

Screen Sketches

By KM_203

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Project Name:

Immaculate Taste

Actors

1. Users have the privilege to:
 - Log in - Log in using their information and change their login credentials
 - View screens - View and use the menu, genre/game mode selection, in-game battle, and results screens.
 - Create lobby - Enter into and create servers
 - Choose role - Become a player or become a spectator. (see below)
2. Administrator have the same privileges as users in addition to the following:
 - Editing - Edit every screen and any icons
 - Lobby management - Delete and modify servers
 - Ban - Ban players from playing
3. Spectators have the privilege to:
 - Watch - Watch the in-game battle and view the result screen of the battle
 - View answers - Make their own guesses and view answers to the grid as an observer
4. Players have the privilege to:
 - Battle - Play the in-game battle and view the result screen of the battle

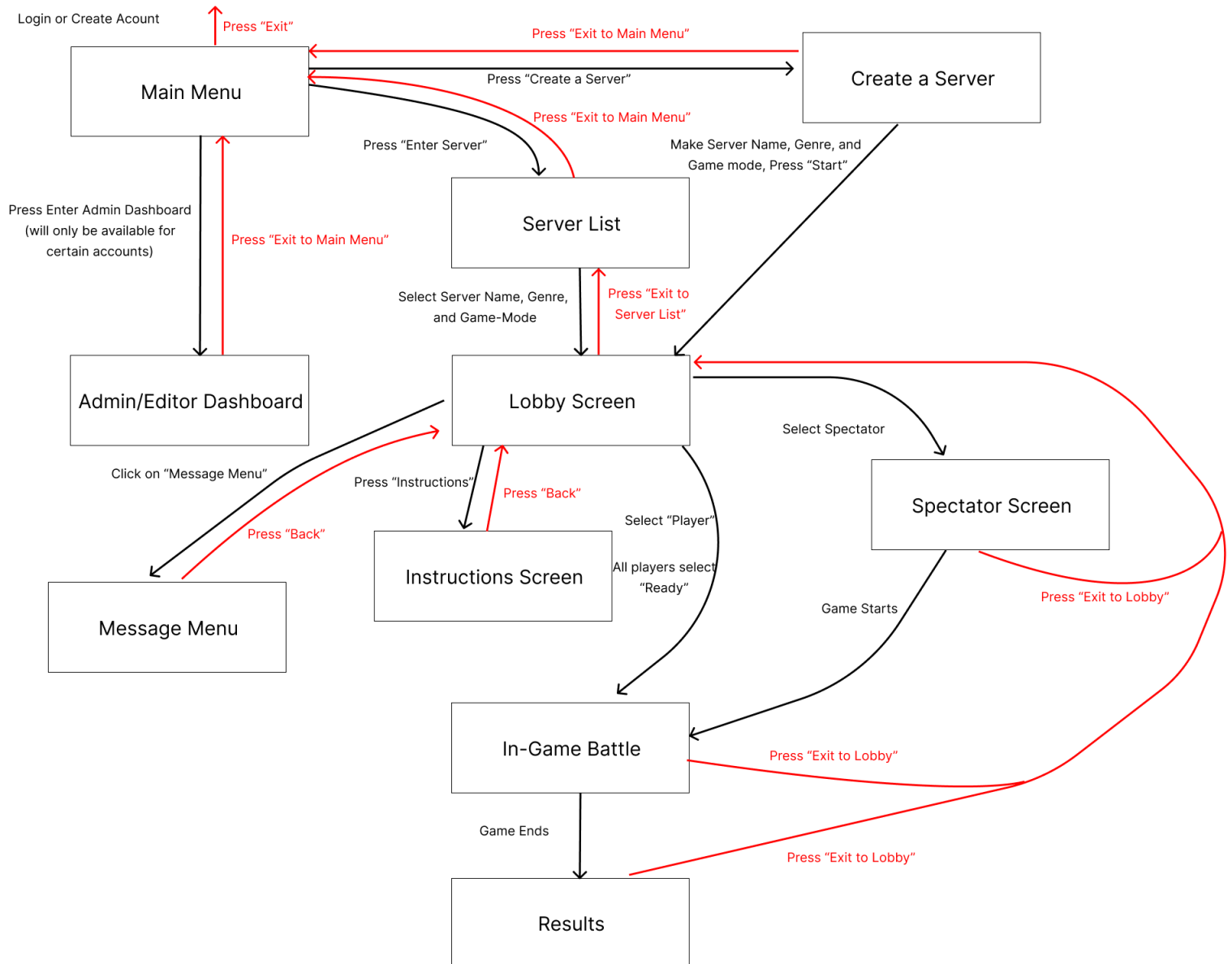
Non-Functional Requirements

- Performance
- Maintainability
- Usability

Tables and Fields

- Account
 - Account ID
 - User Name
 - Password
 - HasAdminPermissions
 - Account creation date
 - High Score
- Artists
 - Artist ID
 - Artist Name
 - Featured on song with (artist name)
 - Featured on (album name) album
 - Number of platinums
 - Number of grammys
- Songs
 - Song ID
 - Song Name
 - Artist ID - (relates to Artist table by Artist ID)
 - Features
 - Genre
 - Album - (relates to Album table by Album ID)
- Albums
 - Album ID
 - Album Name
 - Artist ID - (relates to Artist table by Artist ID)

Screen-Flow Diagram

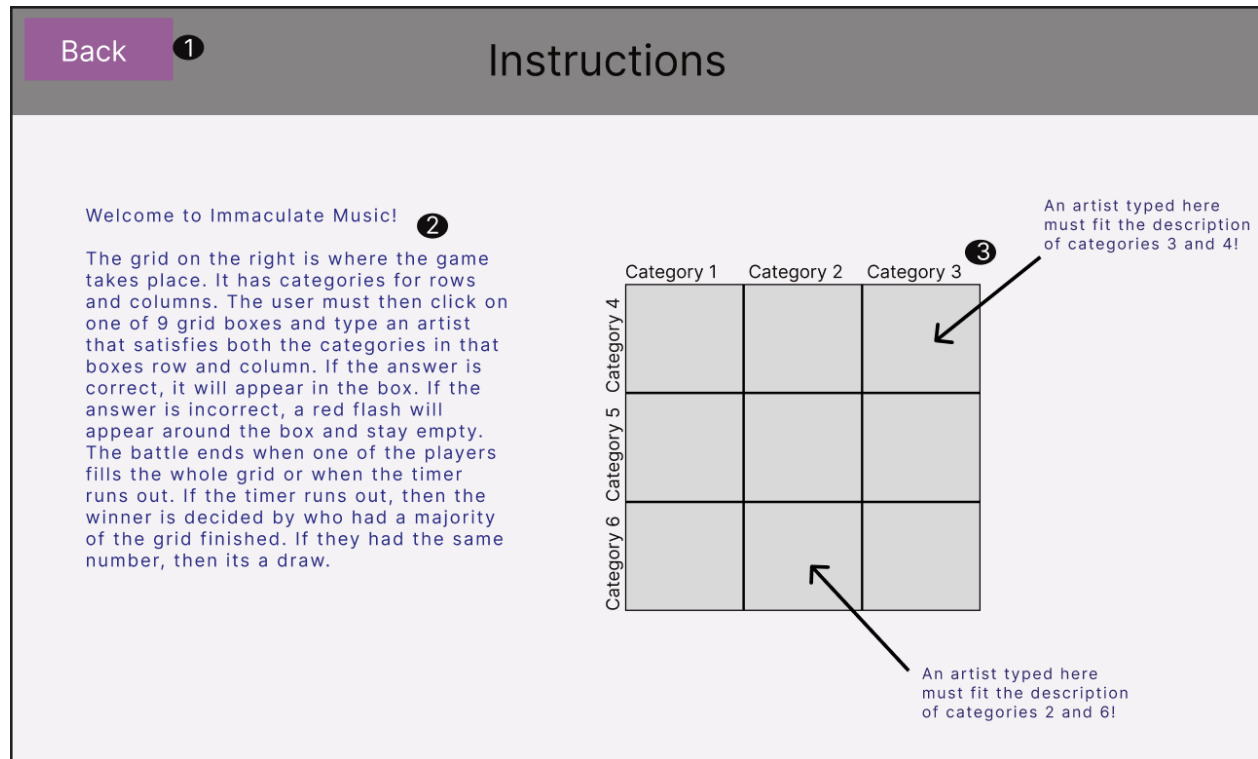




This is the lobby screen, which appears once the user either creates a lobby or selects one from the server list. This screen will be used as a 'meeting' place for the players before the game starts. It is where the players get ready and wait for the game to start, and provides access to both the message menu to talk to other users and the instructions page.

The top left of the screen holds a button (1) for the user to return to the server list. The top middle of the screen contains (2) the lobby name, genre name, and game mode selected. On the middle left of the screen are two buttons to show the user the instructions screen (3) and the message menu (4). There are also two buttons on the bottom left of the screen for the user to select either player (5) or spectator (6). Once one of the two roles are selected, the user's name will appear in either the players list (7) or the spectators list (10). For the game to start, all of the players need to ready up. This can be done by pressing the ready up button (9) at the bottom of the list of players and a check mark (8) will appear next to the players that have readied up.

(Instruction Screen - Sam Lickteig)



This is the instructions screen for Immaculate Taste. It contains a short description of the game and how to play. There is also an image of what the grid that the user plays on looks like.

On the top left of the screen is the back (1) button. This returns the user to the lobby to wait for the game to start. On the left of the screen is the description (2) of the game. On the right of the screen is the grid (3) as well as a few arrows with explanations of what would be able to go in an individual square of the grid.

(In-Game Battle: Keenan Jacobs)

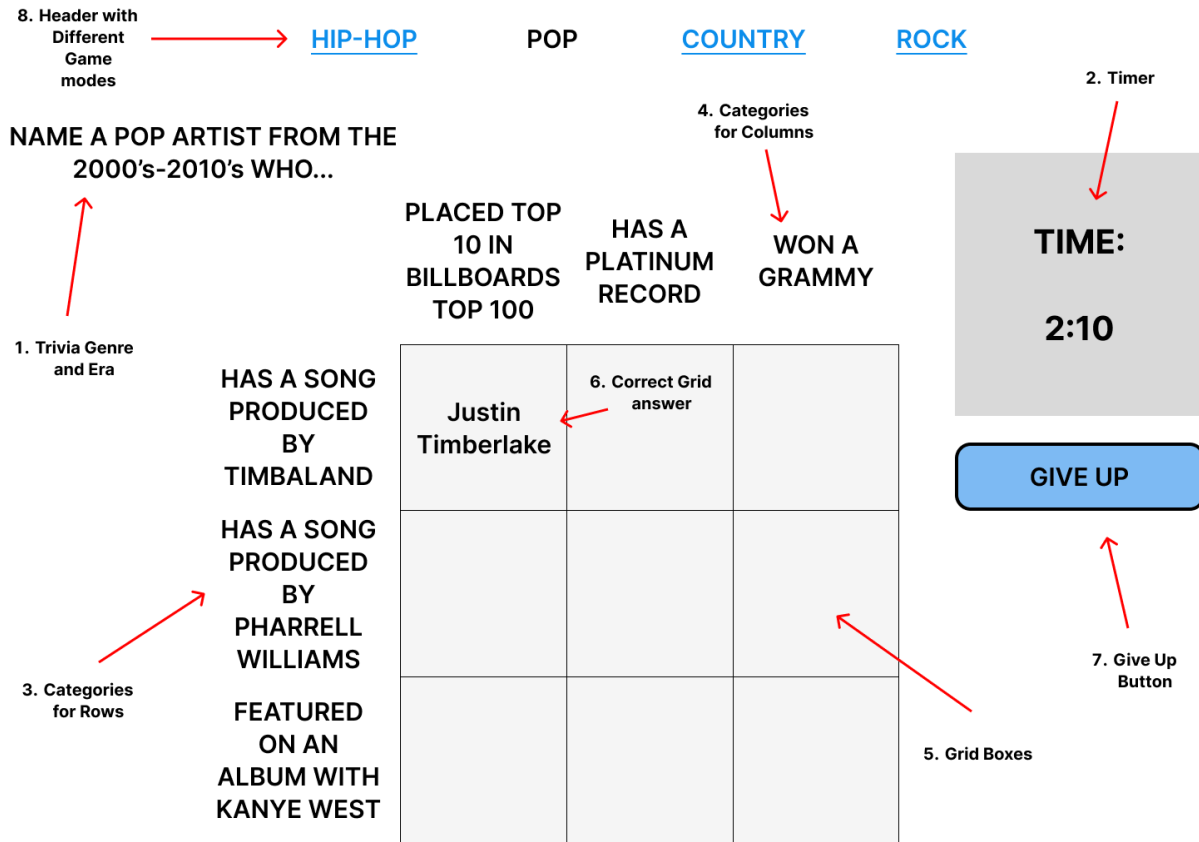
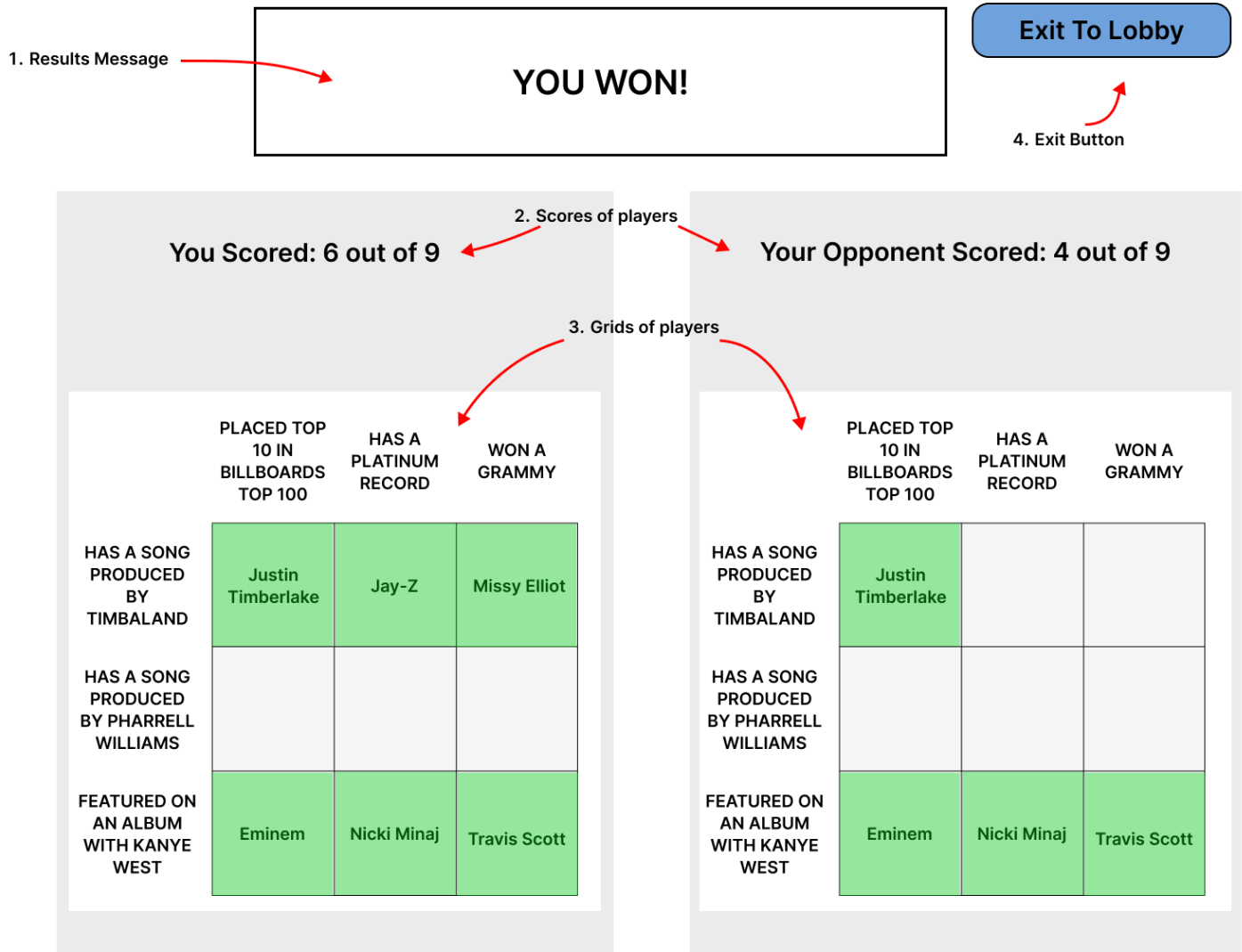


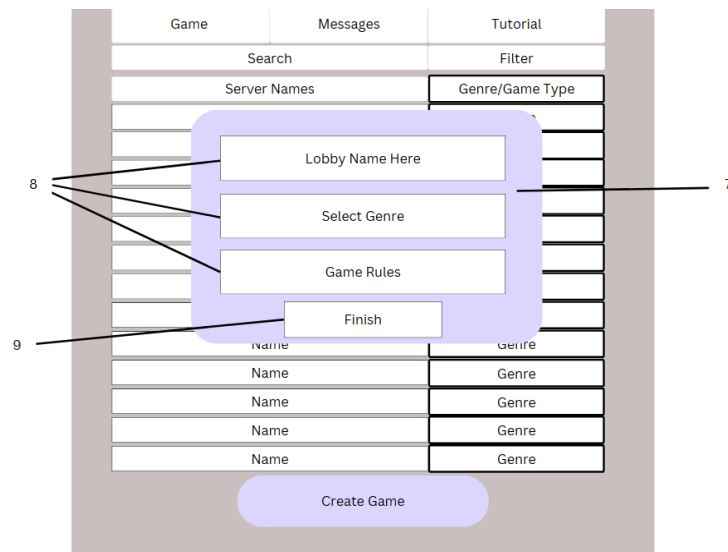
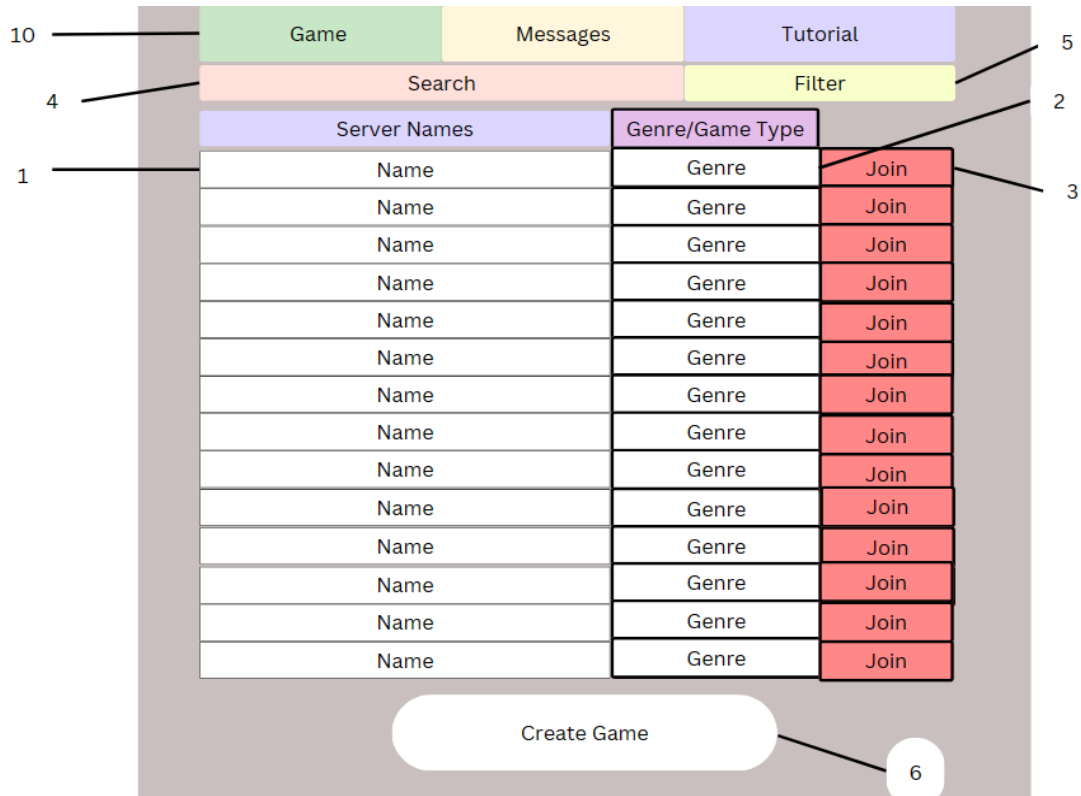
Figure 4

This screen is the in-game battle when you are matched against an opponent with a timer (2) counting down to see who finishes the grid first. The in-game battle screen is a dynamic UI that changes depending on the user's input. The prompt (1) gives the user and opponent what general category they will be in. The user gets to choose the genre (8) before the game starts; however, the era/timeframe is randomly generated. The grid has categories for rows (3) and columns (4). These rows and columns will also be an exact copy for the opponent. The user must then click on one of 9 grid boxes (5) and type an artist that satisfies both the category row and column. If the answer is correct, it will appear in the box (6). If the answer is incorrect, a red flash will appear around the box and stay empty. The battle ends when either the user or opponent finishes the grid within the time frame before the other—in which case they win the game—or when the timer (2) runs out. If the timer runs out, then the winner is decided by who had a majority of the grid finished. If they had the same number, then they tied. The "Results" screen below will show this in more detail.

(Post-Game Results: Keenan Jacobs)

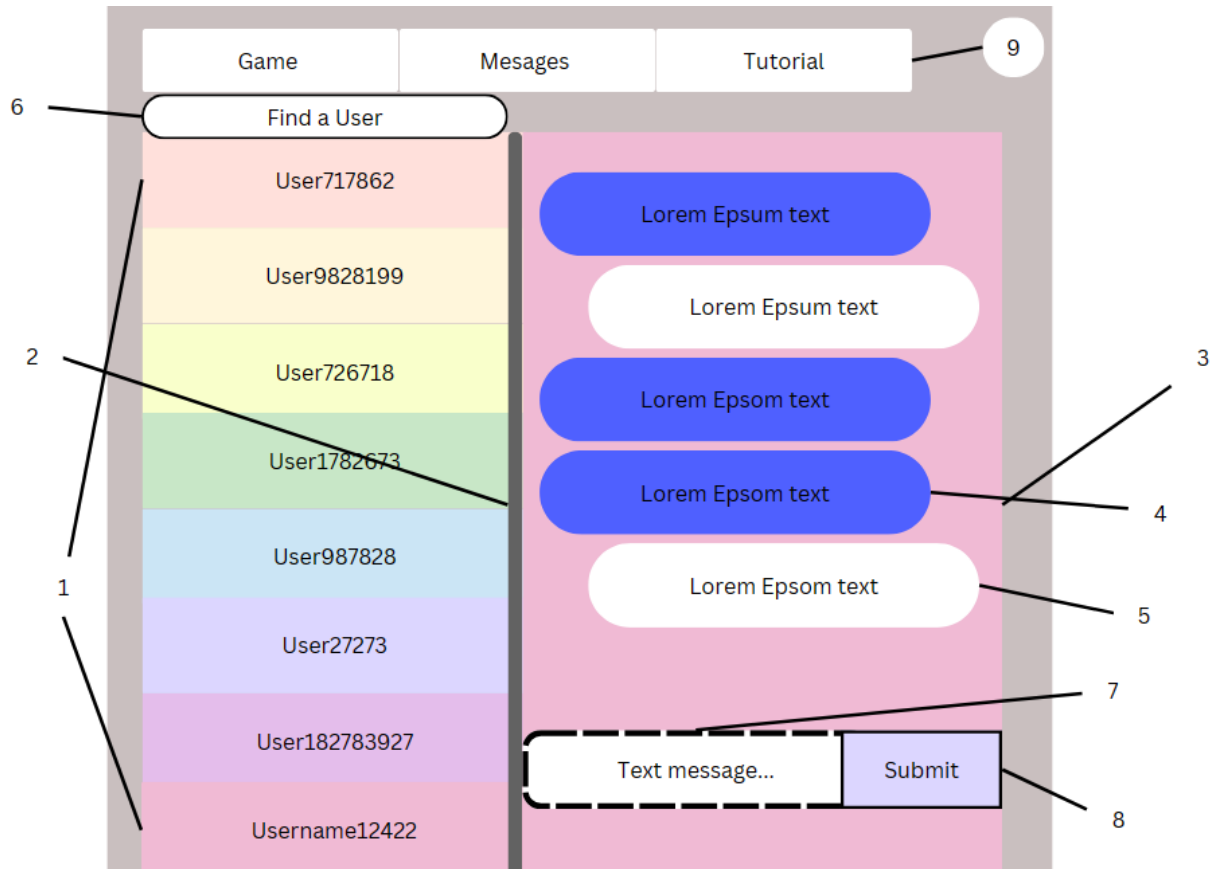


This screen is shown to both players and spectators after the game is finished. The game is finished when one of the following happens: the timer runs out, one of the players gives up/leaves, or one of the players finishes the 3x3 grid. The results message (1) displays if the user won, lost, or tied. The scores of players (2) display how many the user and the opponent got correct. The grids of players (3) display the grid that the user and opponent were able to complete in the given time frame. The exit to lobby button (4) allows the user to exit the lobby. The results screen for the spectator will look very similar to this, except the username of the player who won will be displayed in the results message, and the scores of players will display their respective usernames as well.



Server List (Carter Cutsforth)

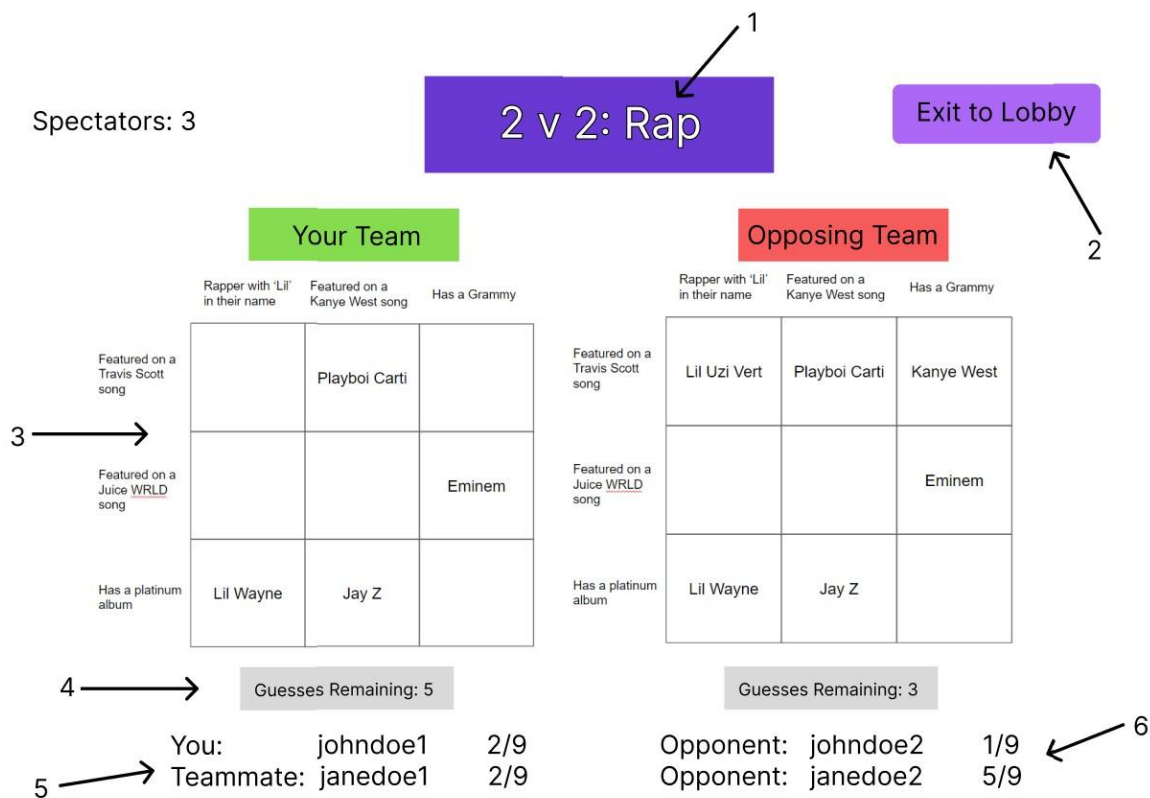
The servers listed are represented by a name (1) given when created by the host user, this also includes the games settings (2) and can be freely joined by a button (3) depending on the choice of the user and the different type of game they want to play. In order to search for a specific game the user can search (4) for a specific name that the lobby is called by its creator or the user can utilize the filter (5) to look for a specific game type or genre of game that they wish to join. If a user want to create a lobby there is a button(6) that will bring up a display screen (7) with inputs to enter information on the lobby (8) and a button to create it (9). If the user wishes to change screens to any of the other menus they can use the buttons (10) to go change from the lobby screen to another feature.



Message Menu (Carter Cutsforth)

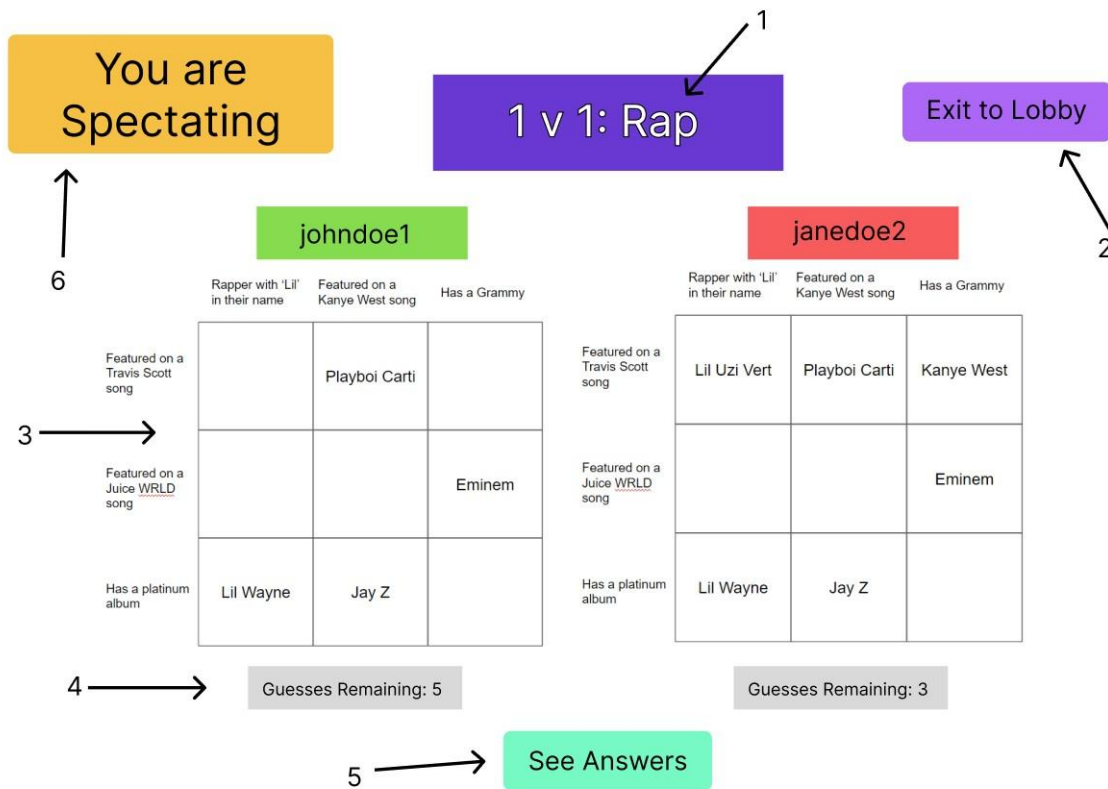
For the message view you can see all previous messages or new messages as tabs on the left (1) of the screen with the username of the messenger. You can also scroll through messages using the scroll line (2) These tabs when clicked will display the message history (3) in order of when the message was sent displaying the user being messaged as blue (4) and the user using the message board as white (5). If you want to message a user you can by typing their name in the bar at the top(6) which will create a new message board if they are a user. When you want to message the user use the message button (7) and send it using the adjacent button (8). If you want to change views using the navbar (9).

2v2 Screen (Conor O'Shea)



This screen is the 2v2 screen for the game, in this game mode you will join a server for a 2v2 game. It will pair you with a random teammate against 2 random opponents. The two teams will compete in real time to see who can solve the grid first. At the top of this page it will display the game mode and genre selected for the 2v2 game (1). There will be an exit to lobby button present on this page (2). The grids are displayed side by side (3) with your team on the left and the opposing team on the right. Under each grid will be the guesses remaining for each team (4). Finally there will be a list of the people in the match (5) and also how many they have contributed to their team's score (6).

Spectator Screen (Conor O'Shea)



This screen is the perspective of a Spectator. In the lobby a User will have the option to spectate an ongoing match of any type. In this specific example, the game mode and genre are listed at the top (1). This page will feature an option to exit spectating and return to the lobby (2). The grids are displayed side by side (3) with one person on the left and the other person on the right. Under each grid will be the guesses remaining for each team (4). There will be a Spectator-exclusive button on the bottom that will reveal some of the answers so the spectator can play along and see if they know any. Finally there will be a big display in the top left (6) to let the person know they are in spectator mode.