COMP361 ColtExpress User Interface Sketch (Milestone 1)

Group
- Hexanome-09
- Java/2D

Team Members
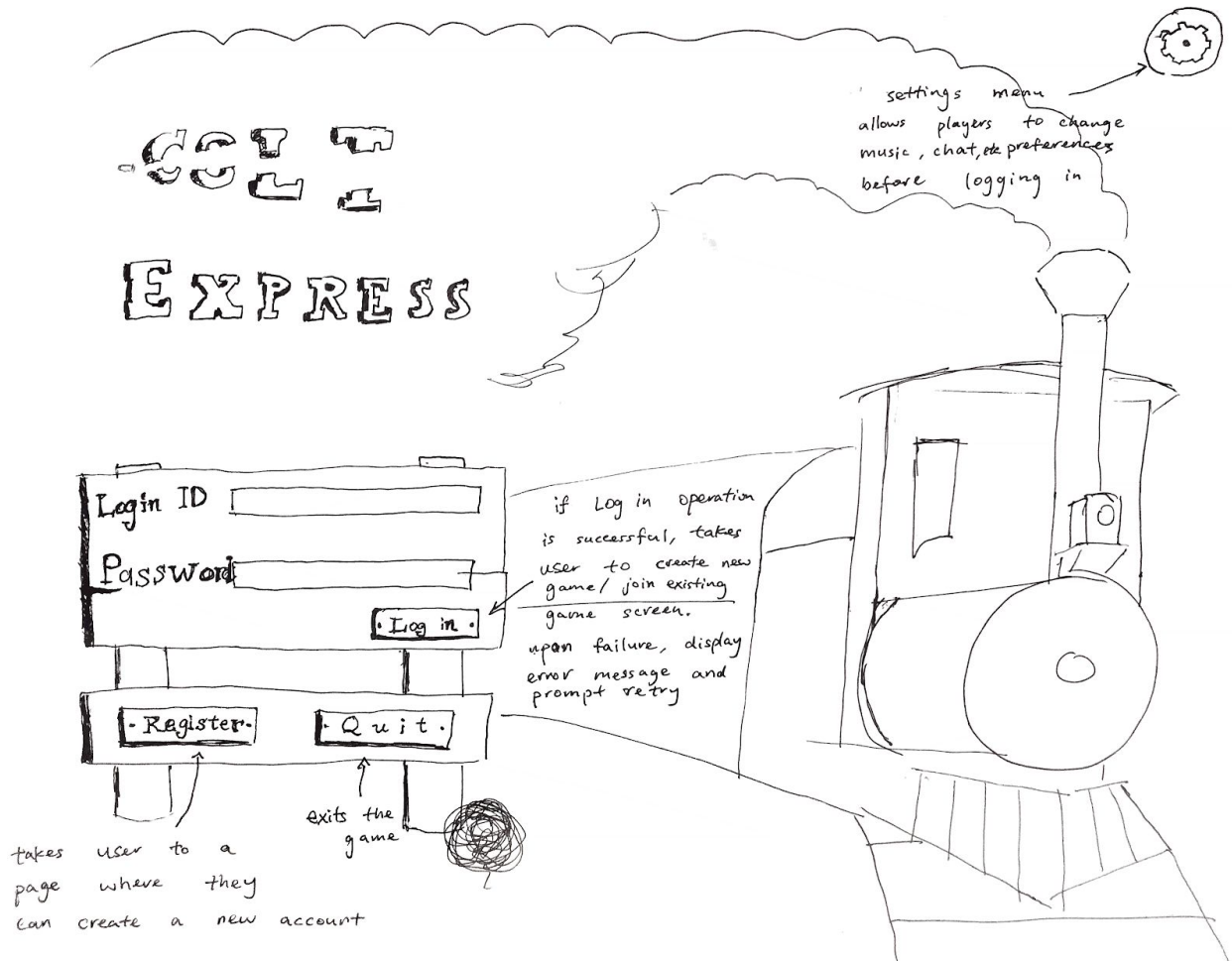
- Hanaozhe Hu
- Faisal Rabbani
- Annie Ren
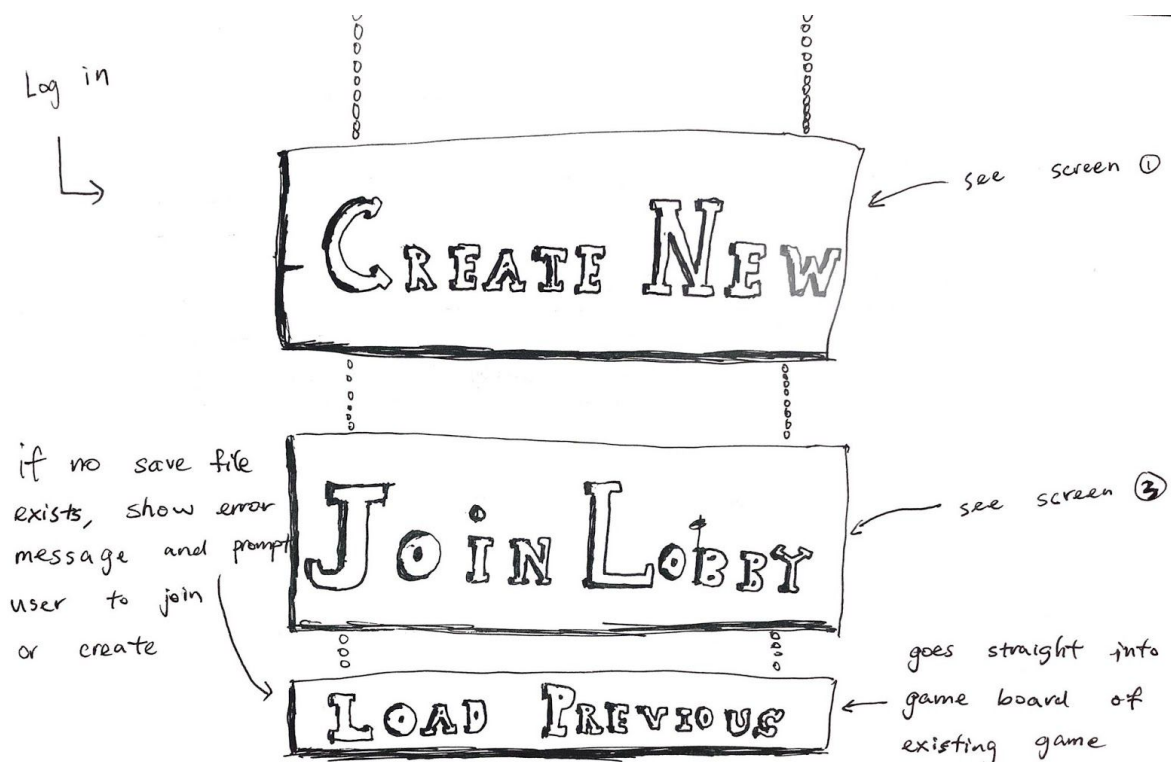- Insha Sohail
- Jonathan Zhang

Contents

Login

Login Screen:

Create New Lobby / Join Existing Lobby / Load Previous Lobby

①
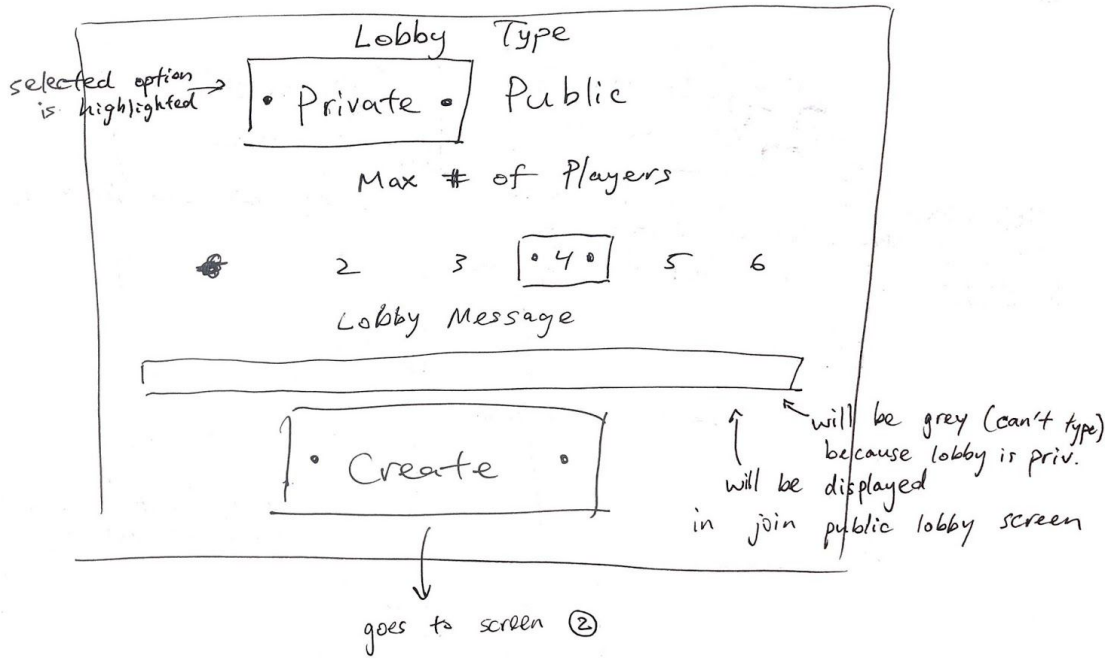
Lobby Type
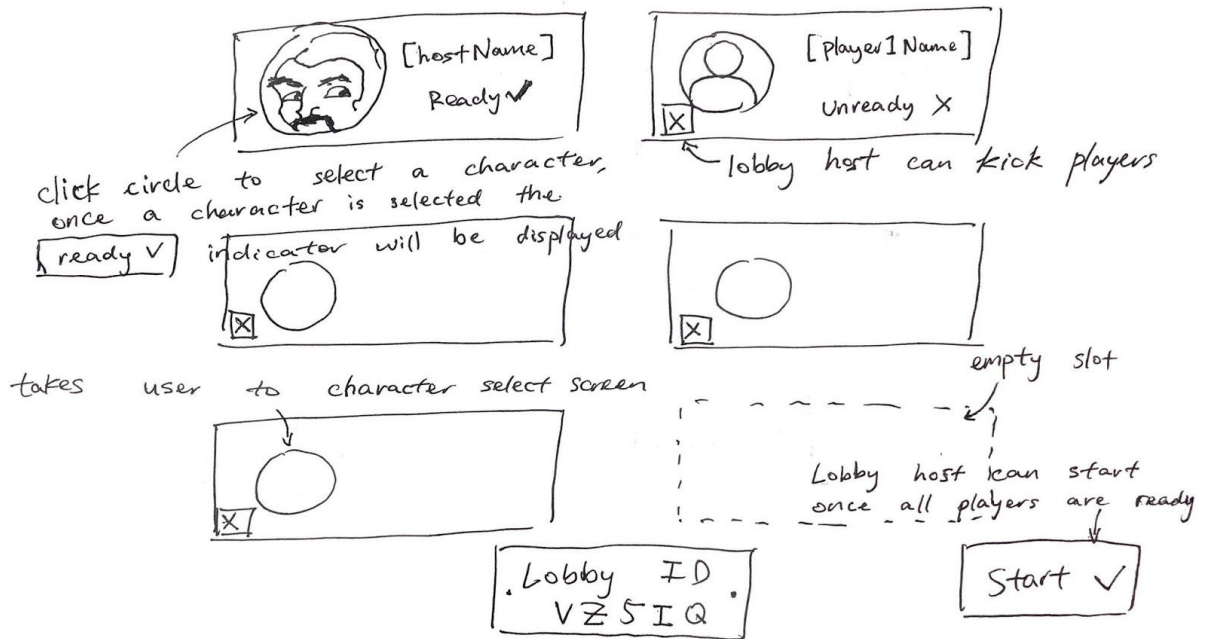
selected option → • Private • Public
is highlighted

Max # of Players

2   3   • 4 •   5   6

Lobby Message

_____

┌─────────────────────┐
│ • Create •   │
└─────────────────────┘

← will be grey (can't type)
because lobby is priv.
will be displayed
in join public lobby screen

goes to screen ②

---

②

*Lobby host POV

┌──────────────────────┐   ┌──────────────────────┐
│ (face) [hostName] │   │ (person) [Player 1 Name] │
│   Ready ✔   │   │   Unready X   │
│ ⊠   │   │ ⊠   │
└──────────────────────┘   └──────────────────────┘

click circle to select a character,
once a character is selected the
[ready ∨] indicator will be displayed

┌──────────────────────┐   ┌──────────────────────┐
│   ( )   │   │   ( )   │
│ ⊠   │   │ ⊠   │
└──────────────────────┘   └──────────────────────┘

← lobby host can kick players

empty slot

takes user to character select screen

┌──────────────────────┐
│   ( )   │
│ ⊠   │
└──────────────────────┘

┌ ─ ─ ─ ─ ─ ─ ─ ┐
│   ↙ │
└ ─ ─ ─ ─ ─ ─ ─ ┘

Lobby host can start
once all players are ready

┌──────────────┐   ┌──────────────┐
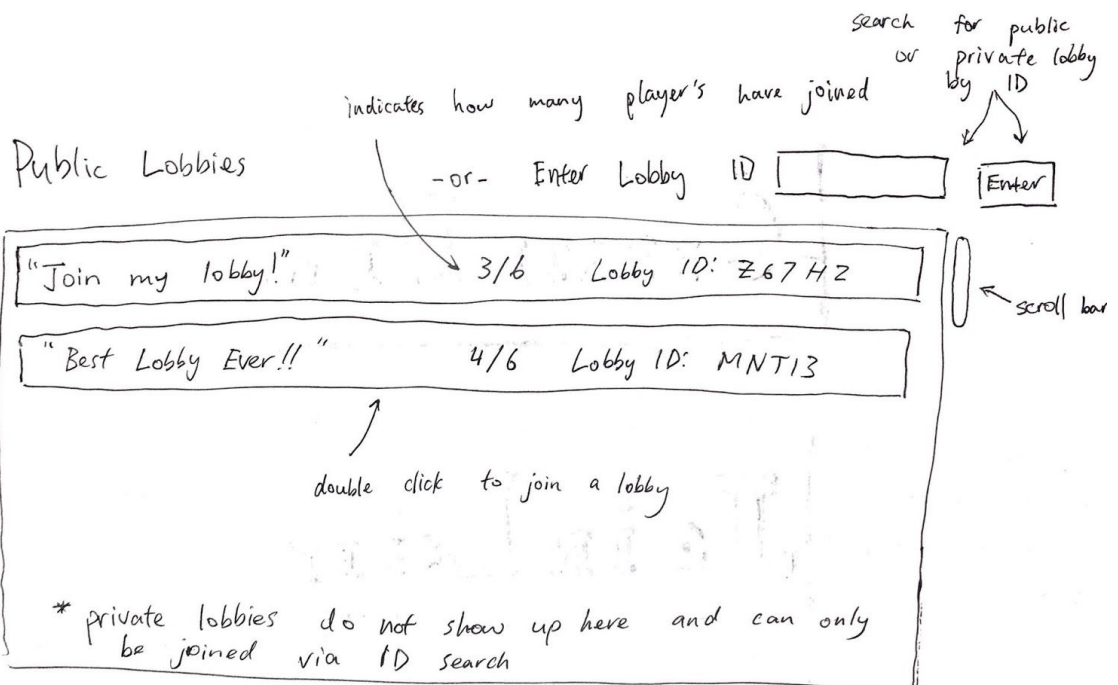│ • Lobby ID • │   │ Start ✓   │
│   V Z 5 I Q │   └──────────────┘
└──────────────┘

- In the lobby screen (diagram 2), a user can click their portrait to choose/change their character as depicted above.

Main Game

Main Game Board / Game State:

Your hand

| card 2 | card 3 | card 4 | card 5 |

Discarded card (s)

| Discarded 1 | Discarded 2 | Discarded 3 |

The Confirm button:
Once a user selects their card (either to <u>play</u> it or to <u>discard</u> it), this button will be activated. A user can then click on it to confirm his/her move.

A user may click on the Shotgun pawn to punch him. The pawn disappears after being clicked.

Before a game starts, a player can choose between their horse and their character by clicking on the 🐴 or 🎀 of their colour. (i.e. Belle is pink).

When a user plays their Horse card they will be able to move their character onto the horse, move forward/backward and select the train to jump back onto the train
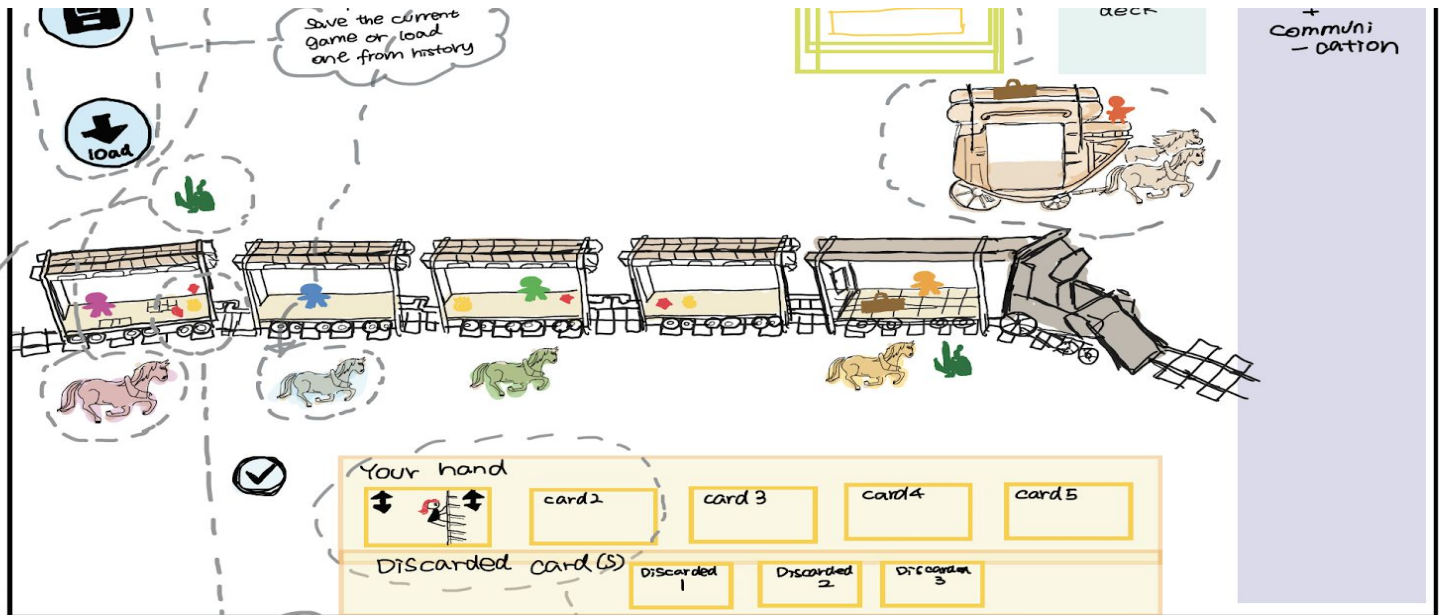
The Stagecoach will only be highlighted as such:

When a horse-riding user can jump onto it

A user can save the current game or load

| Round card | Common deck | USer Status + communi cation |

Save the current game or load one from history

load

Your hand

| | card 2 | card 3 | card 4 | card 5 |

Discarded card(s)

| Discarded 1 | Discarded 2 | Discarded 3 |

deck

+ communi-cation

money bag
($250 - 500)

gem ($500)

strongbox
($1000)

A user can click
on the above
game units to
collect his/her
loot

A user can click on any one of the cards to
to select what action he/she wants to take
(for more on this, please see the separate
sketch for a user's hand)
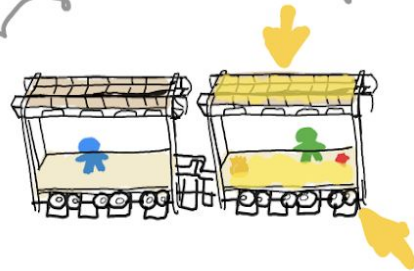
sketch for a user's hand)

strongbox
($1000)

A user can click
on the above
game units to
collect his/her
loot

Some static
game units are added
to the UI to make
the game more
visually appealing.

When a user needs to take an action
(i.e. move to a different carriage or to the roof)
the available options will be highlighted as
shown in the drawing above.
A user can click on the highlighted part
(either roof or inside the carriage) to
move his/her character there.
When a user needs to attack another user's
character, the available characters' tokens
will be highlighted.

Game State / User Status

The current user, in this case, Belle, can see her total loot at any point in the game, but won't be able to see how much their opponents have robbed.

User Status

User1
Belle
Bullet Cards : ●●○○○○
Total Loot : $1000

User2
Doc

Past moves

What happened??
Belle moved to carriage2   12:25
Cheyanne punched Tugo   12:24
Ghost moved to the roof of car3 ...

- During Gameplay, each player plays each individual card based on the round card format, and then subsequently placed in the common deck.
- Once all the characters have played their cards, the scheming phase begins and the cards reveal themselves.
- Each card reveals triggers bandit movement and any shooting or looting scenario on the main game board.

Game State / Chat / Location of Settings
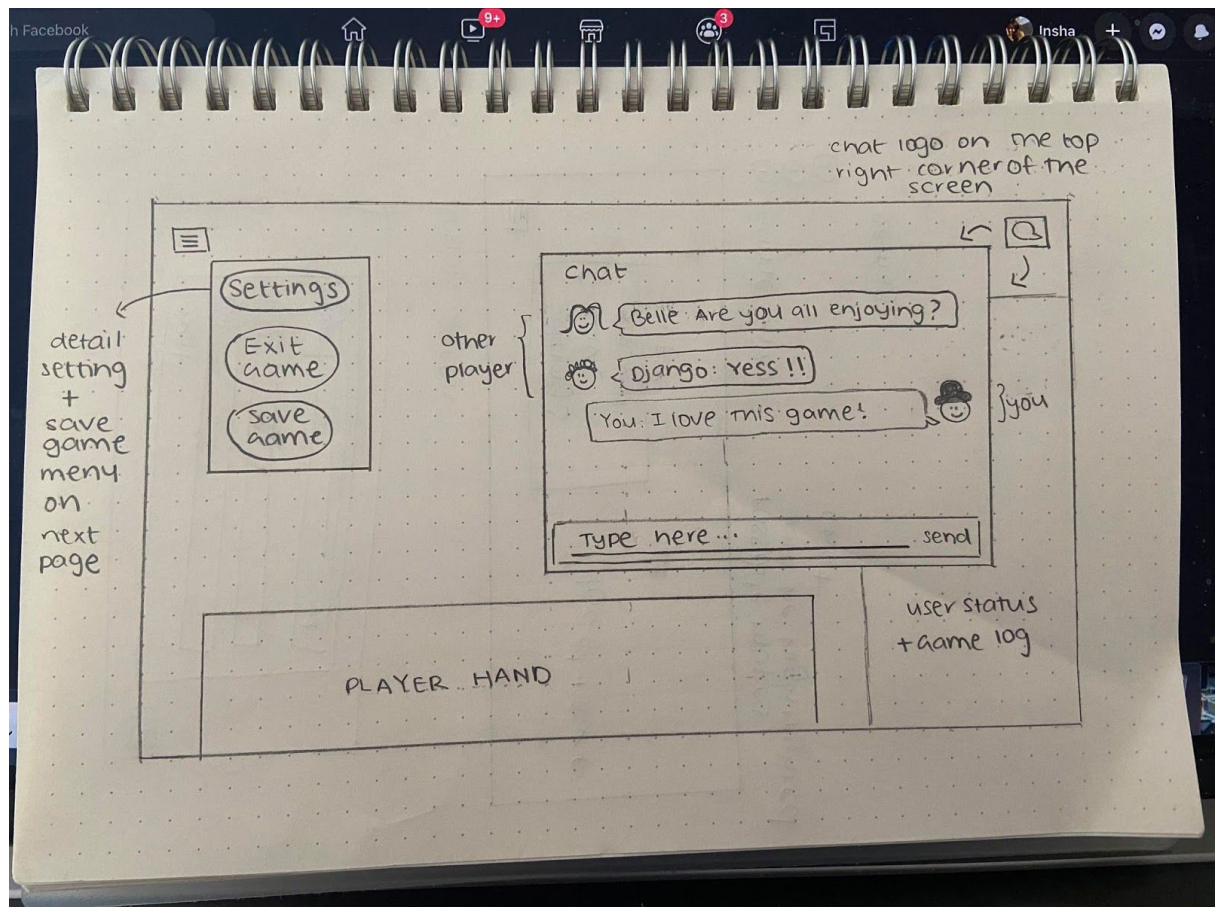
- In the main game screen, the user can click their top right corner to chat with other players and the top left gear icon to access settings and the save game menu.

Save Current Game + Settings Menu
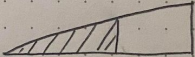

save game

Name: _____

Description:

_____

_____

| Save & Exit |

in settings menu, we can adjust
various settings
↓

settings

| Vol. | ├─────────┤
0   100

| SFX | ├─────────┤
0   100

☀

Enjoying the game?
| RATE US! |

Paused Game Screen

we can access save + settings menu
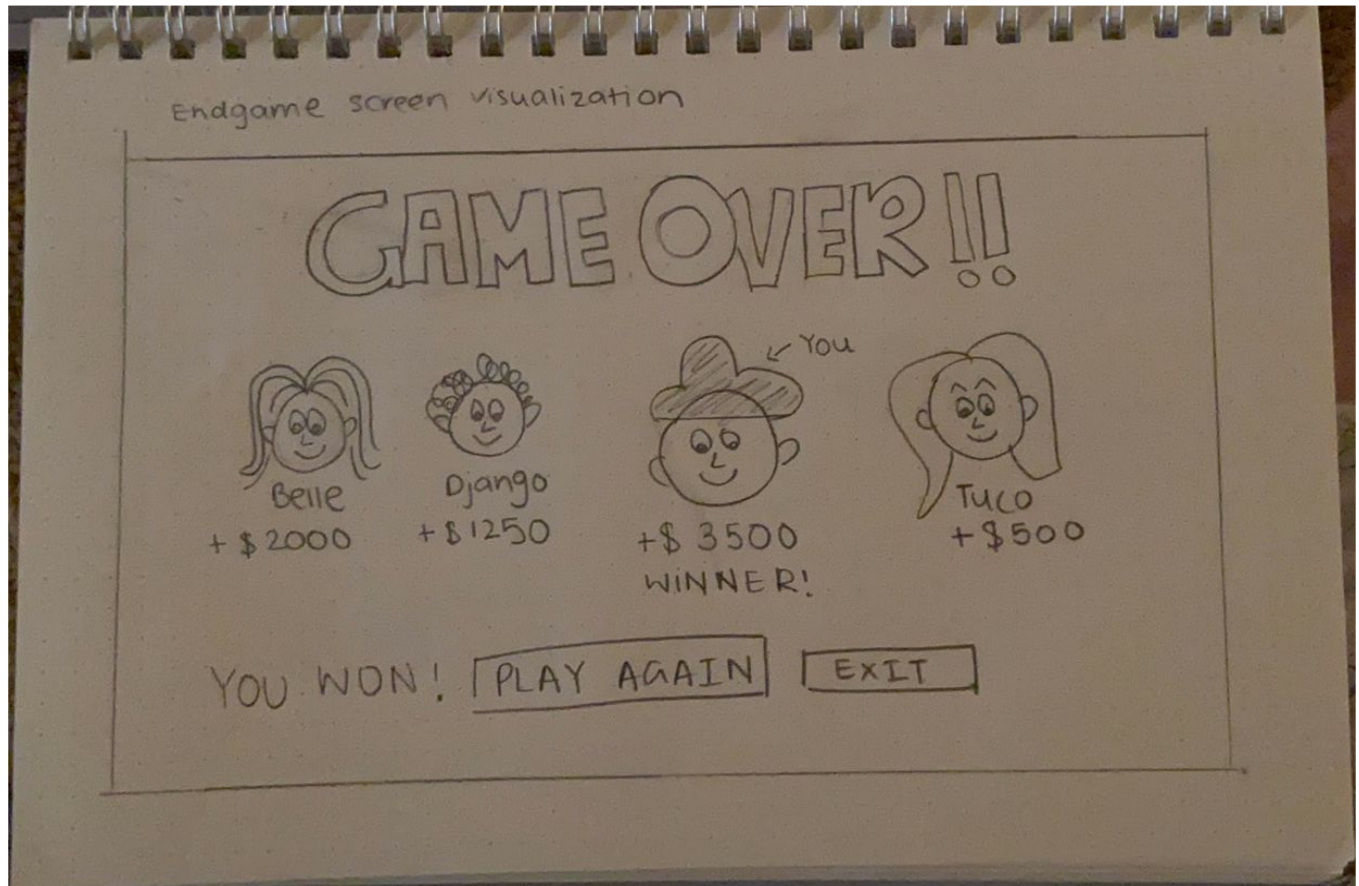from the pause screen as well

GAME PAUSED!

game
screen
is faded
out!

Settings

Save & Quit

Exit Game

Return to Game

Return to Main Menu

End Game Screen

- In the end game screen, all users are able to see who has won the game and everyone's loot. They may choose to play again by returning to the main game lobby screen or to exit the game by clicking on the buttons shown.