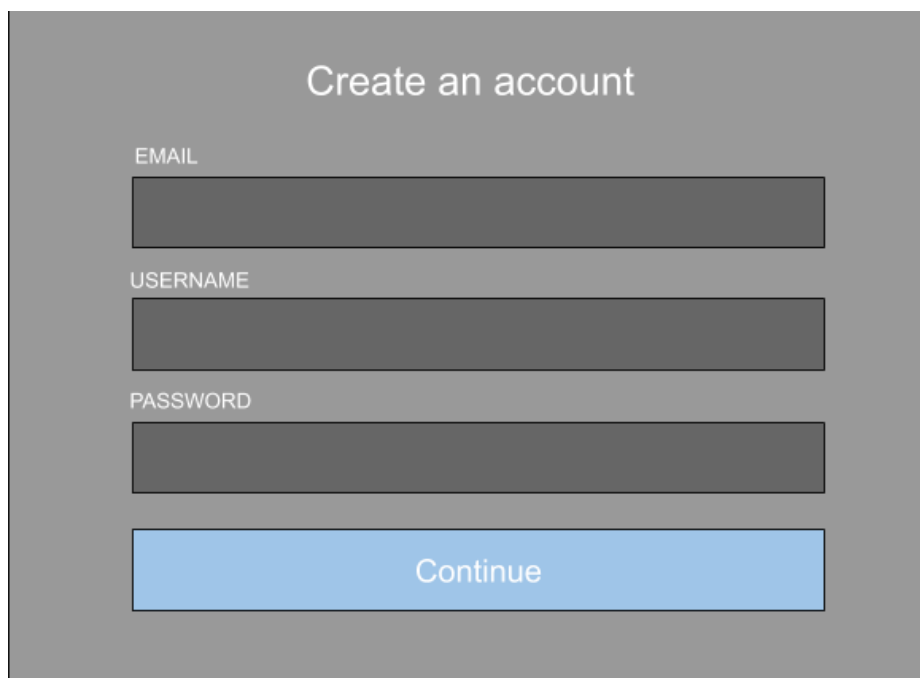
PASSWORD

Login

Don't have an account? [Register](#)

Register page:

To make a new account you type in your email, desired username, and a password, then click Continue to make the account.



Create an account

EMAIL

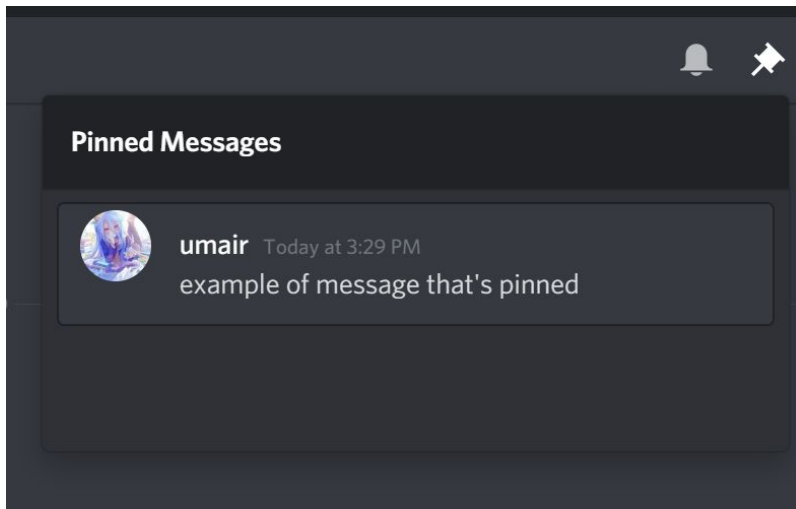
USERNAME

PASSWORD

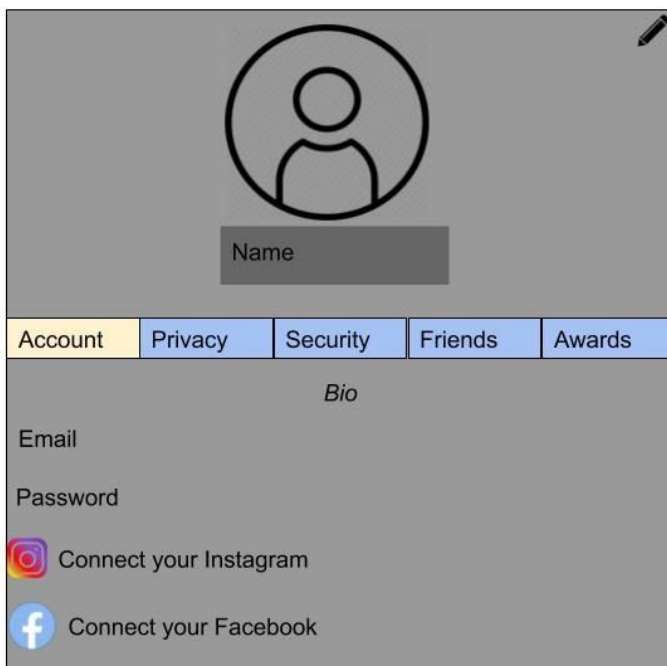
Continue

Pinned Messages:

When a user clicks the button for pinned messages on the top right of the main window a window will pop up showing a list of pinned messages, clicking it again will close the popup window. Pinned messages have a lower priority, not necessary but nice to have.

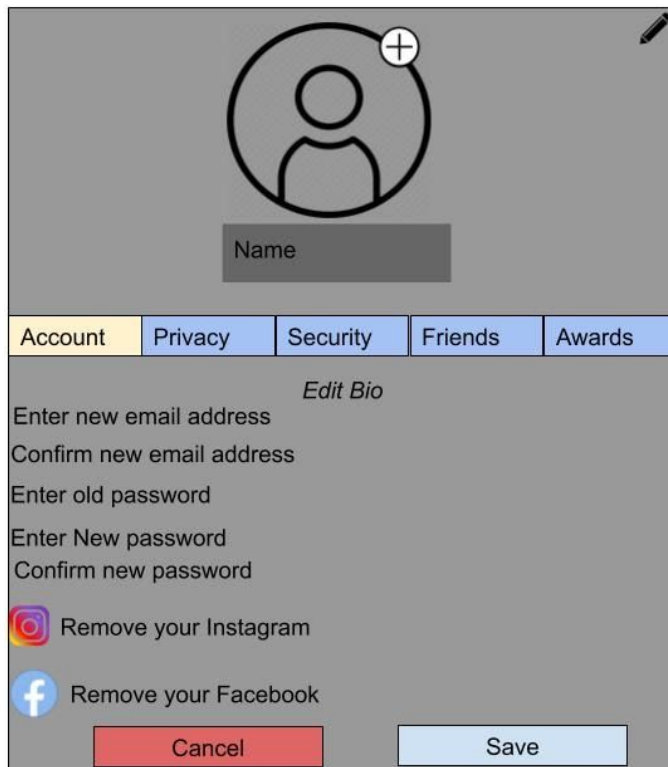


Profile page:



When you have logged in or registered, you will be able to access your profile from clicking the image in the bottom left and then you are presented with this screen. The screen has all your profile information, privacy, security, and the awards you have received. You may also edit your account information by clicking the edit/pen icon in the top right.

Edit Profile:



The form is titled "Edit Profile:" and features a profile picture placeholder with a plus icon and a pencil icon in the top right corner. Below the profile picture is a "Name" input field. A horizontal tab bar contains five tabs: "Account" (highlighted in yellow), "Privacy" (blue), "Security" (blue), "Friends" (blue), and "Awards" (blue). The "Account" tab is active, showing a section titled "Edit Bio" with the following fields: "Enter new email address", "Confirm new email address", "Enter old password", "Enter New password", and "Confirm new password". Below these fields are two options: "Remove your Instagram" (with an Instagram icon) and "Remove your Facebook" (with a Facebook icon). At the bottom of the form are two buttons: a red "Cancel" button and a light blue "Save" button.

Name

Account Privacy Security Friends Awards

Edit Bio


Enter new email address


Confirm new email address

Enter old password

Enter New password

Confirm new password

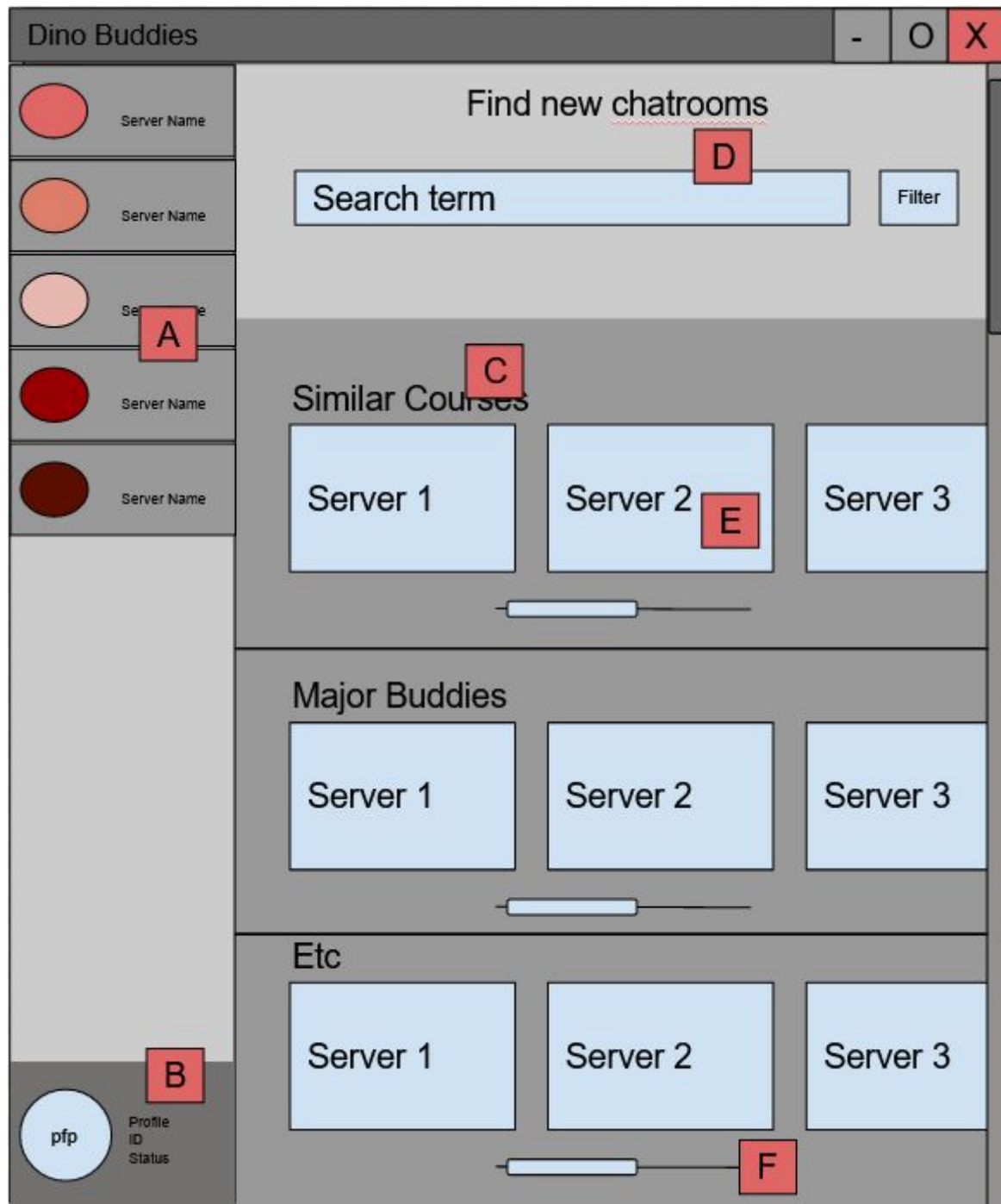
 Remove your Instagram

 Remove your Facebook

Cancel Save

When you edit your account information, you now have the ability to edit your bio, change your profile picture, remove your social media links and enter a new email and password. When you are finished you click the save button or if you want to undo changes you click the cancel button.

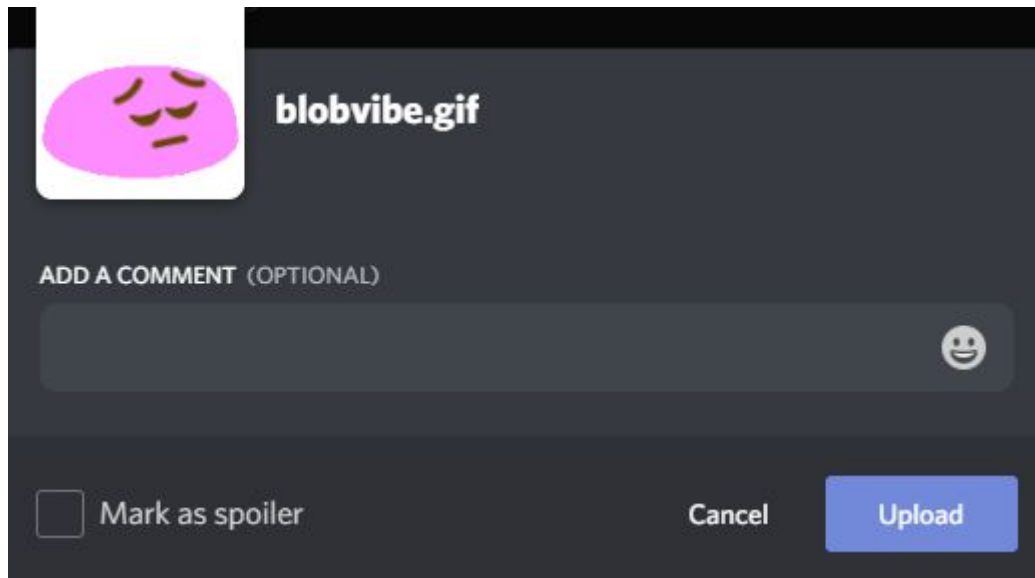
Server Browser:



The server browser will focus on flowing scrollable grids. The layout will focus on having a side bar (A) displaying the current chatrooms that the user is currently participating in, and their own profile will be visible with some of their information such as their name, unique ID, current online status and profile picture (B). Users will be able to search up and attempt to find existing chatrooms (D). They can also choose to filter their results by predetermined criteria if they're looking for specific chatrooms. The application will auto-generate several categories (C) that the user may be interested in, allowing the user to discover new servers

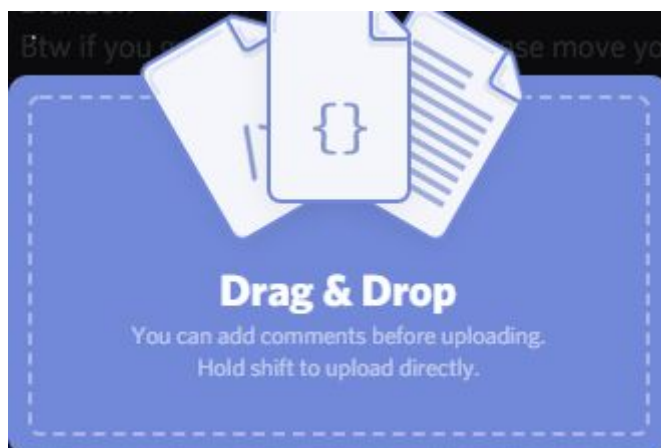
without searching for them. Servers will be displayed in minicontainers (E), where some information such as server icons, names, and number of participants will be shown. The user will be able to scroll vertically and horizontally to find new servers.

Images:



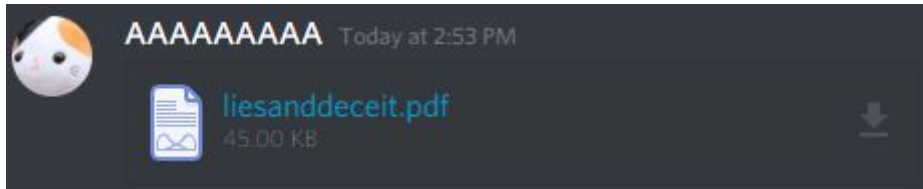
Images can be uploaded and embedded into a message. A user can click on this image to see the fullsize image.

Files:



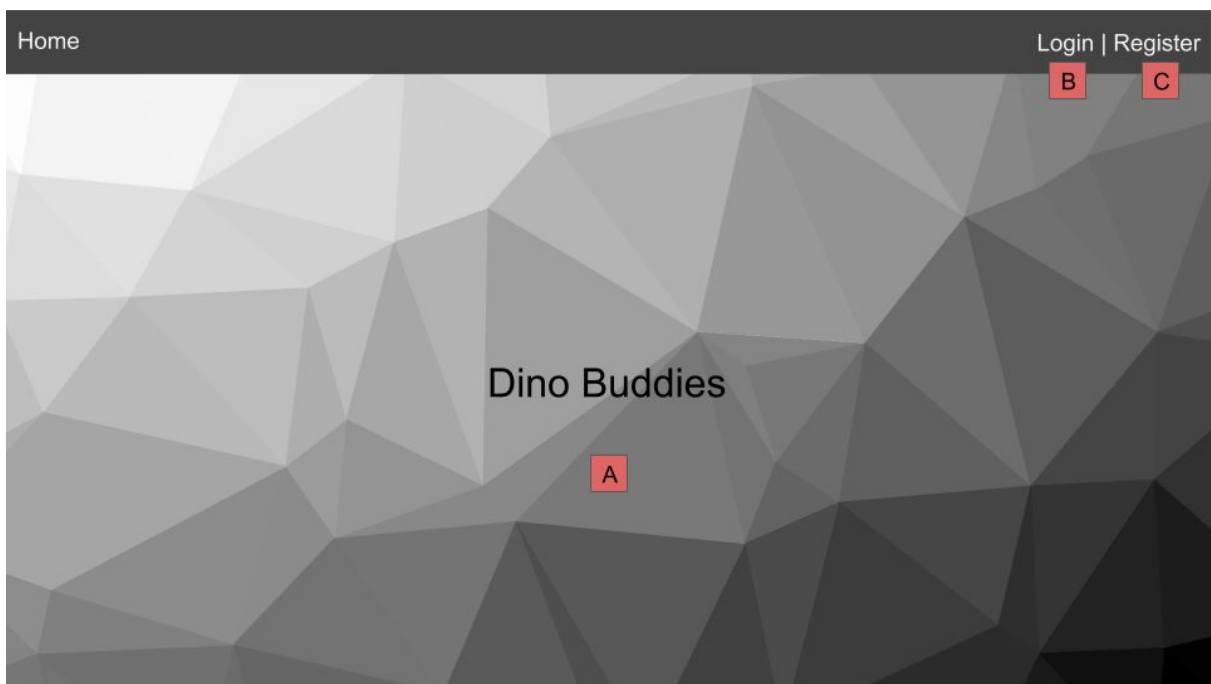
Users will be able to upload files directly to the chat via an upload button, or by drag and dropping directly into the message box. A dialog box will appear, indicating that a user may

upload files to the chatroom. Then, the user can upload and the message will be displayed to the chatroom.



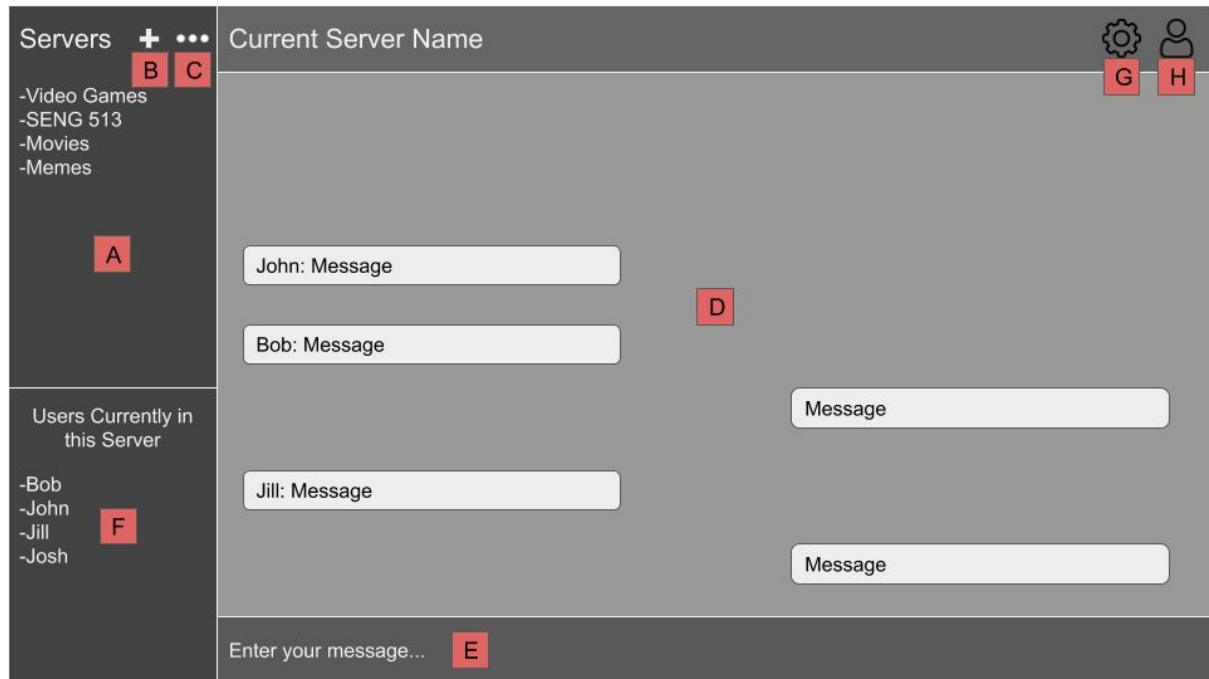
Messages will be stylized differently to represent a downloadable file.

Landing Page:



The landing page will be the first screen you see after entering the URL if you do not have an authentication cookie stored in your browser. It is meant to act as a visually appealing introduction to the web application (A). The user is presented with two buttons, one that brings the user to the login screen (B) and another that brings a user to the registration screen (C).

Main Chat Screen:

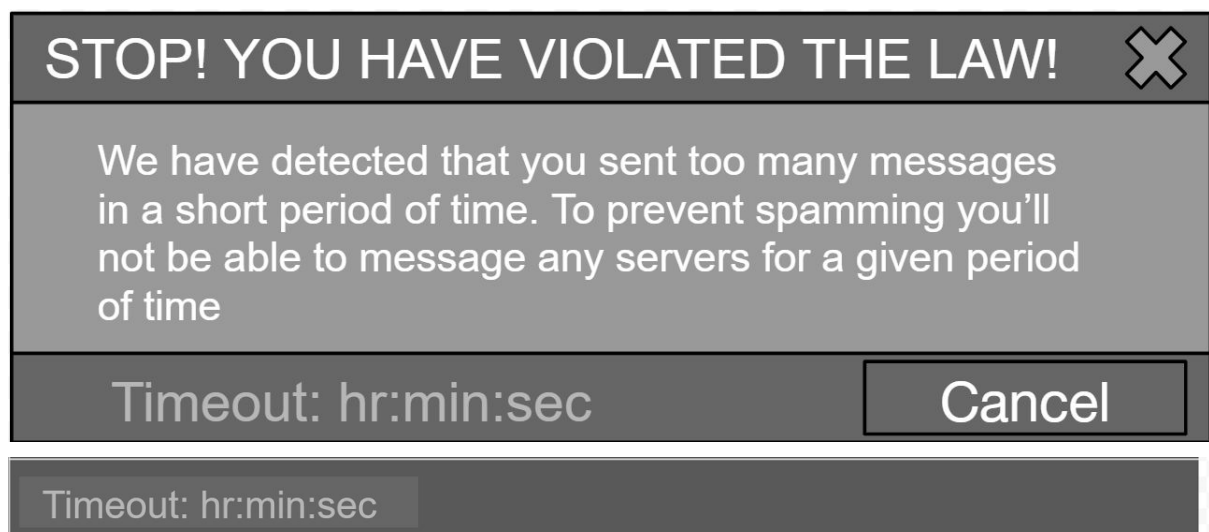


After logging into your account you will be presented with the main chat screen. Here you will be able to access different servers from the quick access menu on the right (A). If you don't see a server in the quick access menu that interests you, you are able to create your own server (B) or navigate to the more advanced server browser (C). You are also presented with the chat room of that server which is displayed at location (D) in this diagram. You can interact with this chat room by entering in your own messages in the text box (E). On the right you are shown the users that are currently active in your current chat room (F). At the top you are also able to access the settings menu (G) and your profile (H).

User Mentions Mockup:

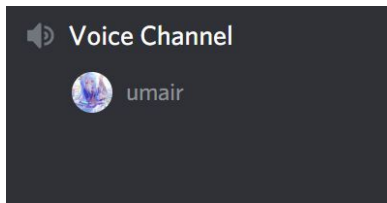


A user will be able to mention another user by using the format @<username> to ensure that a user sees a certain message (A). The user who has been mentioned receives a notification (B) to inform them that they have been mentioned.



To prevent spamming, When the user entered too many messages in a short period of time, they will receive a message to be put under a timeout where they are not allowed to enter any new messages on any server. Repeated offence will increase the time substantially. They will be able to keep track of their timeout in their message bar.

Voice Chat:



We only plan on working on voice chat after we finish all our core features early, because voice chats would be very ambitious given the time we have, also its not necessary for the project. A user will be able to click voice channel and when they talk into their mic other users in the voice channel will be able to hear them.

Settings

Themes

Panels

Default

Primary

#999999

Secondary

#666666

Border

#000000

Font

Default

Style

Arial

Colour

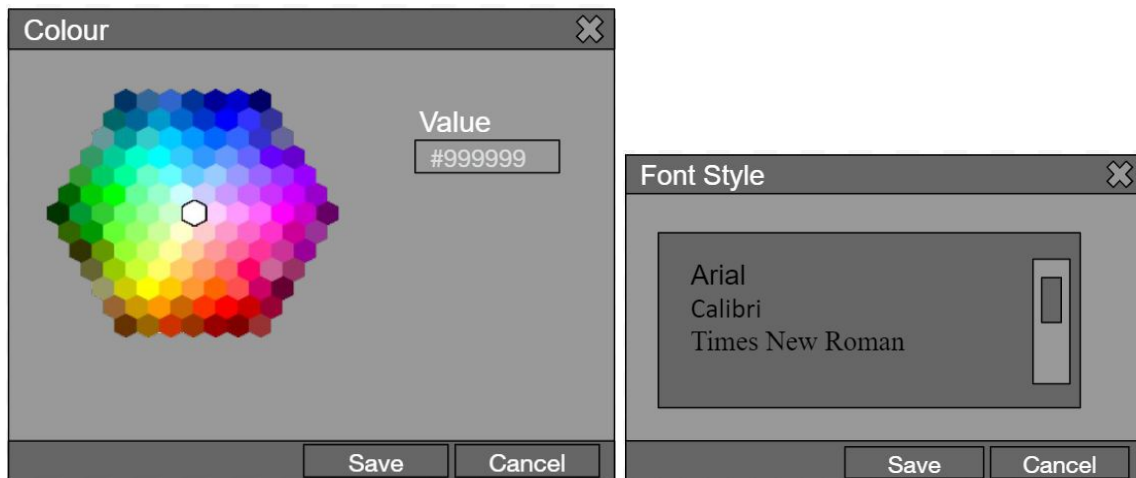
#FFFFFF

Message size

20px

Save

Cancel



Opening up the Settings menu There will be a list of options to change the colour and style of the overall program. These include the background/primary, Secondary/accent and border colour. Selecting to change any of these will open up a submenu that will allow you to either manually enter a hex colour or hover over to select one. In addition, you can change the font type/style colour and message sizes. Selecting a font will open a submenu to a list of available fonts. Font colour will open the colour menu as described before, and size will be a field that the user can enter. With both the Panel and font, you can reset them to the default settings if wished. When the user is done the user can save or cancel their settings.