

WEBSITE JASA JOKI

Kelompok 6



Meet Our Team

Bimasakti Cahyo Utomo

[2209106021](#)

Anandita Agung Nugraha

[2209106042](#)

Muhammad Iffandi

[2209106006](#)

Alianur

[2209106025](#)

Dustin Hessel Kopalit

[2209106045](#)

USER STORY

Sebagai Gamer yang berdedikasi
Saya ingin Meningkatkan peringkat saya dalam
permainan Sehingga Saya dapat menikmati
pengalaman bermain yang lebih kompetitif dan
mencapai tingkat kesuksesan yang lebih tinggi
Namun, Saya tidak memiliki waktu atau keterampilan
yang cukup untuk meningkatkan peringkat saya
sendiri. Oleh karena itu, Saya membutuhkan layanan
joki gameyang terpercaya dan profesional untuk
membantu saya mencapai tujuan saya.



STORY BOARD

The storyboard illustrates a user flow from a game landing page to a login screen.

Screen 1: Game Landing Page

- Header: SEARCH, Sign In/Sign Up, Profile icon.
- Main Content:
 - A large orange placeholder area.
 - Three game cards labeled "Paling Laris":
 - Game 1: Nama Game, Pesan button.
 - Game 2: Nama Game, Pesan button.
 - Game 3: Nama Game, Pesan button.
 - Navigation: Left and right arrows.
 - Section Headers: Single Player (underlined), Multiplayer.
 - More game cards:
 - Game 1: Nama Game, Pesan button.
 - Game 2: Nama Game, Pesan button.
 - Game 3: Nama Game, Pesan button.
 - Footer: Hubungi Kami, contact icons (phone, Instagram).

Screen 2: Login Screen

 - Header: SEARCH, Sign In/Sign Up, Profile icon.
 - Content:
 - Logo.
 - Email input field: Enter Your Email.
 - Password input field: Enter Your Password.
 - Text: Belum punya akun? [Sign Up](#).
 - Sign In button.
 - OR
 - Social login buttons: f (Facebook) and G (Google).
 - Footer: Footer.

A large downward arrow indicates the transition from the first screen to the second.

Ketika user menekan tombol sign in maka web akan membuka halaman sign in untuk user melakukan sign in

STORY BOARD

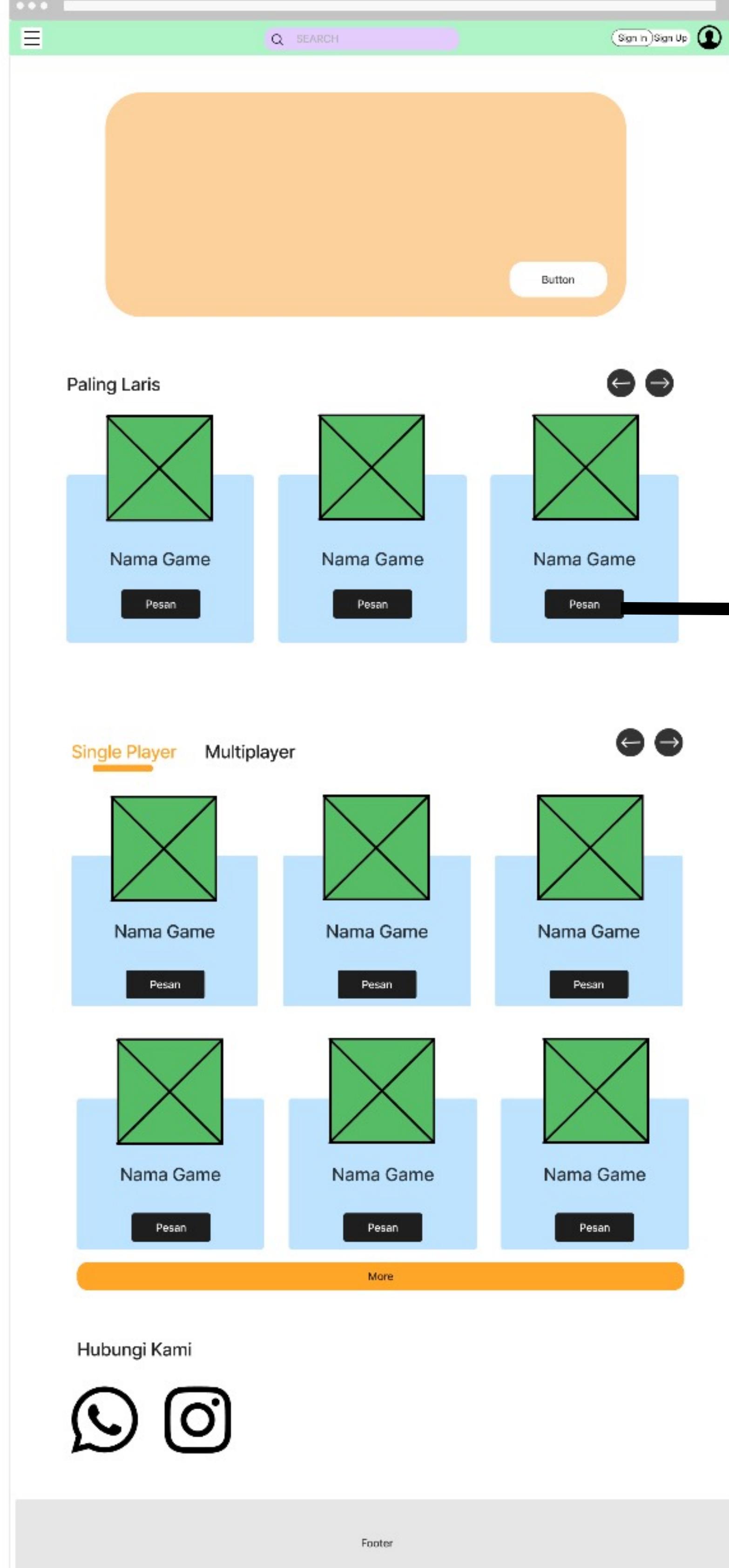
The storyboard illustrates a user flow between two web pages:

- Page 1 (Left):** A game listing page. It features a large orange button at the top right labeled "Button". Below it is a section titled "Paling Laris" containing three blue boxes, each with a green square icon and the text "Nama Game" and a "Pesan" button. To the right of this section are left and right arrows. Below this is another section titled "Single Player" (underlined) and "Multiplayer". It also contains three blue boxes with "Nama Game" and "Pesan" buttons. At the bottom is a large orange "More" button. The footer includes a "Hubungi Kami" section with phone and Instagram icons.
- Page 2 (Right):** A sign-up page titled "Register". It has fields for "Email" (placeholder "Enter Your Email"), "Nama" (placeholder "Enter Your Name"), "No. Hp" (placeholder "Enter Your Email"), and "Password" (placeholder "Enter Your Password"). It includes links for "Sudah Punya Akun ?" and "Sign In". Below these are "Sign Up" and "OR" buttons, along with social media icons for Facebook and Google. The right side of the page is a large green area with a "SIGN UP" button and a "LOGO". The footer is shared with the first page.

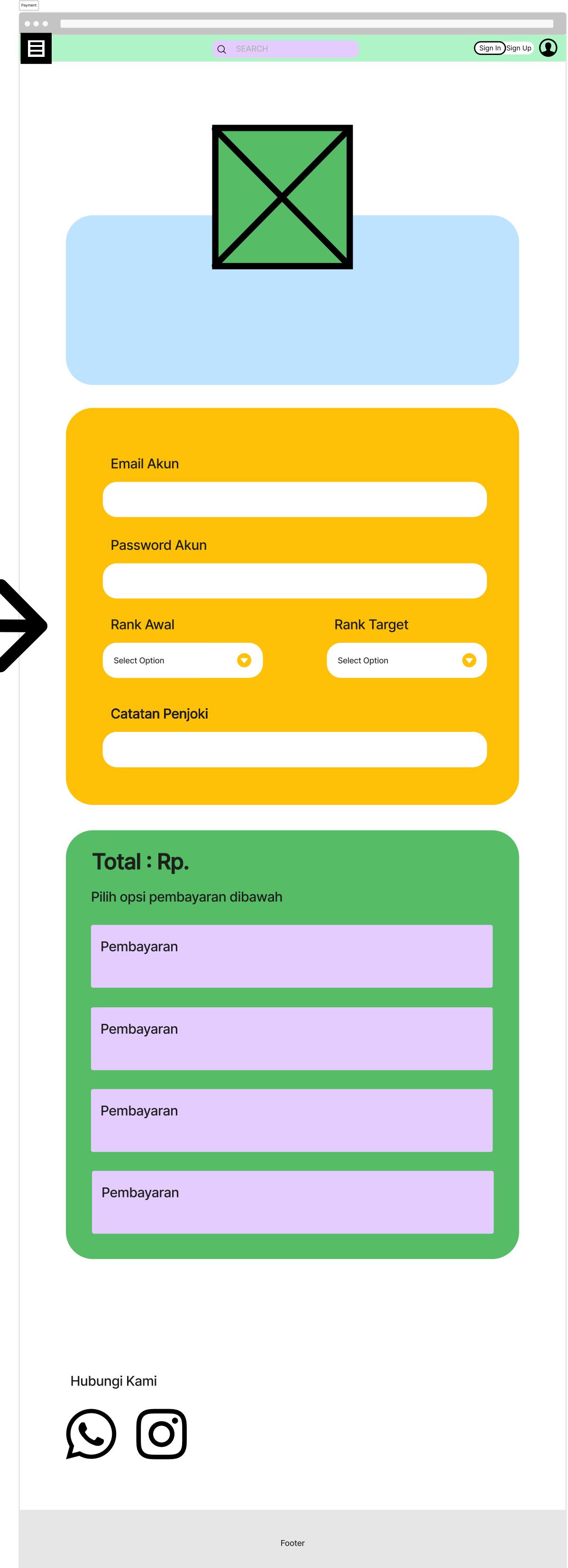
A black arrow points from the "Sign Up" button on Page 1 to the "Sign Up" button on Page 2, indicating the transition from the game listing to the sign-up process.

Ketika user menekan tombol sign up maka web akan membuka halaman sign up untuk user melakukan sign up

STORY BOARD



Ketika user menekan tombol pesan maka web akan membuka form payment. Pada form tersebut user akan menginputkan setiap data yang diperlukan untuk transaksi



WIREFRAME

This wireframe shows the layout of the landing page. At the top is a large orange rectangular area containing a central button. Below this are two sections of three blue rectangular cards each, labeled "Nama Game" and featuring a green square icon with an 'X'. Each card has a "Pesan" button at the bottom. Navigation arrows are positioned between and above these sections. A "More" button is located at the bottom right of the card area. At the very bottom is a grey footer bar.

Paling Laris

Single Player Multiplayer

Hubungi Kami

Footer

This wireframe shows the sign-up page. It features a large green sidebar on the right with a "LOGO" placeholder and a "SIGN UP" button. The main content area contains four input fields: "Email" (placeholder: Enter Your Email), "Nama" (placeholder: Enter Your Email), "No. Hp" (placeholder: Enter Your Email), and "Password" (placeholder: Enter Your Password). Below these fields are links for "Sudah Punya Akun ?" and "Sign In". At the bottom is a "Sign Up" button, followed by an "OR" link, and social login icons for Facebook and Google.

Email

Enter Your Email

Nama

Enter Your Email

No. Hp

Enter Your Email

Password

Enter Your Password

Sudah Punya Akun ?

Sign In

Sign Up

OR

f G

LANDING PAGE

SIGN UP PAGE

WIREFRAME

This wireframe shows a payment interface. At the top, there's a header with a search bar and 'Sign In / Sign Up' buttons. Below the header is a large blue button containing a green square with a black 'X'. Underneath is a yellow form section with fields for 'Email Akun' and 'Password Akun', and dropdowns for 'Rank Awal' and 'Rank Target'. A note 'Catatan Penjoki' is also present. At the bottom, a green box displays 'Total : Rp.' followed by four purple payment options labeled 'Pembayaran'.

Payment

SEARCH

Sign In Sign Up

Email Akun

Password Akun

Rank Awal

Select Option

Rank Target

Select Option

Catatan Penjoki

Total : Rp.

Pilih opsi pembayaran dibawah

Pembayaran

Pembayaran

Pembayaran

Pembayaran

Hubungi Kami

Footer

This wireframe shows a login interface. It features a header with a search bar and 'Sign In / Sign Up' buttons. The main area has an orange background with a white 'LOGO' circle and a 'SIGN IN' button. To the right is a white card with fields for 'Email' and 'Password', and links for 'Belum punya akun?' and 'Sign Up'. Below these are social media logins for Facebook and Google. A 'Footer' section is at the bottom.

Login

SEARCH

Sign In Sign Up

LOGO

SIGN IN

Email

Enter Your Email

Password

Enter Your Password

Belum punya akun ?

Sign Up

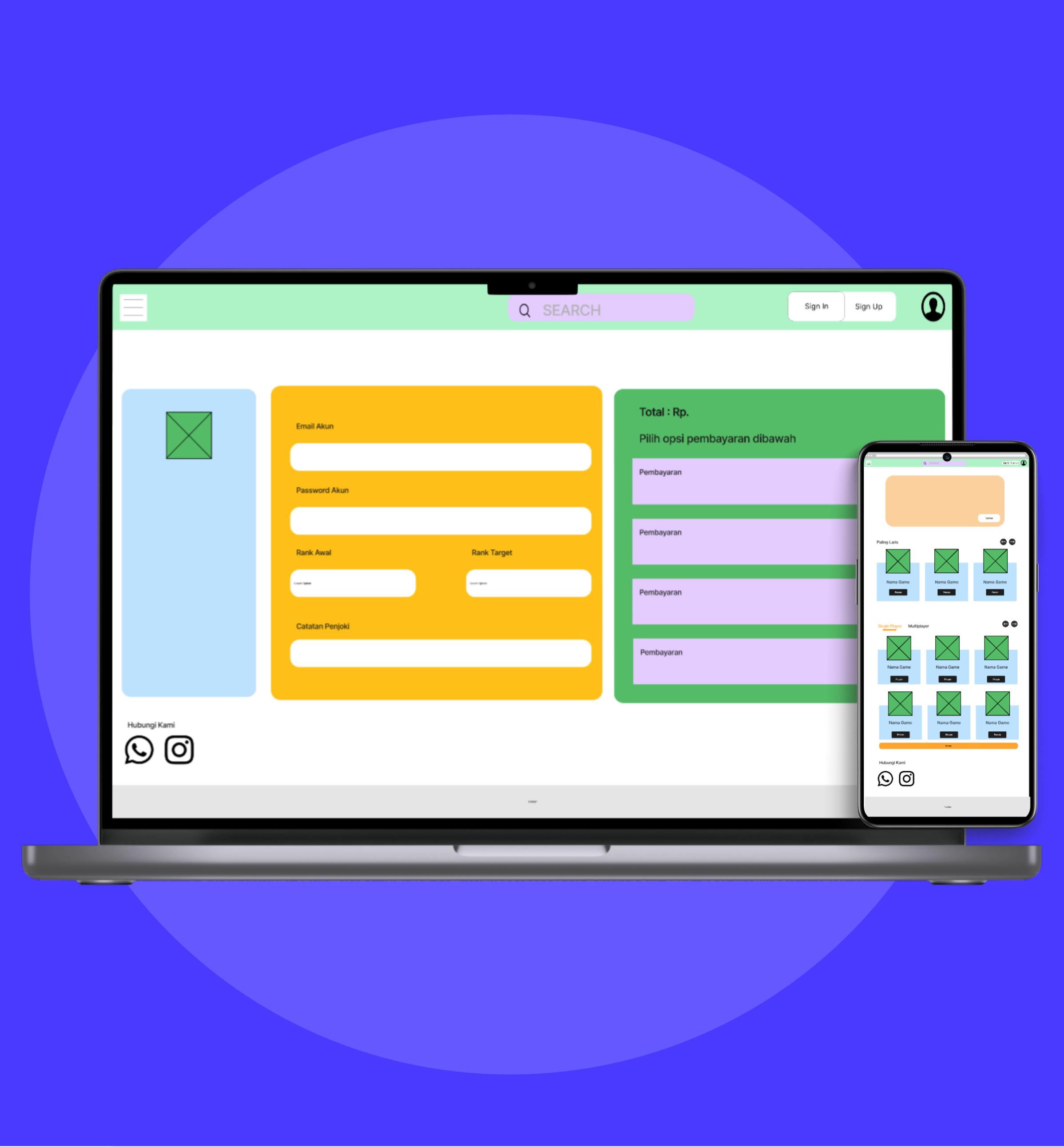
Sign In

OR

f G

Footer

SIGN IN PAGE



Mock Up JokiJoki.COM



— Kelompok6