Screen Sketches

Geohunt

2_Jubair_5
Nathan Imig, Alex Remiasz,
Evan Julson, Aj Tripathi

Actors

1. Casual Player
    *   Single player mode
    *   Submits their own location challenges
2. Competitive Player
    *   Single or Multiplayer Mode
    *   Leaderboards
    *   Satisfying rewards
3. Social Player
    *   Multiplayer mode
   *   Able to add and play with friends

Non-Functional Requirements

- Must be able to give the user a unique challenge on request within 5 seconds of starting the game
- Make sure the challenges are decently unique and not extremely repeatable or similar
- All UI elements should respond in 0.5 seconds or less
- Application should be made in a way that would support longevity. For example, being able to create new challenges weekly or easily create new rewards or power ups.

Tables and Fields

- Accounts
    - User ID – Primary Key
    - Username
    - Password
    - Email
    - Profile Picture
    - Last Logged In
- Challenges
    - Challenge ID - Primary Key
    - Latitude Coordinate
    - Longitude Coordinate
    - Image
- Submissions (Many to one with Challenges)
    - Submission ID – Primary Key
    - Challenge ID – Foreign Key
    - Latitude
    - Longitude
    - Submitter id – Foreign key
    - Image url
    - Submission time
    - No of reports
- Friends (Many to one with Accounts)
    - User id – Foreign key
    - Friend id – Foreign Key
    - PK is composite of User id and Friend id
    - Status
- Comments (Many to one with Submissions)
    - Comment it – Primary Key
    - Submissions id – Foreign key
    - User id – foreign key
    - Comment
    - Time

Screen Flow Diagram
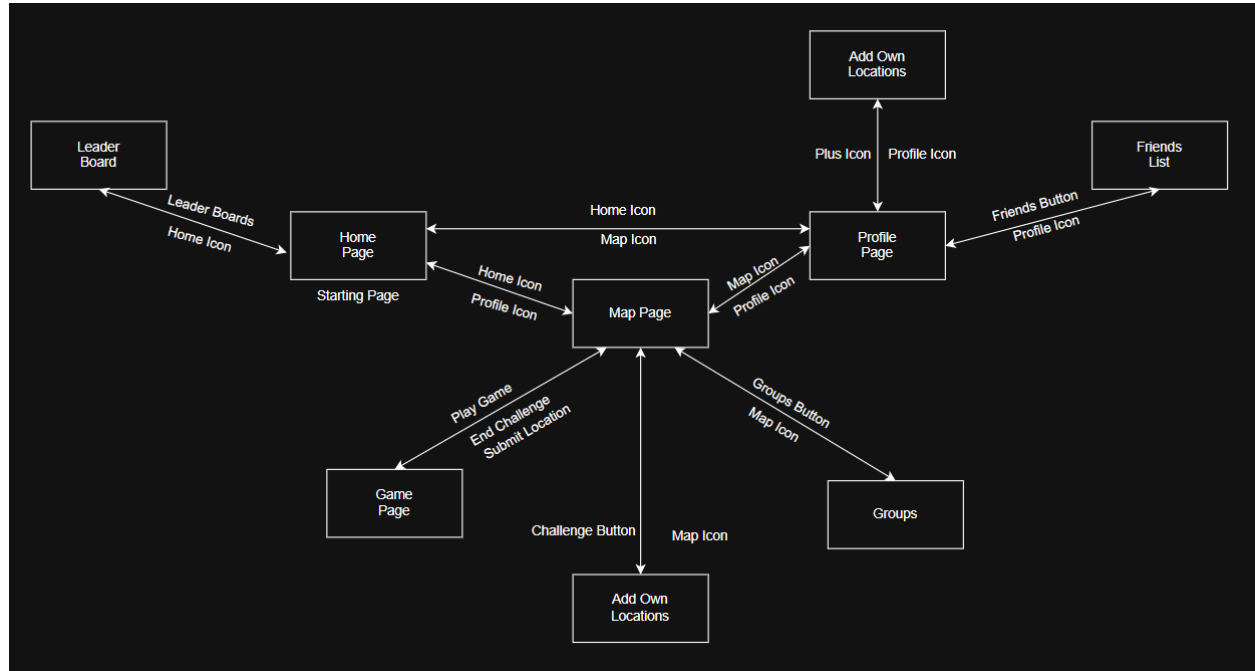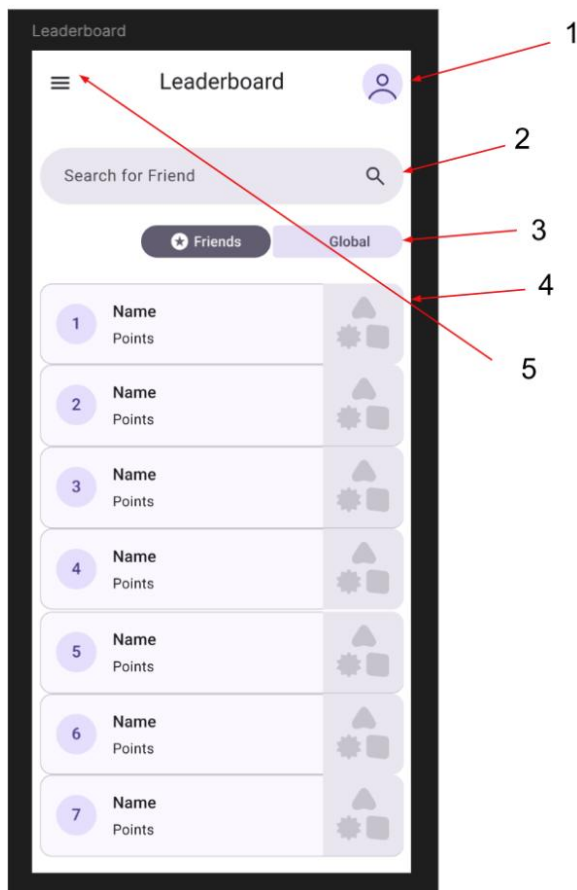
1.) Button to access profile. Profile is where people can: Opt into global leaderboard

2.) Search bar. This will allow users to auto scroll down to specific people to check their rank. Will generate error message if user not found or has not opted into global leaderboard (see below for both)'

3.) Slider to change leaderboard into global or friends only

4.) Scrollable rankings of users.

5.) Button that opens up a menu that enables users to go back to the main page by presenting more buttons (Home, Friends, etc.)

Screen 1 – Leader Board (Aj Tripathi)
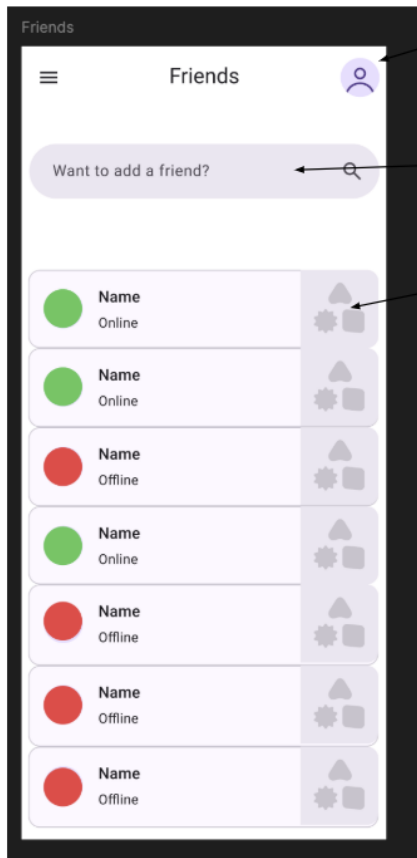
1.) **Button to go to your own profile**
2.) **Search for already added friends, or for new players to send requests to (Both screens below)**
3.) **Scrollable list of already added friends. The colors and text indicate if they are online or not, and they can be clicked to view their profile.**

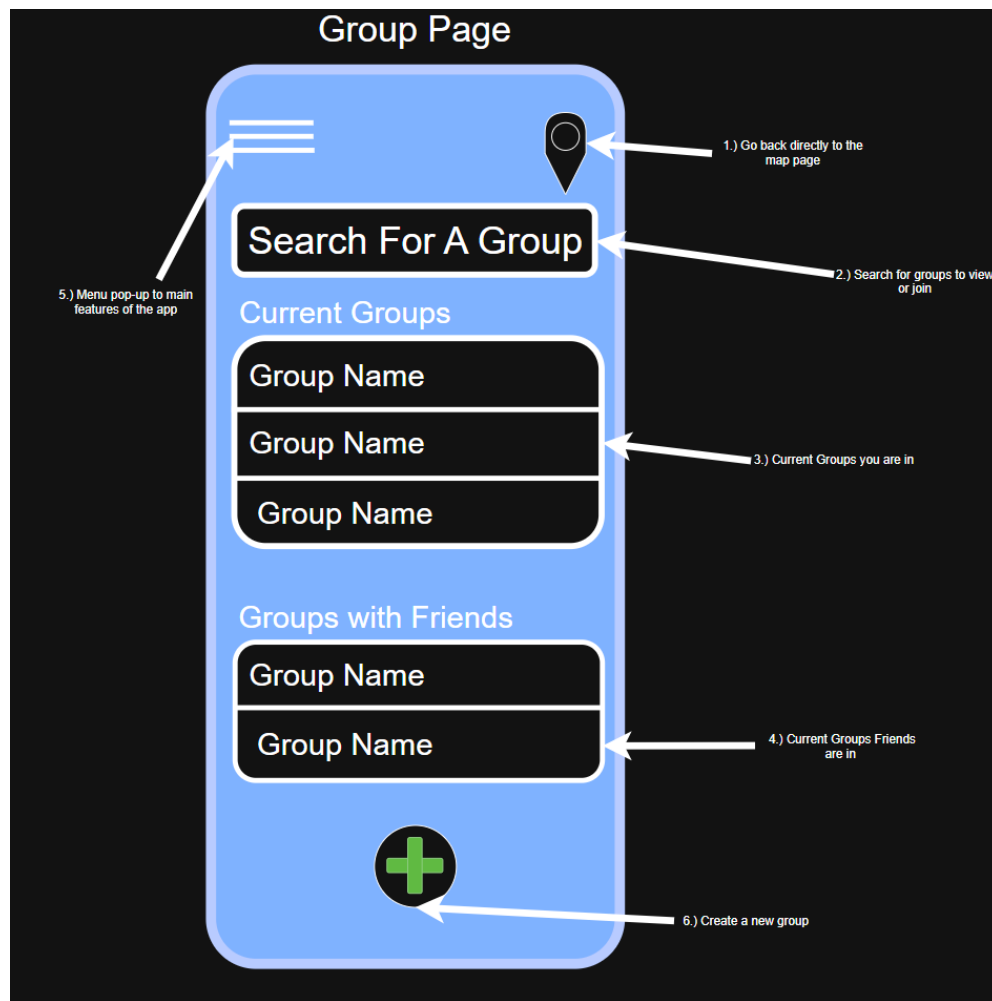**Screen 2 – Friend List (Aj Tripathi)**

Screen 3 – Map Page (Nathan Imig):
This screen is one of the three main fragment screens that we have for the app.
This map page also holds the main part of the app which is the game aspect. It
has the main features of the app which is to play the game, see different groups,
or start more challenges
This screen lets the user see a map of past completed games (1) challenge
friends to the game (2), look at joined groups or ones to add (3), take you to your
profile (4), and take you to the home page (6).

Group Page

Search For A Group

1.) Go back directly to the map page

2.) Search for groups to view or join

5.) Menu pop-up to main features of the app

Current Groups

Group Name

Group Name

Group Name

3.) Current Groups you are in

Groups with Friends

Group Name

Group Name

4.) Current Groups Friends are in

6.) Create a new group

Screen 4 – Groups Page (Nathan Imig):
This screen allows players to search through all groups that have been made. Users can view current groups that they themselves or their friends are in Along with making their own group for others to join.
Users can go back to the map page, the previous page (1), search for other groups that they would want to join (2), can view their own current groups that are a part of (3), view groups that their friends are a part (4), go to a different part of the app using the menu button (5), or create their own group for other to join (6).

Screen 5: Multiplayer Page
(Alex Remiasz)
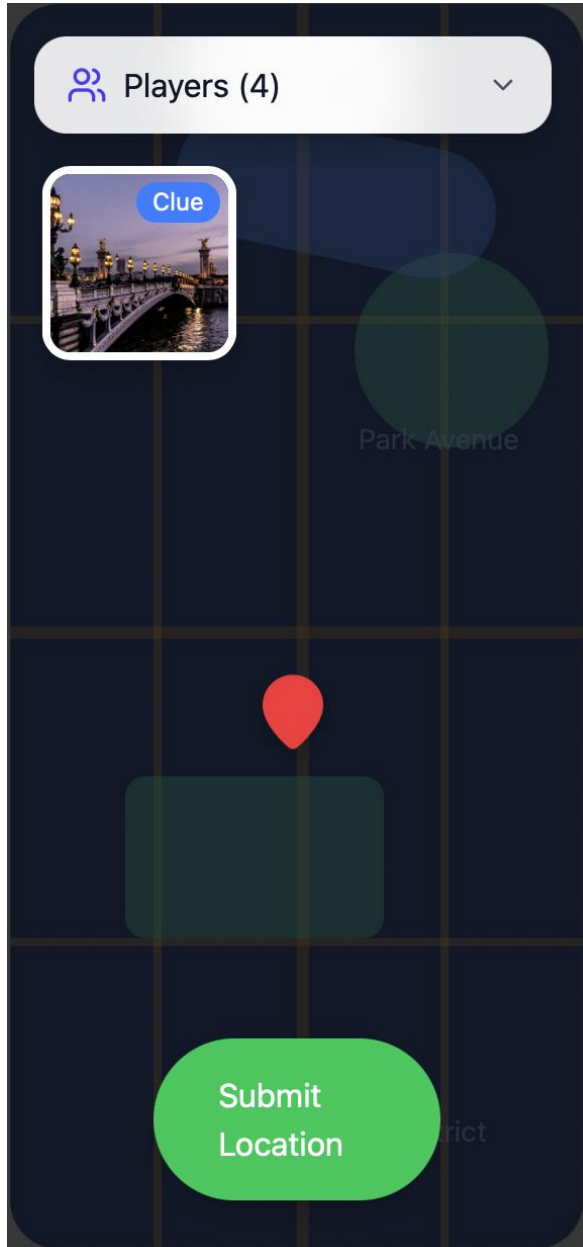
This screen is what is viewed when the user Is playing in multiplayer mode. They see their Current location, along with their image clue Showing they're looking for. When in Multiplayer, the user can view who they're Playing with and the local leaderboard of The match.

The image in the corner can be clicked To expand the image on the screen. This is the User's hint in order to find the challenge Location. The submit location button will lock In their users guess, and make them take a Picture of where they are standing, then confirm Their coordinates to see if its accurate.

The player list can be clicked on to display The current status of the match for each player
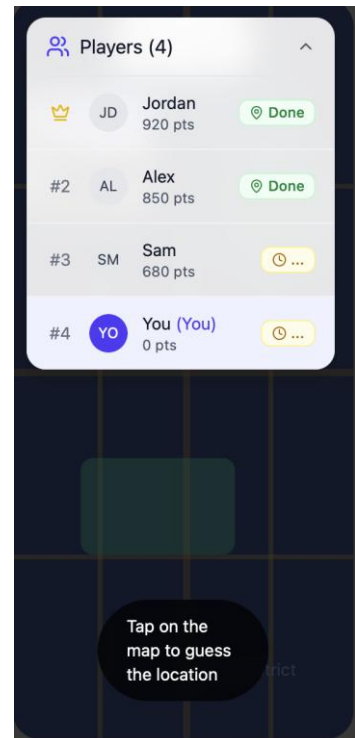
Screen 6: Submit Custom User Locations

(Alex Remiasz)

Profile

@aremiasz

EDIT ACCOUNT
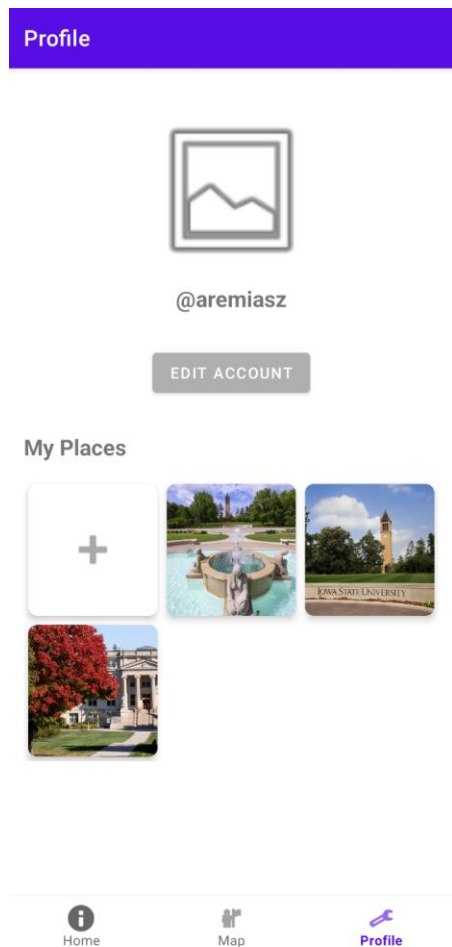
My Places

This view in the Profile Page allows users to view
And submit their own custom locations. Labeled as
"My Places", these are photos the user has submitted
That can be played by other players. Each tile can be
Selected to view the full photo, the coordinates, and
Map location. They can be managed and deleted here.

Users can press the plus
Tile to add a location,
Which will prompt them

My Place

Latitude: 42.024289

Home   Map   Profile
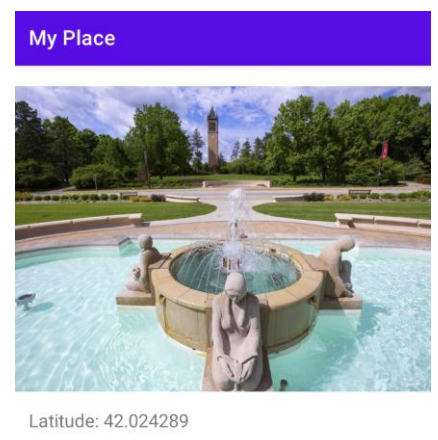
To take a photo, then take

Their current coordinates

And submit it to the server

To be added to the pool

For other users to be

Able to play with.

Screen 7:

Screen 8: