**QuickBattleship**

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# Version History

| Date | | Author | | Version | | Changes made | | Rationale | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 08/20/12 | | SK | | 1.0 | | * Original for CSCI477; Tailored from ICSM OCD Template | | * To fit CS477 course content | |
|  | |  | |  | |  | |  | |
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### Introduction

<< Discuss the purpose of the Prototype report>>

The purpose of the prototype report is to provide a visual representation of the main features that will be supported by the QuickShip game.

<< Discuss the status of the Prototype report especially key differences from the previous version, for example:

* The layout of online weekly report has been revised to make it look similar to the current paper-based report format. >>
* Prototype report version 1 draft.

### Navigation Flow

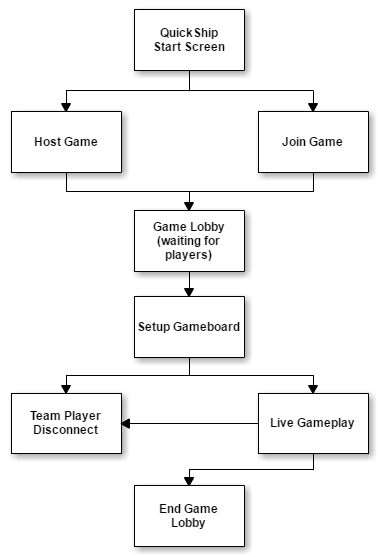


Figure 1: Navigation Flow of QuickShip

### Prototype

<< Most students think about prototype as sample screenshots of system’s graphical user interface (GUI). It is not always true. With the risk-driven approach, you should select the riskiest module or the functionalities that you are uncertain about to develop a prototype. The prototype, especially the initial version, does not have to be in the form of GUI. It could be in the form of algorithm prototyping, interoperability prototyping, performance testing and etc. Again, if you select to prototype on GUI in order to model the story telling, or look and feel, it would be much better NOT to pick the easy one such as login page. >>

<< Use the following table to describe what this screenshot/figure is about, what capability requirement/goal it relates to. >>

Table 1: Setup Gameboard

|  |  |
| --- | --- |
| Description | << Briefly describe what this screenshot is about. >>  This screen allows the player to setup their gameboard before the game begins. |
| Related Capability | << CR-# Capability name / Capability Goal >>  If CR# is not available, you can refer to Win Condition number. |
| Pre-condition | << Which screen shot leads to this screen shot? What condition will lead to this screenshot? >>  Game Lobby screen |
| Post condition | << What will happen in the system after processing this screenshot? What’s next? >>  Live Gameplay screen |

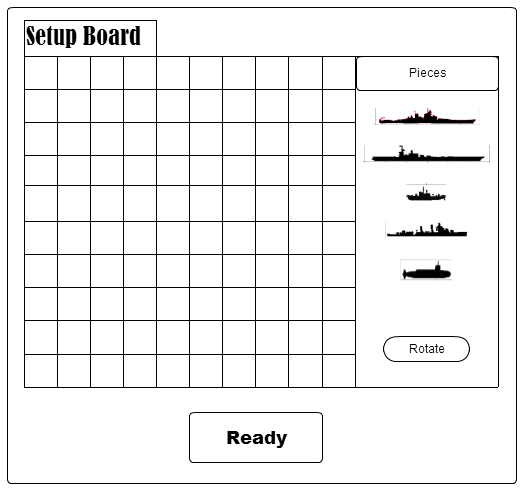


Figure 2: Setup Gameboard

<< The following is an example of the screen shot and its description. >>

Table 2: Live Gameplay

|  |  |
| --- | --- |
| Description | << The volunteer portal contains all the features that a volunteer needs to operate on a regular day of work. The user can clock in and out by clicking the “Clock In” or “Clock Out” button. Furthermore, they can send comments to the supervisor or the volunteer coordinator via the comment log. These features are based on Agreement2, Agreement3, and Agreement4 of the WinWin negotiation. >>  This screen contains a configuration setup of a 2 vs 2 game (may be supported; first milestone goal is 1 vs 1). This screen is not to scale with the mobile app screen but may be implemented as a touch screen scrollable environment. This screen allows players to view the status of their ship fleet as well as their enemies explored areas. |
| Related Capability | << CR-2 Clock-in/ Clock-out functionality >> |
| Pre-condition | << Volunteer clocked in and selected profile page. >>  Setup Gameboard screen |
| Post condition | << After selecting Clock Out button, the page will be redirect to landing page. >>  Team Player Disconnect screen OR End Game Lobby screen |

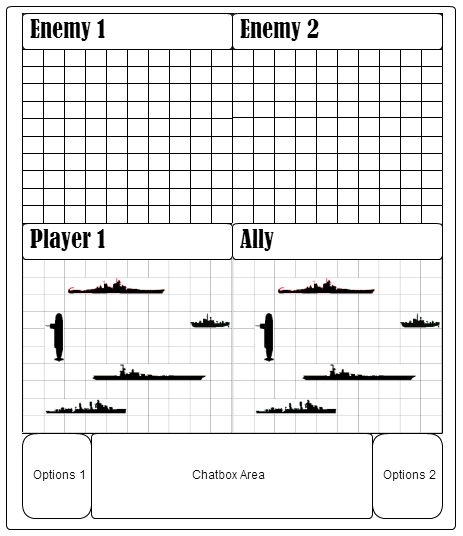


Figure 3: Live Gameplay