Home of Games

Home of Games ⟳

- Amiibo
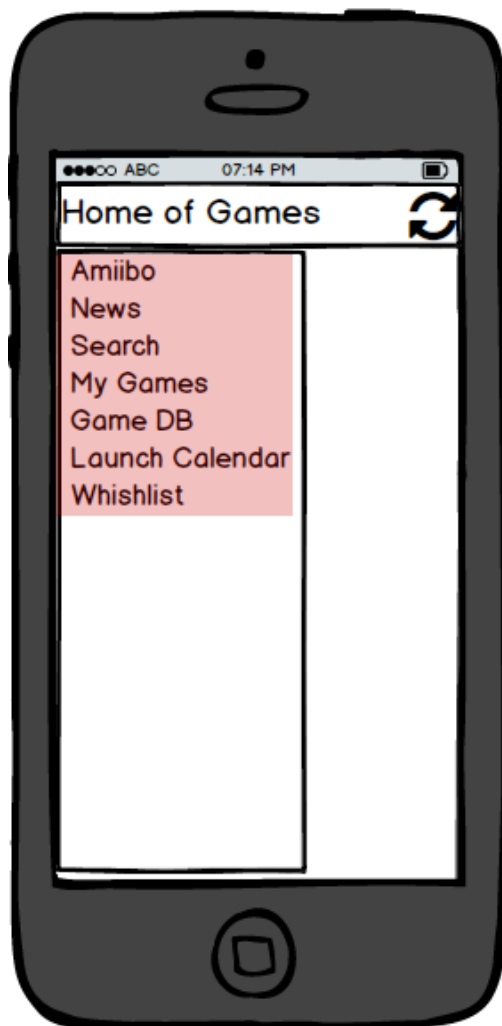- News
- Search
- My Games
- Game DB
- Launch Calendar
- Whishlist

This is the Starting screen
Background Wallpaper, Side menu

Hint: Some of the backlinks are not correct because of balsamiq mockup
Hint: Amiibo section is left out because it is not completely designed

Main Components of the App:
UI-Unit:
 - knows the current activity
 - gets required data
 - JUST renders the UI of the current activity
 - MUST be totally independent to all database, web call an management classes

Data Manager:
 - holds all data in objects at run-time
 - provides functions to get specific data (e.g. get all playstation games that I own)
 - must also be able to handle empty data bases
 - biggest Question: should we save whole images? or should we always load it from the webCall?

DatabaseOperator
 - loads and saves data to the database
 - it is planned that the DO just loads all data once per usage of the app
 - save operations have to be live (what has to be saved, not so much, i guess)
 - if data comes in from the Synchronizer, maybe it can be checked if data is up to data or new

Synchronizer
 - gets activated, if the ⟳ Icon is clicked
 - loads all data from the according websites that are necessary
 - sends loaded data through the parsing unit into the database Operator

Activity
 - is the heart of a site of the application
 - most of the activity is handled by the onCreate method
 - provides the skeleton of the Site
 - data comes from Database Operator
 - UI comes from UI-Unit

Utils
 - WebCall - handles all web calls
 - Parsing Unit - parses web call results
 - SystemProperties - provides System property data
 - Activity manager - holds the current activity
 - Controlled Activity - works with Activity Manager (necessary for System Properties)

News

07:14 PM ABC

← **News** ⟳

1.1.2015 Uncharted IV
12.12.2014 Assassins Creed
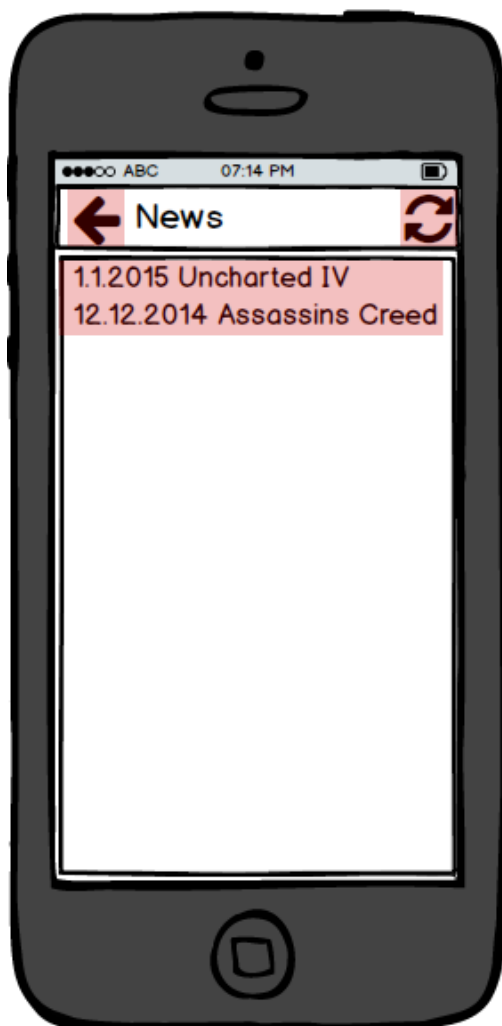
This is th News page
Because the App is unsynced, you can not see all News entries
if you click sync the app will synchronize with the web
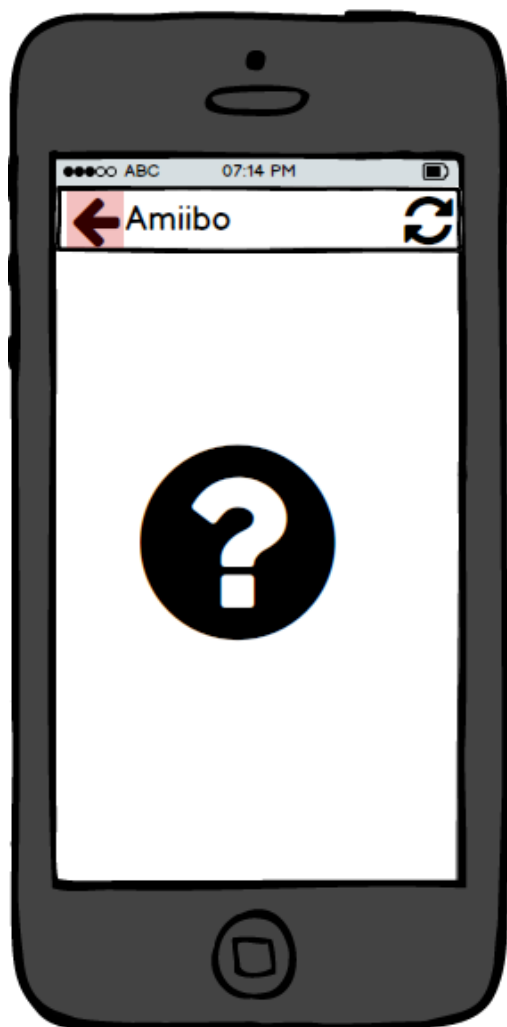maybe new entries will occur

NewsObject
· Date of publishment
· headline

detailedNewsObject: (extends NewsObject)
· text
· image (URL)
· source (e.g. playfront.de)

Amiibo

Amiibo

Nothing specified for the
Amiibo Section

Sync News

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← **News**   ✔

4.3.2015 Last Guardian
3.3.2015 Mario Galaxy 3
1.1.2015 Uncharted IV
12.12.2014 Assassins Creed
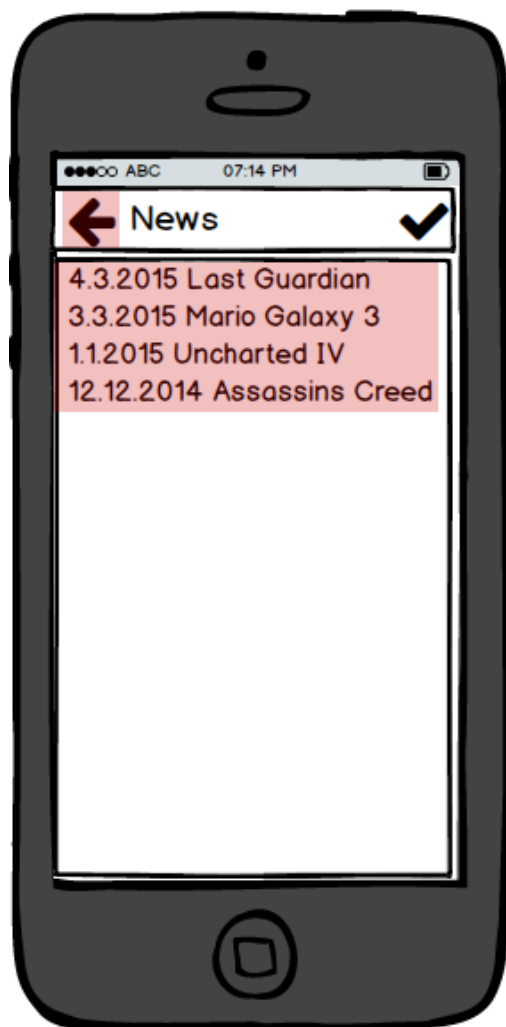
Synced Version of the News page

News Page

← News Page ✔

Text about the Clicked Game
Text about the Clicked Game
Text about the Clicked Game
Text about the Clicked Game
Text about the Clicked Game
Text about the Clicked Game
Text about the Clicked Game

Search

← Search　　　　　　　　　⟳

🔍 Witcher　　　　　Go!

Results

← Results ⟳

Q Witcher　　　Go!

69 The Witcher (PC)
81 The Witcher 2 (XBO)
93 The Witcher 3 (PS4)
91 The Witcher 3 (PC)
90 The Witcher 3 (XBO)
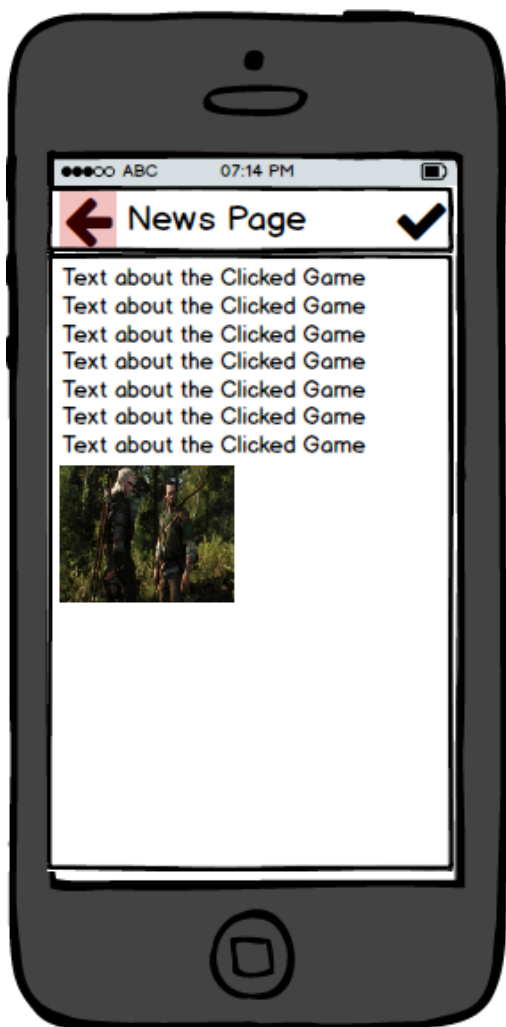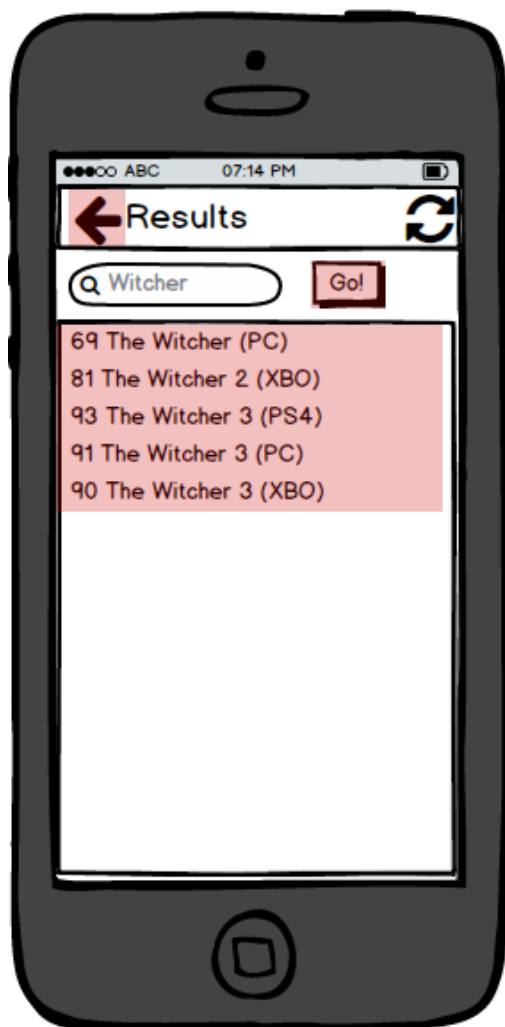
For Data Objects see Details Page

Details
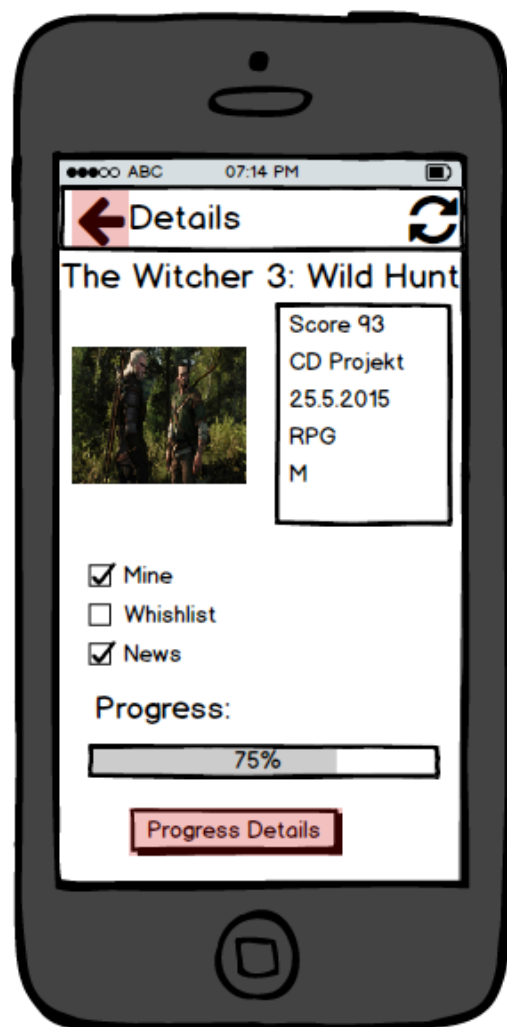
Released and owned Game with extended details

Phone 1 content:
- ●●●○○ ABC 07:14 PM
- ← Details ⟳
- The Witcher 3: Wild Hunt
- Score 93
- CD Projekt
- 25.5.2015
- RPG
- M
- ☑ Mine
- ☐ Whishlist
- ☑ News
- Progress:
- 75%
- Progress Details

Not yet released Game

Phone 2 content:
- ●●●○○ ABC 07:14 PM
- ← Details ⟳
- Horizon: Zero Dawn
- Score TBD
- Guerilla
- TBD
- Shooter
- M
- ☑ Whishlist
- ☑ News
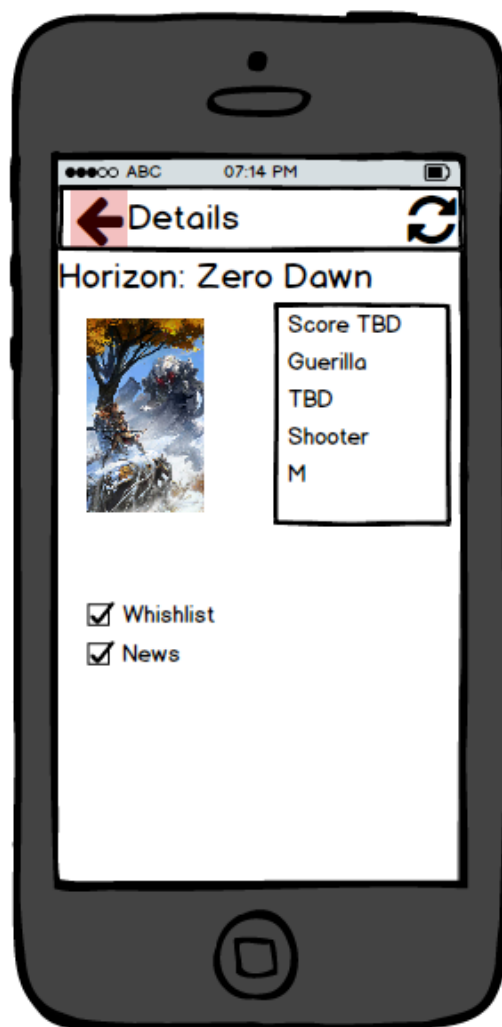
Released and owned Game without extended details

Phone 3 content:
- ●●●○○ ABC 07:14 PM
- ← Details ⟳
- Yoshi's Wolly World
- Score 69
- Nintendo
- 31.5.2015
- Jump'n'Run
- E
- ☑ Mine
- ☐ Whishlist
- ☐ News
- ☐ Finished
- Progress:

Game DB

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← **Game DB** ✔

Playstation 4
Playstation 3
Wii U
XBox 360
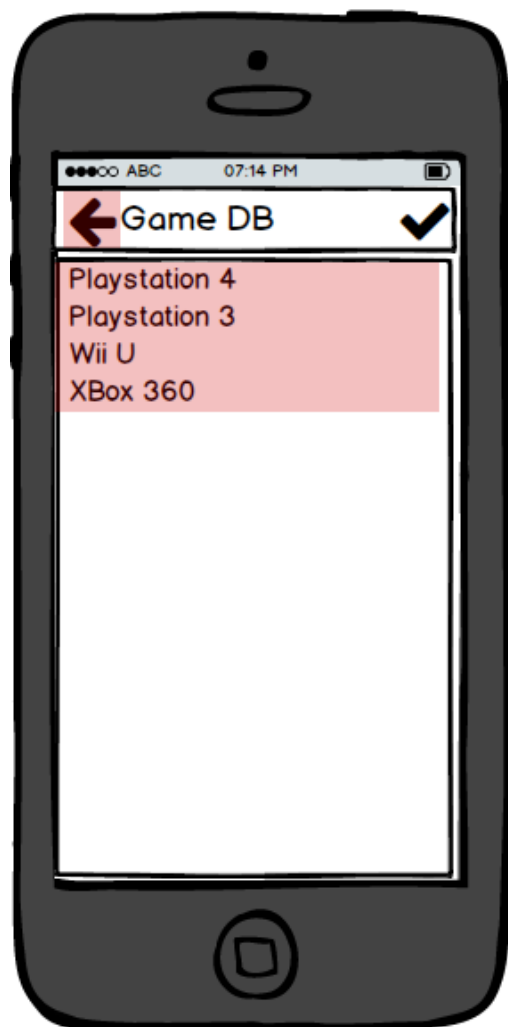
Game DB
by Platforms entered in the system properties

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← **Platform Games** ✔

97 GTA v
93 Witcher
92 Bloodborne
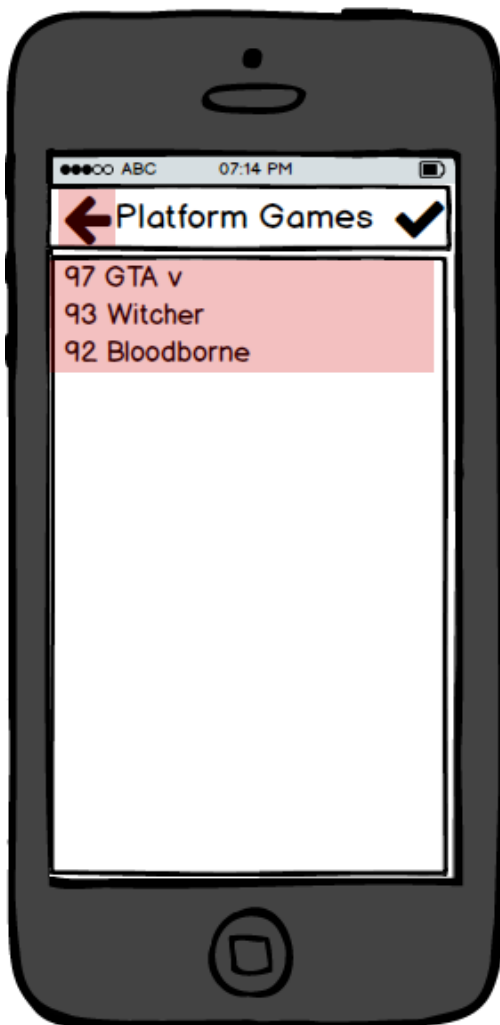
Data:
GameObject
String Name
Enum Platform
Int Metascore 0-100
String MetaScoreURLName (important for calling the details page on MetaScore)

DetailedGameObject extends GameObject(Needed to display Details Page)
String developer
String releaseDate (not of Date, but String, because it could also be TBD and is just parsed out)
String genre
String rating
String imageURL / image itself?
Options options
Optional<GameProgress> progress (is absent if options.mine is false)
(is used to display simple progress e.g. for nintendo games
 or advanced progress features like with psnProfiles)

Options
Optional<Boolean> Mine (is absent if releaseDate > now)
Optional<Boolean> Whishlist (is absent if mine is true)
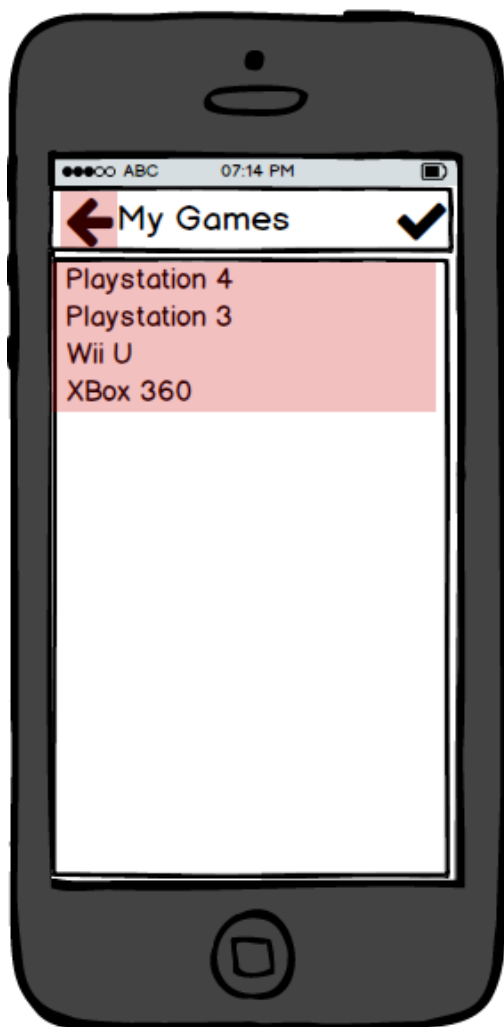Boolean News

Abstract GameProgress
StandardGameProgress extends GameProgress
Enum Progress (P / F) (Progress / Finished) (Implies the type of the progress bar)

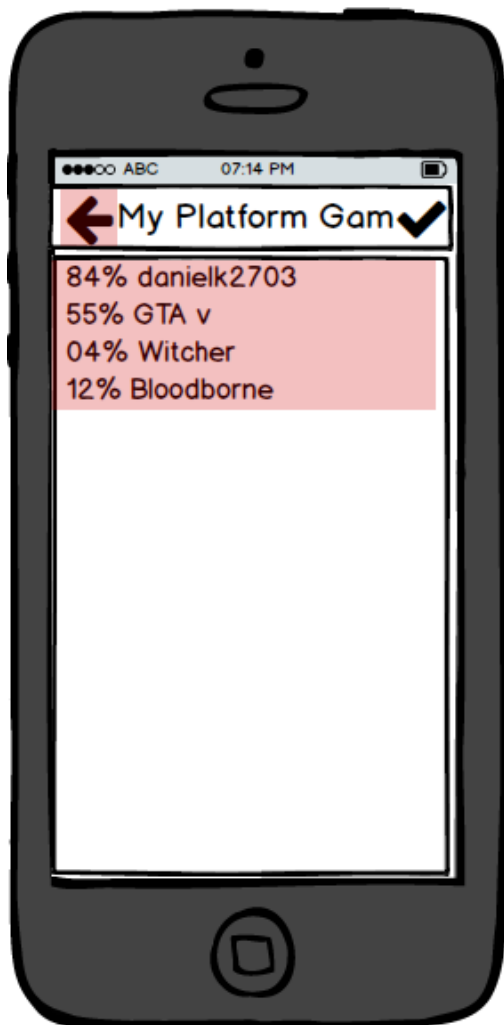PSNGameProgress extends GameProgress
(See Progress Details Extended)

My Games

●●●○○ ABC   07:14 PM   ▐■▌

← **My Games**   ✔

Playstation 4
Playstation 3
Wii U
XBox 360

All Game Objects with mine=true, sorted by platform

My Games Platform

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← My Platform Gam ✔

84% danielk2703
55% GTA v
04% Witcher
12% Bloodborne
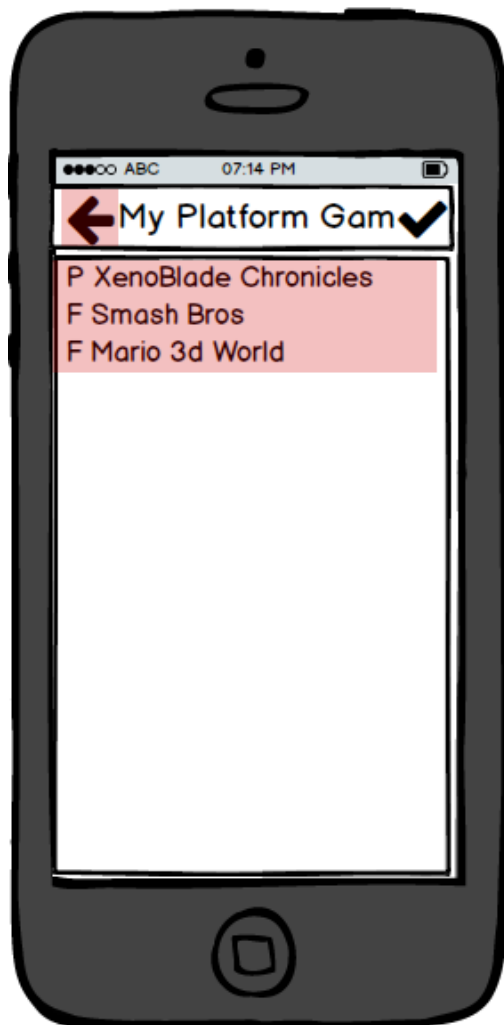
includes the PSNProfileDetails Object and all game objects that are of platform x and have PSNGameProgress

This should link to the game details, to show this page i click later

My Games Platform no extended Info

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← My Platform Gam ✔

P XenoBlade Chronicles
F Smash Bros
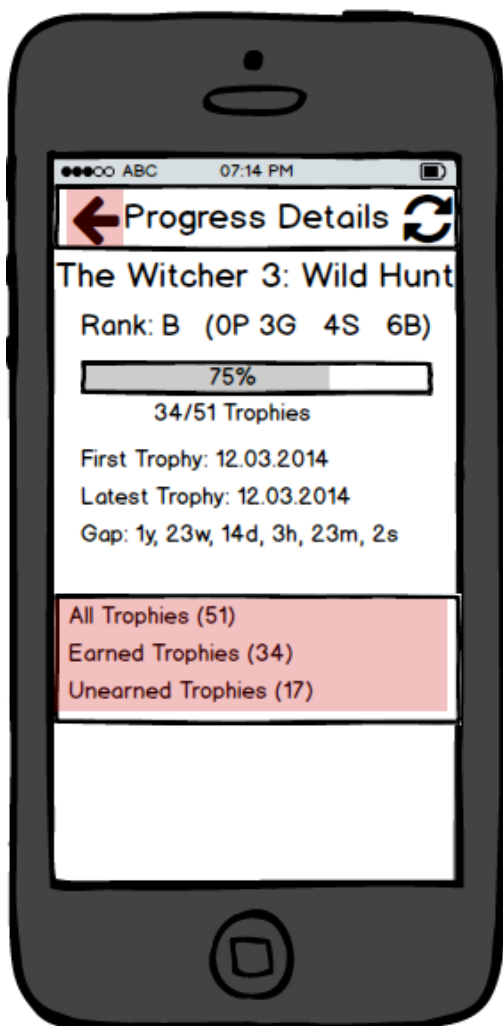F Mario 3d World

"Platform" must be replaced with the chosen platform (Wiiu, PS4 etc.)
- It is the Version without extended information
- P means in Progress
- F means finished
- Standard Game Progress out of GameObject

Progress Details extended Info

Phone Screen

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← **Progress Details** ⟳

The Witcher 3: Wild Hunt

Rank: B   (0P   3G   4S   6B)

[75%]

34/51 Trophies

First Trophy: 12.03.2014

Latest Trophy: 12.03.2014

Gap: 1y, 23w, 14d, 3h, 23m, 2s

All Trophies (51)
Earned Trophies (34)
Unearned Trophies (17)

Class Definition

```
PSNGameProgress extends GameProgress
String Rank
Int Platin
Int Gold
Int Silver
Int Bronze
Int Progress
Int All
Int Earned
Optional<String> FirstTrophyDate (Absent if no trophies)
Optional<String> LatestTrophyDate (Absent if no trophies or
platin acchieved)
Optional<String> GapTime (Absent if no trophies or platin
acchieved)
Optional<String> PlatinDate (Absent if platin is not acchieved)
List<Trophy> Trophies
```
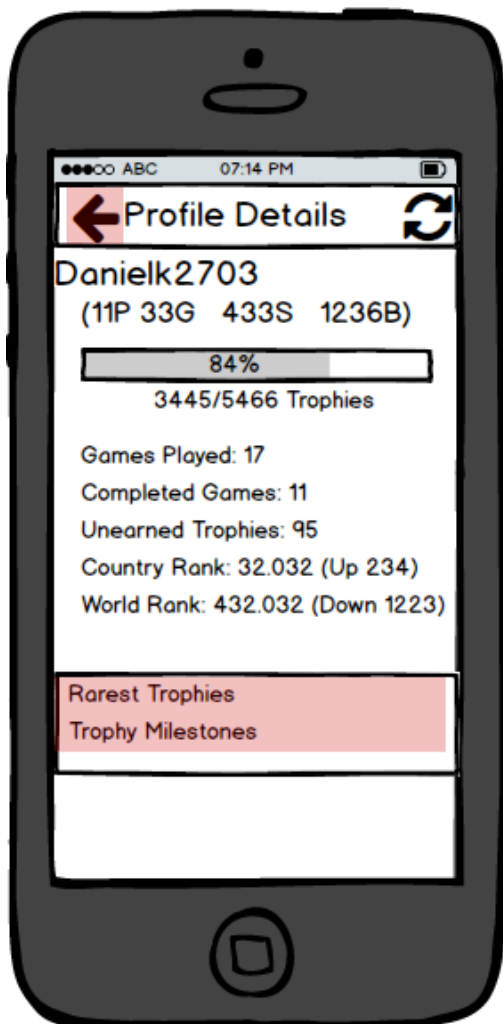
My Platform profile extended info

Profile Details

Danielk2703
(11P 33G 433S 1236B)

84%
3445/5466 Trophies

Games Played: 17
Completed Games: 11
Unearned Trophies: 95
Country Rank: 32.032 (Up 234)
World Rank: 432.032 (Down 1223)

Rarest Trophies
Trophy Milestones

PSNProfileDetails
Int P
Int G
Int S
Int B
Int progress
Int unearnedTrophies
Int earnedTrophies
Int allTrophies
Int gamesPlayed
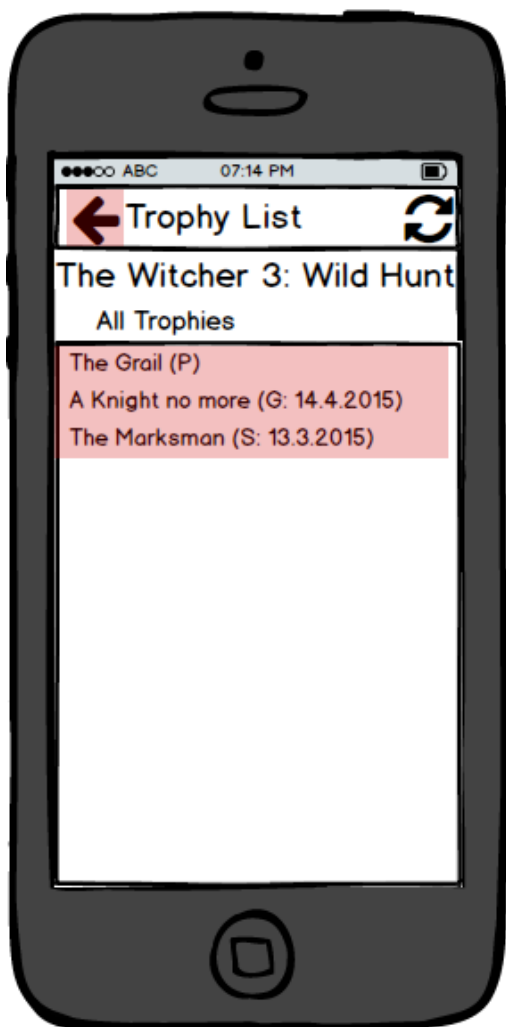Int CompletedGames
Int CountryRank
Int WorldRank
Int CountryDiff
Int WorldDiff
RaresTrophies rarestTrophies (see according page)
TrophyMilestones trophiyMilestones (see according page)

Trophy List

← Trophy List ⟳

The Witcher 3: Wild Hunt

All Trophies

The Grail (P)
A Knight no more (G: 14.4.2015)
The Marksman (S: 13.3.2015)

Trophy Detail

Trophy Details

The Witcher 3: Wild Hunt

The Grail (B)

Find Yennefer of Vengerberg.

Rarity: 86.5% (Common)

Earned: 21.5.2015
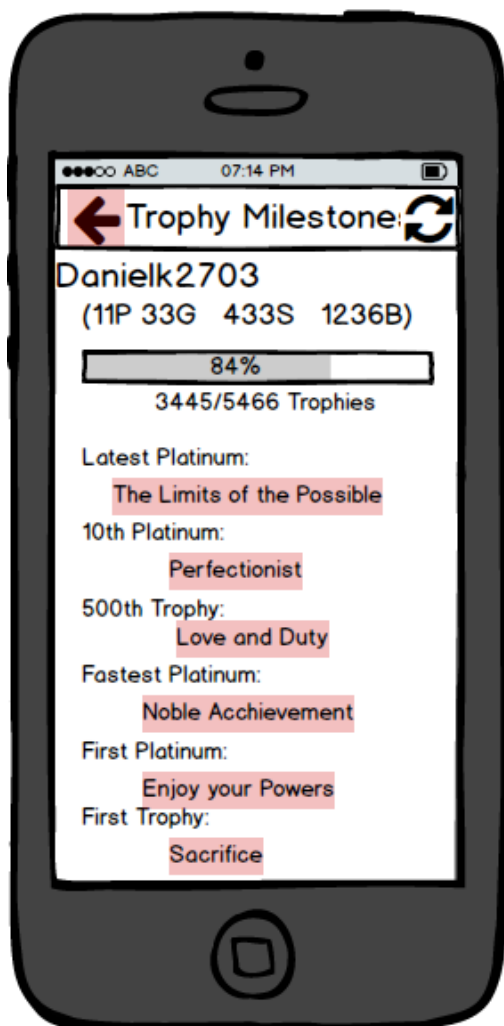
Not Earned Yet (Absent of Earned)

Trophy
String Name
String Text
String Type (B/S/G/P)
String Rarity
Optional<String> EarnedDate (absent if not earned)

Trophy Milestones

Trophy Milestones

Danielk2703
(11P 33G 433S 1236B)

84%

3445/5466 Trophies

Latest Platinum:
The Limits of the Possible

10th Platinum:
Perfectionist

500th Trophy:
Love and Duty

Fastest Platinum:
Noble Acchievement

First Platinum:
Enjoy your Powers

First Trophy:
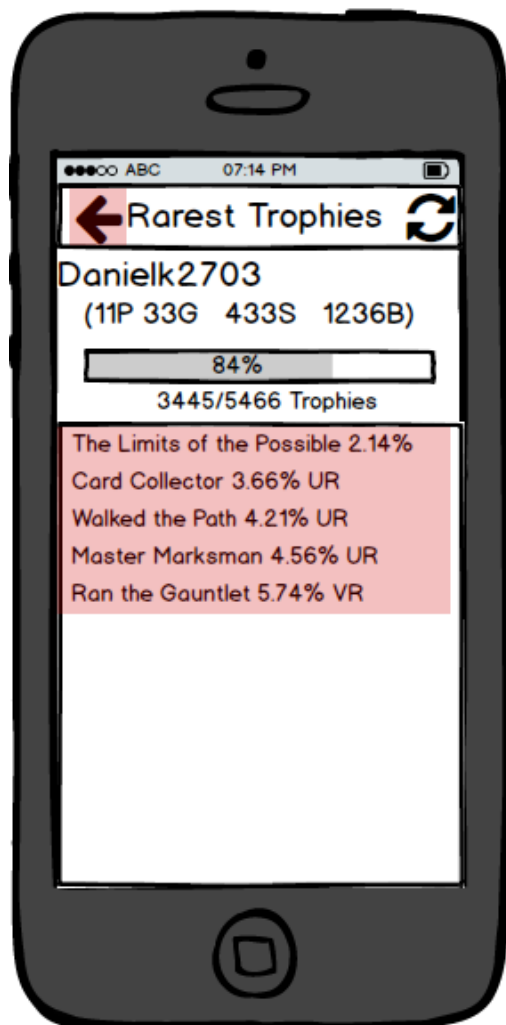Sacrifice

TrophyMilestones
Optional<Trophy> LatestPlatinum
Optional<Trophy> tenthPlatinum
Optional<Trophy> fivehundredTrophy
Optional<Trophy> FastestPlatinum
Optional<Trophy> FirstPlatinum
Optional<Trophy> FirstTrophy

Rarest Trophies
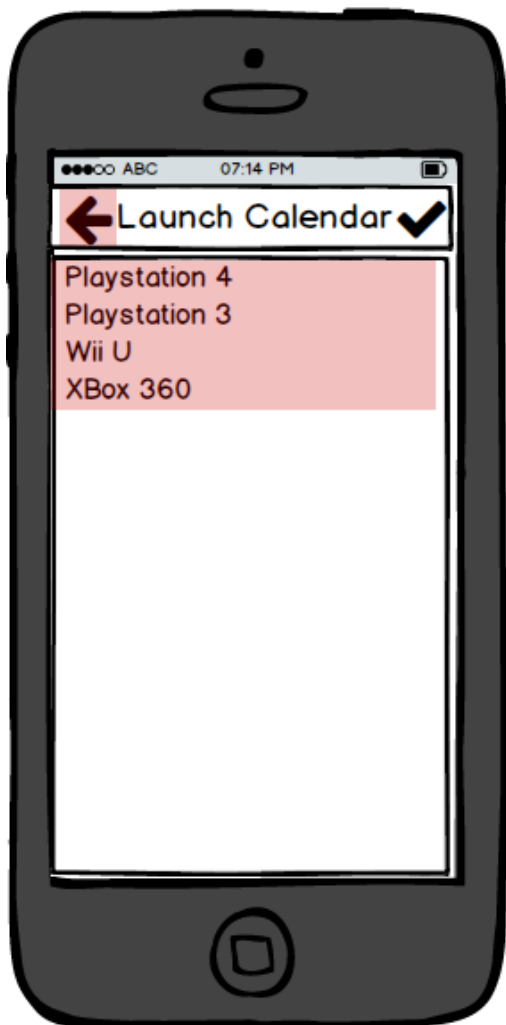

RarestTrophies
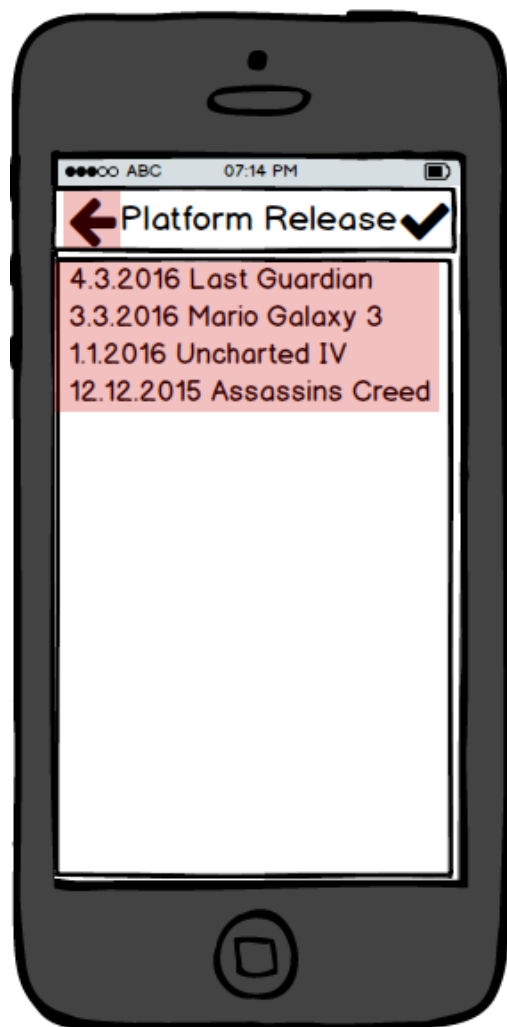Optional<Trophy> first
Optional<Trophy> second
Optional<Trophy> third
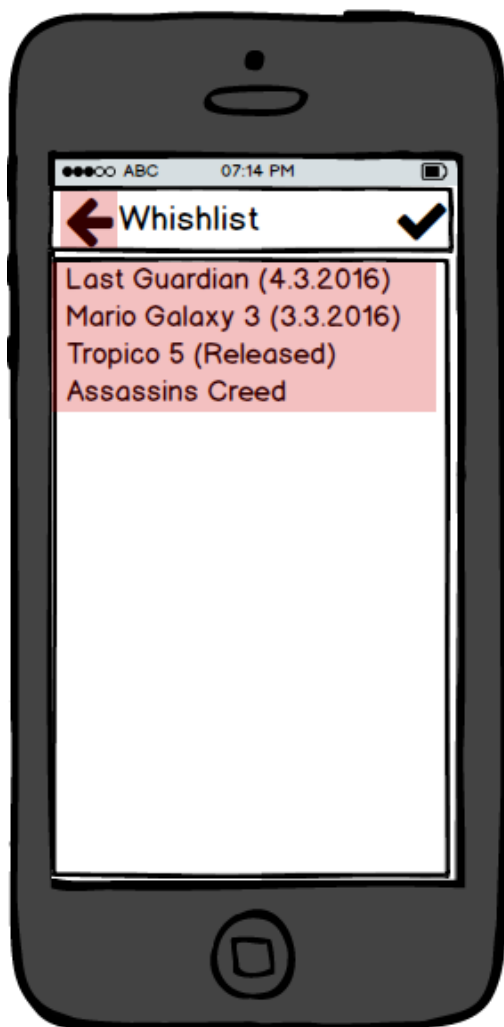Optional<Trophy> fourth
Optional<Trophy> fifth

Launch Calendar

← Launch Calendar ✔

- Playstation 4
- Playstation 3
- Wii U
- XBox 360

Platform Releases

●●●○○ ABC   07:14 PM   ▭

← Platform Release ✔

4.3.2016 Last Guardian
3.3.2016 Mario Galaxy 3
1.1.2016 Uncharted IV
12.12.2015 Assassins Creed

contains all game objects, that have released date > now or TBD according to the chosen platform

Whishlist

●●●○○ ABC   07:14 PM   ▭

← **Whishlist**   ✔

Last Guardian (4.3.2016)
Mario Galaxy 3 (3.3.2016)
Tropico 5 (Released)
Assassins Creed

contains all gameobjects, that have whishlist true