

Adam Glick  
Bradley Butcher  
Brian Batinchok  
Bryan Farey  
Tejeswar Togatapola

### **Assignment 3**

#### 1. Original Design Plan

##### Instructions and Rules:

Everyone divides into teams (at least two but the more the merrier) and comes up with a team name. You will then be asked 10 questions in each of the five rounds. Each round contains a category. The five categories are Entertainment, Science, Nature & Tech, History & Geography, Sports and the final category is Anything Goes. Categories are on separate cards that are color coded. Each card has 10 questions. All teams play at the same time and answer the same questions. After teams have written their answers, the host reads the answers, which are on the back of the cards. Teams mark their score sheets appropriately. Team with the highest score after the final round is the winner.

A host should be selected before the game begins. The host should have a clear speaking voice- don't elect someone who mumbles. If no one wants to be the host for all the rounds, rotate the host between each team. If you do this, the person reading CANNOT participate for that round. At the end of each round, the host should repeat questions requested by any team. The host settles any disputes with scoring and decides how accurate the drawing is for the final question for each round.

Questions range from short answers to one question with four parts. The final question in all rounds is to draw something. It's simple - like a stop sign, the Eiffel Tower, Italy. So you don't have to be Michaelangelo, just try to be accurate, because your picture is worth up to five points depending how much the host likes it.

##### Overall System Behavior:

Earn the most points through the various trials to win the game, lather, rinse, repeat. A "host" acts as your dungeon master in this, selecting the trivia cards and reading off the questions before giving the teams two minutes to write their answers down on the answer sheets. Whoever has the most points wins.

##### Tasks and Subtasks Performed by the User:

Each team consists of a certain number of players who with a combined effort write down their best guess for the questions asked in each round. There are no individual jobs for players on a team, the only task a user on a team must perform is to give their best guess when question time comes around. There may also be a designated team member to write down the team's guesses for each question.

##### Words, Icons, and Graphics:

The five pictures above are what the question cards look like. There are five different categories: Entertainment, Sports and Recreation, Science and Nature and Tech, Anything

Goes, as well as History and Geography. During the game, the participant picks a pile and a card is randomly drawn. The “Host” reads off the questions from the card. After all of the questions have been read, the more you answered correctly, the more points you receive.

#### Input and Output Devices:

##### **Input**

- Team Answer Sheet - For writing down a team’s response to each question.

##### **Output**

- Quiz Cards - For questions and answers

##### **Input And Output**

- Host Scoring Sheet - For recording each team’s score, and for determining a winner

#### Action Sequences:

The action sequence is effectively the drawing of cards and the interaction between different players in the forms of guessing and asking questions. This is what creates the games fun and enjoyment, as the game is solely based off of Trivia. In many games this is implemented with a board or with a money system or in some cases both, but here we see a simpler implementation where we save points answering questions, points which we can not lose. This means that, effectively, the only way that we “move” forward on the “board” of the game is by answering questions correctly when it is our turn to go. This is, of course, done by drawing cards and answering the questions on them.

#### Training Materials:

- Play Cards
- Hand Outs
- Picture Rounds
- Pencils
- Advertising Materials
- Promotional Items
- “Public Address” sound system if game is being hosted in a large venue

## 2. Requirements Analysis Document

### a. Understandable

The group that analyzed Pub Trivia provided understandable instructions and explanations for how the game is played. The game itself is not the most complicated game either. It is a simple trivia card game, in which the player with the highest amount of points wins after 7 rounds. The explanation for the different rules, instructions and system behavior were adequate enough for someone to design a user-interface. The different action sequences, and I/O were also explained thoroughly for someone to understand if it is their first time hearing about Pub Trivia.

### b. Unambiguous

Pub Trivia is based off a trivia game, with variations in rules. The basic rules are such as an individual (or teams) score points by answering

question of different themes (or categories) within a time limit to win. There are players (team) and host, a host from each team which can be take turn through rotation. With a few modifications to the game, such as type of questions, short answer to drawing pictures. Based on the explanation provided, anyone who participated in the game will hardly mistake how the game operates.

c. Precise

Each section used to describing what the design of the interface should be like provided enough information for our group to get a good sense on how the interface should be designed from a practical standpoint. The instructions and action sequences provided all the necessary details for how the application or game should run. The system behavior also provided our group with how the end result of should execute. The description of the training materials does not describe how these should be used. The documentation does a good job of accurately describing every aspect of the game but does not really provide information on how this would transfer to an application or electronic user interface, should each team have its own view or should the application just present questions and scores. A question that comes up with respect to this would be how the separate teams input their answers without other teams seeing this.

d. Concise

The game Pub Trivia we are evaluating as pretty basic but still had the potential of being very enjoyable and at the same time. The cards that were involved were pretty much straight forward and easy enough for somebody that has never played the game before to read and interpret how to go about playing the game. The Instructions were not all that elaborate because of the simplicity of the game, but still good enough for the Users of the game to have an enjoyable experience playing the game. The details of the game were sort of verbatim somewhat but that was only because the game itself was very simplistic in design. I didn't see any dice for randomization or time-based clock, so the game most likely will continue without the worry for each player to run up the clock. The main thing I liked about the game was the fact that it was so simple that most people wouldn't have much of a problem trying to figure out how to play it like the other board games which have so many rules that before you know it, we are more worried about the rules rather than enjoying the game itself which defeats the purpose for playing. The cards seemed to be very detailed and easy enough for anybody to pick up and understand how they work within the context of the game without getting too confused about the gameplay.

e. Testable

They have done a good job on explaining the game “Pub Trivia”. The instructions and rules are clear and straightforward that almost everyone can understand this game by looking through its instructions. Indeed, they clearly stated out the tasks and subtasks that are needed to be performed by the users. Moreover, the illustration also give the users some hints about Pub Trivia, for example: The cards of different categories, the answer sheet...With this much of information, anyone can do a quick test of how much he or she know about the Pub Trivia. Certainly, we can use this method to measure the usability of this game, and to develop an User Interface that fits to all the user groups.

### 3. Derived requirements matrix based on items 1 and 2

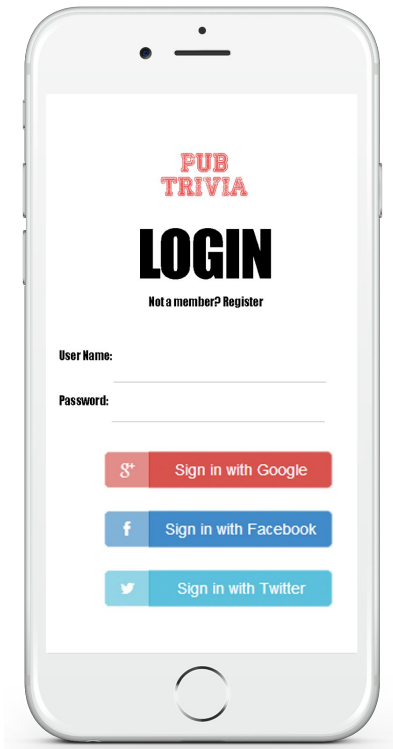
<b>Pub Trivia</b>	<b>Information Given</b>
Overall System Behavior	<ul style="list-style-type: none"> <li>• The original group did not give us enough information in order to make a User Interface. The information we were given tells us the rules and how to play the game but does not give us information on how to actually make an interface.</li> </ul>
User Tasks	<ul style="list-style-type: none"> <li>• The user tasks are described in the document as to how to play the board game and not how a user would interact with an interface.</li> </ul>
Words, Icons, Graphics	<ul style="list-style-type: none"> <li>• There are limited pictures to provide for this game because of the nature of the game; there are not a lot of pieces or parts to it. There are score cards and trivia cards.</li> </ul>
Input/Output	<ul style="list-style-type: none"> <li>• Again the original group did not tell us how to make an interface about this game but the input and output of this game is simple, a player draws a card and then the team tries to guess the answer.</li> </ul>
Action Sequences	<ul style="list-style-type: none"> <li>• Each team would write down their answers for each round and then at the end they would all tally up their points to determine a winner</li> </ul>
Training Materials	<ul style="list-style-type: none"> <li>• Encyclopedia</li> <li>• Wikipedia</li> <li>• Google</li> <li>• The Internet</li> </ul>

4. Image(s) of the final UI design

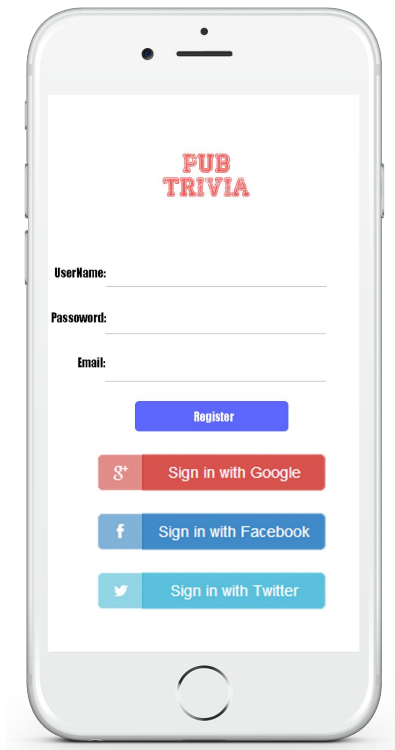
a. Load Screen



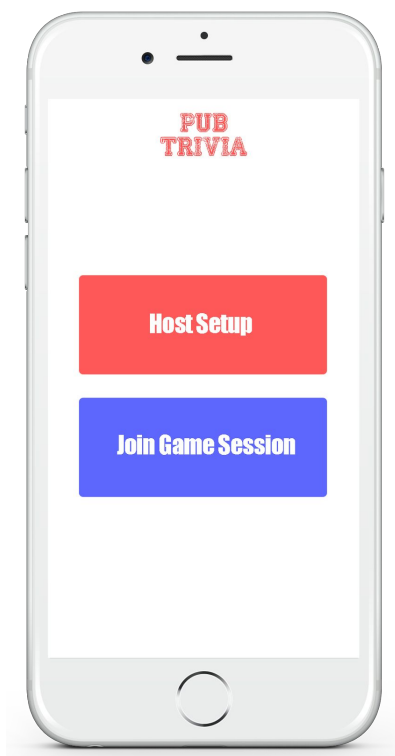
b. Login Screen



c. Register Page



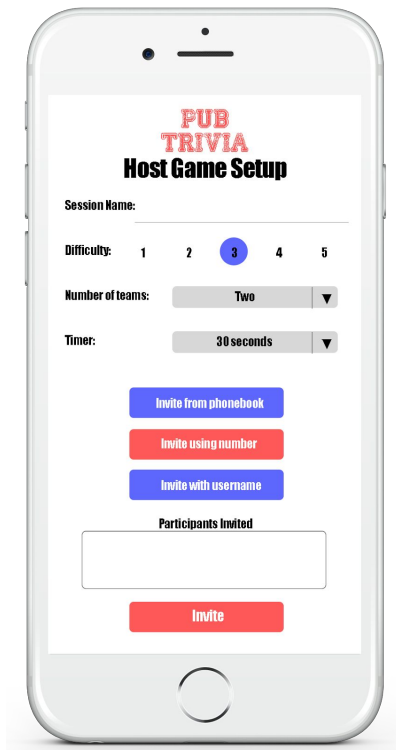
d. Main Screen



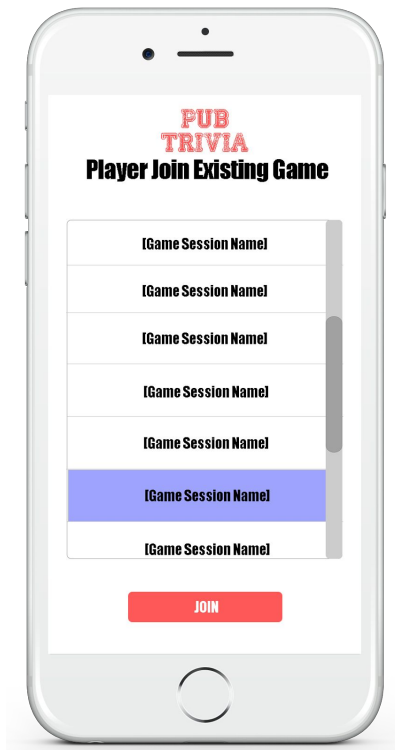
e. Invited to Game Screen



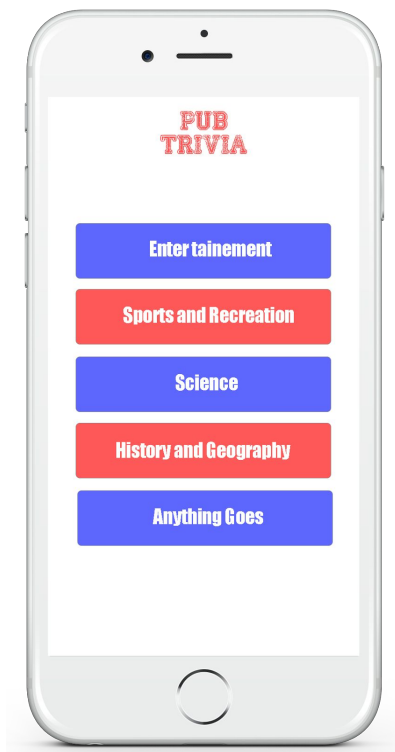
f. Host Invite Screen



g. Join Game Session

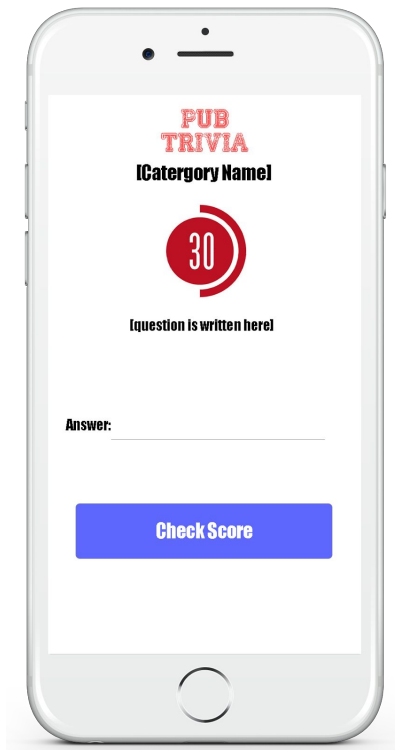


h. Topic Choice Screen (host only)

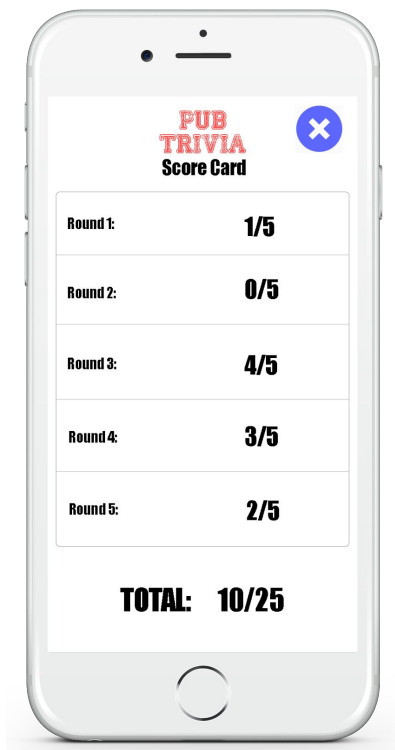




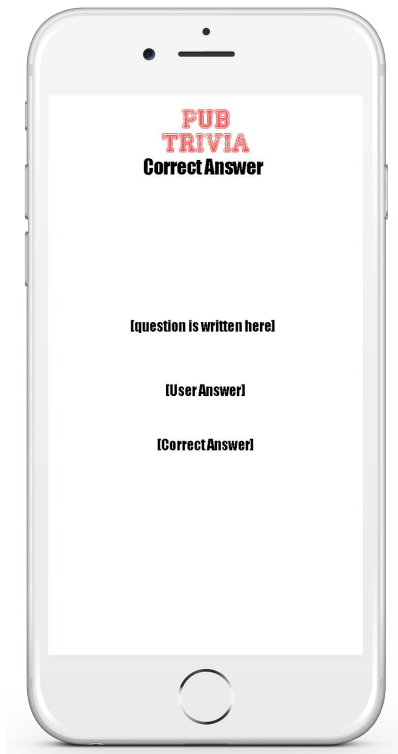
i. Question Screen



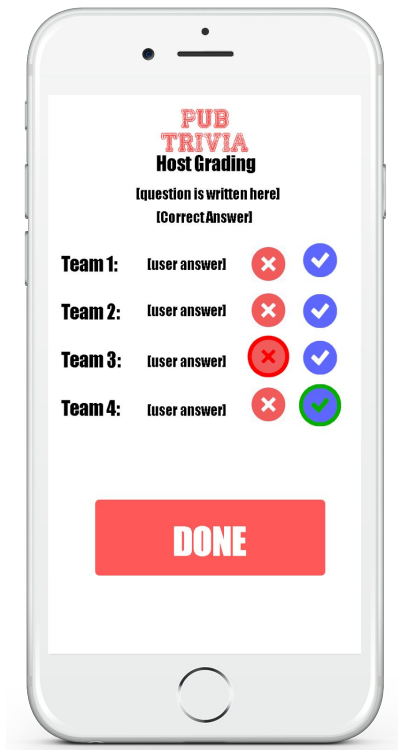
j. Place Holder



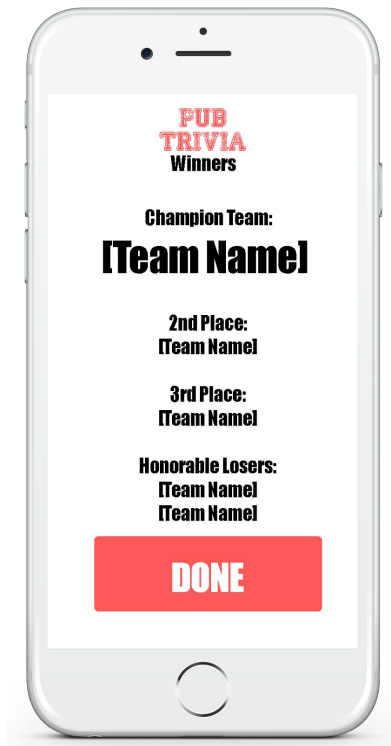
k. Correct Answer Screen



l. Host Grading Screen



m. Winner Screen



5. Image(s) of the final UI design mapping requirements to specific UI design elements

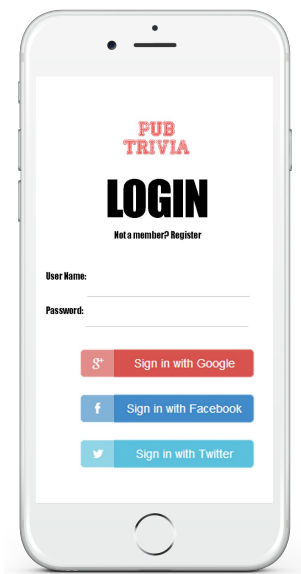
a. Load Screen

- i. Simple splash screen notifying users that the application has launched



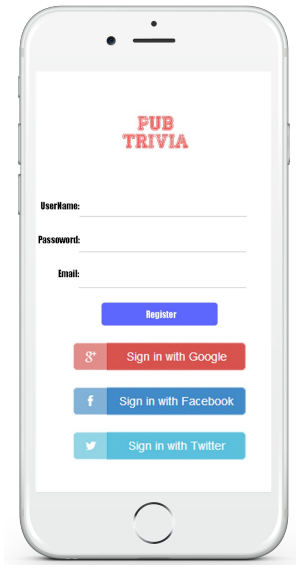
b. Login Screen

- i. Two input fields clearly labeled for your username and password so a user can login
- ii. You can also click any of the buttons to log in with your social media accounts
- iii. If you aren't a user and you don't want to log in with social media you can click register to create an account



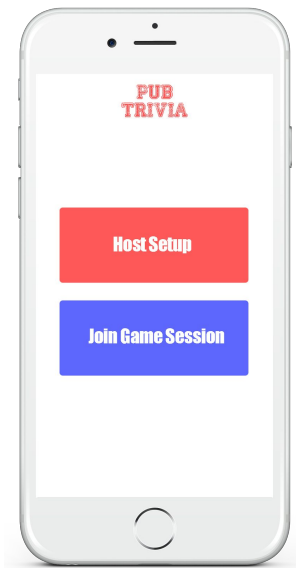
c. Register Page

- i. Three input boxes are provided for a username, password, and email
- ii. Once you provide your information you press register and an account is made for you
- iii. If you want to register through social media you can just click one of the options



d. Main Screen

- i. The first button allows you to become the host of a game session where you can invite other players to play with you
- ii. The second button joins you to a game with an existing host



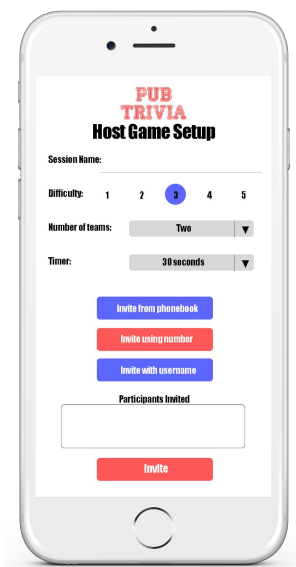
e. Invited to Game Screen

- i. If you are invited to a game by a host then this screen will appear
- ii. You can choose the accept option to be connected with the host or you can decline and resume what you were previously doing



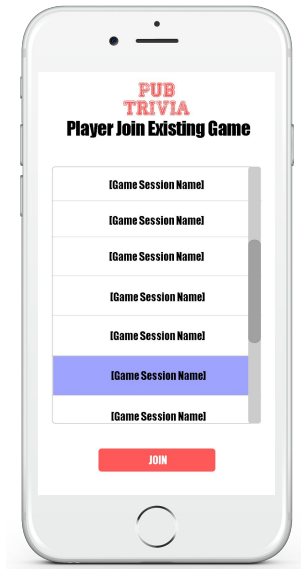
f. Host Invite Screen

- i. When you press to host your own session, this screen will appear
- ii. You have the option to set the difficulty from 1-5, 5 being the hardest
- iii. The number of teams option has a dropdown box with the options of two - six teams
- iv. The time option also has a dropdown box which allows for 15, 30, 45, 60, 75, or 90 seconds for each question
- v. Three ways to invite users: by number, username, or from your phonebook



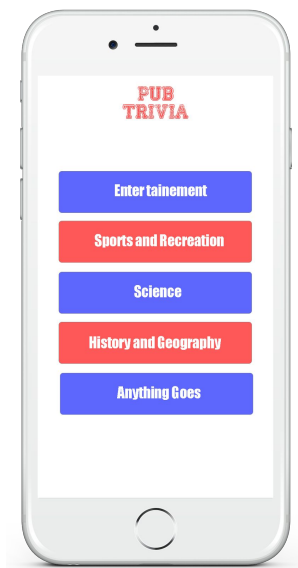
g. Join Game Session

- i. After you click join game session on a previous screen, this screen will be displayed
- ii. Lists session name and difficulty level
- iii. Choose which game you want to join and press join to be connected



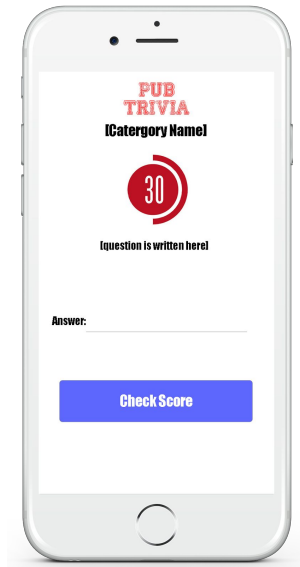
h. Topic Choice Screen (host only)

- i. The host has the option to decide on a topic that the game will be based on
- ii. Once the host selects an option it will continue to the next screen
- iii. Each topic is one round, and each round will be used once per game.
  1. Total of 5 questions per category



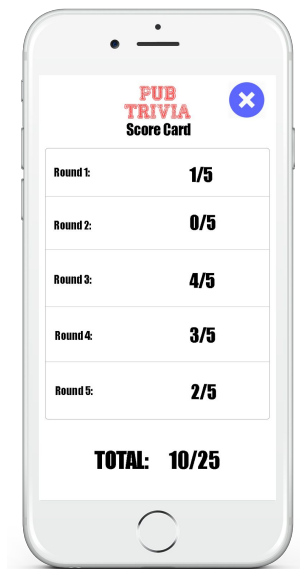
i. Answer Screen

- i. Once the game starts, this will be the screen for each question
- ii. Once the question is read, click the answer line to display keyboard
- iii. Once everyone has answered or the timer runs out it will go to the next question
- iv. At any point you can click check score to see your current score



j. Score Card

- i. When a user click check score this screen is displayed
- ii. Each round has 5 questions and there are 5 rounds
- iii. Points are added together to get a total out of 25
- iv. Press the x to return to the question screen





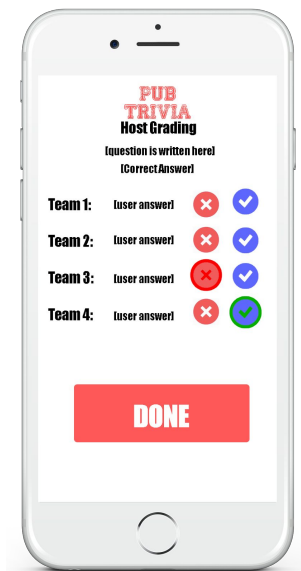
k. Correct Answer Screen

- i. After each question has been completed this screen will be displayed
- ii. The question, user answer, and correct answer will be displayed
- iii. After 10 seconds the screen will transition to the next question



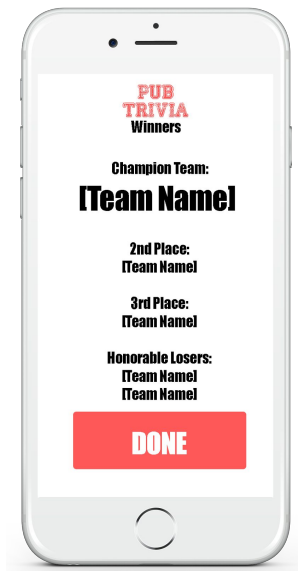
l. Host Grading Screen

- i. During each question the host will see this screen
- ii. The host will see the correct answer and the user answers and determine if it is right or wrong
- iii. Once the host has decided each answer, press done to move on to the next question



m. Winner Screen

- i. Once the game has concluded this screen will be displayed
- ii. The team name will be shown in each spot depending on what place the team came in
- iii. Once you're done looking at the scores you can press done to return to the games main screen



6. Comparison image(s) of the actual game and the team's UI design

a. Pub Trivia Scorecard

i. Actual Game

**PUB TRIVIA™**

TEAM NAME: \_\_\_\_\_ ROUND: \_\_\_\_\_

SHORT ANSWER SCORE

Q. WHICH DECADE?	SCORE
1. _____	/1
2. _____	/1
3. _____	/2
4. _____	/1
5. _____	/4
6. a. _____ b. _____ c. _____ d. _____	/4
7. WHO SAID?	/3

8. WHICH DECADE? (2010s, 1970s, 1930s, 1890s, 2000s, 1960s, 1920s, 1880s, 1990s, 1950s, 1910s, 1870s, 1980s, 1940s, 1900s)

9. HUNBERT (EXACT IDEAS) /3

10. DRAW! (Host's Call) /5

TOTAL: /30

© 2019 University Games Corporation, San Francisco, CA 94110. All Rights Reserved.

ii. Our Design

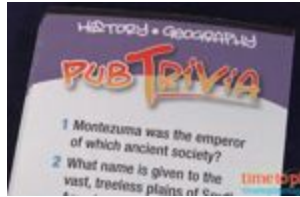
**PUB TRIVIA** Score Card

Round	Score
Round 1:	1/5
Round 2:	0/5
Round 3:	4/5
Round 4:	3/5
Round 5:	2/5

**TOTAL: 10/25**

b. Pub Trivia Question Card

i. Actual Game



ii. Our Design

