Group 7

Virtual Chat 3D
UI Prototype

Version 1.1

Revision History

Date	Version	Description	Author
24/11/2024	1.0	Describe the UI prototype of each feature included in the app	Châu Vĩnh Đạt, Ngô Tấn Tài
1/12/2024	1.1	UI update: added header and footer, fixed home page	Châu Vĩnh Đạt

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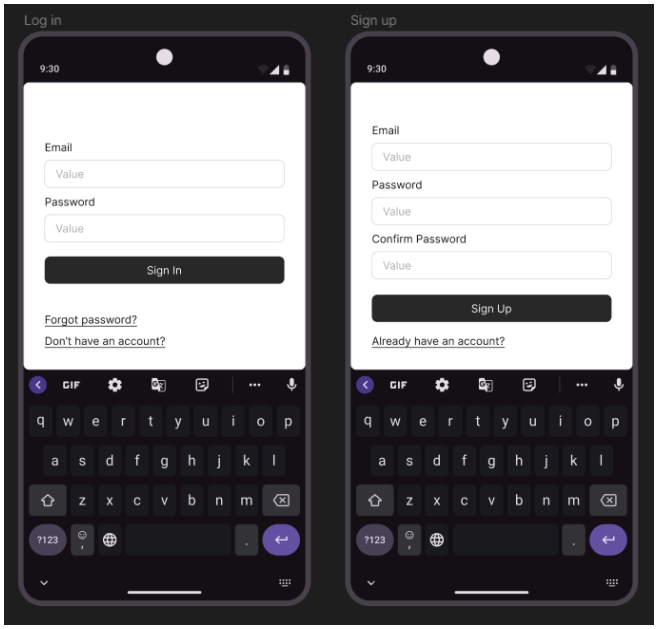
UI Prototype

1. Introduction

Throughout this document, we aim to present a detailed prototype for the User Interface (UI) of our ambitious project: **VIRTUAL CHAT 3D**. This prototype will serve as a foundation for shaping the visual and functional elements of the application, ensuring a seamless and engaging user experience. Additionally, this document will act as a central reference point for the entire team throughout the design and development process, fostering collaboration and alignment on our shared vision. By continuously consulting this document, we will maintain a clear focus on delivering an innovative and immersive virtual chat environment that exceeds user expectations.

2. UI Prototype

2.1. Login / Signup screen

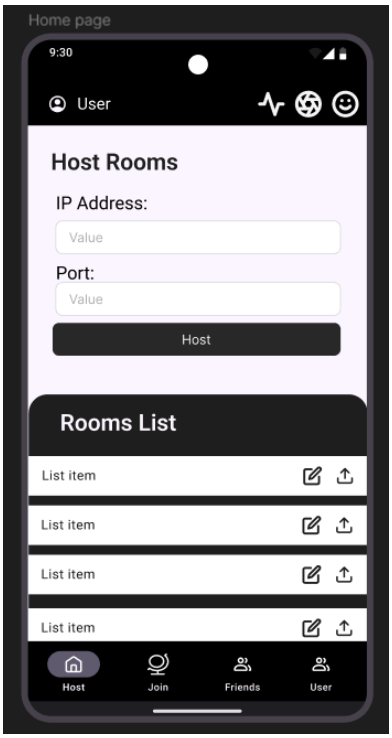


- Content:
  - The Login and Signup screen both contains:
    - Input fields for email, password, confirm password (for sign up).
    - Sign in / Sign up button.
    - A link to switch between the two screens.
    - Forgot password link for sign in screen.
- Purpose:

- The Login screen is used for the users to login to their accounts, this screen is the first scene that the user sees when opening the app.
- The Sign-up screen is used for new users to sign up or for users who want to create new accounts.

- Instruction:
  - To Login: the user fills in their email, password and presses the sign in button.
  - To Sign up: the user fills in their email, password twice (for confirmation), and presses the sign up button. Then, an email is sent to them and the user should press the link to verify their email and complete the sign up.
  - On both screens, an error message will appear after pressing the button if the information is incorrect.
  - To navigate between the screens, press the link “Don’t have an account” or “Already have an account?”.
  - To reset their password, the user can press the “Forgot password?” link in the Login screen.

2.2. Home page

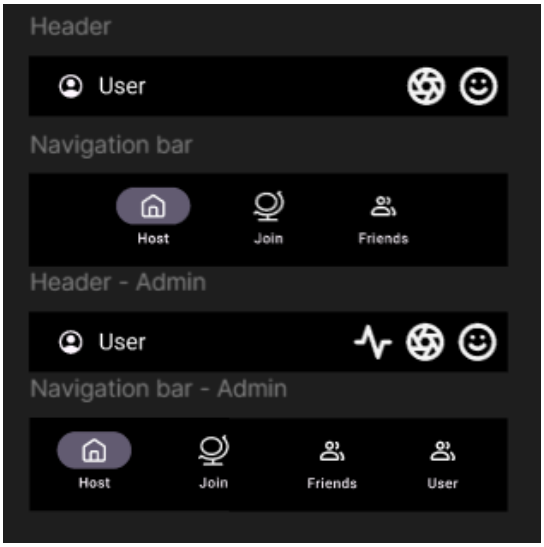


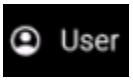
- Content:
  - Both admin and normal users after logging in will enter the home page.
  - The user can fill in their IP and Port to host the chat room.

- On the Room List section:
  - There is a list of created rooms of the user.
  - They can edit the room by pressing .
  - Or the can choose the room to host by pressing the .
  - Before hosting, they must fill in the port number in the port field.
  - The user hosts the room by pressing the Host button.

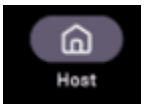
- Purpose:
  - Host and edit room.
- Instruction:
  - Press the choose room button as described to select a room.
  - The user fills in their ip address and port number, then presses the host button to host their room.

2.3. Header/Footer

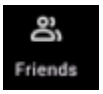


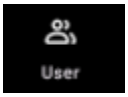
- The Header:
  - For normal user:
    -  is for opening the user profile screen.
    - is for opening the chatbot screen.
    - is for editing the customizing/importing 3d models.
  - For admin user:

- is for opening the analytic screen.

- The Footer:
  - For normal user:
    - 

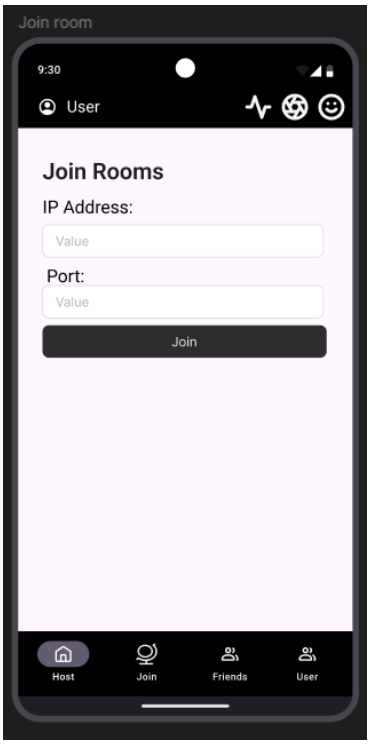
: is the button to return to the home screen.
    -

: opens the join room screen.
    - 

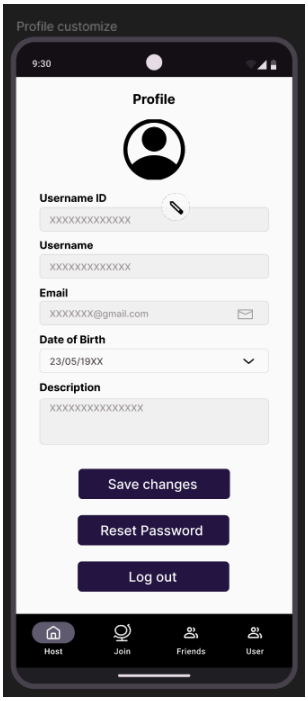
: opens the friend list screen.
  - For admin user:
    - 

: opens the user list screen.

2.4. Join room



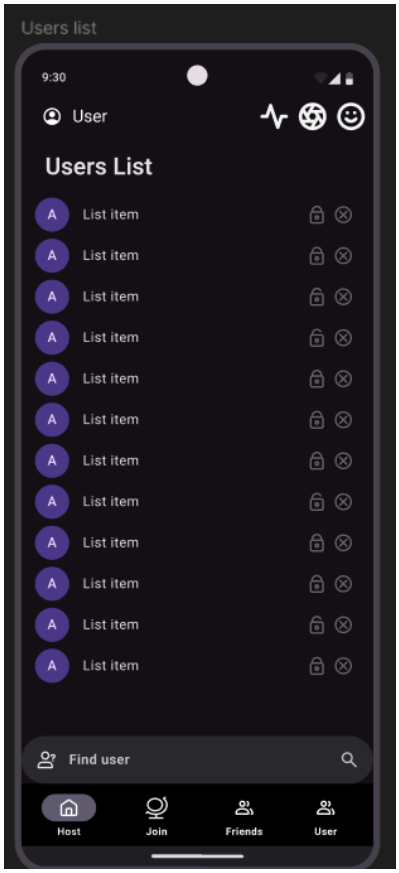
2.5. Profile customization



- Content:
    - An image of the user's profile avatar.
    - The user's display username.
    - The user's logged-in email address.
    - The user's birthday.
    - The profile's description.
    - A button for the user to save their changes on the profile.
    - A button for logging out
    - A button to requesting reset password
- Purpose:
    - Review and edit the user profile which will be displayed to other users.
    - Logging out
    - Resetting password.
- Instruction:
    - The user presses the field that they want to edit and fills in the information.
    - Presses save changes to save the information.

- The user can also press the reset password to receive an email for resetting their password.

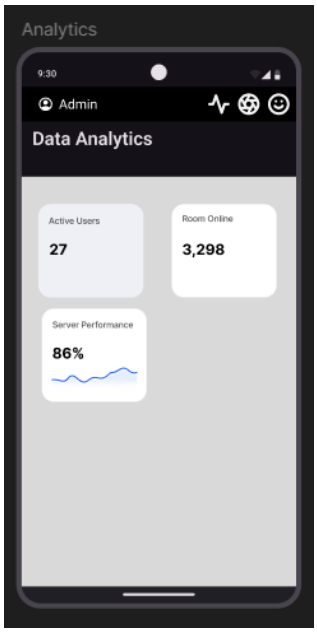
2.6. User list for admin



- Content:
  - A list of created accounts. Each item contains:
    - The user's display image and username.
    - The button to lock or unlock the user
    - The button to remove the user
  - A search bar for searching a specific user.
- Purpose:
  - The screen is used for admins to manage normal users:
    - Remove a user.
    - Lock or unlock an account.
  - The admin can also keep track of the list of created accounts.

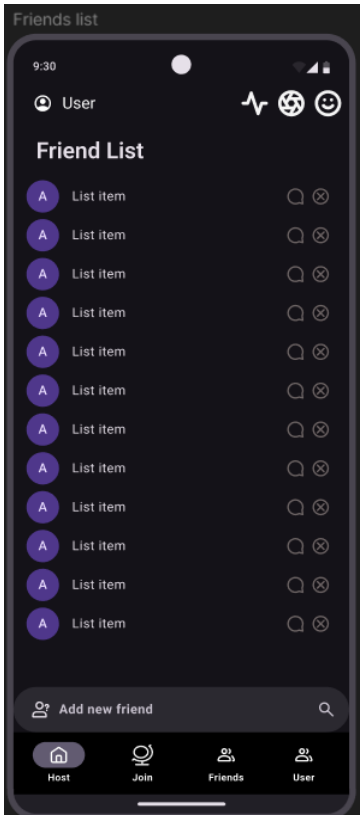
- Instruction:
    - Search for a specific user by filling their username in the search bar.
    - Press the remove button to remove the user from the system,
    - Press the lock/unlock button to lock/unlock the user.

2.7. Data analytics for admin



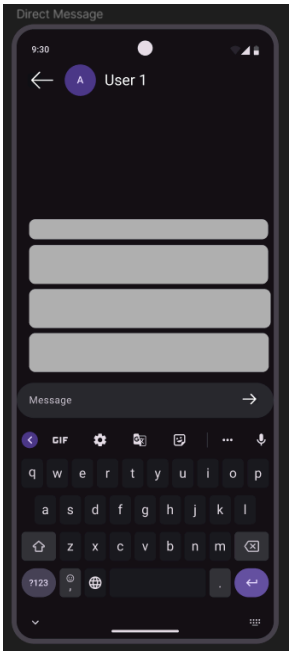
- Content:
    - The screen contains separate blocks which show different statistics of the system (e.g server PC performance, Firebase analysis, etc.).
    - The content of the blocks will be determined by the implementation process.
- Purpose:
    - To help the admin follow the activity and status of the system.
- Instruction:
    - The admin press the button on the top right corner again to close the screen.

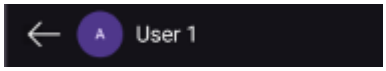
2.8. Friend list



- Content:
  - The friend list contains a list of friend users.
  - Each friend item on the list contains the friend's username, their display avatar and 2 buttons for direct messaging and removing the friend.
- Purpose:
  - Allow the user to view their friend list and remove unwanted friends.
  - Open the direct message screen.

2.9. Direct messages

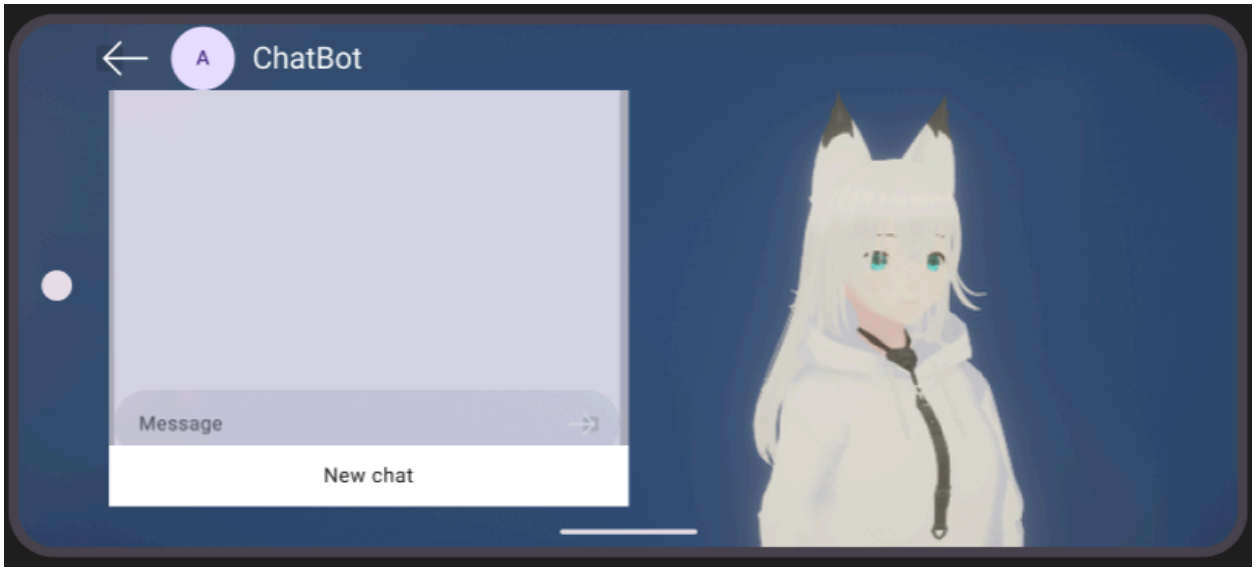


- Content:
    - On the top of the screen, there is a tab 

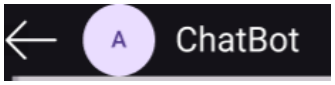
:
        - The user can go back to the friend list screen by pressing the arrow.
        - The friend's avatar and username are also displayed.
    - The direct messages are represented by the grey boxes, each contains the username of who sent the message, and the message content.
    - There is a bar to display the current message which is being typed by the user

- Purpose:
    - The screen is used to display the direct message between the user and their friend.
- Instruction:
    - In the message bar, the user fills in their message and clicks on the arrow button to send their message.

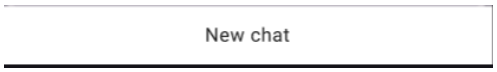
2.10. Chat with bot



Content:

- On the top of the screen, there is a tab 

:
    - The user can go back to the home screen by pressing the arrow.
    - The bot's avatar and name are also displayed.
- There is a bar to display the current message which is being typed by the user

- There is a button to create new chat 

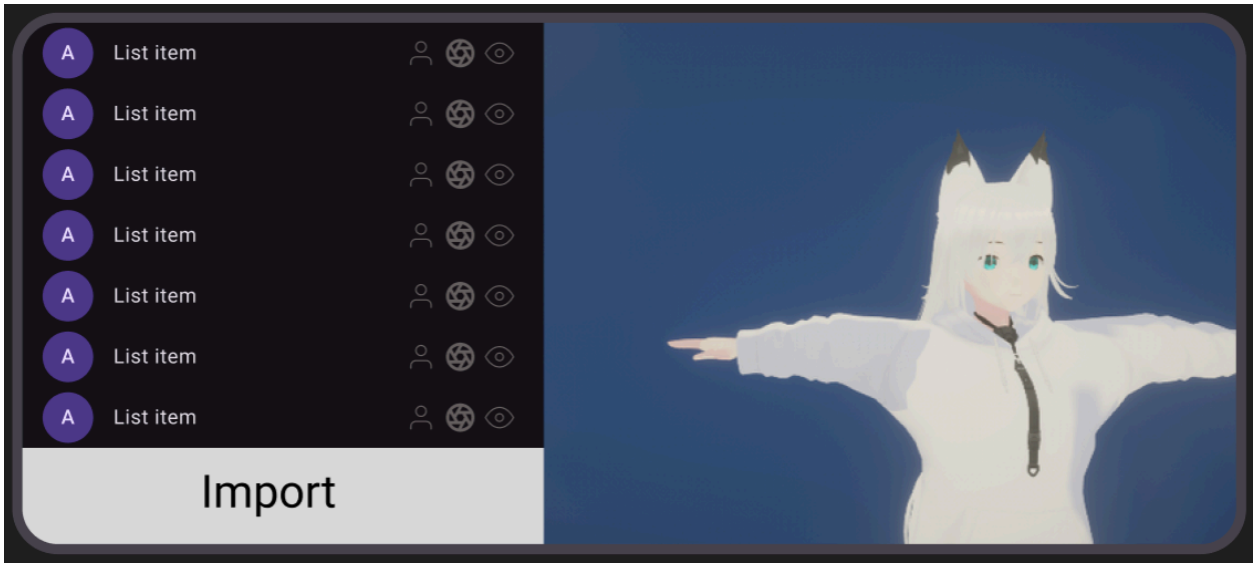
Purpose:

- The screen is used to display the message between the user and the chatbot.

Instructions:

- In the message bar, the user fills in their message and clicks on the arrow button to send their message.

2.11. Customize character

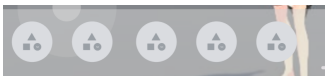


- Content:
  - On the bottom left of the screen, there is an import button

, allows users to import their 3D characters.
  - After importing, the models with be shown on the list
  - There are 3 button to manage the imported models:
    - : Set the model for normal character in chat room
    - : Set the model for chatbot
    - : Preview the model
- Purpose:
  - The screen shows how users customize their character

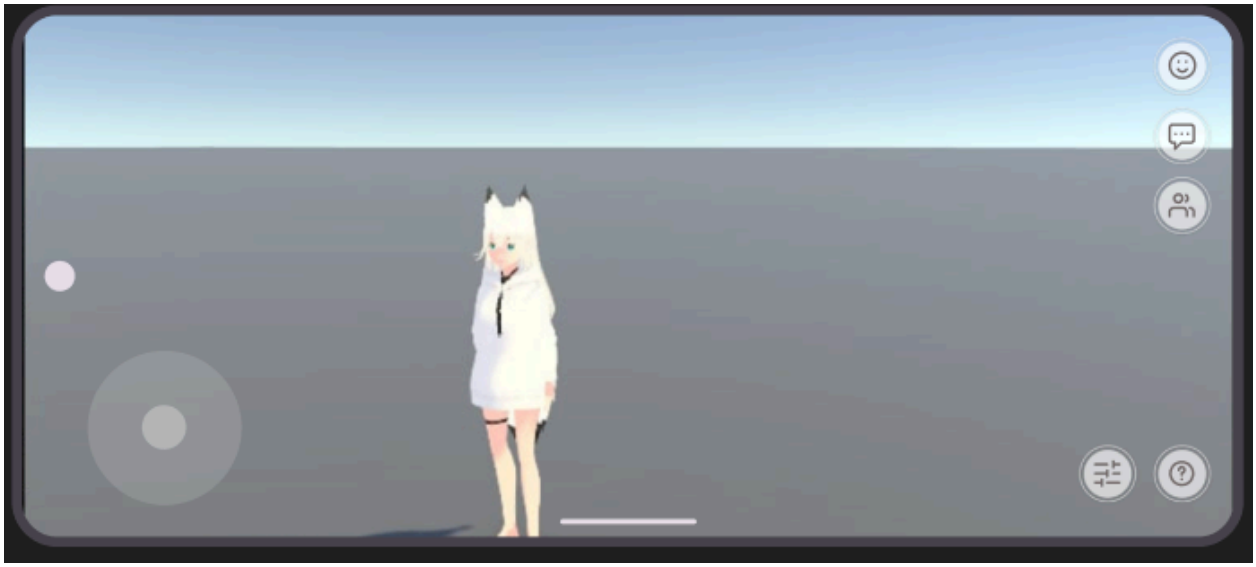
2.12. Customize chat room

- Content:
  - On the bottom of the screen, there is a panel with many objects:

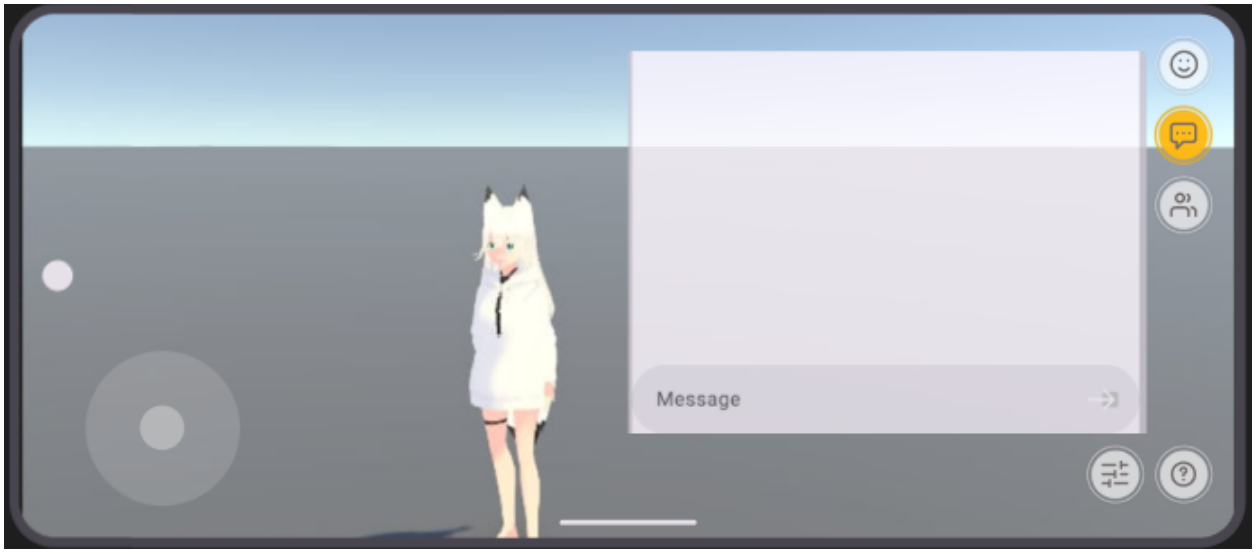
  - Above the panel, there is a button to add objects to the list
- Purpose:
  - The screen shows how user customize the room
- Instructions:
  - User navigates to the object on the panel
  - Drags and places into the room

2.13. Inside an online chatroom



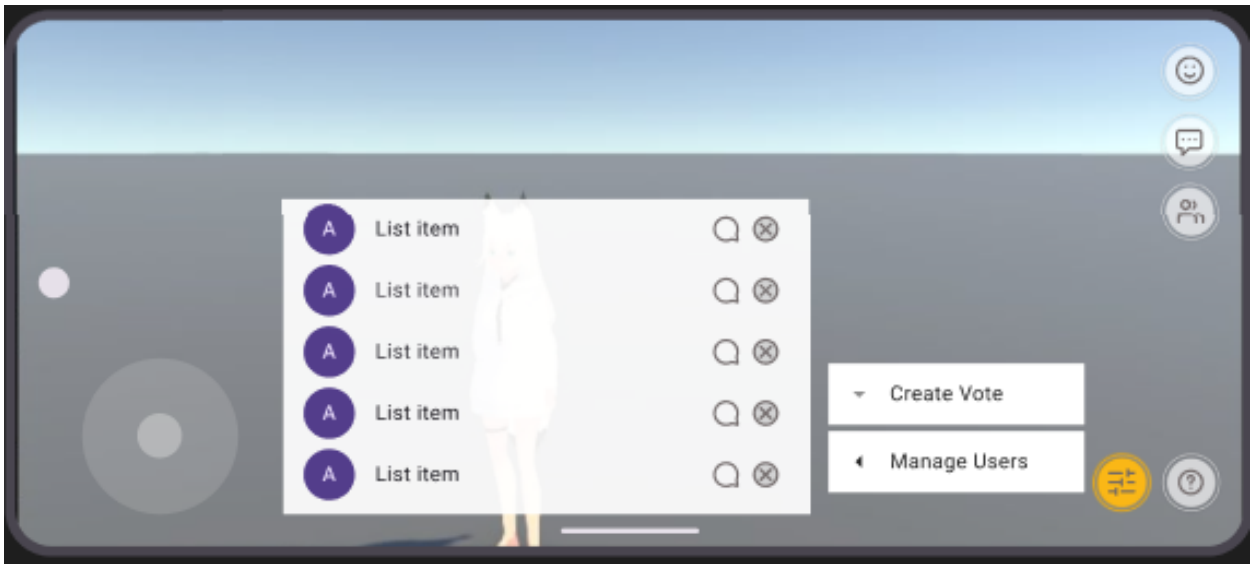
- Within a chat room, the following features will be available:
  - Moving controller:
  - Express emotions:
  - Chatting:
  - View participants:
  - Help:
  - Manage room (for host only):

2.14. Inside an online chatroom: chatting



- Content: This UI shows how the participants chat with each other inside an online chatroom.
- Instructions:
  - Users navigate to the icon and open the room's chatbox.
  - In the message bar, the user fills in their message and clicks on the arrow button to send their message.

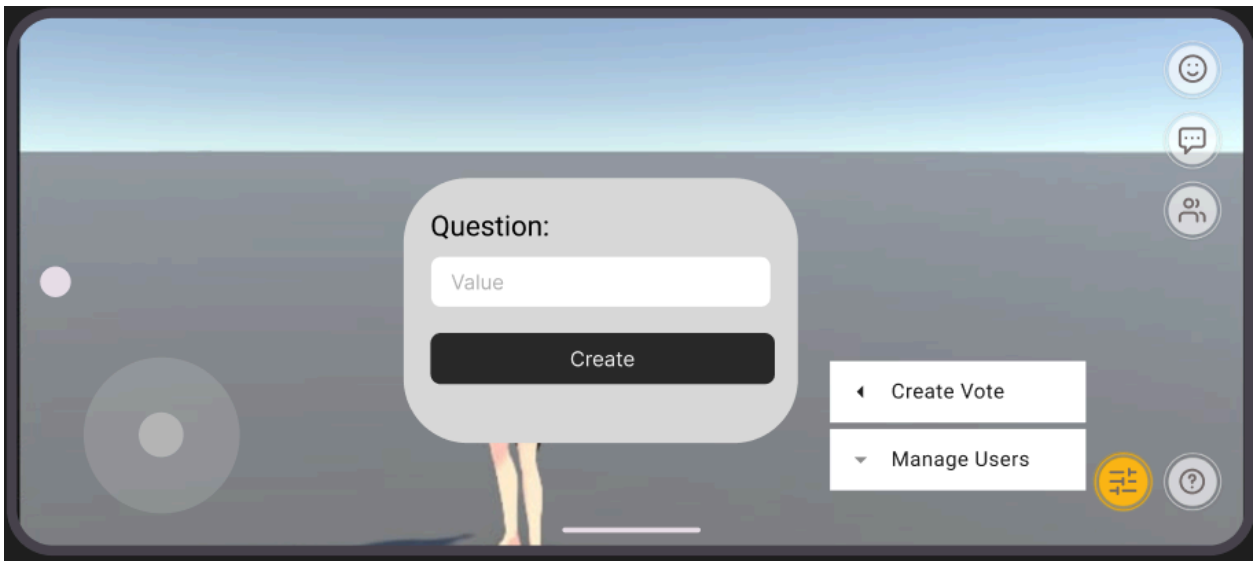
2.15. Inside an online chatroom: managing participant list



- Content: This UI shows how the host of the room can manage the chatroom's participants.
- Instructions (for Host only):

  - User navigates to the icon and open the room's management settings.
  - Then click on Manage Users dropdown.
  - A list of users participating in the room will be displayed.
  - The user can choose to directly chat or remove a specific participant.

2.16. Inside an online chatroom: create a voting



- Content: This UI shows how the host of the room can create a vote.
- Instructions (for Host only):

  - User navigates to the icon and open the room's management settings.
  - Then click on Create Vote dropdown.
  - A table which includes a question field to be filled.
  - The host presses to create a Yes/No vote.

2.17. Inside an online chatroom: voting

- Content: This UI shows how the joined users of the room can vote.
- Instructions:
    - The user chooses their answer by clicking Yes or No.