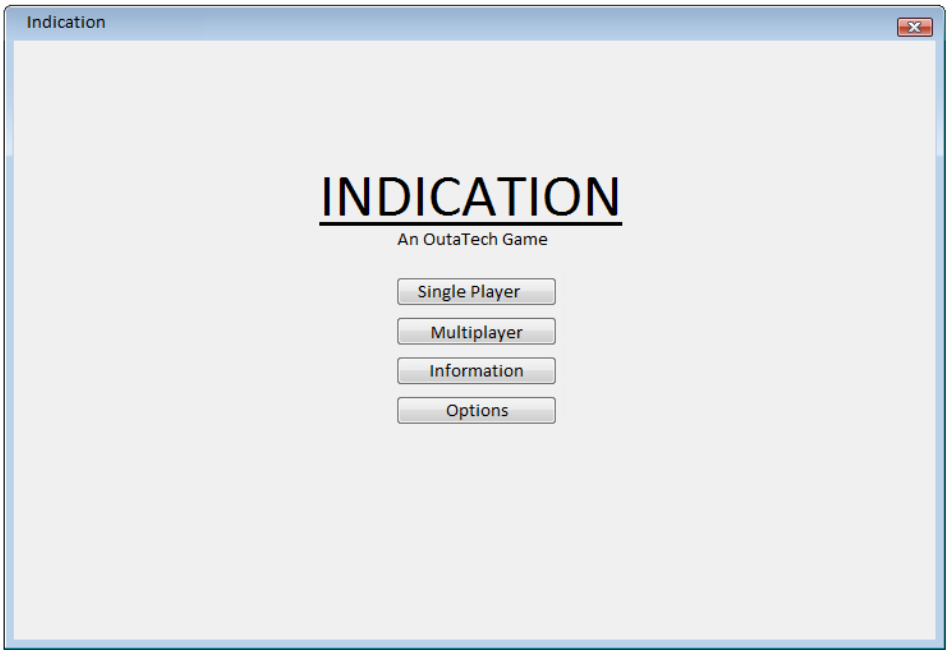
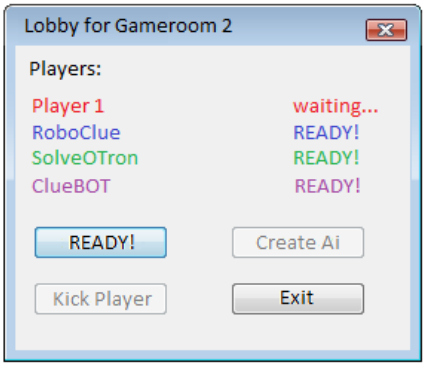
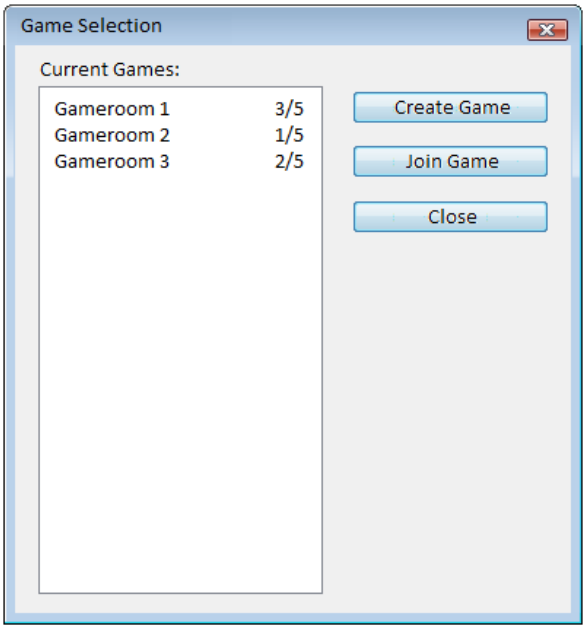
Game Screens



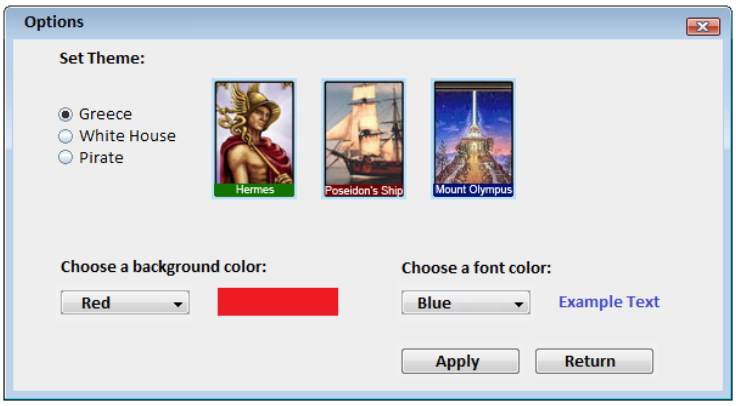
When the user starts the application, a window will appear on their desktop displaying the main menu screen of the game Indication. From here the user can select *Single Player*, *Multiplayer*, *Information*, or *Options*. Each of these buttons will bring the player to another screen that will appear in front of the main menu screen. The *Single Player* button brings up the lobby screen with no network capabilities, *Multiplayer* will bring up the Lobby Selection screen, the *Information* button will bring up the information screen, and the *Options* button will bring up the Options screen. To close the application we assume the user is aware that they are able to click the close button in the upper right corner of the screen to close the application.



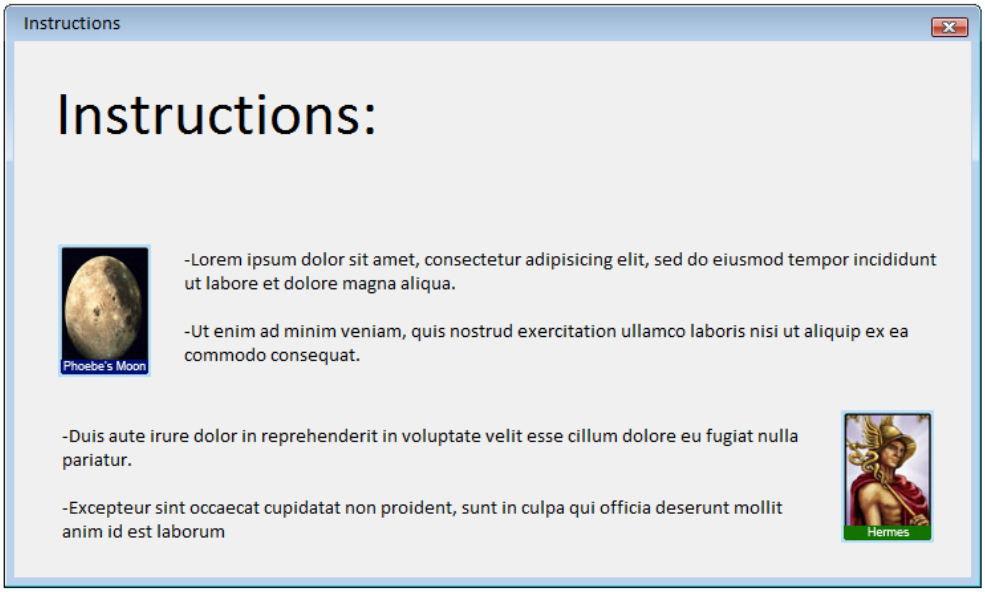
When the player clicks *Single Player*, the lobby screen will pop up. Here, the player can Create/Remove AI from the player list until they have the desired amount. Player number requirements will still be adhered to when creating/removing AI and must be fulfilled before the game will be able to start. Once the lobby selection is to the player's liking and adheres to implicit rules, the player may start the game. This will bring all players to the main game screen.



When the player clicks *Multiplayer* the Lobby Selection screen appears. Here, the player can either select a game to join or can create a lobby. On the left side of the screen is a text box that displays available lobbies (shown as the name of the lobby) and how many players are currently in each lobby. If the maximum number of players, which is 5 players, are not currently in the lobby, then the player can select the lobby they wish to join, and press the join game button to join the lobby. If the maximum number of players are already in the lobby, then the player will be unable to join. The user can also create a new game lobby from this screen as well. When the player selects the *Create Game* button, a pop-up will appear prompting the user to give a name to the new server. Once a name is selected, they will be brought to the networked version of the lobby screen.

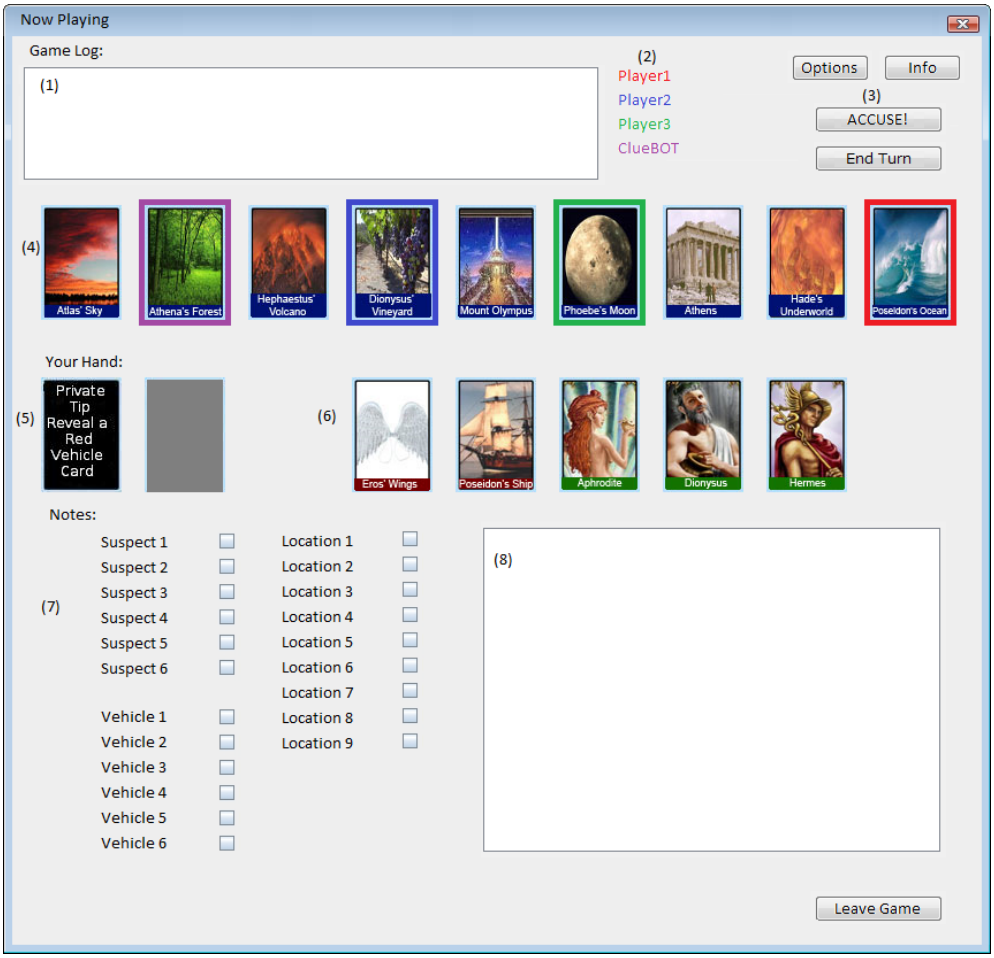


Clicking the *Options* button on either the menu page or during the game will bring up this Options window. In it, the user can select between 3 different preset card images, as well as change the background and text color for the application. Clicking the *Apply* button will save the changes while the *Return* button will exit the Options window.

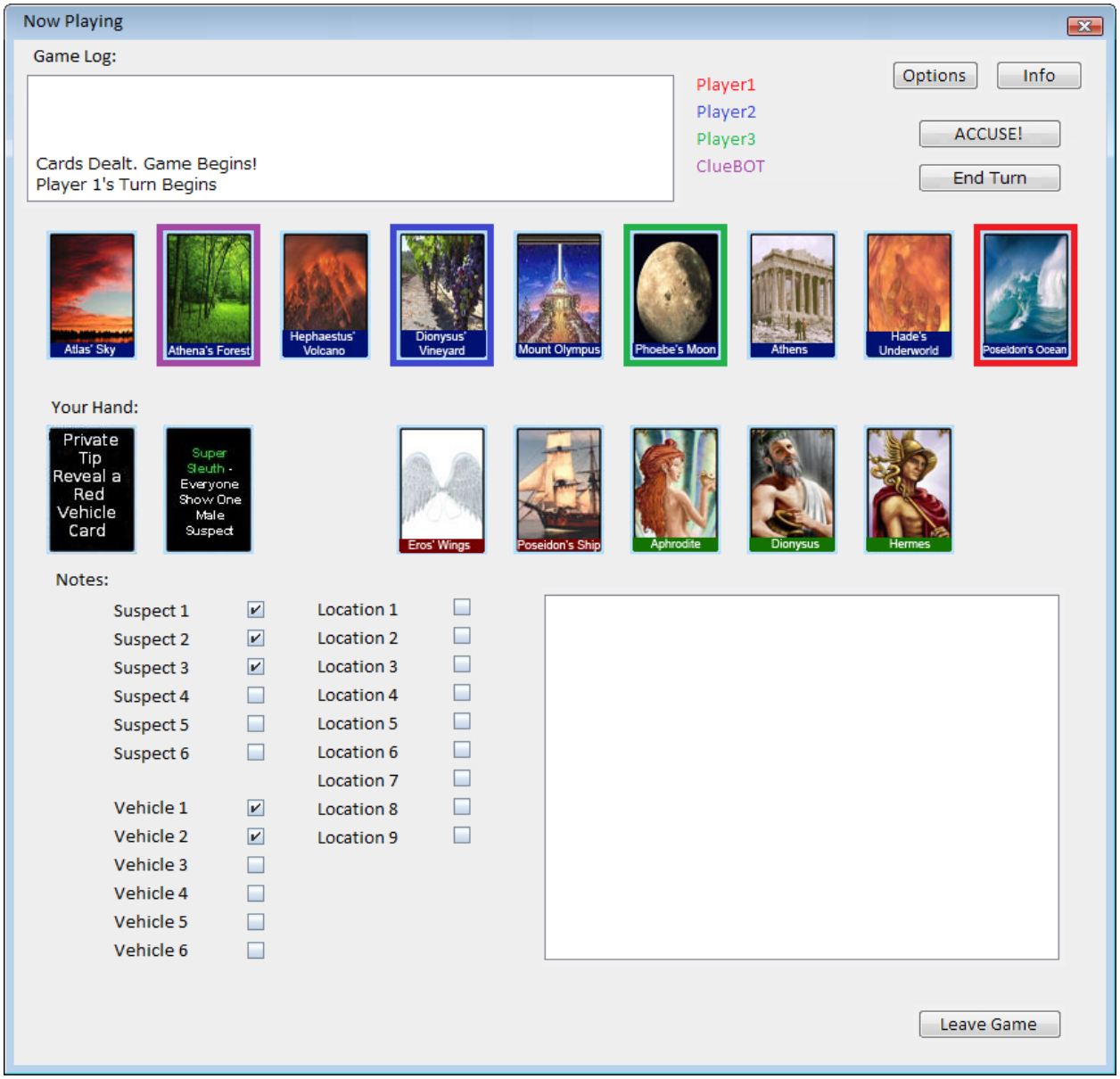


Also available from both the main menu and game screen is the Instructions window. This window contains all the information a player will need to understand the rules of the game. It will use a combination of text and images to provided details and examples to ensure the player has a solid understanding of the game.

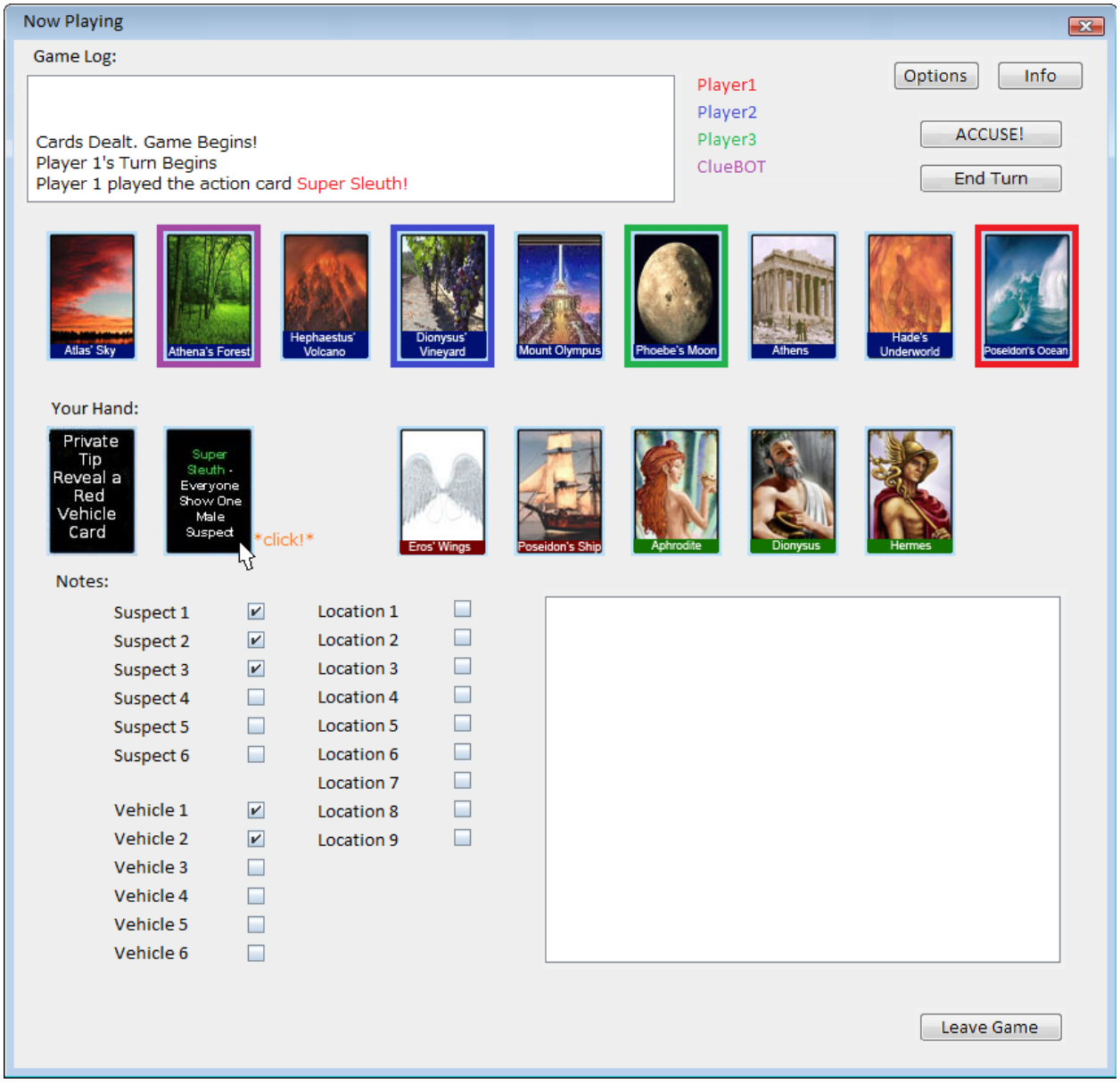
Mock Gameplay (Storyboard)



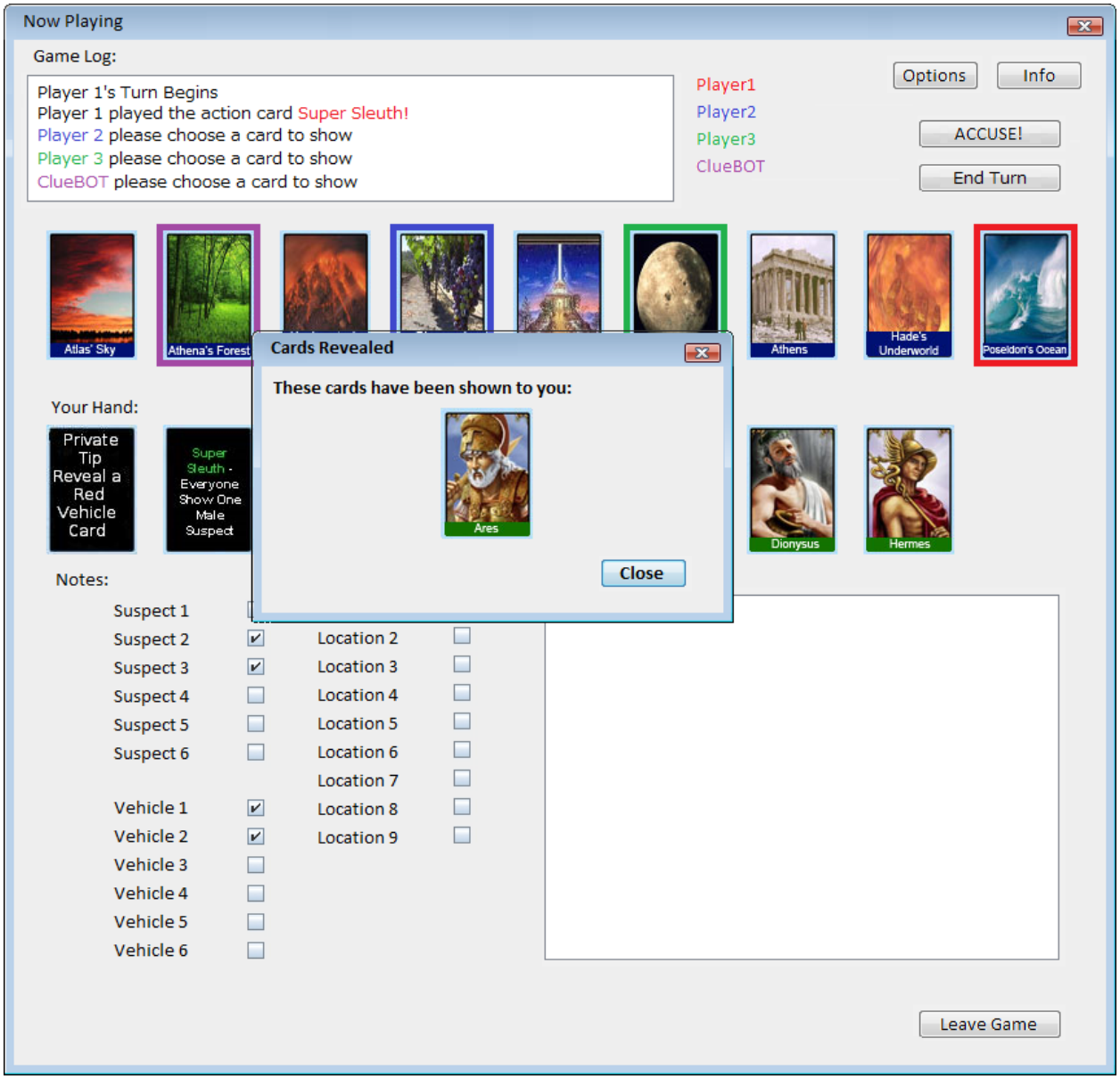
This is the starting game screen once the game has begun. At the start, only the main game window will be visible to the player in its default form. The Game Log (1) will show any dialog that the system is sending to players about any updates relevant to the game. The player's names will be displayed next to the Game Log (2). These names will also be selectable for the instance that the player needs to select another player for an action card. The main buttons for actions are next to the player names (3). The locations are shown underneath the game log (4), and will show which player is where by highlighting the card. The action cards are the first section of the hand (5). Drawing will automatically flip one of the cards over (if one is face-down). The rest of your hand (6) is the cards that were distributed by the dealer. A table with all types of cards (7) is available for the player to check off any identities they have ruled out. Additional notes from the player can be written in the notepad (8).



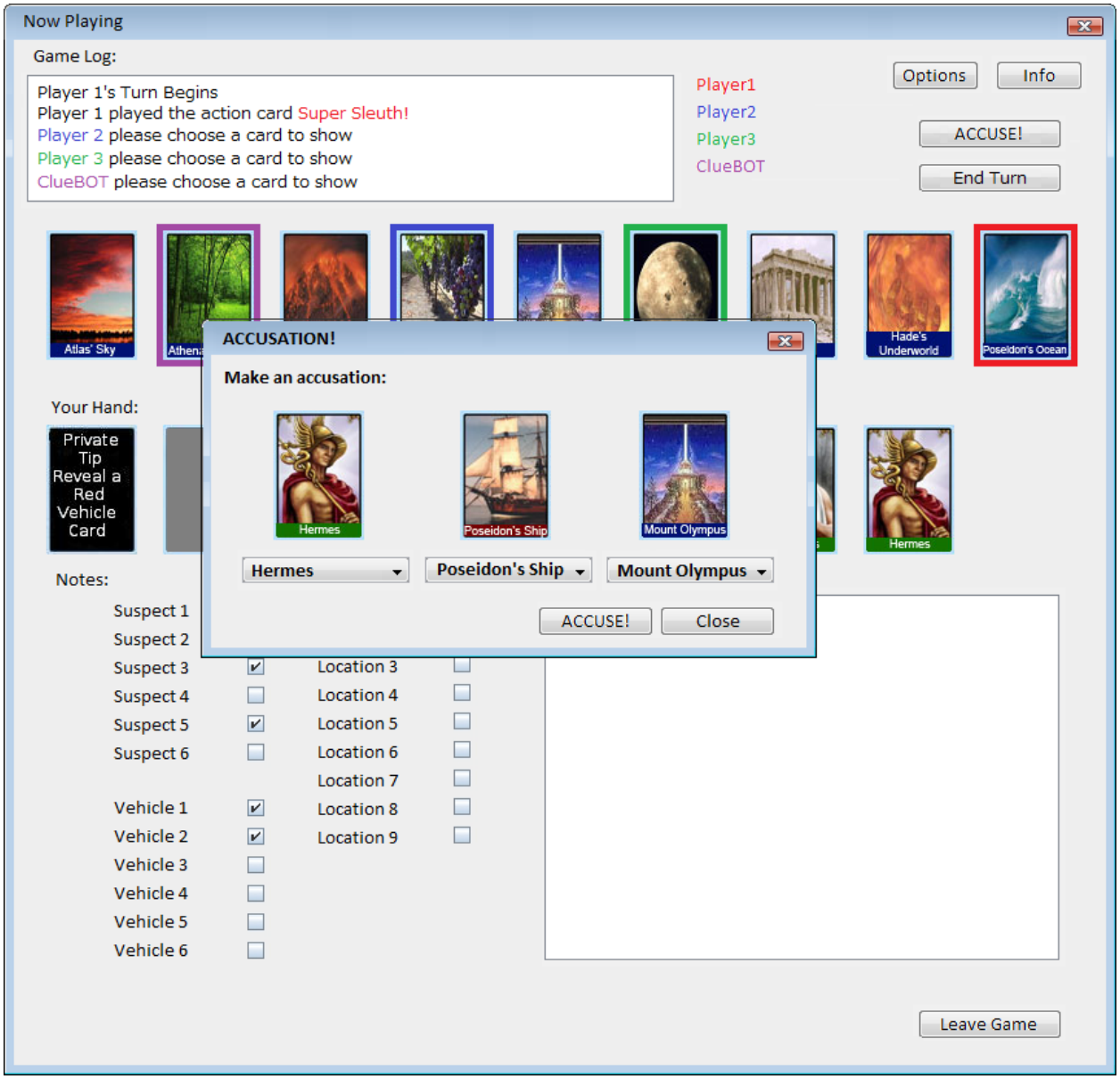
At the beginning of the player's turn, they will be given one action card that is given to them by the system. This will be indicated by the action card slot that was previously face-down in the players hand being flipped over and showing the new action card that was drawn. The message log shows that the current player's turn has begun and that they have drawn a card.



Player then needs to select an action card to play for their turn. The player will select one of their action cards that they wish to play, and click it to play it. The player must target the player(s) that are indicated by the action card being played. If nobody is specified by the action card, the player may choose another player to be targeted by clicking on the name of the player in the game window. In this case, the player plays a “super sleuth” card, which makes it so all players show a card that fits the description to all other players except for the player.

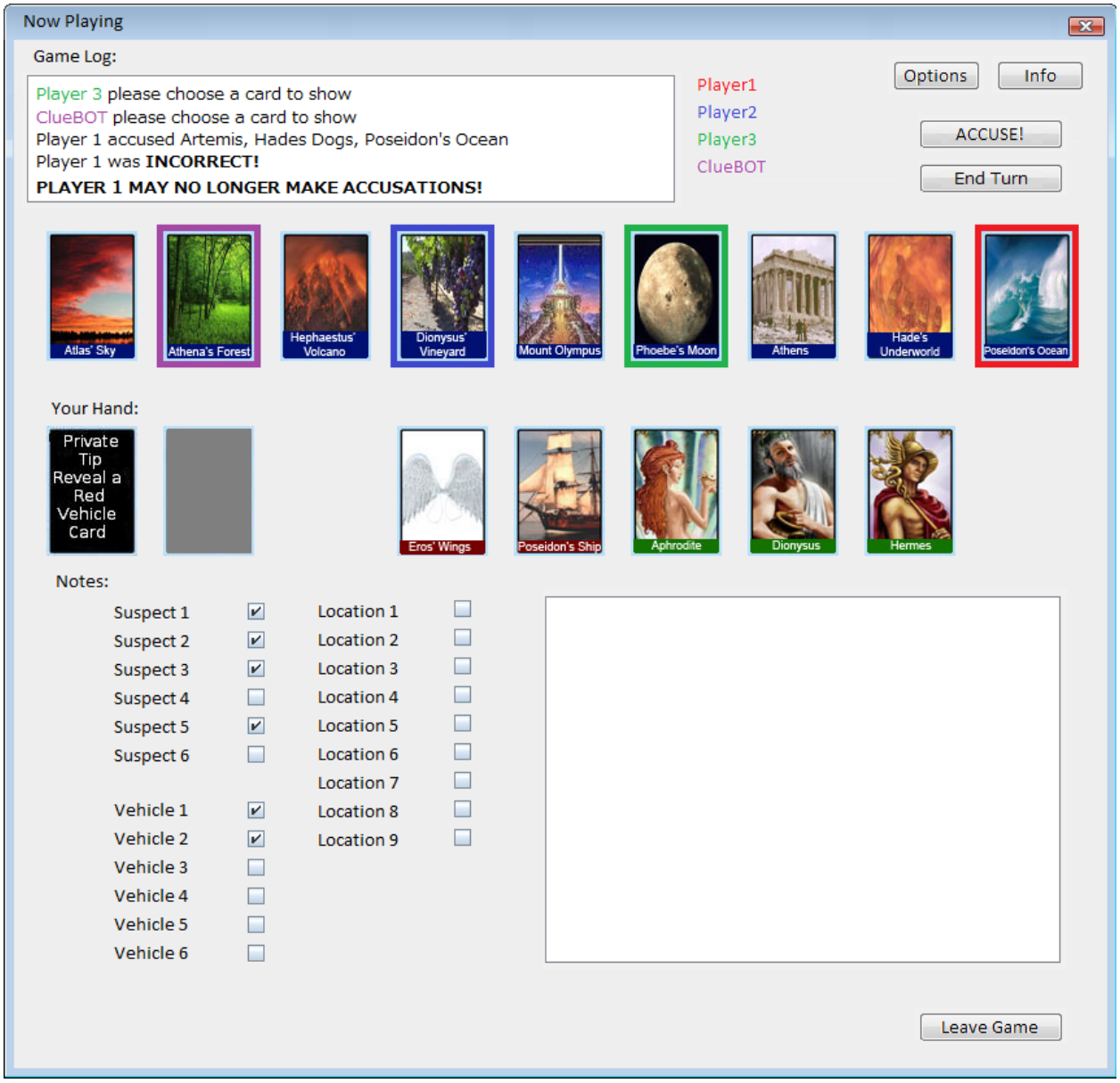


The player will be shown the cards that the other players selected to show the player. The player examines these cards and may make notes about the cards in the notepads and check off any check boxes regarding information about the clue suspects. Once the player is finished examining the cards given to them, they click the close button to continue play.

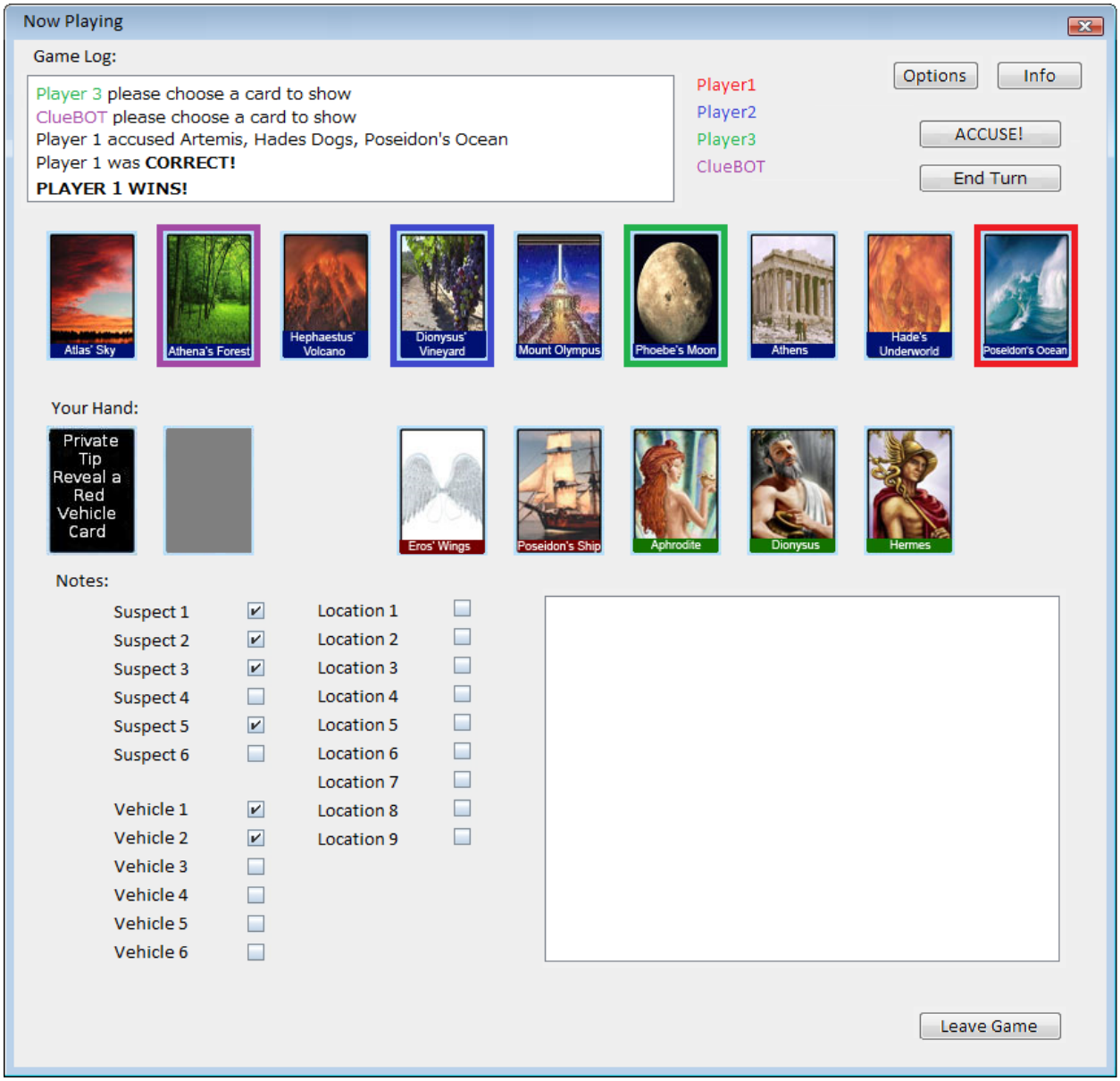


After the player has finished using the action card, they have two options. The player can end their turn allowing the next person to continue with the game. However, the player chooses to make an accusation to see if they have figured out the solution to the game. To do this, they click on the accuse button in the upper right corner of the main game screen.

Once the player has clicked this button, a separate window will appear that prompts the user to select the cards they wish to choose for the accusation. The player will select three cards, one for the suspect, one for the vehicle, and the location of the solution. The player looks through the drop-down menus that are underneath the portrait outlines and selects the cards that they desire to make in their selection for the accusation.



If the accusation that was made by the player is incorrect, then the server notifies all players that the player who made the accusation was incorrect and has lost. The game moves to the next player, and the game continues as normal.



If the accusation is correct, then the player who makes the accusation wins the game. All players will be notified that the player that made the accusation is the winner. Each player then leaves the game at their own leisure, and once all of the players have left the game, the game is terminated.