

**COMP 361 D1: Software Engineering Project
Fall 2018, McGill University**

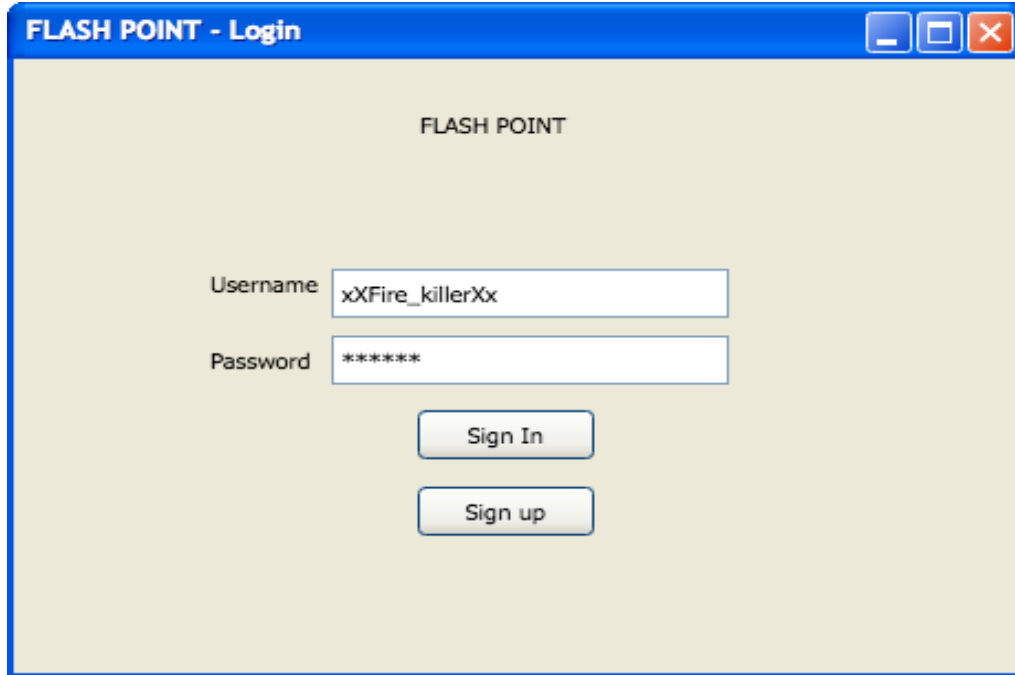
MILESTONE 1:

GRAPHICAL USER INTERFACE (SKETCH & DESCRIPTION)

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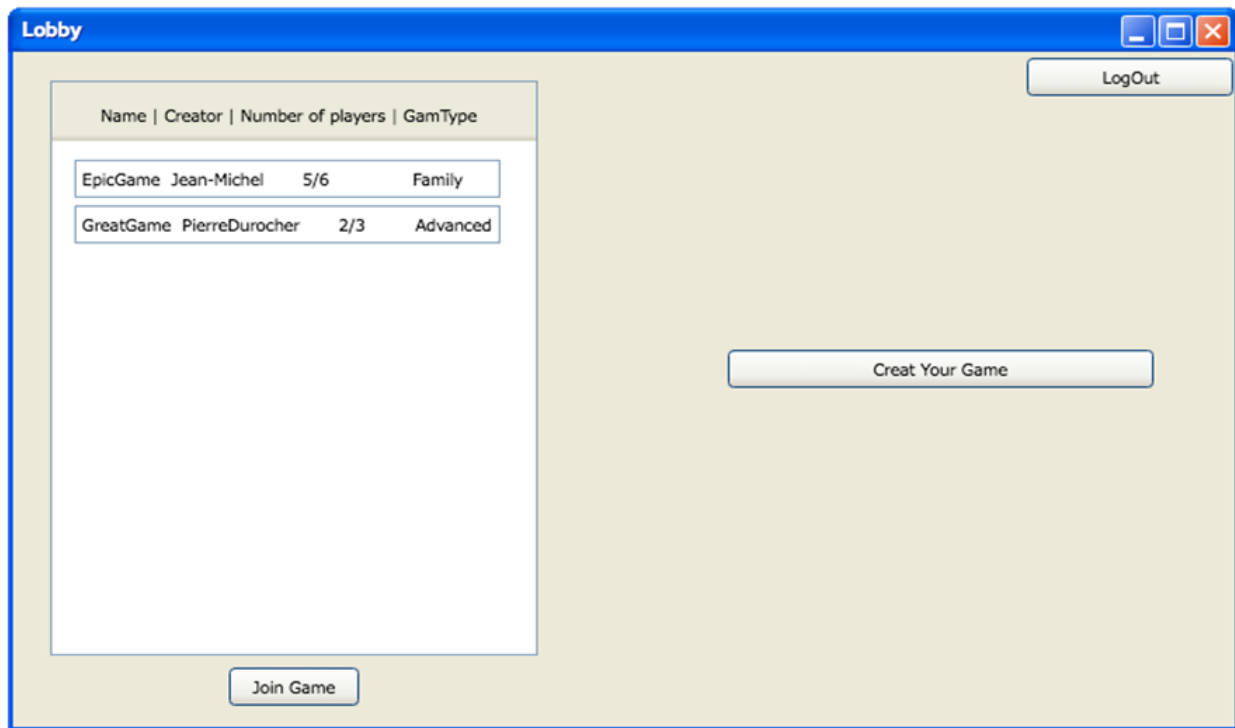
Login/Sign Up Game page



A screenshot of a Windows-style login window titled "FLASH POINT - Login". The window has a blue title bar with standard minimize, maximize, and close buttons. The main area has a light beige background. At the top center, the text "FLASH POINT" is displayed. Below this, there are two input fields: "Username" with the text "xXFire_killerXx" and "Password" with "*****". At the bottom, there are two buttons: "Sign In" and "Sign up".

When starting the program, the first window to appear is the **login/sign up** page. The player will have to fill in a unique username and password, if he hasn't signed up yet, the player presses **Sign Up** and his account will be created. Otherwise the player can click on **Sign In** and go to the lobby.

Main Lobby page

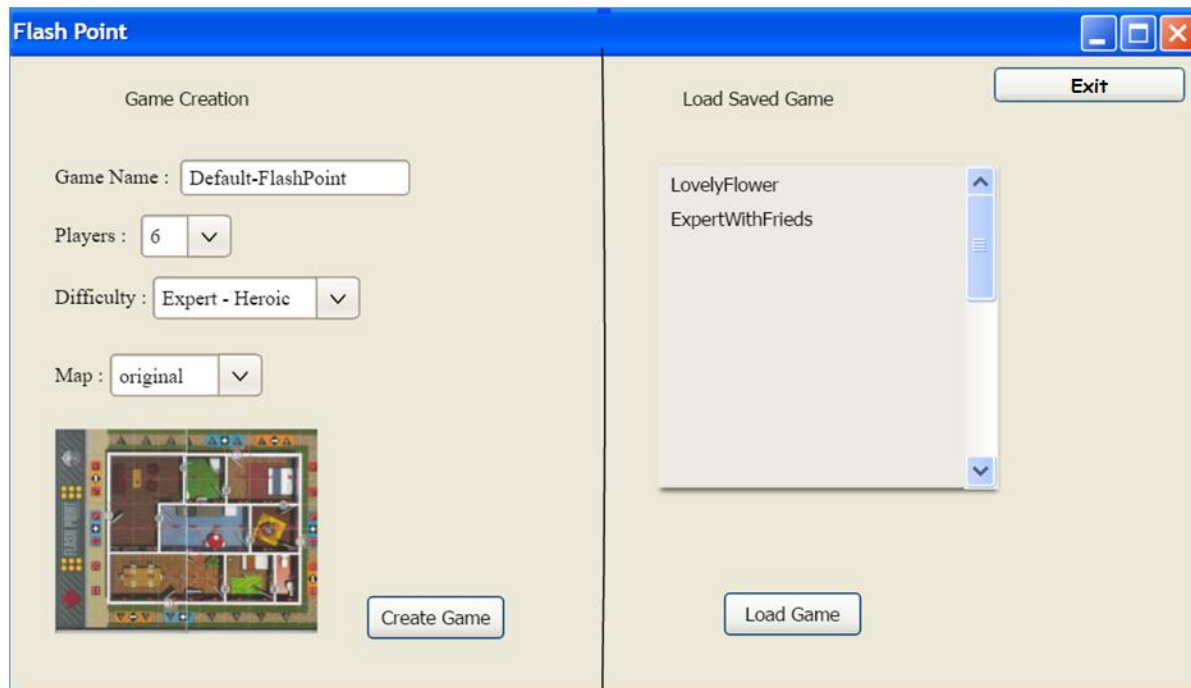


Here the player can choose to:

- Join a game by clicking on a game: pressing **Join Game** which will redirect him to the chat of the game (chat lobby).
- Create her own game

Logout: this will bring the player to the Login/Sign Up page.

Create/Load game page



Here the host can choose whether he wants to continue a saved game or create a new one. If he chooses to create a new one he will be able to choose the settings for the game he is about to create.

Settings for "Create Game"

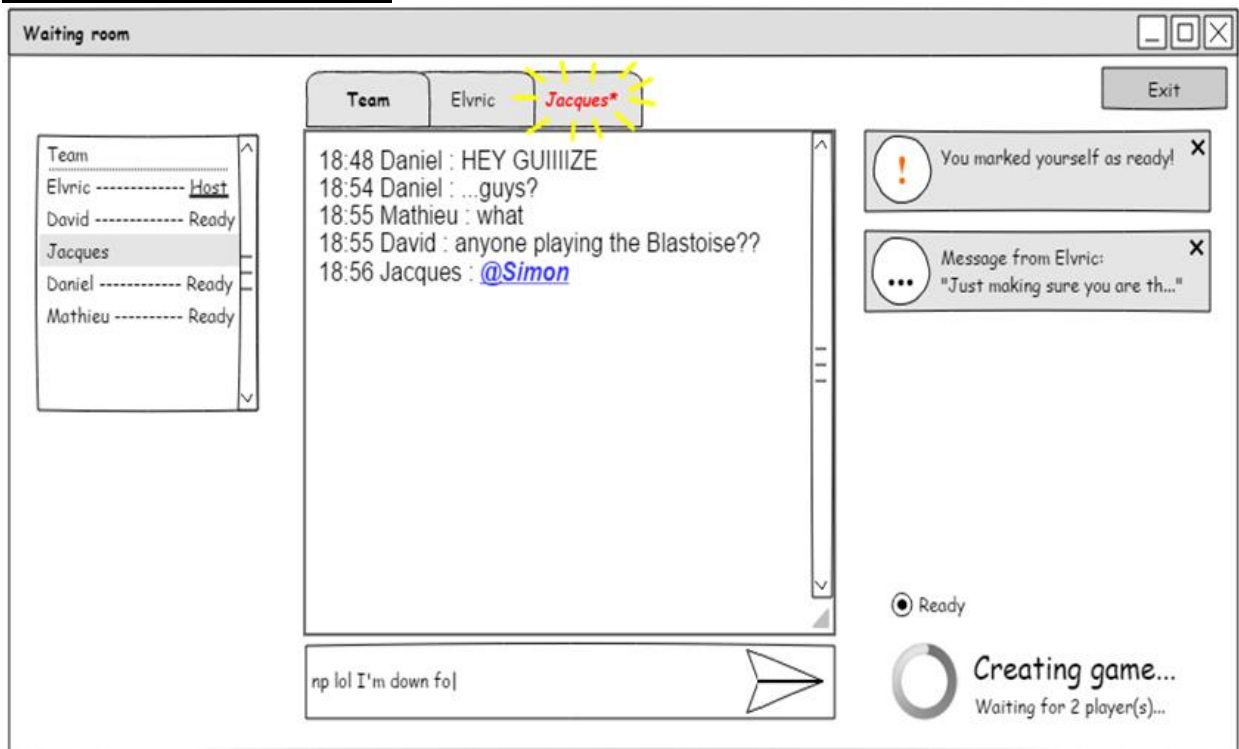
- He can name the game which will be displayed on the game-join screen by entering it in the text box.
- He can choose to change the number of player via a **drop-down menu**, the choices are from 3 to 6.
- Similarly, the difficulty will be chosen from a drop-down menu with the options: Family rules, Experienced – Recruit, Experienced – Veteran and Experienced – Heroic.
- The Board side will be chosen as a **map (easy, difficult, random)** and an image of the map will be shown as a preview. When the host is done choosing his preferred setting he will click on Create Game button which will send him to the full chat screen while waiting for players to join his game.

Saved games

If the host wants to continue a saved game he can select it from a list then pressed **Load Game** button and send him to the full chat screen, to wait for the player to join.

Exit: this will bring the player to the Main lobby page (previous page).

Waiting room (chat room)



When the player either joins a game or create one, he is sent to this screen where he can chat until every player joined.

When the right number of player joined a new window opens with the game start screen while this one stays open for in-game chat.

The screen has **tabs** of all active chats, where it is possible to message every player individually and one for the whole team.

In the top left there is a display of all the chat available. The tabs will flash when a message is received, and **notification box** will appear on the right side. The player will also be notified if it's his turn.

Set Game page:



This is the game set page. Each player, one after the other, is asked to select a speciality and position themselves outside of the house; this is done by clicking on one of the specialities and one **yellow box square** that turns to **green** when selected.

They can communicate during that phase with the chat. Once done, they can press the **End Selection** button.

The **firefighter color** will be assigned to the player randomly by the system and this info is displayed on the top left of the screen and also on the "Team Stats" page.

Game page (1): player's turn view



This is the user interface sketch for what the board could look like at the beginning of the player's turn. There is a notification that temporarily pops in (top right corner) that lets you know it's your turn. On the top, you can see who's turn it is as well.

On top of the screen, there is a menu bar which contains the following tabs:

- **Team stats** (which opens the stats screen)
- **Cheat Sheet** (which gives you info about each specialist card and all moves available with their associated AP)
- **Chat** (brings you to the chat room)
- The top right **Exit** button will bring you back to the Main lobby page

Steps:

When it is your turn, you can click on the position your character is on. Doing that will give you the special moves your character can do, which are displayed on the **Moves Available** panel on the left of the screen.

You also have the option of clicking on the adjacent spots on the board (highlighted in yellow), which will give you new options related to those spots.

The **Moves Available** panel constantly changes depending on the choice/move you make (until you have no AP left for this turn). For ex: say you are at the space where the Engine is, then you would have the option to **Change Specialist**. After pressing this

button, the **Moves Available** panel will show you a list of available specialists. AP pts are deducted automatically as you make moves.

On the **Dashboard** panel (top-left of screen), you can see how much AP and special AP you have left, which get updated after every move. This panel is useful as it gives you the necessary stats you need to make your current move.

Finally, when you finish your turn, you click on **End Turn** which is at the bottom-left side, which transitions you to the end of turn screen.

You can also save the state of the game with **Save Game State** at any time.

The moves available (that could be displayed on the “Moves Available” panel) consist of: **move**, **move into smoke**, **move into fire**, **special moves** (depends on the speciality of the player), **open/close door**, **chop wall**, **move with victim**, **turn fire into smoke**, **extinguish smoke**, **extinguish fire**, **use the gun deck** (if player is at the spot of the Engine), **move ambulance at distance**, **crew change** (first action of a turn, and be at the Engine spot), **carry hazmat**.

Important notice: the full graphic of the board game (hazmat, chop walls, fire smoke, can be seen on **End of turn view** GUI at page 9 (we did it just on that board to illustrate the concept that other boards would have all necessary components present).

Game page (2): end of turn view



This user interface is similar to the user's game turn view. The key difference is the dice notification. In this case, there was an explosion, which will be accompanied by an animation in the spot there was the explosion (5 seconds). There would also be the animation of the dice rolling before that (the black dice and the red dice).

After that, it becomes the next player's turn, which will be reflected on the top of the screen. You will be able to observe your teammates' moves before it becomes your turn once again.

Notice that the **Save game state** button is disabled because we decided that the user cannot save the state of the game during the end of his/her turn (can only do this during his/her turn).

Game page (3): team stats view

FlashPoint

Team Stats

Cheat Sheet

Game: John's turn

Chat

Exit

Team statistics

Walls left: x/20

Victims saved: x/7

Victims lost x/5

My personal infos

Current specialist: Fire captain

Firefighter color: Red

Number of victims saved: 2

John Stats

Accumulated AP left: 2

Special AP left: 1

Specialist: Rescue Specialist

Color: Yellow

Mary Stats

Accumulated AP left: 2

Special AP left: 2

Specialist: Generalist

Color: Blue

Bob Stats

Accumulated AP left: 1

Special AP left: 3

Specialist: Paramedic

Color: White

Mike Stats

Accumulated AP left: 2

Special AP left: 2

Specialist: CAFS firefighter

Color: Green

While this might change, our simple **Stats screen** will just show important game information like how many walls can be damaged before the infrastructure collapses, or how many victims to date have been saved or are lost.

Plus, your player's general info will be shown.

Finally, each player's important info will be displayed there such as: AP left, Special AP left, the Specialist role, and the firefighter color.

* Pressing any of the tab on the top menu will bring you the corresponding page view.

Game page (4): game milestone - warning window



This little window will pop up when a game milestone has been achieved (it can be a warning message or a status update message). This window will appear during the following scenarios:

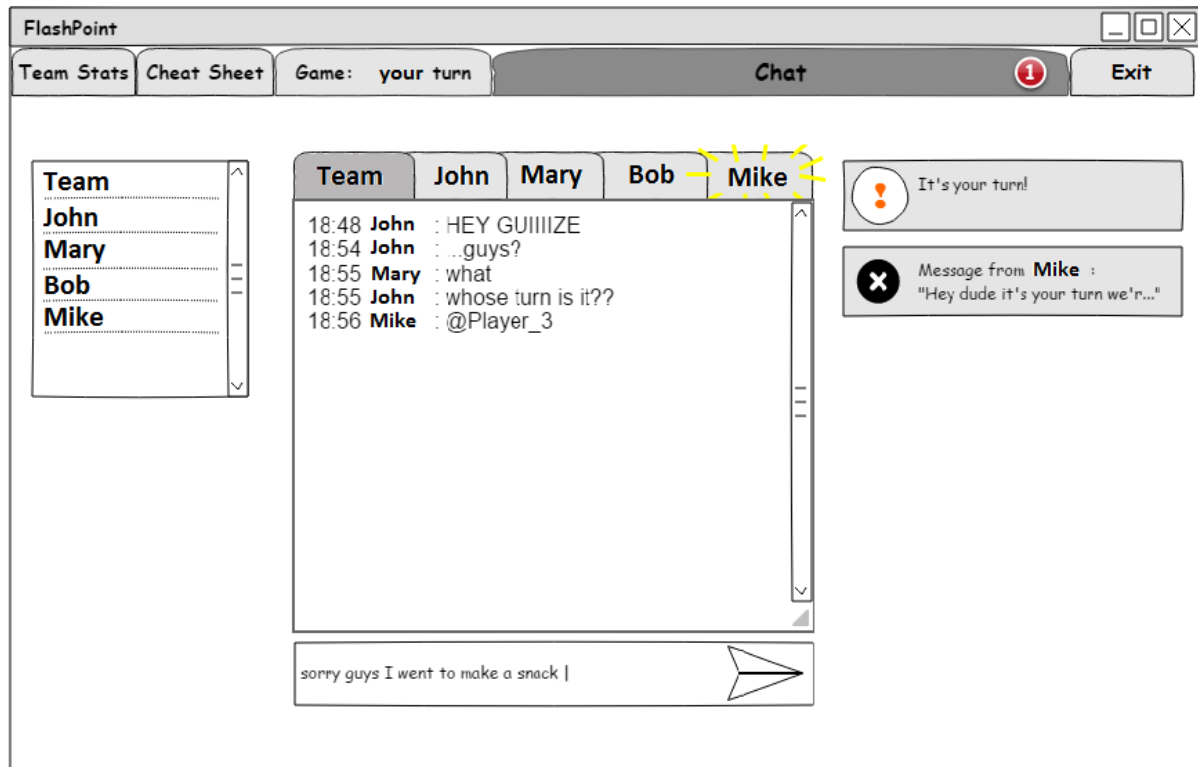
- 1) When the whole team wins the game + reason
- 2) When the whole team loses the game + reason

→ For 1) and 2), when the player presses **X**, he/she acknowledges the message and the player will be brought to the main lobby page.

- 3) When a firefighter saves a victim
- 4) When a victim is killed (as shown above)
- 5) When there is a knockout

→ For 3), 4) and 5), when the player presses **X**, he/she acknowledges the message and the player has to press “end of turn” to terminates his/her turn.

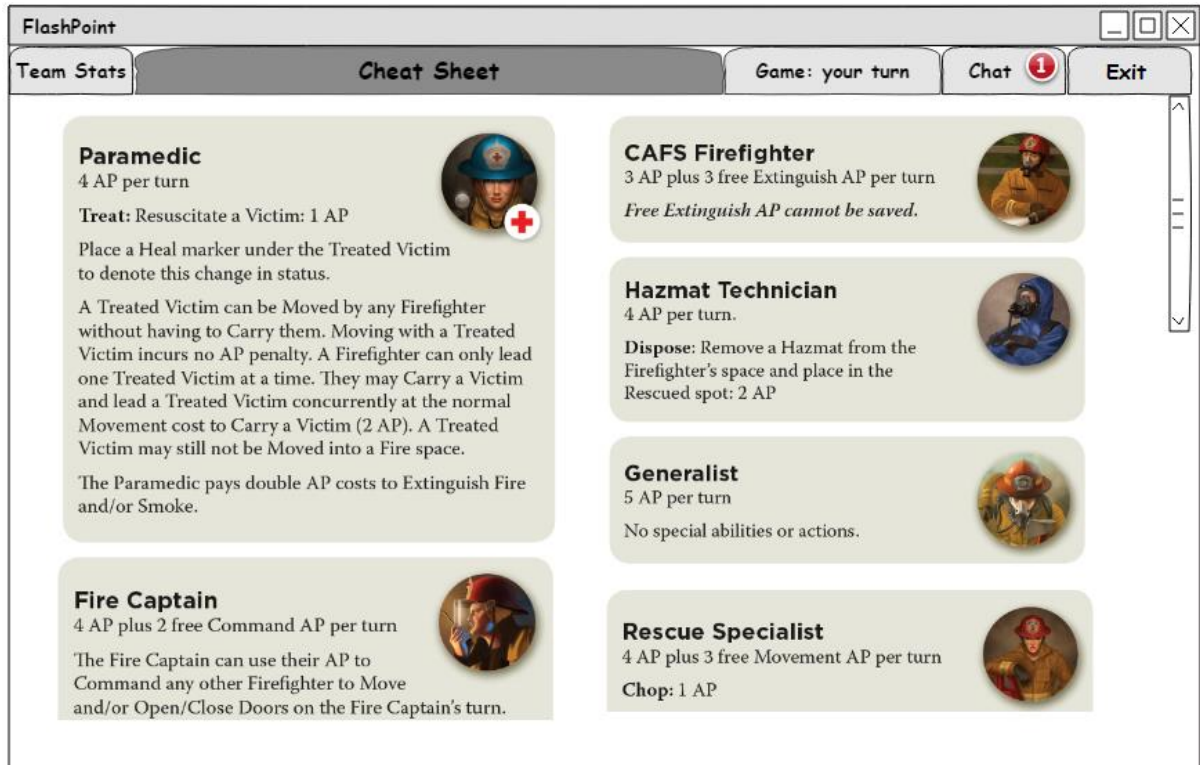
Game page (5): game chat room view



This is just the game chat room as described earlier above.

* Pressing any of the tab on the top menu will bring you the corresponding page view.

Game page (6): cheat sheet view



This is a cheat sheet page that reminds the players of the specialist roles and benefits. The player can access this page any time.

This page is scrollable and more info can eventually be added if necessary (such as a list of all moves and their corresponding AP).

* Pressing any of the tab on the top menu will bring you the corresponding page view.