

Data

- Team IDs
- Team Names
- Points

UI

- Colour Design: Light text on dark background
- Font: Hack by Source Foundry, or similar

UX

- Teams with a score of zero will not be shown on the leaderboard
- Teams will be ordered in descending order by points
- Teams with an equal score will share the same rank
- Teams with an equal score occupy the proceeding ranks
- Points will change in an animated fashion
- Responsive – fit all elements nicely
- Mobile friendly – mobile view

Suggestions

- Pos #1 has a larger font size than pos #2, which has a larger font size than the rest
- Game orchestrator messages
- Integration with countdown / countup timer
- Animated background – perhaps the game page or invite page background animation

Code

The site will use the CTF API endpoint `POST: /api/ctf/leaderboard.json` to retrieve a dictionary of teams and their current scores. This endpoint will be called every 10 seconds, and the team ordering will be rearranged upon completion of data parsing.

```
// Data Structure
data[<teamID>] = {      /* integer */
    name: <teamName>,    /* string */
    points: <teamPoints> /* integer */
}
```

Mockup / Storyboard Ideas

???



Console Text / Terminal

```
>_ CTF Leaderboard
=====
1. Maureen - 300 pts
2. Suzanne - 150 pts
2. Rob - 150 pts
4. Thomas - 10 pts

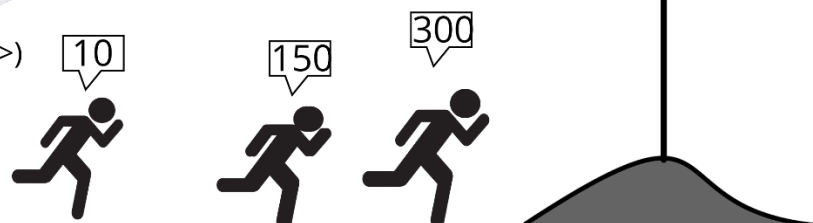
Scores updating in 3 seconds
```

```
GNU nano 2.2.6
>_ CTF Leaderboard
=====
1. Maureen - 300 pts
2. Suzanne - 150 pts
2. Rob - 150 pts
4. Thomas - 10 pts

Scores updating in 3 seconds
```

Race Style

(or ranks? -->)



Thomas Suzanne Maureen
Rob