Login Screen - Login Existing User

OMG Platform

Out of this World Multiplayer Gaming

Login   Register

Email
✉ Enter your email

Password
? Enter your password

☐ Remember me   Forgot password?

Login

1. Login Screen (Existing User)

a. Input Fields:
● Username or Email
● Password_

b. Buttons:
● "Login"
● "Remember Me" (checkbox)
● "Forgot Password?" (link)

- **"Eye Icon" -** <mark>GUI team to implement eye button beside password</mark> (to allow user to see the password)
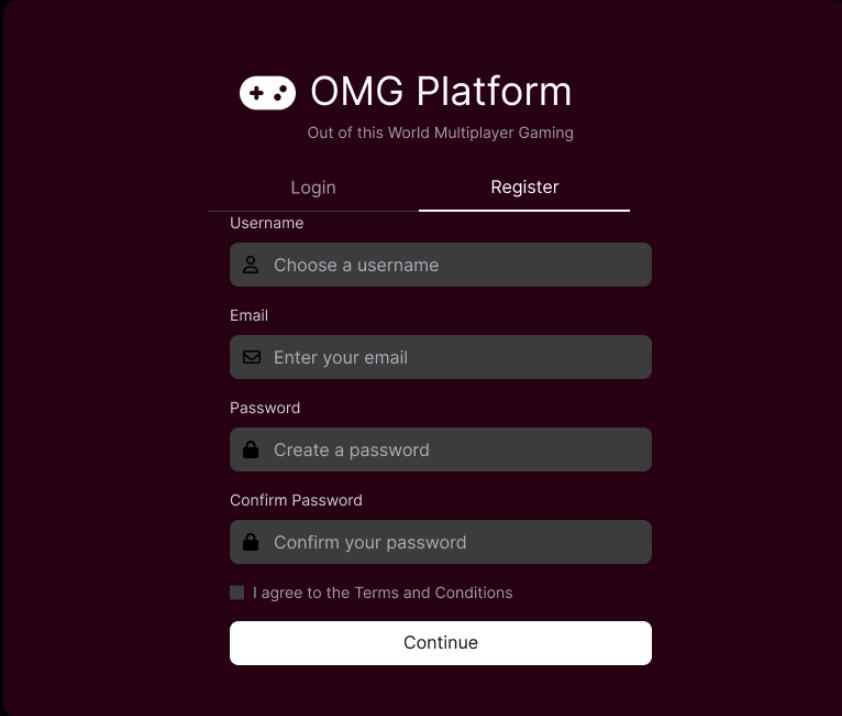
c. **Behaviors & Notes:**
- Users can log in using either their username or email address. ✅ *(NOTE: UPDATE field label: "Username/Email")*

- If login credentials are invalid, an error message is displayed (e.g., *"Invalid credentials, please try again"*).

- Consider implementing a lockout mechanism after multiple failed login attempts(?) — <mark>to be discussed with the Authorization Team.</mark>

- *If "Remember Me" is selected:*

    ○ The session persists after the user closes the platform window (unless they log out).

    ○ The user will not be required to complete Two-Factor Authentication (2FA) on each login.

- *If "Remember Me" is not selected or the user logs out manually:*

    ○ The user will be prompted to complete 2FA on their next login for security purposes.

Login Screen – Possible Errors & Messages

Error Type	Example Error Message
Incorrect username/email or password	*"Invalid credentials. Please check your username and password."*
Empty fields	*"Please enter both your username/email and password."*
Account not found	*"No account found with this email or username."*

Account locked (too many attempts)	*"Too many failed attempts. Please try again later or reset your password."* **- TO BE CONFIRMED**
2FA code required (after logout)	*"Two-Factor Authentication required. Please check your email."*
Session expired	*"Your session has expired. Please log in again."* **- TO BE CONFIRMED**
Account disabled or banned	*"This account has been disabled. Contact support for help."* **- TO BE CONFIRMED**

OMG Platform

Out of this World Multiplayer Gaming

Login   Register

Username

👤 Choose a username

Email

✉ Enter your email

Password

🔒 Create a password

Confirm Password

🔒 Confirm your password

☐ I agree to the Terms and Conditions

Continue

2. Registration Screen:

This screen is used to onboard new users by collecting the necessary credentials and confirming their agreement to the platform's terms. Once submitted, users are directed to the Two-Factor Authentication (2FA) screen to complete registration.

    a. *Input Fields:*

- ○ Username – User's desired display name (must be unique)

- ○ Email – Must be a valid and accessible email address

- ○ Password – User-defined password (must meet security criteria)

- ○ Confirm Password – Re-enter password for verification

    b. *Terms and Conditions Checkbox Flow:*

- ○ Initially disabled until the user clicks the "Terms and Conditions" link

- ○ Clicking the link opens a new screen or modal displaying the full Terms and Conditions

- ○ Users must scroll to the bottom of the document and click "Agree"

- ○ Only after clicking "Agree" does the checkbox on the registration screen become active and checkable

    c. *Primary Action Button:*

- ○ "Continue" – submits the registration form when all inputs are valid and the Terms are accepted
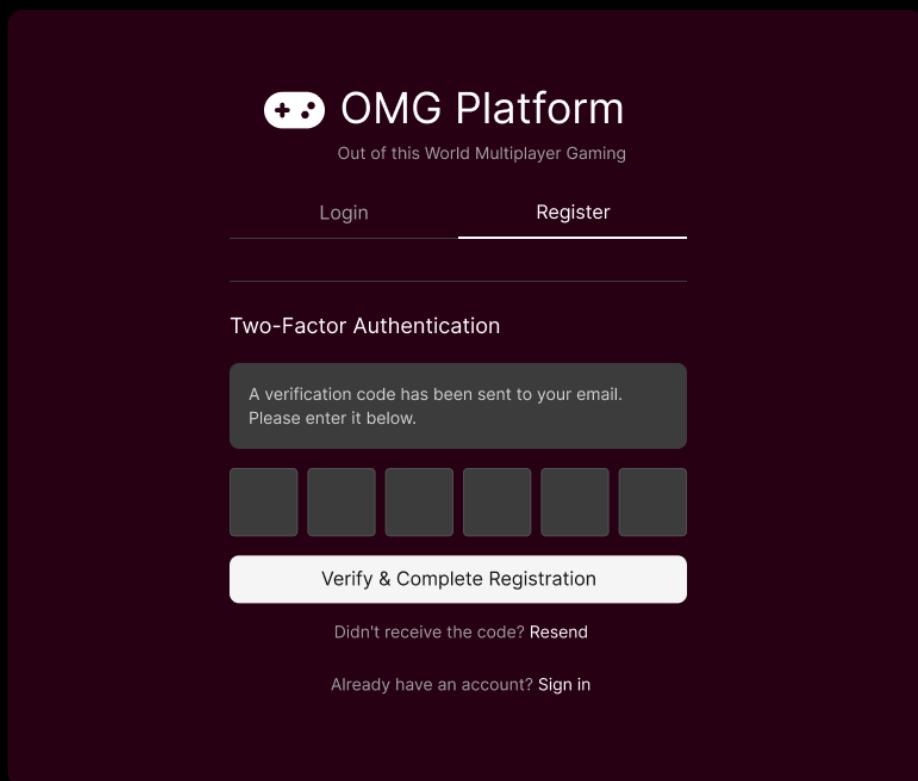
    d. *Behavioural Notes:*

- ○ The "Continue" button should remain disabled until:
    - ■ All form fields are completed
    - ■ Passwords match
    - ■ The user has successfully accepted the Terms and Conditions

- ● On submission:

    - ○ Client-side validation:
        - ■ valid email format
        - ■ password complexity - **specific length required**
    - ○ Server-side validation (e.g., unique email/username)
    - ○ If successful, user is routed to the 2FA verification screen

- if errors occur (e.g., taken username, short password, or mismatch), real-time error messaging should be displayed beneath the relevant fields.

Registration Screen – Possible Errors & Messages

Error Type	Example Error Message
Username already taken	*"This username is already in use. Please choose another one."*
Invalid email format	*"Please enter a valid email address."*
Email already registered	*"An account with this email already exists. Try logging in instead."*
Password too short	*"Password must be at least 8 characters long."*
Password mismatch	*"Passwords do not match. Please re-enter."*
Terms and Conditions not accepted	*"You must agree to the Terms and Conditions to register."*
Fields left empty	*"Please complete all required fields."*
System/server error	*"Something went wrong. Please try again later."*

3. Two Factor Authentication Screen

This screen appears **after a new user completes the registration form**. It ensures an added layer of security by requiring users to verify their identity via email before completing the registration process.

a. **Screen Elements:**

● **Instructional Message:**

○ *"A verification code has been sent to your email. Please enter it below."*

- **Input Fields:**

  - Six individual fields for entering a 6-digit verification code

- **Primary Action Button:**

  - **"Verify & Complete Registration"** — submits the code and finalizes account creation

- **Secondary Options:**

  - **"Didn't receive the code? Resend"** — triggers the system to send a new verification code

  - **"Already have an account? Sign in"** — link to return to the Login screen if the user already has an account

b. **Behavioral Notes:**

- Upon submitting the code, the system verifies it:

  - If the code is **valid**, the user is successfully registered and redirected to the dashboard or login screen.

  - If the code is **invalid**, an error message is shown (e.g., *"Incorrect code, please try again."*)

- **Resend Mechanism:**

  - Clicking "Resend" should:

    - Disable the button temporarily to prevent spam

    - Trigger a new code to be emailed

    - Optionally notify the user that a new code has been sent

- **Security Note:**

  - Multiple failed attempts could trigger a cooldown or temporary lockout. **- TO BE CONFIRMED**

Error Type	Example Error Message
Empty input fields	*"Please enter the 6-digit verification code."*
Incomplete code (e.g., fewer than 6 digits)	*"The code must be 6 digits long."*
Invalid code format (non-numeric)	*"Verification code must contain only numbers."*
Incorrect code entered	*"The code you entered is incorrect. Please try again."*
Too many failed attempts	*"Too many incorrect attempts. Please request a new code or try again later."*
Code resend limit reached	*"You've requested the code too many times. Please wait before trying again."* **- TO BE CONFIRMED**
Network/server error on submission	*"Something went wrong. Please check your internet connection or try again later."* **- TO BE CONFIRMED**
Email not received	*"Didn't receive the code? Click 'Resend' or check your spam folder."*

Behaviors to Possibly Support:

- Disable "Verify" button until all 6 digits are entered **- TO BE CONFIRMED**

- Lock the input or display a warning after 3–5 failed attempts **- TO BE CONFIRMED**

- Support paste of 6-digit code (?) **- TO BE CONFIRMED**

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4. User Profile/ "My Stats"


a. **Screen Components & Behaviors:**

● **Player Info Card:**
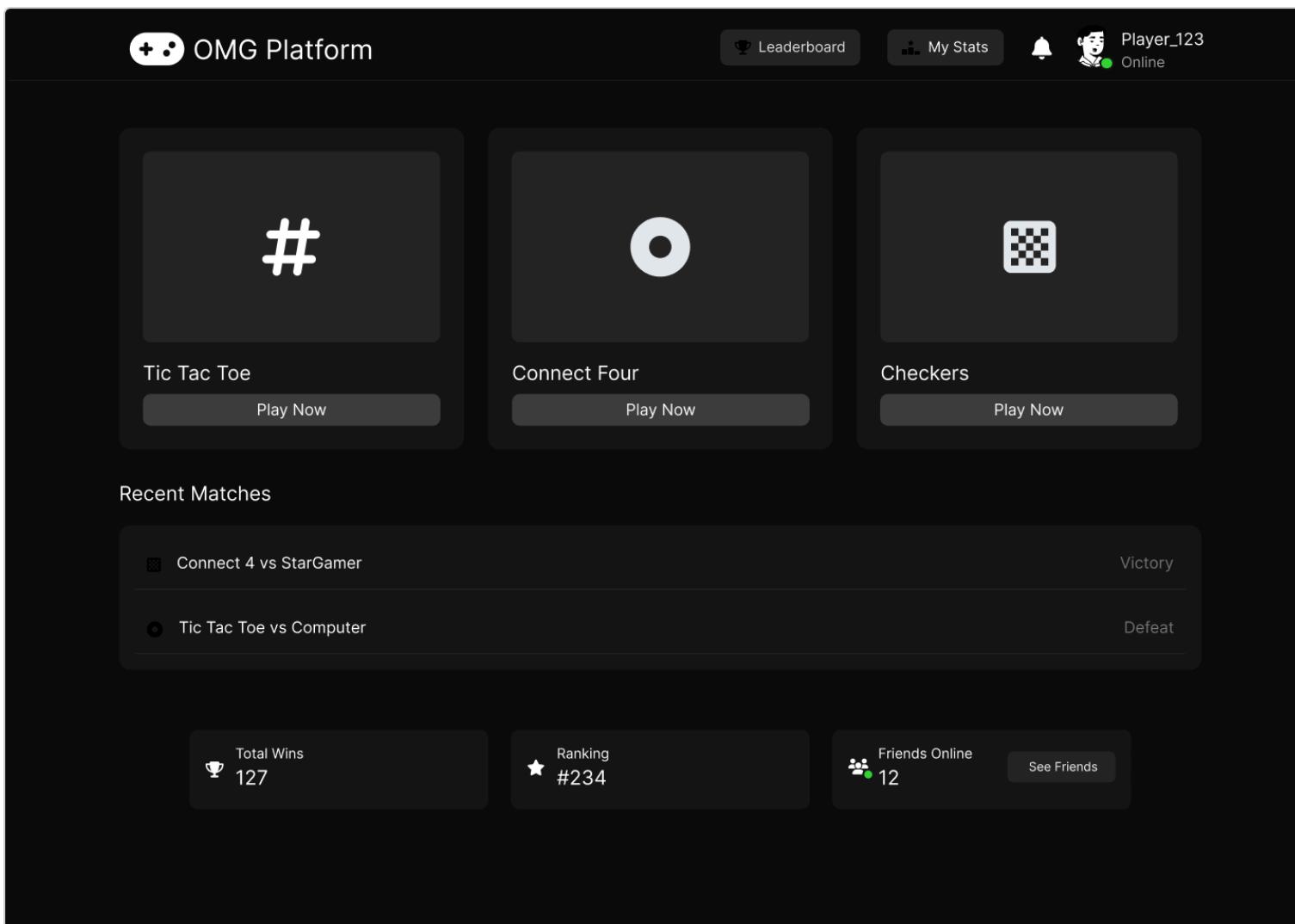
○ Displays the user's **username**

○ Shows **account creation date** (e.g., *"Member since January 2025"*) - ❌**UPDATE : this will not be implemented**

- **Game Statistics Summary:**

  - Shows a **separate stats card for each board game** (e.g., Checkers, Tic Tac Toe, Connect Four)

  - Each card includes:

    - Total **Wins**

    - Total **Losses**

    - **Win Rate %**

  - *Note:* ELO rating is tracked independently per game and is **not currently displayed** on this screen **- TO BE ADDED BY GUI TEAM**

- **Recent Matches (Match History):**

  - Displays a chronological list of the user's most recent games

  - For each match:

    - **Game type** (e.g., Checkers, Tic Tac Toe)

    - **Opponent username**

    - **Result** (Won / Lost)

    - **Time of match** (e.g., "2 hours ago", "Yesterday")

5. Main Menu/ Dashboard

The Main Menu (or Dashboard) serves as the central hub for user activity. From here, users can launch games, view their recent matches, monitor personal achievements, access social features, and navigate to key sections of the platform.

Screen Components & Interactions:

a. **Game Launch Section**

● **Game Cards:**

    ○ Each game (**Tic Tac Toe, Connect Four, Checkers**) is displayed with a **"Play Now"** button.

    ○ Clicking "Play Now" initiates the **Matchmaking** flow for the selected game.

b. **Navigation & Top Bar Links**

● **Leaderboard:**

- ○ Directs the user to the platform-wide leaderboard, showing top players across each game.

- **My Stats:**

  - ○ Opens the player's performance summary page.

- **Profile Icon (Top Right):**

  - ○ Clicking avatar opens a dropdown menu to access:

    - ■ **Profile Settings**

    - ■ **Log Out**

c. **Network Connection Status Icon - TO BE ADDED BY GUI TEAM**

  i. *Purpose***:** Display the user's current network health.

  Behavior: **- TO BE DISCUSSED**

  - ● A **connectivity/status icon** is shown in the top bar (e.g., green for stable, yellow for intermittent, red for disconnected).

  - ● Clicking the icon opens a small **pop-up modal** with connection details, such as:

    - ○ Current ping/latency

    - ○ Connection strength

    - ○ Last disconnect (if any)

  - ● Helps debug connectivity issues or understand delays in matchmaking and in-game sync.

d. **Notification Bell - TO BE DISCUSSED**

  i. *Purpose***:** Shows a history of user notifications.

  - ● **Types of notifications tracked:**

    - ○ Friend requests received

    - ○ Friend request accepted or declined

    - ○ Game invite **(if user was already busy or missed it)**

○ System announcements (optional)

- **Behavior: <mark>- TO BE DISCUSSED</mark>**

    ○ Clicking the bell opens a **dropdown panel** with a scrollable list of past notifications.

    ○ Unread notifications are marked visually.

    ○ Users can optionally clear notifications.

e. **Recent Matches Section <mark>- TO BE DISCUSSED - whether we want to have this on Main Dashboard or have this only in My Stats (or both?)</mark>**

- Displays a list of the user's most recent games.

- Each entry includes:

    ○ **Game type**

    ○ **Opponent name**

    ○ **Result** (e.g., Victory, Defeat)

f. **Stats & Social Info Cards (Bottom Row)**

- **Total Wins: <mark>- TO BE CONFIRMED</mark>**

    ○ Shows the cumulative number of wins across all games.

- **Ranking: <mark>- TO BE CONFIRMED (Ranking would be based on each game?) Himanshu mentioned that Rank is a "nice to have" feature</mark>**

    ○ Displays the user's global rank (e.g., "#234") based on ELO.

- **Friends Online:**

    ○ Indicates the number of friends currently online.
    ○ "See Friends" button navigates to the **Friends List** screen.

g. **FOOTER LINKS - About Us/ Contact us - <mark style="background-color:orange">GUI to implement this</mark>**

At the bottom of the **Main Dashboard** screen, two additional links—**About Us** and **Contact Us**—are displayed in the footer. These are required elements for the GUI team to implement and serve both informational and support-related purposes.

- **About Us** <mark>- TO BE CONFIRMED</mark>

The **About Us** link opens a dedicated informational screen or pop-up that briefly describes the OMG Platform—its purpose, team members (optional), and what makes the multiplayer gaming experience unique. This screen may include:
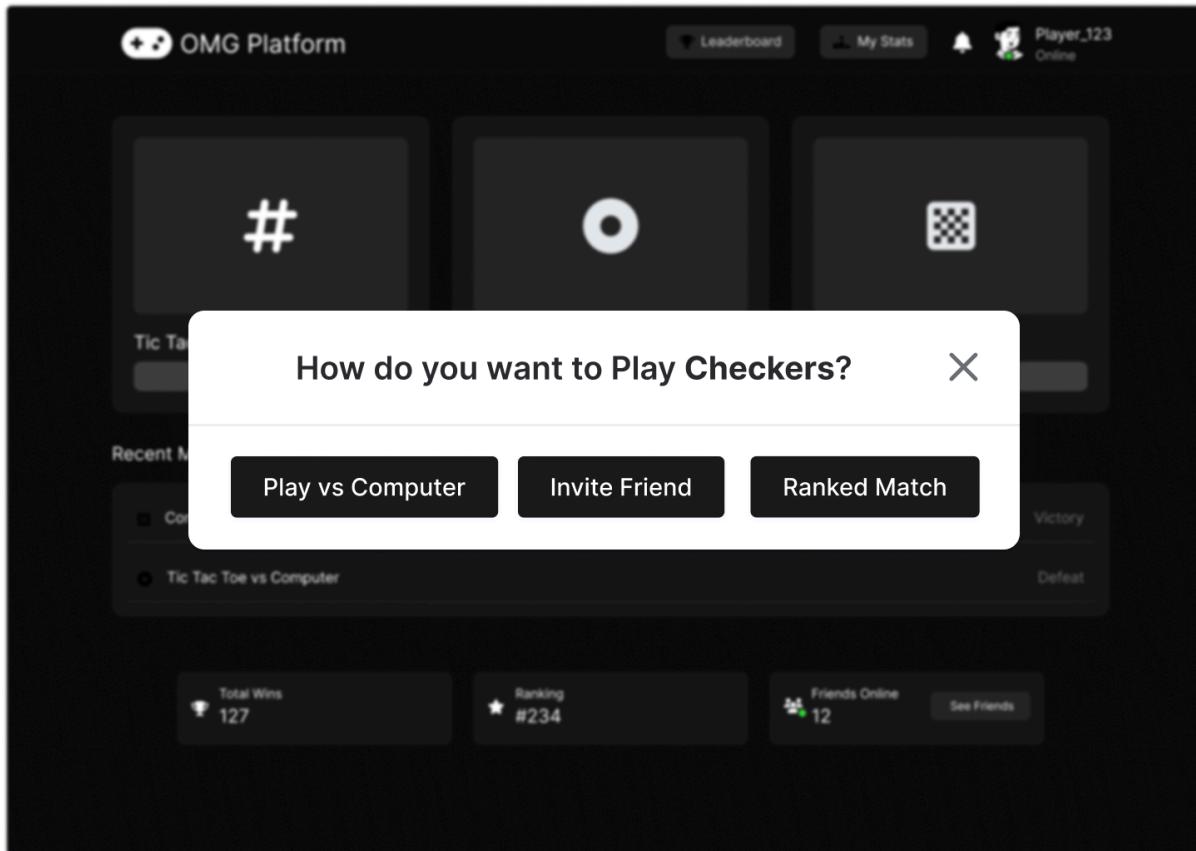
- A short mission statement or platform description.

- Credits to developers or contributors.

- Any acknowledgements or relevant versioning information (e.g., "Version 1.0 – 2025").

- **Contact Us** <mark>- TO BE CONFIRMED</mark>

The **Contact Us** link opens a screen or form where users can submit feedback or request support. This can be implemented as:

- A simple form with fields for Name (optional), Email, Subject, and Message.

- A submit button that sends the form contents to an internal support endpoint (or stored for future retrieval).

- Confirmation message shown after successful submission (e.g., "Thanks for reaching out! We'll get back to you soon.")

These screens should be accessible at all times while on the main dashboard and styled consistently with the rest of the platform.

6. Play Mode Selection (Game Launch Prompt)

After clicking "Play Now" from the Main Dashboard for a specific game, a pop-up modal prompts the user to choose how they want to play that game.

❌**UPDATE : "Play vs. Computer" will not be implemented based on Game Logic team feedback, and "Play Local" will be added as a new button - TO BE ADDED BY GUI TEAM**

Available Play Modes:

I. ▶ **Play Local:**
 Allows two players to play together using the same device, sharing a screen and alternating turns.
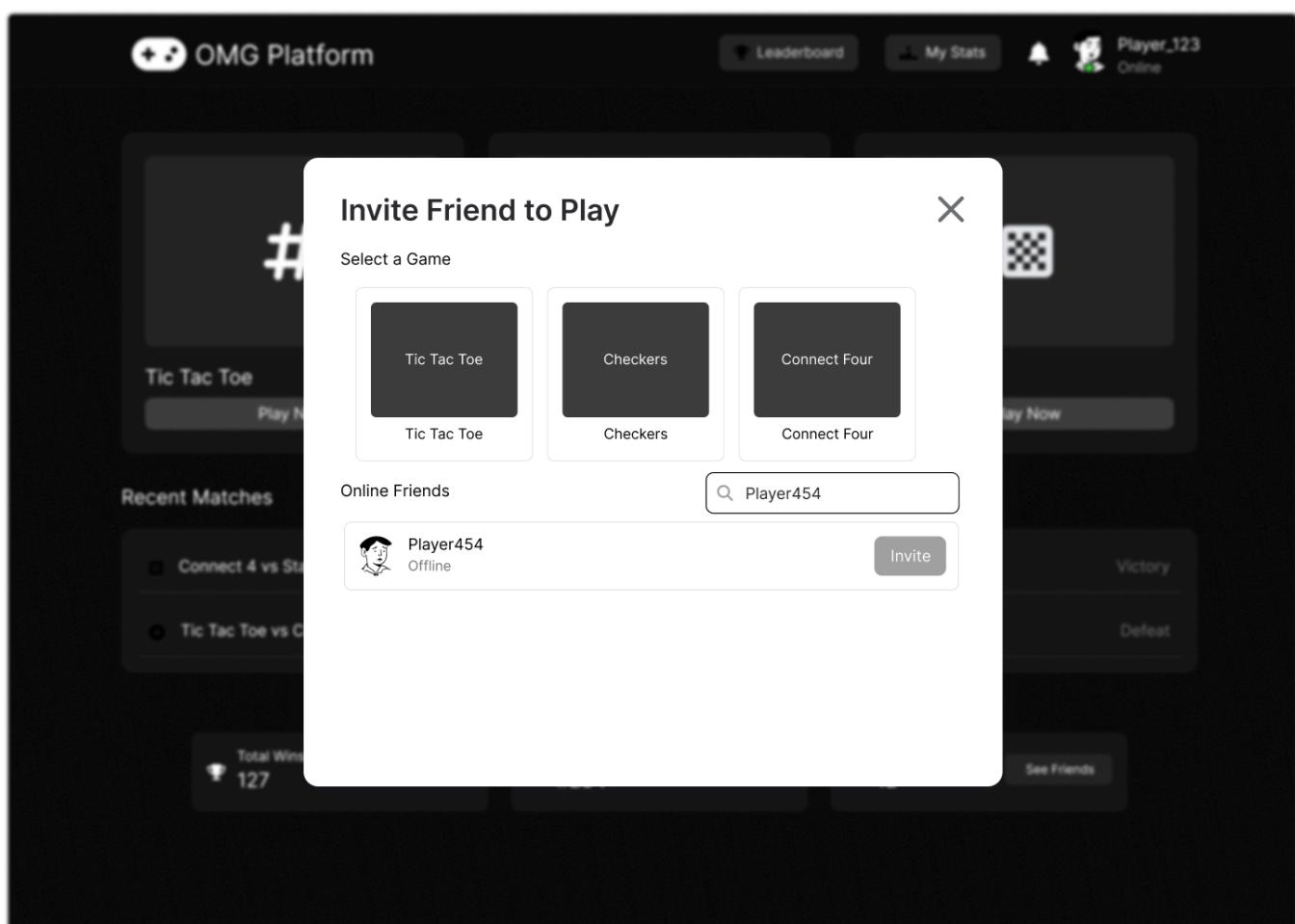
II. 🤝 **Invite Friend:**
 Allows the user to invite an online friend to play a casual match (non-ranked) remotely.

III. 🏆 **Ranked Match:**
 Launches the user into ELO-based matchmaking where their performance affects their competitive ranking.

Behavior:

- ***Once the user selects a mode, they are directed to the corresponding next screen:***

    - ***Invite Friend → Invite Friend to Play Screen → Matchmaking Lobby***

    - ***Ranked Match → Matchmaking Lobby***
    - ***Play Local → In Game Screen*** <mark>**- TO BE CONFIRMED**</mark>

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7. Invite Friend to Play Screen

Enables a user to invite a friend to a casual game session for one of the three supported board games.

a. Screen Features:

- **Select a Game:**
    The game the user previously selected (e.g., Checkers) is **automatically**

highlighted, but the user can switch to another game before inviting. <mark>**- TO BE DISCUSSED**</mark>

- **Online Friends List:** <mark>**- TO BE DISCUSSED**</mark>
 Displays a scrollable list of online friends, including:
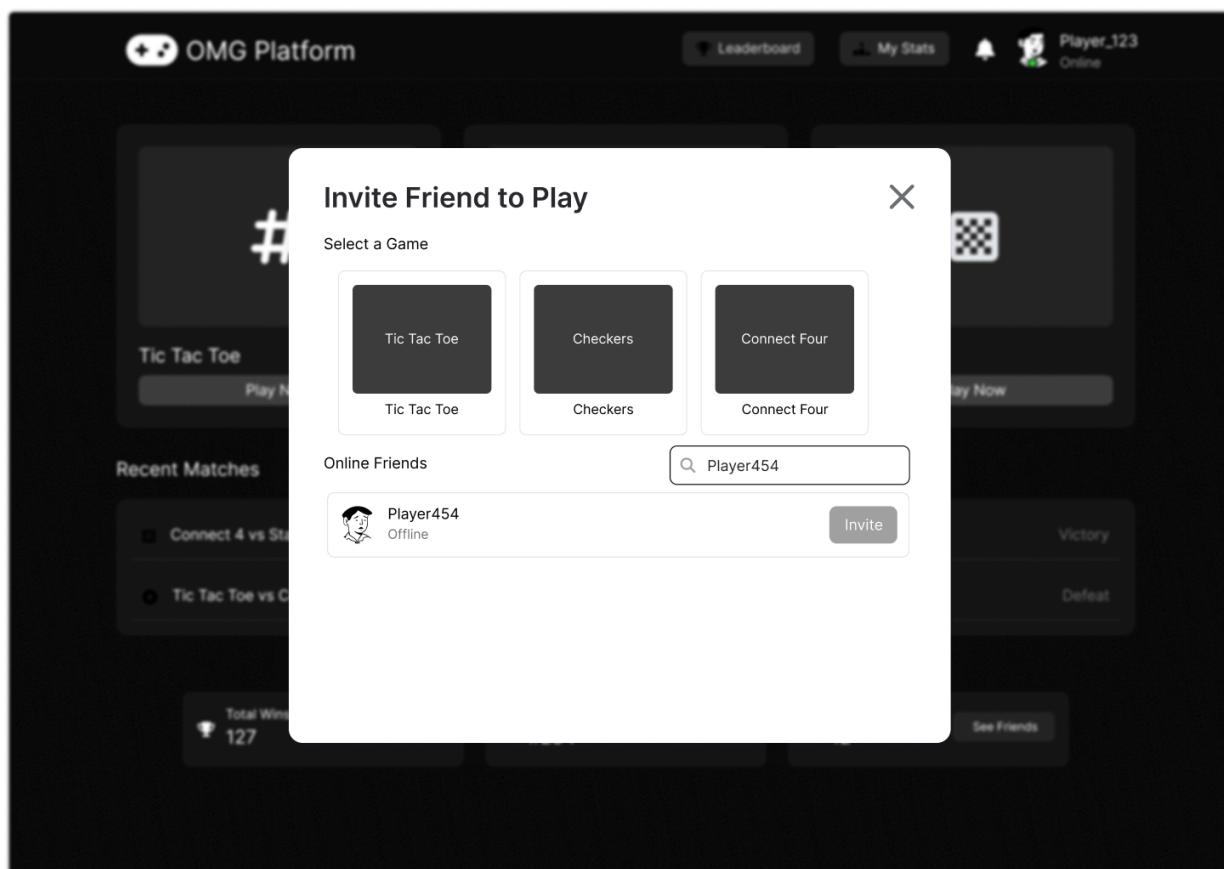
    ○ Username

    ○ Status badge (e.g., Online, In Game, Offline)

    ○ **Invite** button (disabled if friend is already in-game)
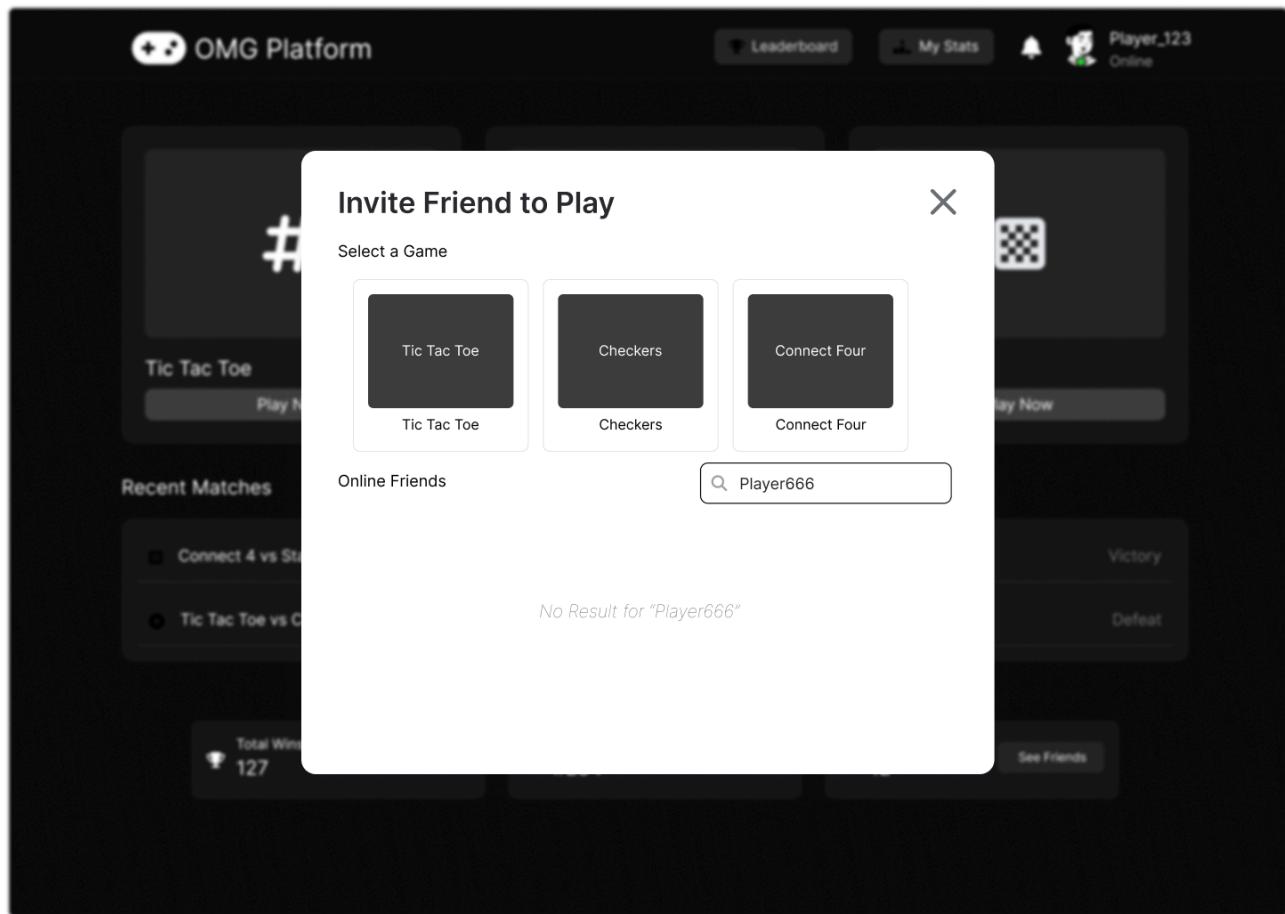
- **Search Bar:**
  Lets the user search for a specific friend by username.

Behavior:

- Once a friend is invited and accepts the game invite, both players are transitioned into the **Matchmaking Lobby** for session coordination.

- This match is considered a **Casual Game**—no ELO changes will occur.

Shown: Invite Friend to Play - sees Friend is "Offline"

Shown: Invite Friend to Play - no result for friend searched

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8. **Matchmaking Lobby (No Wireframe Made)**

The Matchmaking Lobby serves as a transitional screen between the Main Dashboard and the start of a game. It provides live status updates and handles fallback logic when no match is found within a certain timeframe.

Behavior and States:

a. **Ranked Match Mode:**

○ Displays a live matchmaking status message: *"Searching for opponent…"*with an animated indicator to show progress.

○ Allows the user to exit the matchmaking queue and return to the Main Dashboard without penalty (if they haven't yet been matched).

- ○ Expands search range over time based on ELO thresholds:

    - ■ First 2 seconds: ±200 ELO

    - ■ Then expands to ±400 ELO

    - ■ Times out after ~60 seconds if no opponent is found

- ○ Upon timeout, the user is prompted to:

    - ■ Retry

    - ■ Return to Dashboard

    - ■ Enter Random Match (**with ELO warning**) **- TO BE ADDED BY GUI TEAM**

    - ■ *Random Match Warning:*

        1. If the user chooses "Random Match," a warning should be shown:

            "You may be paired with a player significantly above or below your rank. This may affect your ELO score."

        2. Optional checkbox: *"Don't show this again"* **- TO BE DISCUSSED**

- ○ Once a match is found:
    - ■ **Match Found Transition:**

        1. Displays an animated screen confirming the match (e.g., showing opponent's avatar, username, and selected game)

        2. Transitions the player to the Game Screen after a short delay (2–3 seconds)

- **b. Invite Friend or Play Local (Casual Matches):**

- ○ Displays a message: *"Waiting for [enter friend's username here] to accept the invitation…"*

- ○ If a friend accepts:

    - ■ The screen confirms the match and launches the game

- ○ For **Play Local**:
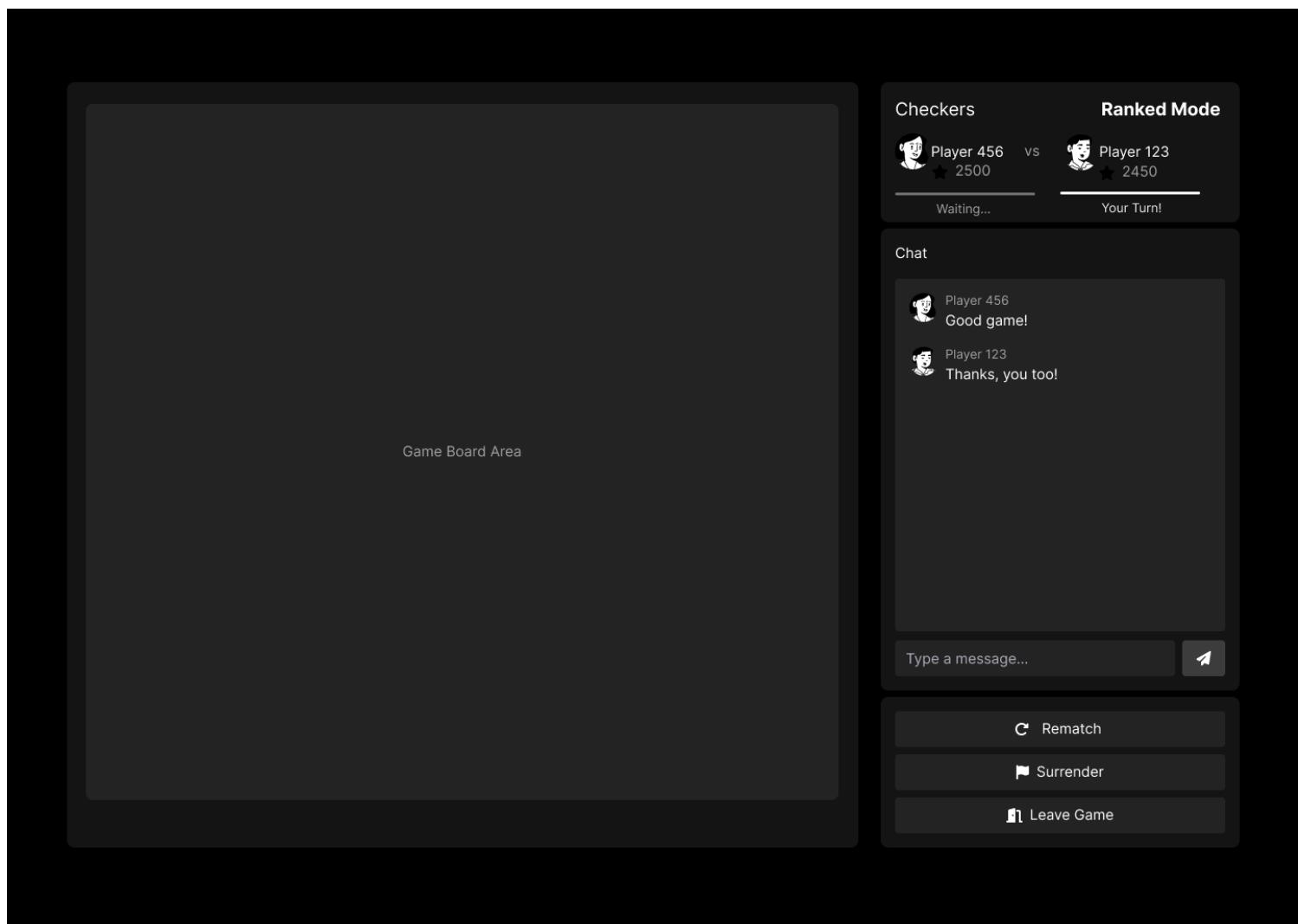
- **The screen transitions immediately into the game, without waiting for matchmaking or invites**

   c. **ELO Consideration for Draws:**

     ○ If players are matched with a **500+ ELO difference**, special handling applies:

- A draw may still result in **2–3 ELO point gain** for the lower-ranked player

- This incentivizes fair competition while protecting higher-ranked players from disproportionate ranking loss

Additional Features:

- Cancel Matchmaking button: lets the user return to the Main Dashboard at any time.

- Connectivity warning: alerts the user if network issues arise before or during matchmaking. <mark>- TO BE DISCUSSED</mark>

- **Dynamic ELO Range Display:** Show how the search range is expanding over time (e.g., *"Searching within ±200 ELO... now ±400 ELO"*). <mark>- TO BE DISCUSSED</mark>

9. In Game Screen (Basic Layout)

Each game (Tic-Tac-Toe, Checkers, Connect Four) will share a **unified layout**, with visual differences coming from the specific board and pieces. Game rules, move validation, and draw/forfeit logic are handled by the backend logic layer, while the GUI reflects interactive states and player actions.

a. Core Components

1. Game Board Display

- Renders a fully interactive board depending on the selected game:

    - **Tic-Tac-Toe:** 3x3 grid

    - **Connect Four:** 7x6 vertical board

○ **Checkers:** 8x8 board with black and red alternating tiles

● Supports interactive behavior:

○ Click-to-place (Tic-Tac-Toe, Connect Four)

○ Click-to-select and click-to-move or drag-and-drop (Checkers)

2. Player Info & Turn Indicator <mark>- TO BE DISCUSSED</mark>

● Shows both players' **usernames**, avatars, and **current turn**

● Optional: show ELO rating (if in Ranked Mode)

3. Game Timer (Optional, if implemented) <mark>- TO BE DISCUSSED</mark>

● **Per-turn timer** (e.g., 30 seconds per move)

● Future option: **overall match timer** (e.g., 10-minute total limit)

4. Move Highlighting (Checkers only)

● When a piece is selected, highlight all valid move/jump options

● Mandatory multi-jumps must be clearly shown and enforced

b. Action Buttons

Button	Behavior
Forfeit (formerly "Surrender") <mark>- TO BE ADDED BY GUI TEAM</mark>	Player gives up the match — results in **ELO loss** (Ranked mode only)
Request Draw	Sends a draw request to the other player. If both accept, the game ends in a draw (**ELO neutral**). Triggered automatically in some cases (e.g., 40 move rule in Checkers).

Rematch	Offers a rematch **after** the game ends. Only available in **Casual Mode** <mark>- TO BE DISCUSSED (Both Casual and Ranked Mode?)</mark>
Quit to Dashboard	Appears **after** game ends or when both players confirm a draw

❌ UPDATE: : "Leave Game" has been removed from active gameplay per game logic decision. <mark>- TO BE CHANGED BY GUI TEAM</mark>

c. Game Logic-Specific Features

✅ **Universal Rules:**
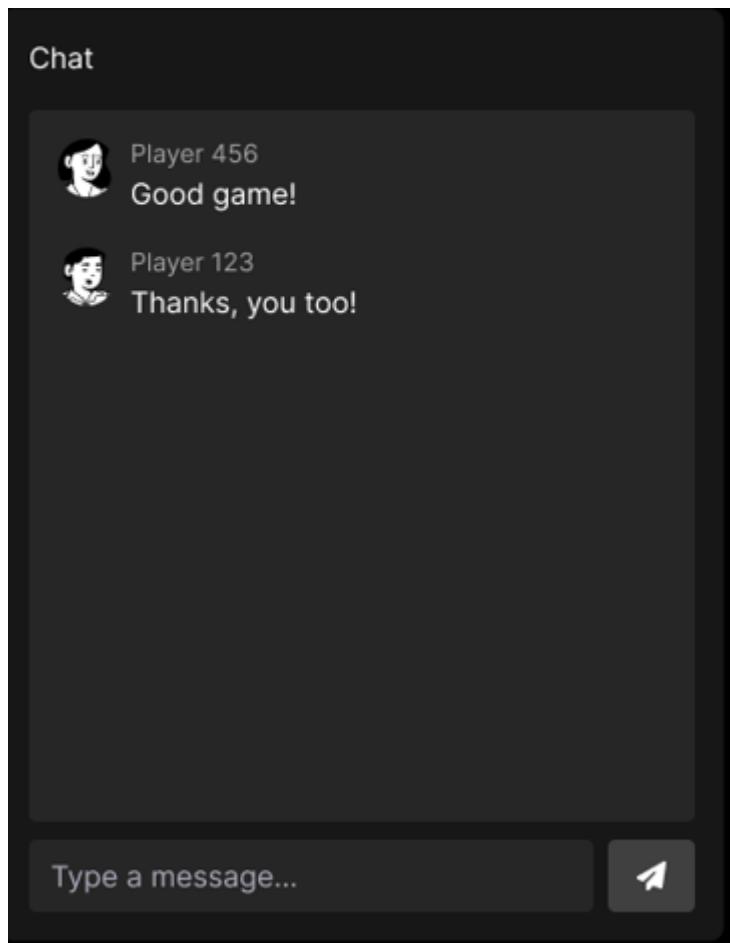
● Backend handles turn tracking, victory condition checking, and draw logic

● GUI reflects all state changes in real time

♟ **Checkers-Specific Mechanics:**

● **Jumping Logic:**

  ○ Multi-jumps are **mandatory** (recursive jump-checking implemented)

  ○ GUI must **highlight jump paths** when a piece is selected <mark>- TO BE DISCUSSED with Game Logic Team***</mark>

● **Draw Condition:** <mark>- TO BE DISCUSSED</mark>

  ○ If **40 moves** occur with no captures or pawn moves, a **"Request Draw"** prompt appears

  ○ If both players accept → declare game a draw (ELO-neutral)

● GUI must support **piece selection**, **movement previews**, and enforce rules visually <mark>- TO BE DISCUSSED</mark>
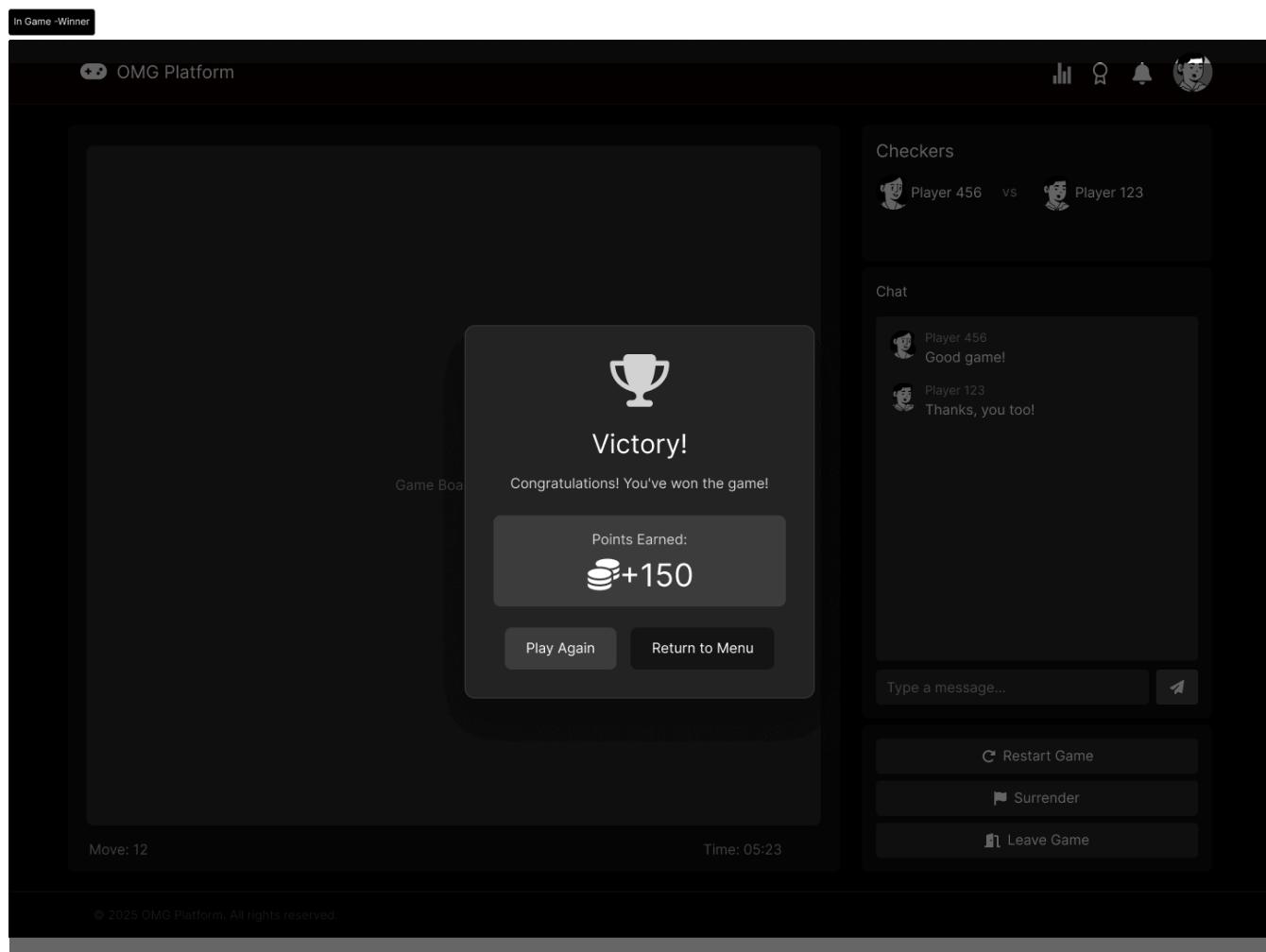
d. ELO & Game Mode Integration

Mode	ELO Impact	Notes
Ranked Match	Yes	Forfeit = ELO loss, Draw = ELO-neutral (with future optional ELO delta adjustment)
Casual Match	No	Used for Play Local and Invite Friend games
Play Local	No	Two players play on the **same device**

Chat

Player 456
Good game!

Player 123
Thanks, you too!

Type a message...
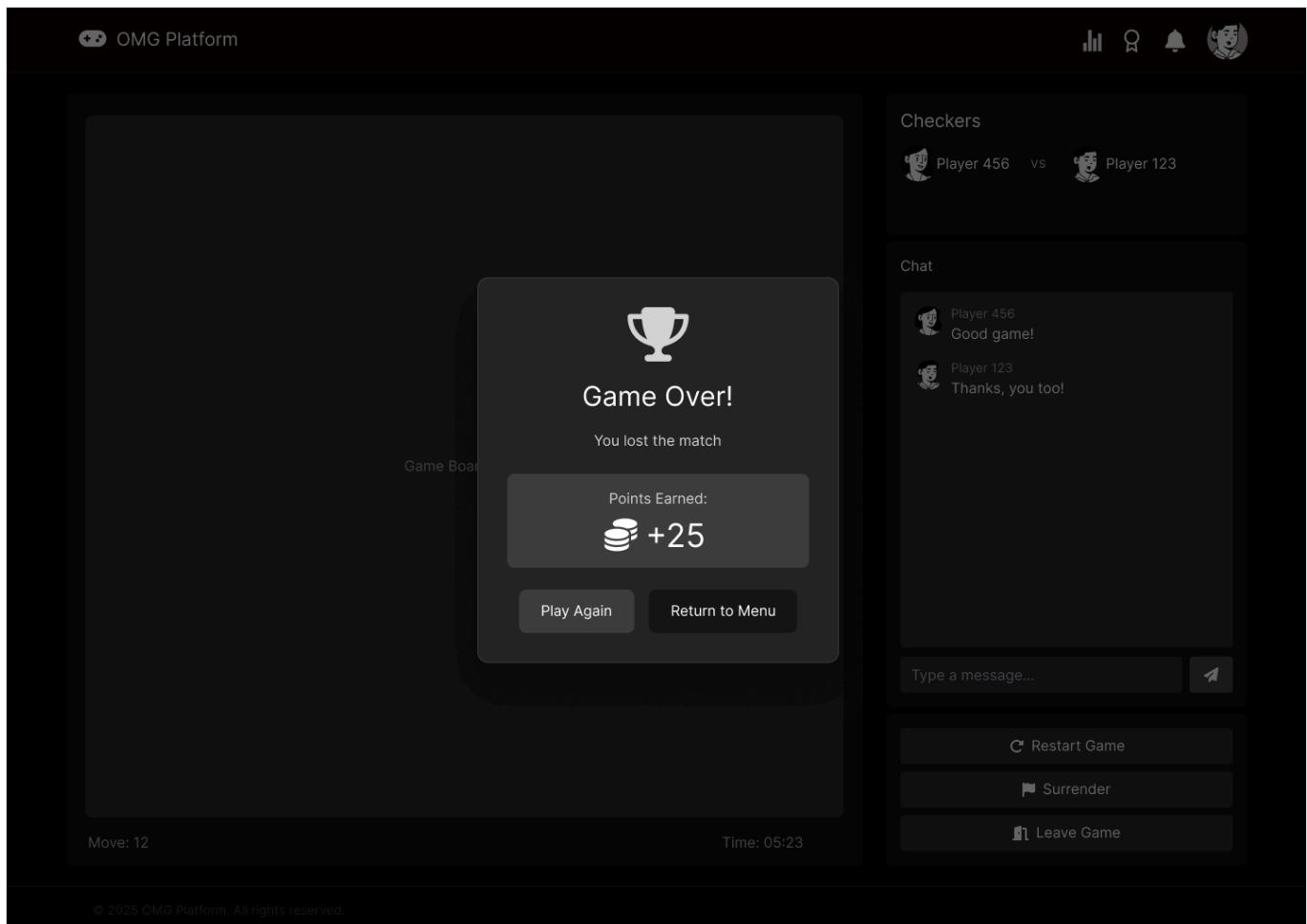
10. In Game Chat Panel (Sidebar or Bottom Panel)

- In-game chat system between the two players

- Message log with timestamp and player name- **TO BE DISCUSSED**

- Real-time updates via WebSocket

NOTE: These screens need to be updated and therefore serve as examples.

NOTE: These screens need to be updated and therefore serve as examples.

11. Game Result Screen/ Summary (For Win/ Lose/ Draw)

Each game concludes with a **Result Summary Modal** that overlays the game board and communicates the final outcome to both players. The UI should vary slightly based on the result—**Victory**, **Defeat**, or **Draw**—but follow a consistent structure for clarity and usability.

a. Victory Screen

- **Message:** "Victory! Congratulations! You've won the game!"

- **Points Display:** Displays points earned from the match.

  - *Clarification: If this match was a Ranked game, this section should reflect ELO changes (e.g., "+12 ELO") rather than ambiguous "points."*

For Casual games, this could be replaced by something more gamified or omitted entirely. **- TO BE DISCUSSED**

- **Action Buttons:** **- TO BE CHANGED BY GUI TEAM**

  - **Request Rematch** – Initiates a rematch prompt to the opponent.

  - **Return to Main Menu** – Exits the result screen and redirects to the dashboard.

b. **Defeat Screen**

- **Message:** "Game Over! You lost the match."

- **Points Display:** Similar to Victory, the ELO or casual game points should be clearly indicated.

  - *E.g., "-10 ELO" if it's a Ranked match.*

- **Action Buttons:**

  - **Request Rematch**

  - **Return to Main Menu**

c. **Draw Screen** *(to be designed)*

- **Message:** "Game Ended in a Draw"

- **Draw Conditions:** Could result from agreed draw between players (e.g., 40-move rule in Checkers, stalemate in Tic Tac Toe/Connect 4, etc.)

- **Points Display:** ELO should remain unchanged *unless* a large disparity exists between players—minor point adjustments may be handled by the leaderboard logic.**- TO BE DISCUSSED**

- **Action Buttons:**

  - **Request Rematch**

  - **Return to Main Menu**

Additional Notes:

- If the match was part of **Ranked Mode**, the result screen should *clearly* indicate the **ELO change** (+ or -), along with current ranking.
- For **Casual Mode**, we should consider **removing points display** or replacing it with fun messaging instead (e.g., "Great Match!"). **- TO BE DISCUSSED**

- If a player **forfeited** the match, the opponent should receive a victory screen with a message like "Opponent Forfeited – You Win!"

12. Leaderboard Screen

The **Leaderboard Screen** allows users to view top-performing players across the platform, filtered by individual board games (Tic Tac Toe, Checkers, and Connect Four). This screen plays a key role in reflecting competitive performance based on the ELO rating system.

a. UI Elements & Layout
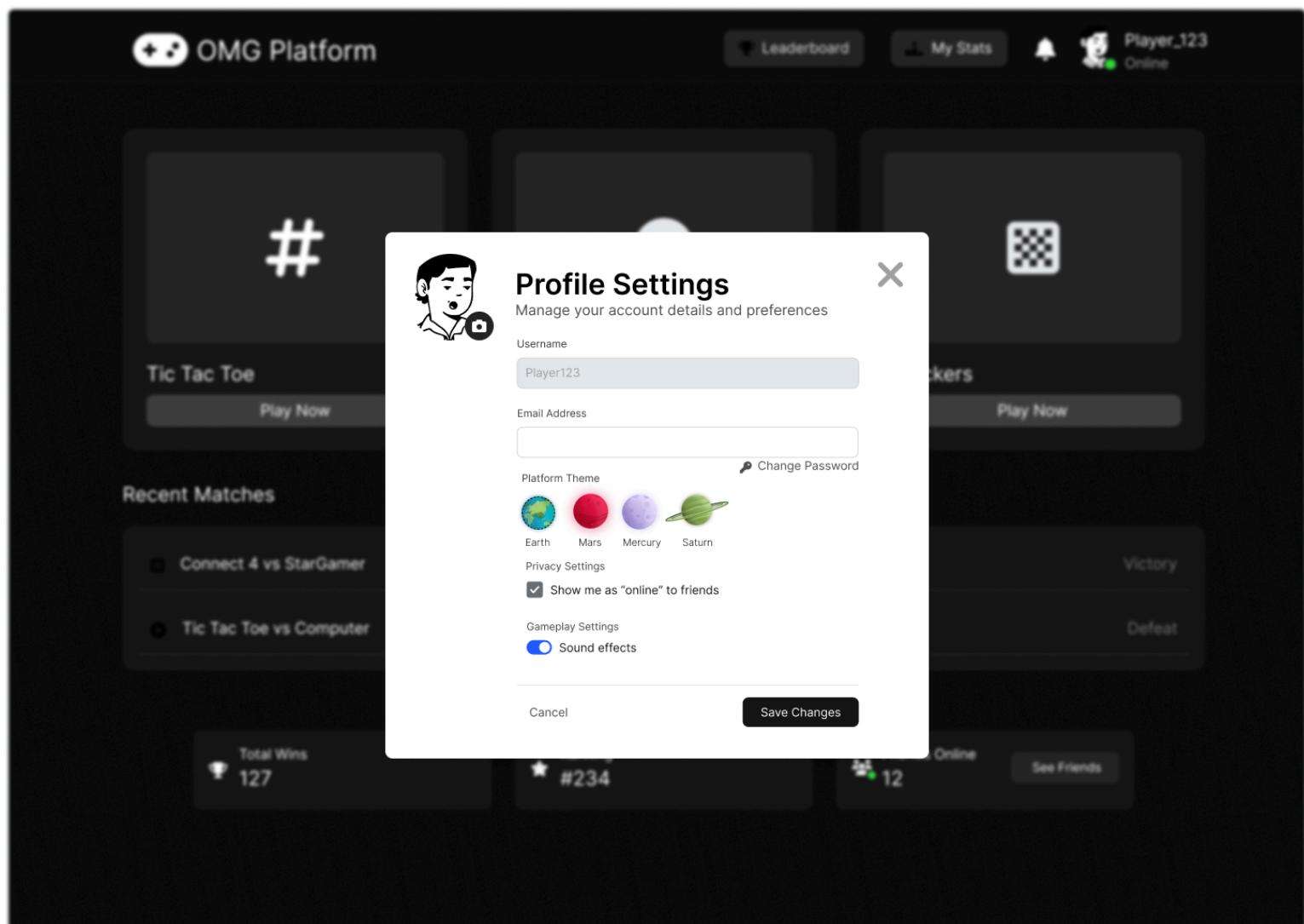
- **Tab Filter**:

 - Users can toggle between leaderboards for each game using filter tabs: **Tic Tac Toe**, **Checkers**, and **Connect Four**.

- ○ **UPDATE: The "All Games" tab is no longer applicable and should be removed from the final version.** <mark>- TO BE CHANGED BY GUI TEAM</mark>

- **Leaderboard Table**: . <mark>- TO BE DISCUSSED</mark>

  - ○ Columns include:

    - ■ **Rank** (e.g., #1, #2, etc.) . <mark>- TO BE DISCUSSED (since leaderboard team has expressed that this is an extra feature)</mark>

    - ■ **Player Name**

    - ■ **Games Won**

    - ■ **Games Played**

    - ■ **Win Rate (%)**

  - ○ **TO BE UPDATED** to include **ELO Rating** and **Player Avatars**, depending on API data from the backend.

  - ○ Supports **scrolling** and/or **pagination** to navigate longer lists.

Additional Notes

- **ELO Calculation**:

  - ○ Each board game maintains a **separate ELO rating** per player.

  - ○ Draws are ELO-neutral unless a significant ranking gap exists between players. . <mark>- TO BE DISCUSSED</mark>

  - ○ Wins/losses impact ranking more substantially in **Ranked Mode** than Casual.

- **Planned Enhancements**: . <mark>- TO BE DISCUSSED</mark>

  - ○ **Rank Tiers** to visually group player skill levels.

  - ○ **Match History Integration**: Eventually linking player profiles to view recent matches directly from the leaderboard. .

13. Profile Settings Screen

The Profile Settings screen allows users to manage their personal account details and customize platform preferences. It is accessible from the top navigation bar via the user's avatar icon and opens as a modal window over the Main Dashboard.

a. **Editable Fields & Actions:** <mark>- TO BE ADDED BY GUI TEAM</mark>

● **Email Address:** Users can update their email address. Clicking **"Change Email"** redirects to a dedicated screen, where users must complete a Two-Factor Authentication (2FA) verification to confirm the new email. Once verified, the new email is automatically updated and reflected in the Profile Settings screen.

- **Password**: Users can change their password via a separate pop-up screen. They must input their current password, new password, and confirmation of the new password before clicking **"Save Changes."**

b. **Platform Customization:** <mark>- TO BE COMPLETED BY GUI TEAM</mark>

- **Theme Selection**: Users can choose a platform theme by selecting one of the available planet icons (e.g., Earth, Mars, Mercury, Saturn). These space-themed skins visually change the color palette and background of the platform UI.

c. **Privacy Settings:** <mark>- TO BE DISCUSSED with Networking team ***</mark>

- **Online Status Toggle:** A checkbox allows users to decide whether they want to appear "online" to friends. If disabled, their status will show as "offline," even when logged in.

d. **Gameplay Settings:** <mark>- TO BE DISCUSSED - not sure whether we should have this in Profile Settings or within the Game Screen itself</mark>

- Sound Effects: A toggle switch allows users to turn game sound effects on or off.

e. **Avatar:**
- Change Avatar: Users can click on their current avatar image to open a separate pop-up, where they can select a new profile avatar.

f. **Save Changes:**

All changes made in the Profile Settings screen must be confirmed by clicking the "Save Changes" button. If the user selects "Cancel," changes are not saved and the modal is dismissed. (except when changing password or email - these will be saved automatically in the separate screen)

Leaderboard   My Stats   Player_123
Online

Tic Tac Toe

Play Now

Recent Matches

Connect 4 vs StarGamer   Victory

Tic Tac Toe vs Computer   Defeat

Total Wins   Online
127   #234   12   See Friends
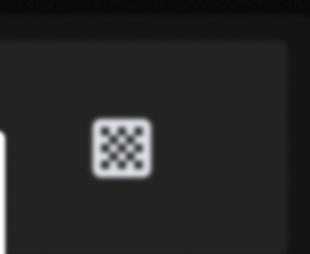
Change Password

Current Password

New Password

Confirm New Password

Cancel   **Save Changes**

Cancel   Save Changes

OMG Platform

🏆 Leaderboard   ▪️ My Stats   🔔   👤 Player_123 / Online

Friends

Search friends...   **Add Friend**

Online (3)

Sarah123
Playing Connect 4

Mike454
Available   Invite to Play

Player898
Available   Invite to Play

Offline (2)

Emma444
Last online 2h ago

Tommy78
Last online 5h ago

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14. Friends List <mark>- TO BE DISCUSSED with Networking team ***</mark>

- Allows User to go from Main Dashboard to see who is available online by clicking the button "See Friends"
- Tracks Offline friends - when they were last online
- Allows the user to see who is online vs who is offline
- Online friends who are not "busy" (not playing a game) can be invited to play a game
    - This triggers a popup screen asking the user to "Select a Game", and shows the friend who was invited to play
    - This then directs the user to the Matchmaking/Lobby Screen
- Also allows the user to search for a particular friend via username and "Add Friend"

15. Additional UX Elements to Consider

- **Toasts / alerts** for notifications
  - Timed Notifications - will disappear after 15 seconds
    - Invite Notification - when a friend invites the user to play a game
      - Triggering invite event - Leaderboard & Matchmaking, Networking
      - WebSocket push - Networking Team
      - Modal display & design - GUI Team
      - Handling button logic - GUI Team + Networking (for Accept/Decline)
      - Matchmaking join logic - Matchmaking + Networking Team
    - Friend Request
      - After a user accepts a friend request, the system provides **immediate feedback** via a **confirmation modal** or **toast notification**, confirming that the action was successful.
      - The message reads:
        "Alex was added as a friend."
      - Sending friend request - Auth & Profile Team
      - Storing request status - Auth & Profile Team
      - Notification UI - GUI Team
      - Accept/Decline logic - GUI Team + Auth/Profile
      - Real-time request (optional) - Networking Team (if done live)
    - "Player has Left Game"
- **Error dialogs** (e.g., "Connection lost")
- **Loading spinners** while waiting for opponent or network events
- **Responsive layout** for resizing or different screen sizes
- **Tooltips -** for hovering over icons etc.