

Online Multiplayer Board Game Platform - Mid-Fi Prototype

Overview

This document outlines the Mid-Fidelity Prototype for the Board game Platform - an online multiplayer system that allows users to play classic board games such as Connect 4, Checkers and Whist.

The Board Game Platform UI consists of the following primary screens as of now:

1. Sign Up Screen
2. Log In Screen
3. Dashboard Screen
4. Game Library & Matchmaking Screen
5. Leaderboard Screen
6. Settings Screen

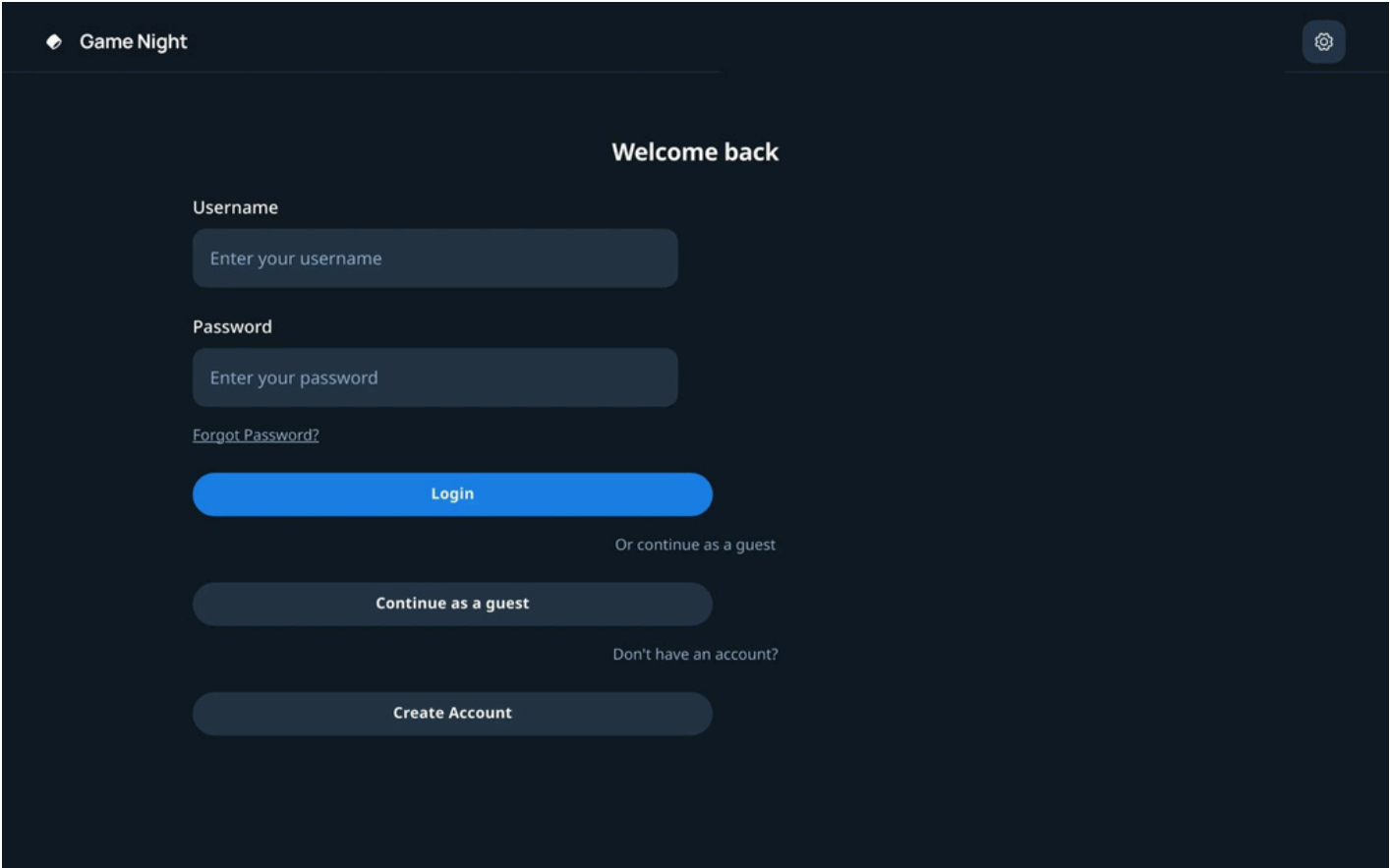
User Flow

1. User Signs Up -> Redirects to Log In Screen
2. User Logs In -> Redirects to Dashboard
3. Game Library -> Select a Game -> Join a Game or Find an Open Game
4. In Game Screen -> User plays game -> Real-time updates
5. Settings -> User updates preferences -> Logs/Quits if needed

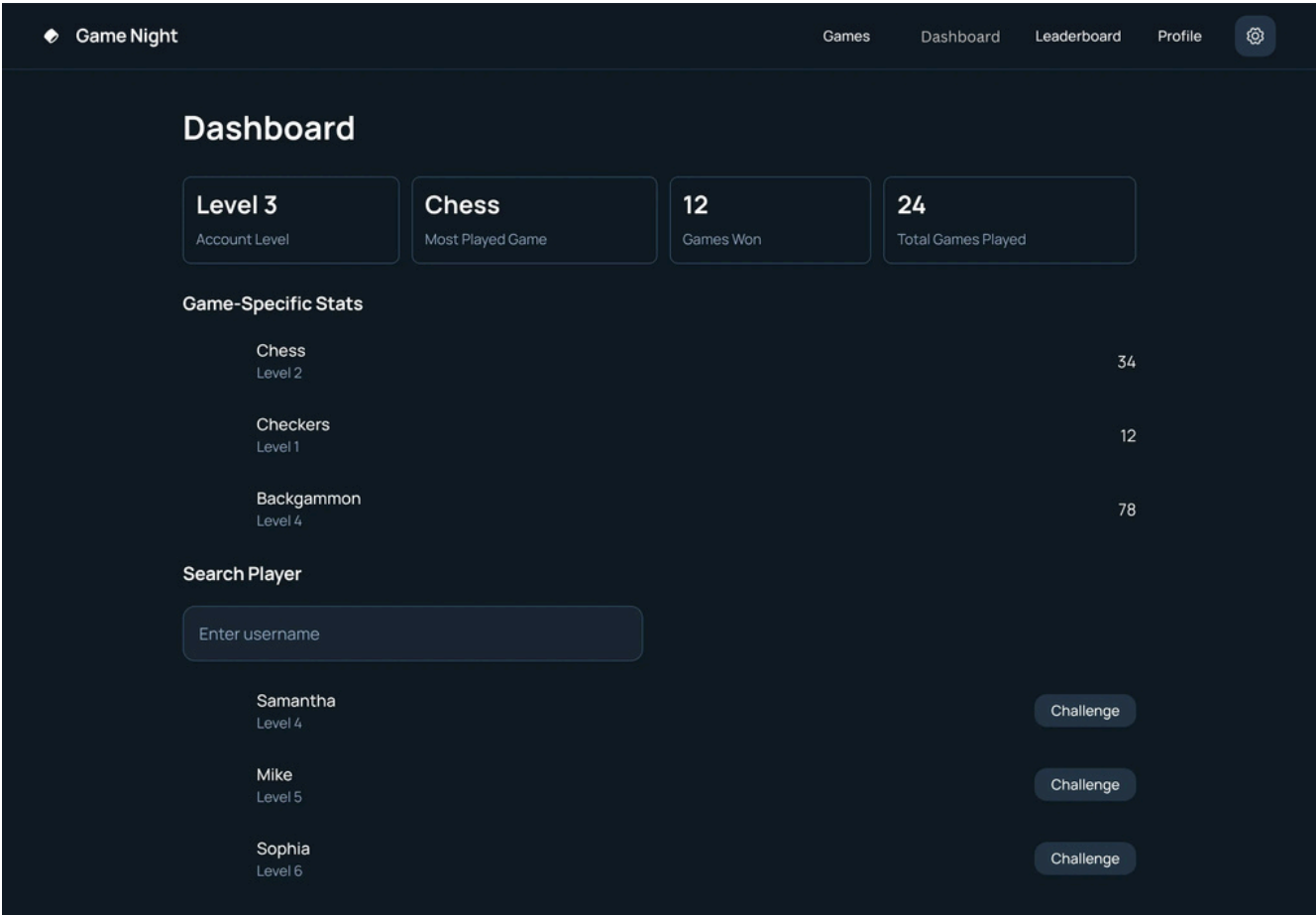
Note

This document serves as a Mid-Fidelity Prototype. It represents a structured layout and functionality preview but is not the final version of the interface. As a Mid-Fi prototype, these mockups focus on screen structure, user flow, and interaction elements without finalized colors, graphics, or high-fidelity visual polish. All components, navigation paths, and UI elements are subject to changes based on further design refinements, team feedback, and usability testing. The final design will evolve as we proceed to the High-Fidelity phase and actual implementation.

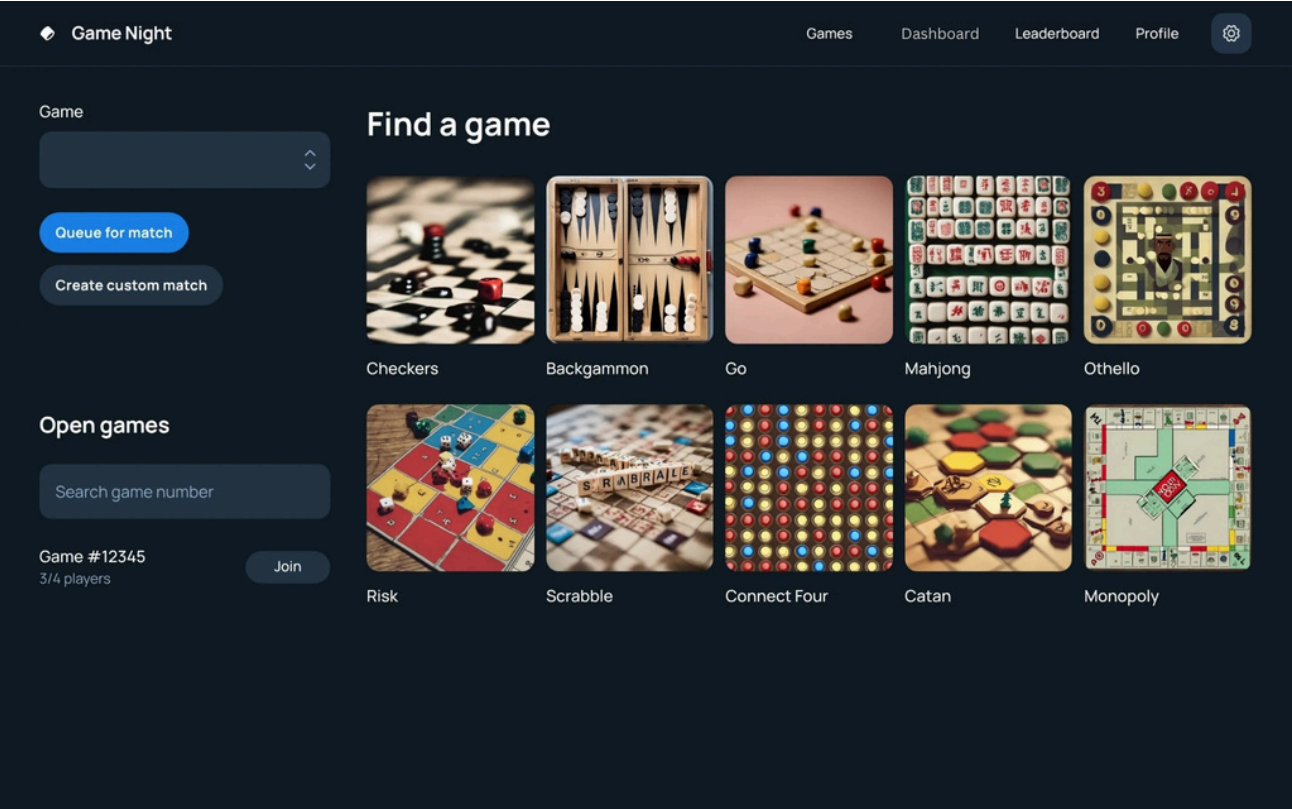
Sign Up / Log In Screen



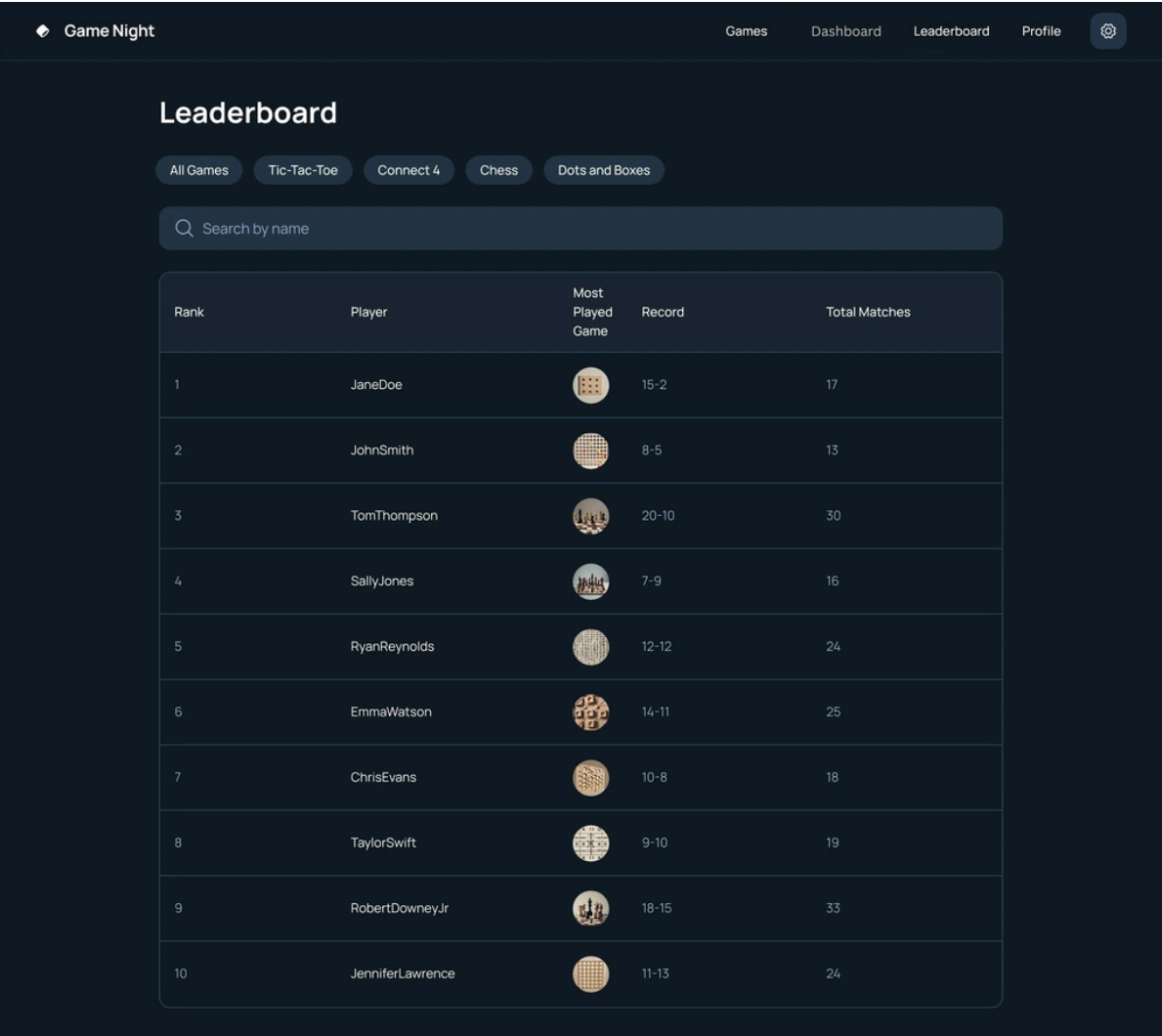
Dashboard Screen



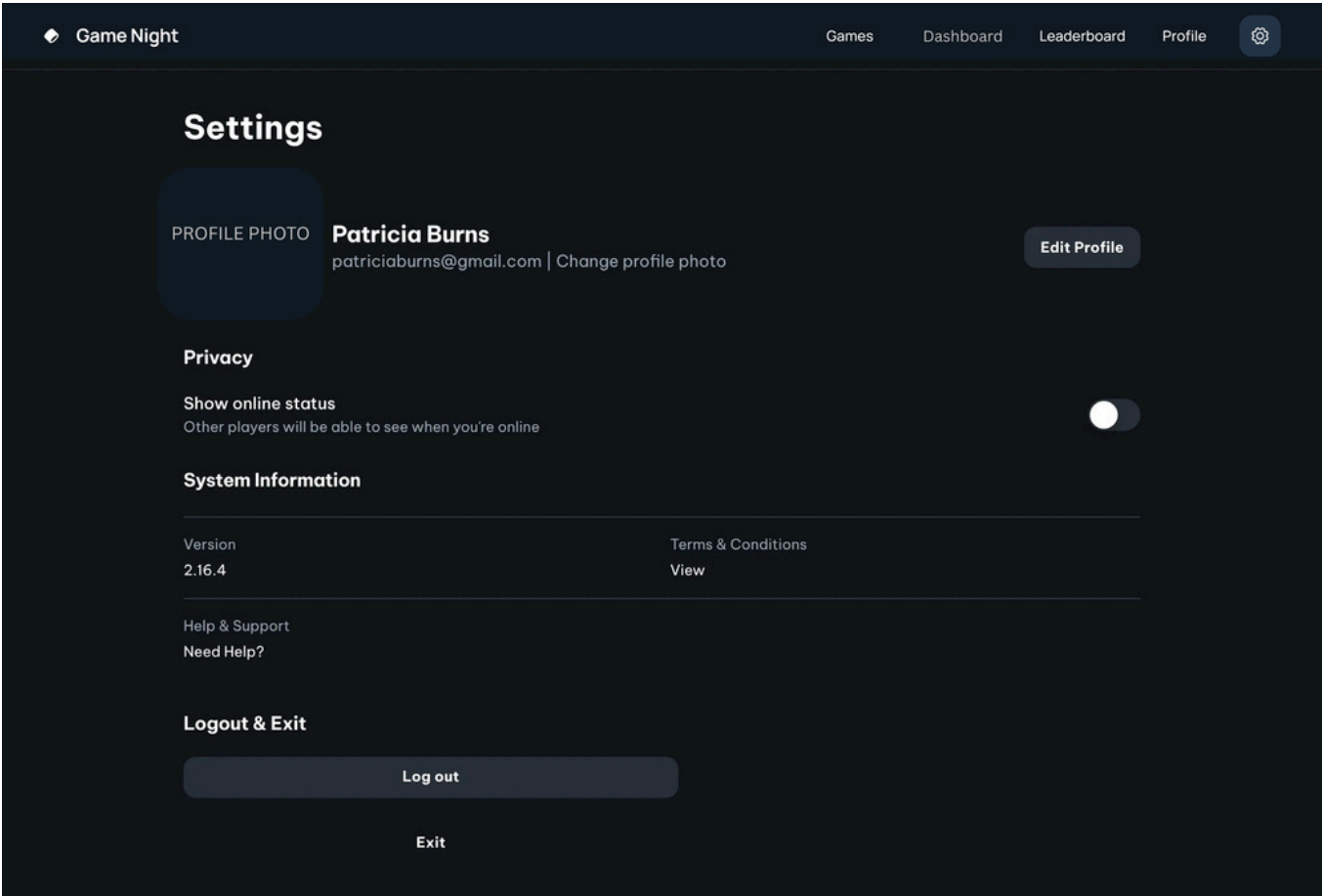
Game Library & Matchmaking Screen



Leaderboard Screen



Settings Screen



Version : 1.0
Team : GUI Team