

CS102	Spring 2021/22		
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~ TEAMDER ~

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Presentation		
Overall		

UI Design Report

(Final)

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1. Introduction

People are having difficulty finding teammates while doing team sports in daily life. In order to overcome this challenge, we will develop a sophisticated desktop application that brings together many related people for certain team sports. Obviously, our target users will be people looking for a team in these sports. Our program also targets people who go to places where they are foreign. Our ultimate purpose is to encourage people to join team sports and socialize with people.

2. Details

2.1 Home Page

This is the first page users see when they open the application in Figure 1. There are two choices for the users, if they don't have an account, they should press create an account button first. This button takes them to the create an account page seen in Figure 2. In this page they initialize their username and password, write somethings about themselves, and choose the sports they are interested in. Users that already have an account press log in button that take them to login page where they can put their username and password to log into their account seen in Figure 3.

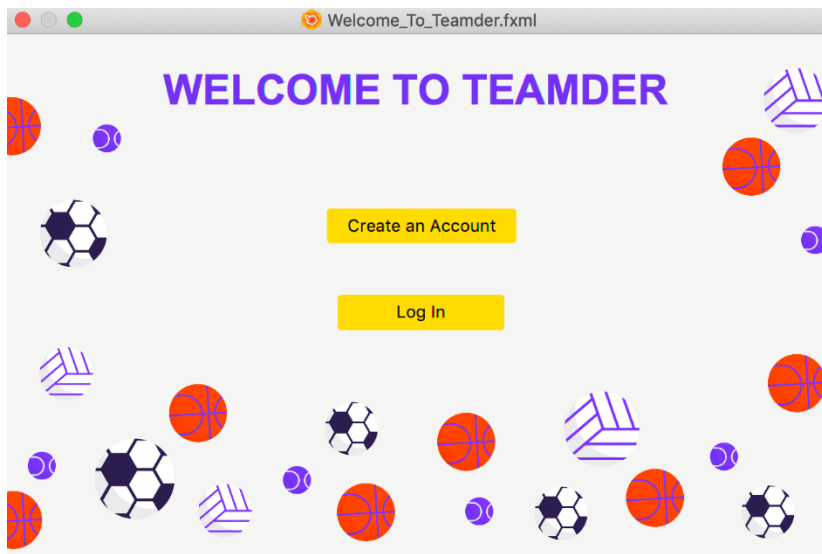


Figure 1: Welcome Page

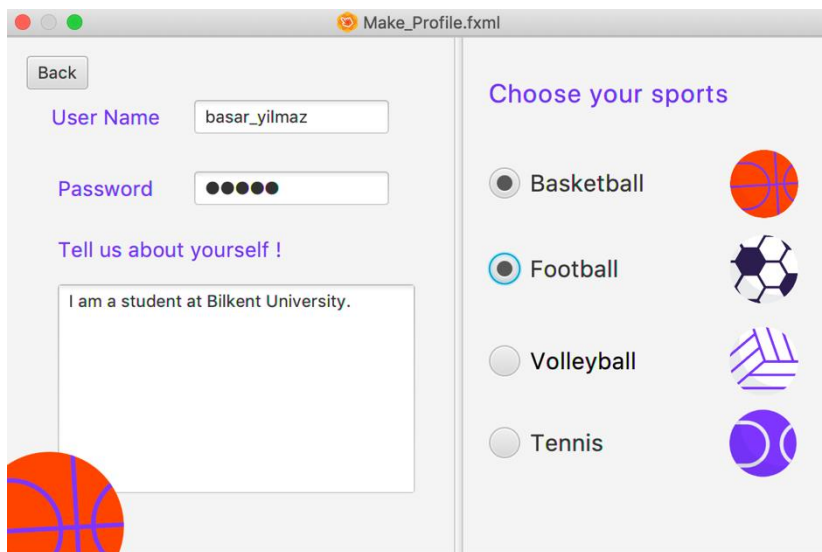


Figure 2: Create Profile Page

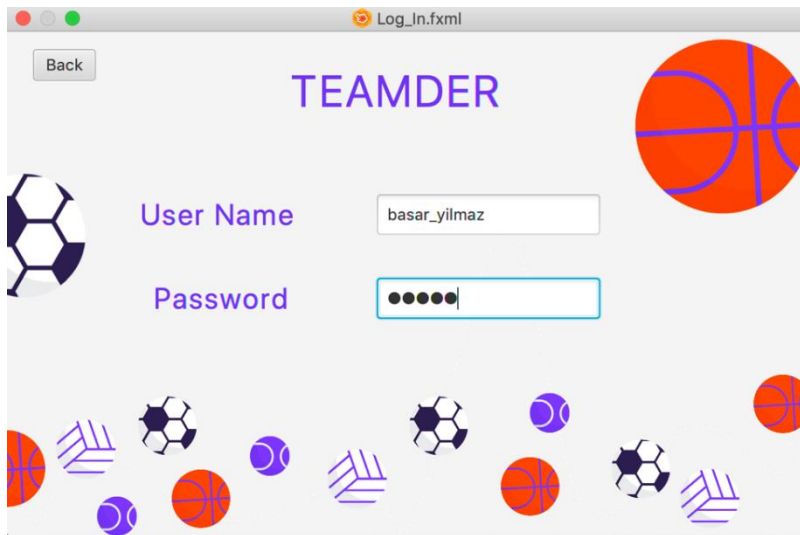


Figure 3: Login Page

2.2 Profile Page

After creating an account or logging in, you will automatically be directed to your profile page. You can add a profile picture and further information about yourself for other users to look at on this page. Your favorite sports and username that you choose while creating the account in Figure 2 will be displayed for you and other users to see as well. Under the “Friends” title you can see the users you added with their names and if you click on them, you will be directed to their profile page. You can go to the rate page (Figure 8) to rate your teammates after each match by choosing a match under the “Joined Matches” title and clicking on the rate beside it. Your and other users’ rates can be seen besides “Average Rating:”. Under “Current Matches” there are names of the matches that users created previously and if you click on one of them you will be directed to that match’s page (Figure 6). You can also go to a match’s page by clicking on the “Join a match” button and searching for what kind of match you want to join (Figure 5). Likewise, if you want to create your own match you can go to the create a match page (Figure 7) by clicking the “Start a match” button. If you want to log out from your profile page you can just click on the “Log Out” button and you will be directed to the home page (Figure 1).

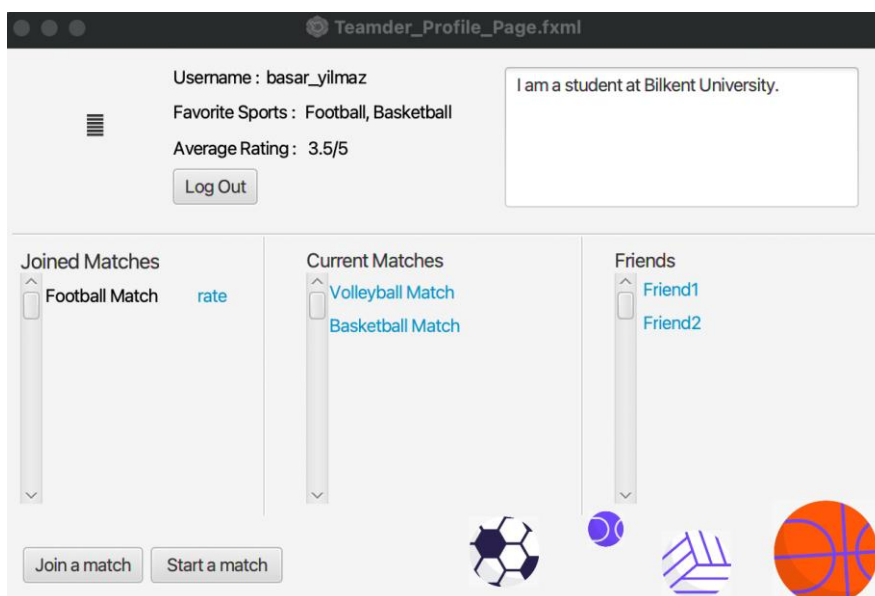


Figure 4: Profile Page

2.3 Find a Match

After clicking on “Join a Match” button on Figure 4, users will see the Figure 5. In this page, they can find matches. One way to find matches is by filtering your choices. Users can select which sports they want to do, in which city they want to do sports and which date they want. After they select their preferences, they will be able to see the matches that are suitable to their preferences. Another way to find a match is by entering its name and clicking on the “SEARCH” button. After that they will be able to see the match that they are looking for. Once the matches are listed in the right side of the screen, users can click on the name of the matches and go to the page of the matches, which is Figure 6, that they clicked on.

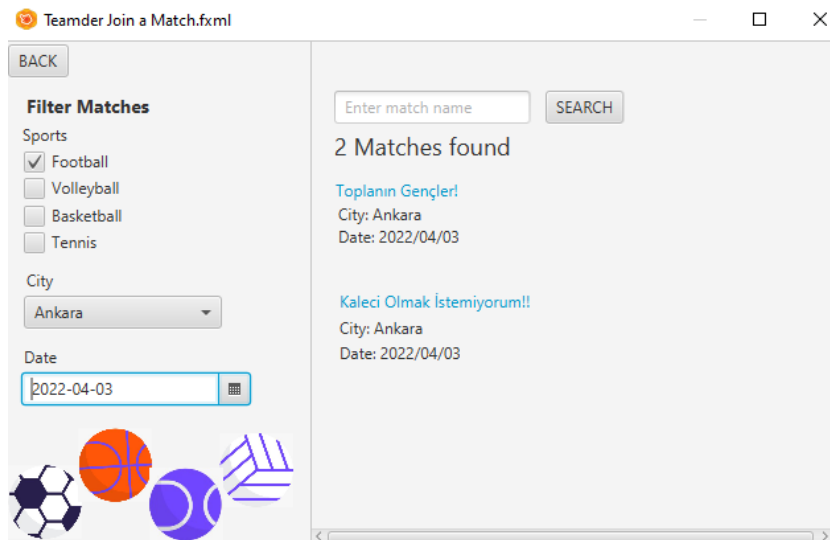


Figure 5: Find a Match Page

2.4 Match Page

The main purpose of the match page is to get thorough information about a match and join that match according to the position selection. Once you click on the name of a match seen in Figure 5, e.g. “Toplanın Gençler!”, or in Figure 4, e.g. “Volleyball Match”, the link directs you to the match page. In the upper center of the match page, the match name is displayed. Under that, there is the representation of the match showing the players and positions for the game. The field type and the position arrangement changes according to the sport; Figure 6 is an example of a football game. The grey icons refer to the available positions to choose from. The black icons refer to the occupied positions, so you cannot select them. When you click on a grey icon, a button labeled “Join the match” pops up. If you click on that button, that means you have officially joined the game in the position you selected. When you click on a black icon, you can see the average rate and a link to the profile of the player in that position. At the bottom of the page, all of the information about the game such as the creator, place, date, and time is displayed. Another feature of the match page is that you can chat with other players. Chat can be useful for players to get to know each other and discuss the details of the match beforehand. Players can chat through the chat box seen on the right side of Figure 6.

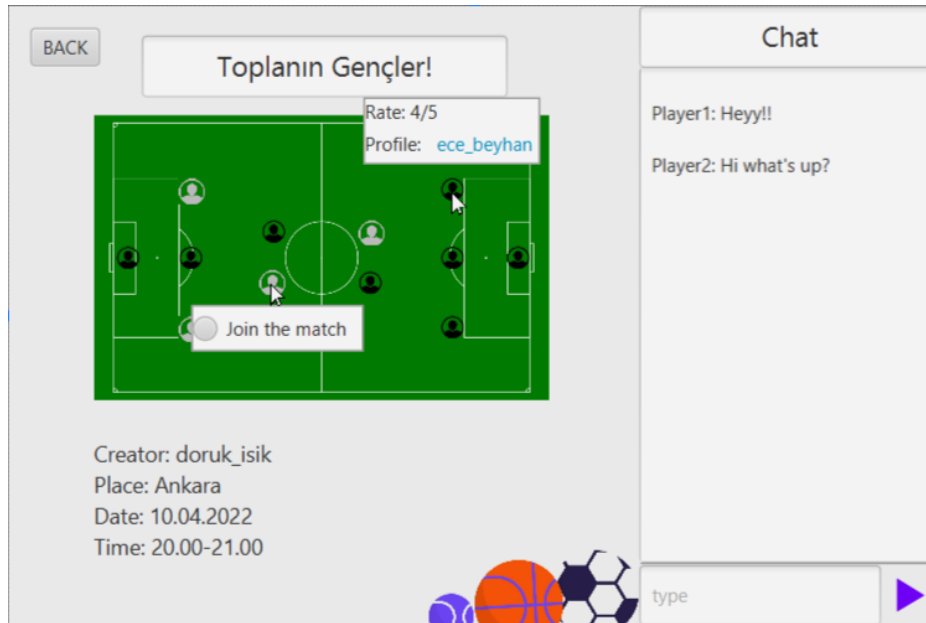


Figure 6: Match Page

2.5 Create a Match

If users click the "create a match" button on their profile page (Figure 4), they will be directed to this page. There are many options to choose from when creating a match. They can choose the city, date, time and where the match will be played. In addition, our sophisticated application offers users four different sports to choose from. These sports are basketball, volleyball, football, and tennis. According to the preferred sport, the field picture they will see at the bottom of the page will change. Finally, they will choose the duration of the match and with the "Create Match" button, they will add the specified match to the "Find a Match" page (Figure 5) where everyone can see it.

Figure 7: Create a Match Page

2.6 Rate Other Players

After a match is over users can click on rate hyperlink near the match in Figure 4 to rate their teammates that they have played with. This link takes them to rate players window seen in Figure 8. Rates are from one to five and these ratings affects average rating of the users that is displayed on profile page in Figure 4.

rate.fxml

Back

Match is over rate players

Player1 3

Player2 1

Player3 5

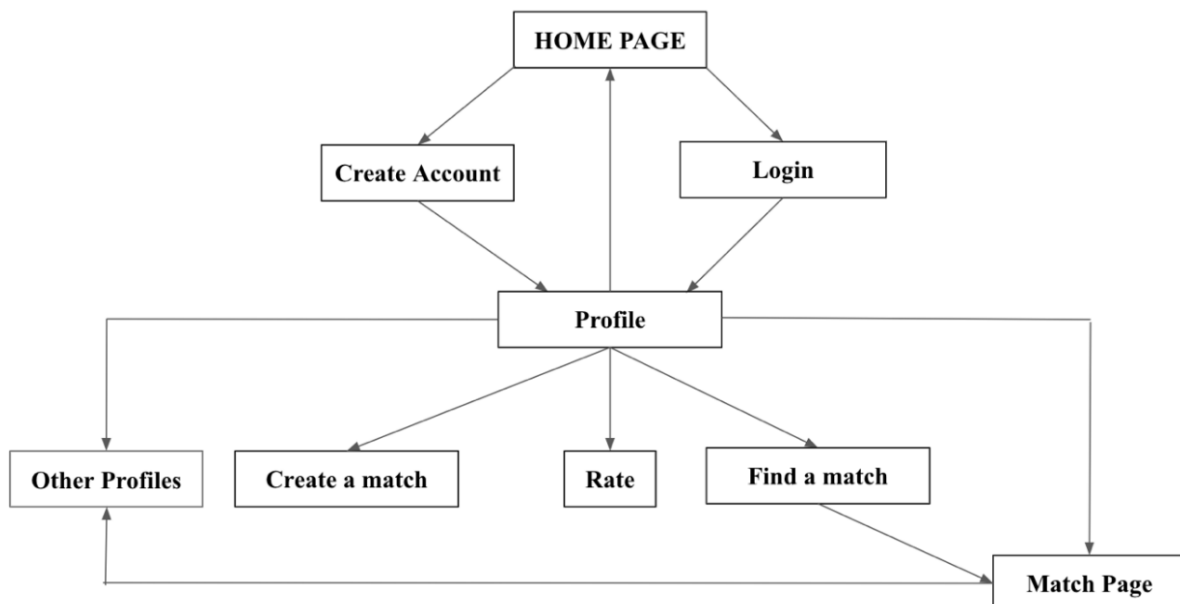
Player4 4

Player5 2

Rate

Figure 8: Rate Page

3. Site Map



3.1 Site Map

This is the site map of our sophisticated application. From home page (Figure 1) users can go to either create an account page (Figure 2) or log in page (Figure 3) which both take them to profile page (Figure 4). Our profile page is the main page we use to connect other pages. Users can see their friends' profiles, find matches (Figure 5) create matches (Figure 7) check

match pages of the matches they joined (Figure 6) or rate their teammates (Figure 8). Both find a match page and profile page takes users to match page.

4. Summary & Conclusions

User interface design is a crucial part of an application because it will be the first interaction with user. In this regard, it is very important to keep user interface design as simple and as convenient as possible to make the users lives easier. User interface design should be understandable and to achieve this goal, we tried to include certain components. For example, in Figure 5, at the top of the matches list, it says that “2 matches found”. This actually tells the user how many matches are found according to their preferences, filters. User interface design should not be complicated, in order to meet this need, we tried to include minimal number of user interface components but at the same time, we tried to make it as convenient as possible. As user interface design is an important part of the application, it is essential that we pay attention to it.

REFERENCES

1. *Scene Builder*. Gluon. (2022, April 1). Retrieved April 1, 2022, from <https://gluonhq.com/products/scene-builder/>