

Screen Sketches 4_Kabir_4:

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By Matthew Etnyre

Actors

1. Students:

- a. You can interact with hills by adding coins to them
- b. Earn points by walking around
- c. Communicate with other users
- d. Report Users
- e. Level up

2. Staff

- a. Can interact with hills by adding coins to them
- b. Earn points by walking around
- c. Have a coin bonus
- d. Communicate with other users
- e. Report Users
- f. Level up

3. Admin

- a. Can ban users
- b. Give users coins
- c. You can view the whole map at once
- d. Every privilege that a normal user has
- e. Can remove coins from the hill
- f. Can Create hills

By Ryan Meyer

Non-Functional Requirements

- Users must be able to accurately see where they are and where hills are in real-time.
- The application has to be able to handle multiple handlers contributing to a “Hill” at the same time.
- Coins must be able to be accurately recorded at all times
- UI should be snappy to not ruin the game experience
- The application must be able to run smoothly on modern Android phones

Tables and Fields

1) User information table

- a) User Name
- b) User Birthday
- c) User Iowa State Email
- d) Hashed Password
- e) ID
- f) Date Created
- g) Admin - Boolean flag

2) User Stats

- a) ID - Used to relate this table and the user info table
- b) Level
- c) Coins
- d) Team

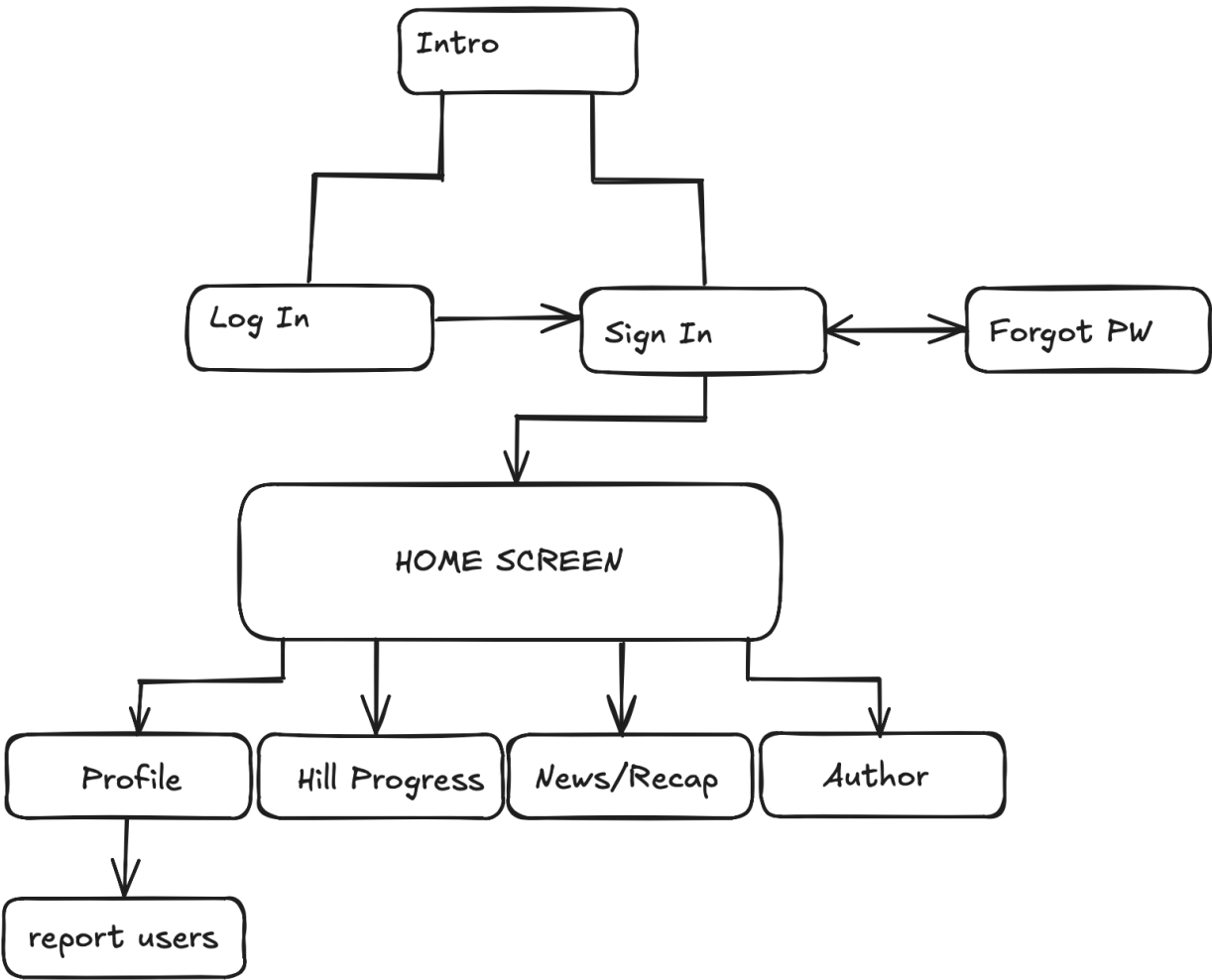
3) Hill Table

- a) Name
- b) Location
 - i) Longitude
 - ii) Latitude
- c) Hill Owner (Team)
- d) Each Teams Contributors
 - i) Team A
 - (1) user(s) - This will be filled with all the users and their contributions to the hill
 - (2) Coins contributed
 - ii) Team B
 - (1) user(s)
 - (2) Coins contributed
 - iii) Team C
 - (1) user(s)
 - (2) Coins contributed

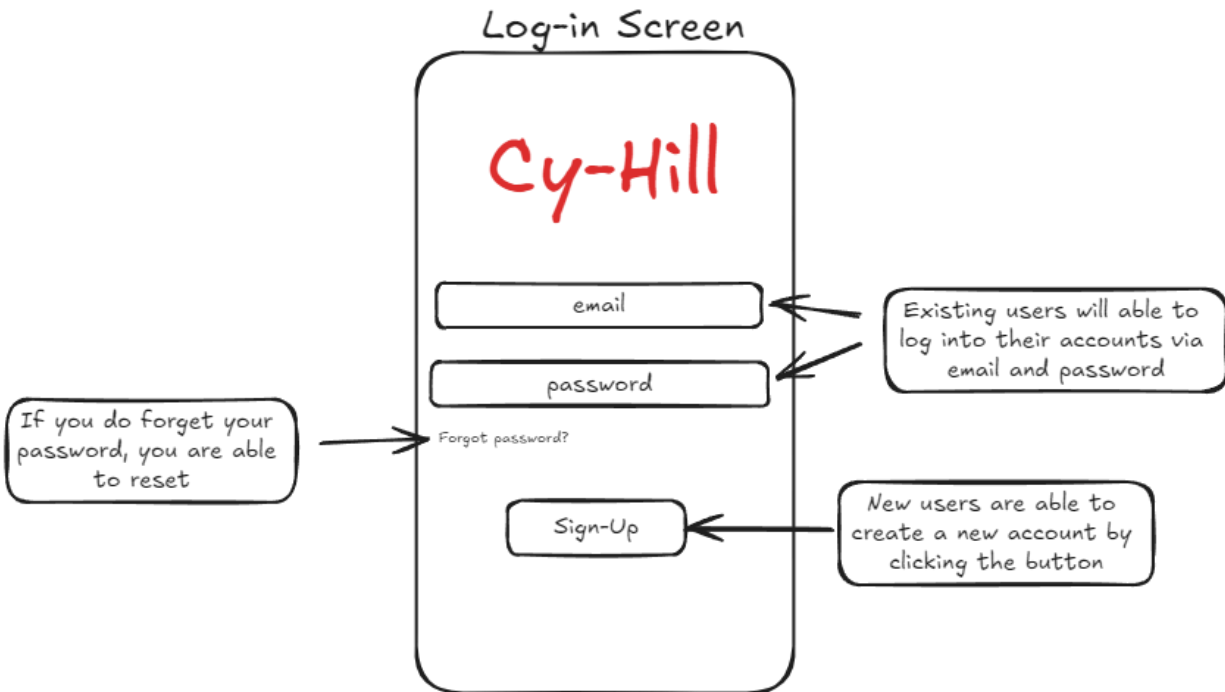
4) User Report - If one user reports another user for bad behavior

- a) Reported User ID
- b) Reporting User ID
- c) Date
- d) Description of the report sent by the reporting user.

Screen Flow Diagram By Ryan Meyer



Log-in Screen - Gabriel Kiveu



This will be the login screen; it will allow existing players to log into their accounts and new users to create an account. If you do not remember your password, you can be able to reset your password.

Sign-Up Screen - Gabriel Kiveu

Sign-Up Screen

New Users will put their information in order to create an account

Name

Date of Birth DD MM YYYY

Email

Password

Confirm Password

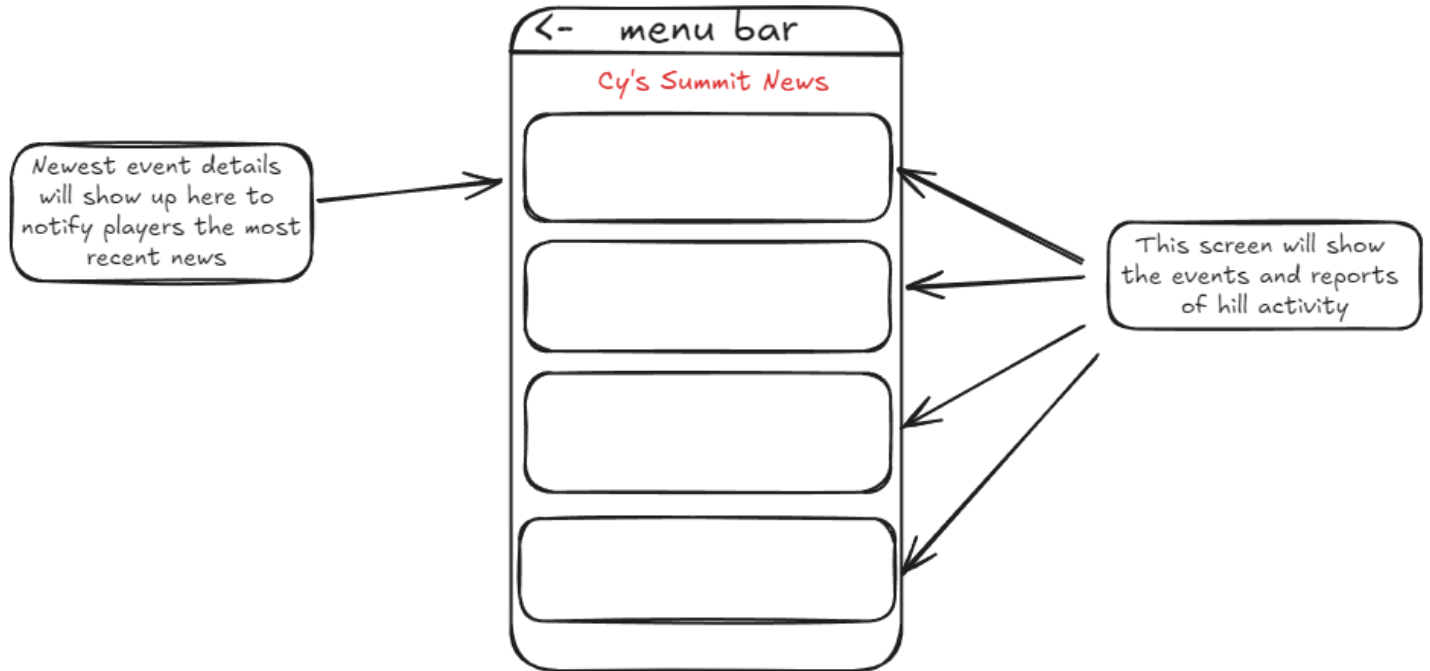
Back Create

Users will need to make an account using their Iowa State email

The diagram shows a hand-drawn wireframe of a mobile application's sign-up screen. The screen is titled 'Sign-Up Screen' at the top. It contains several input fields: a single-line text field for 'Name', a date picker for 'Date of Birth' with sub-fields for 'DD', 'MM', and 'YYYY', a single-line text field for 'Email', a single-line text field for 'Password', and another single-line text field for 'Confirm Password'. At the bottom, there are two buttons: 'Back' and 'Create'. Two blue callout boxes with arrows provide additional context: one points to the 'Name' field stating 'New Users will put their information in order to create an account', and the other points to the 'Email' field stating 'Users will need to make an account using their Iowa State email'.

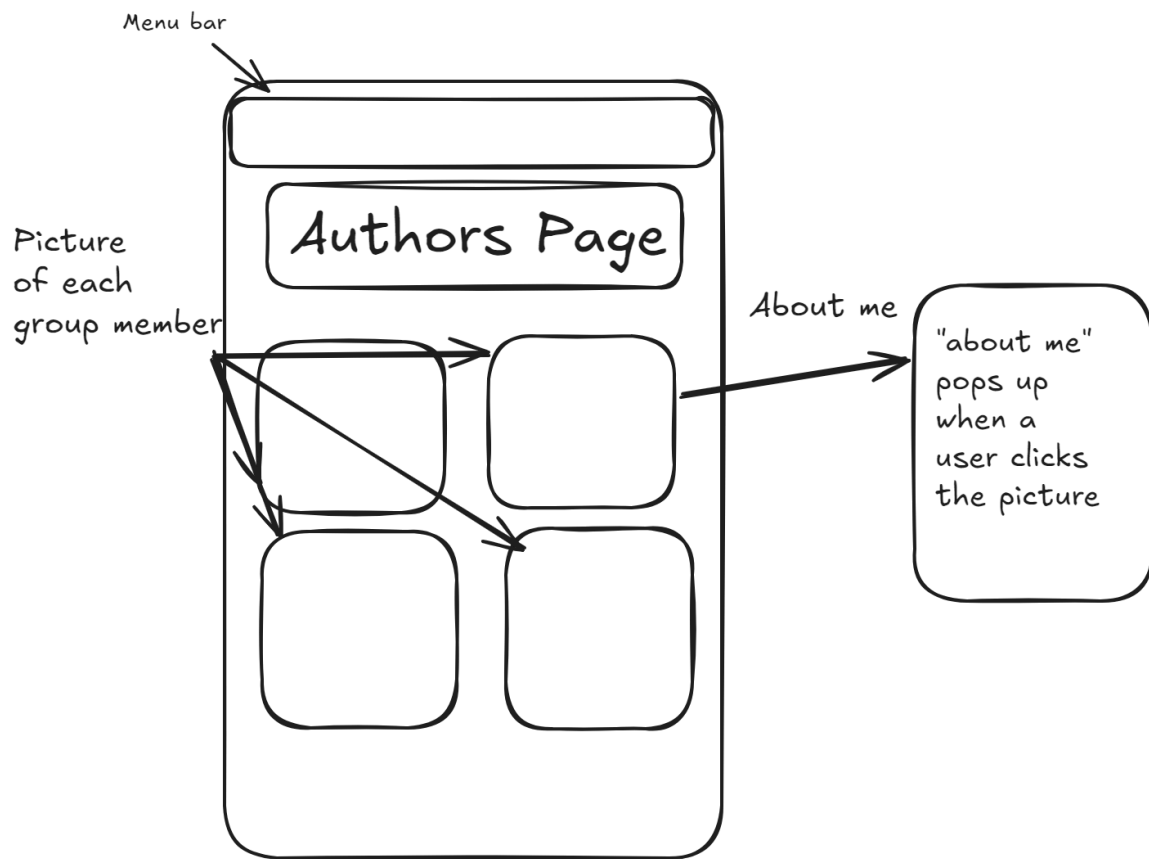
This is the Sign-Up screen; it allows you to create an account and give basic information about yourself such as your birthday. You will be able to give yourself a name and password; email will be the one used at Iowa State. When finished then you will hit the button create.

News/Events Page - Gabriel Kiveu



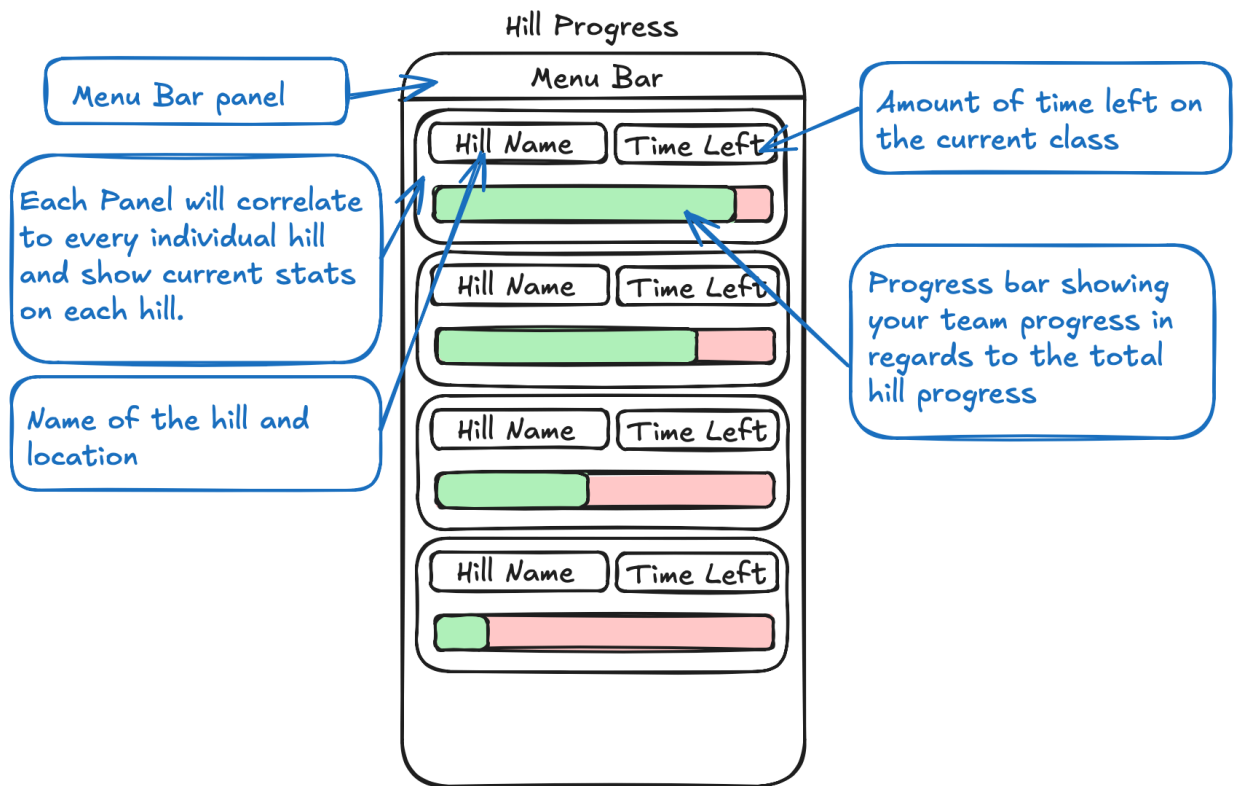
This is the News/Events Screen, this screen will list off events and news from the most recent to the oldest. Players can see what events are currently happening and any news of upcoming hill activity.

Author Page - Matthew Etnyre



This is the author page, it lets the players look at who made the app. It will have a picture of each of us, if the user clicks on the image then a description of the person will pop up. The top of the page has the menu bar which lets the user return to other pages.

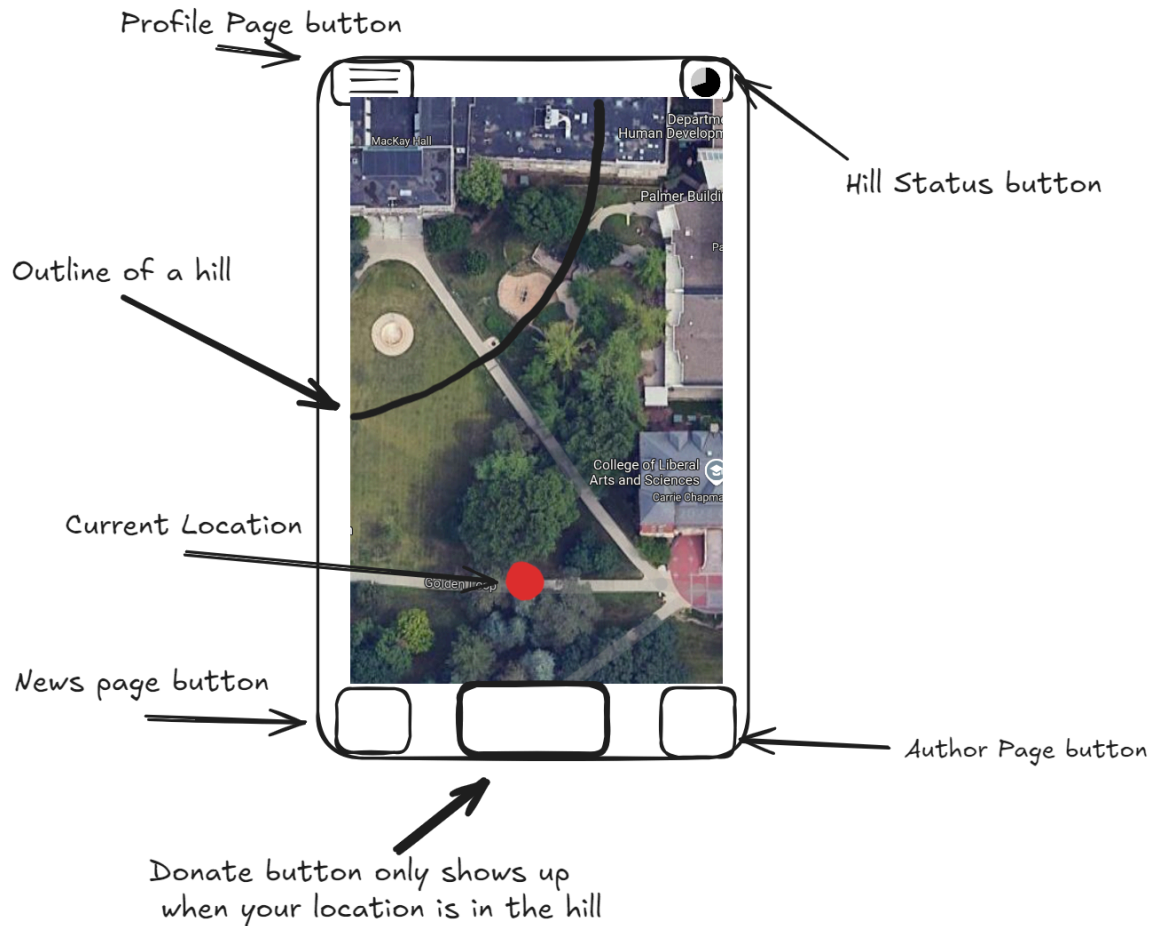
Hill Progress - Ryan Meyer



This will be the Hill Progress screen, it will show all the current hills available to be captured by players. It will show the Name, Time left for the hill captured period (though if all hills will have the same capture period, that could be pulled and out at the top) as well as a progress bar, showing the progress for your team relative to the entire hill.

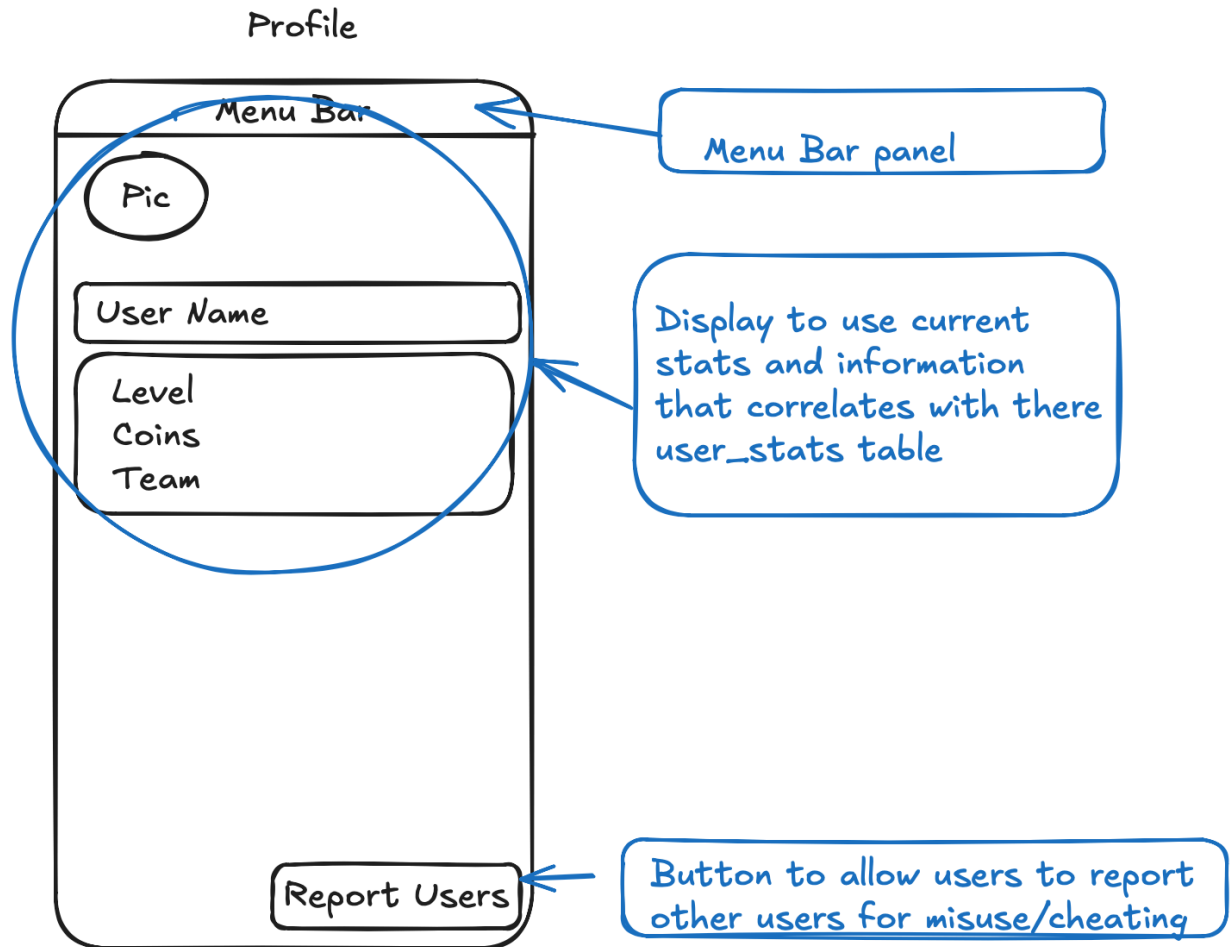
By Matthew Etnyre

Home screen



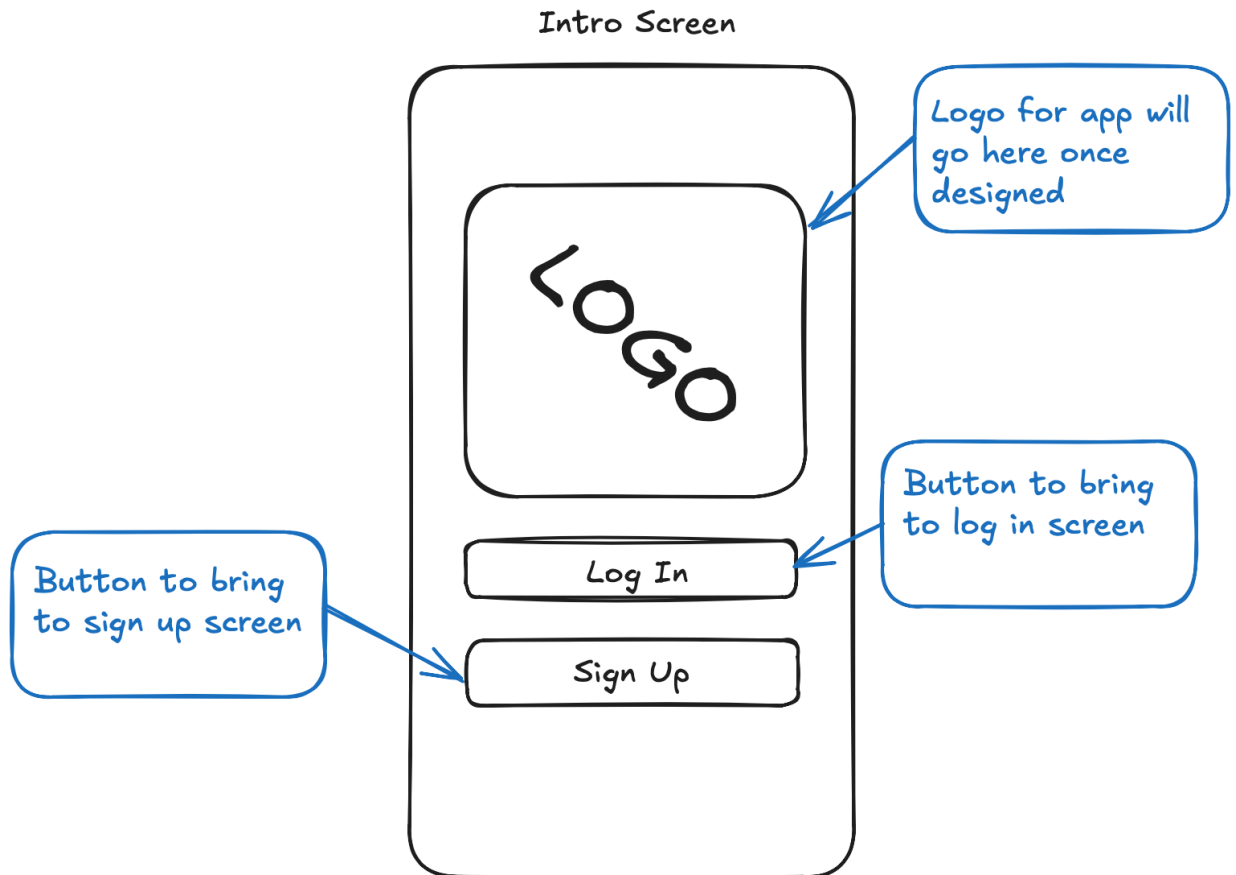
This is the Home Screen. The main feature of this screen is the map with your location. As you walk around the world this dot will move with you. If you find yourself in a hill's area then the "donate" button will pop up allowing you to add to that hill's progress. There is a button on each corner, they are the profile page, hill status, author and new page buttons.

Profile Page - Ryan Meyer



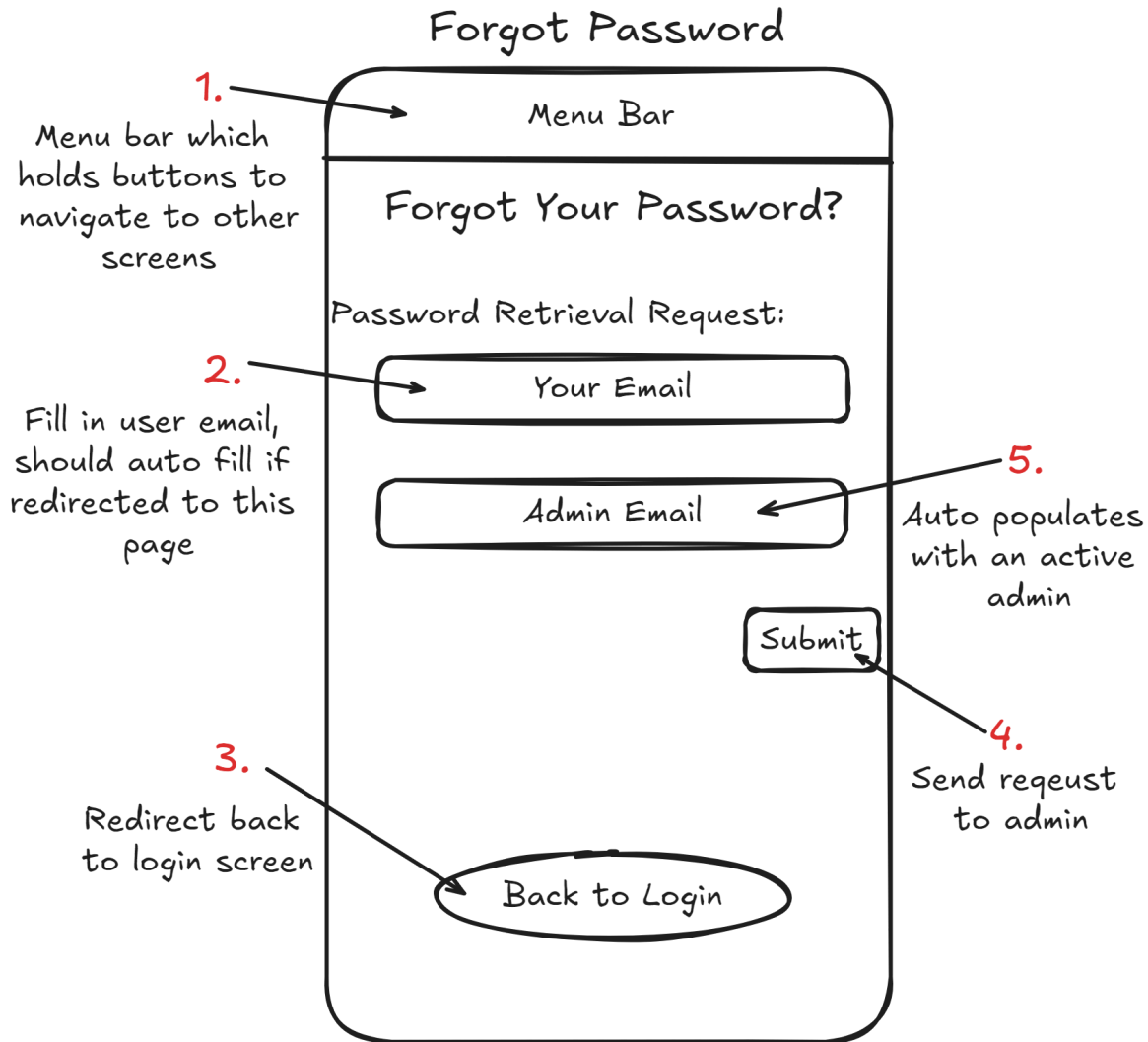
This will be the profile page, this is how the user can view there current profile pic and current information tied to their account. This is also where they will be able to navigate to the Report Users screen to report other users for misuse/ cheating.

Start Up Screen - Ryan Meyer



This will be the start up/splash screen for the app. This is the very first screen you'll see when starting up the app. You will also be able to navigate to the Log in or sign up screen from here as well.

Forgot Password Screen - Ben Boldog



This screen is the forgot password screen which will be used for sending a request to retrieve the password to your account if you ever forget it. You will be given an option from the login screen to be redirected to this screen after you enter your password and it is incorrect the first time. When you click the button you will see this screen and if it was a redirect after your password failed the first time then it will auto populate your email, if not you will have to manually enter your email. You can then enter the email for an admin if you know one or it will auto populate an email of an active admin who will see your request right away. The admin then finds your user profile and sends your password back to you. You will then be redirected to the login screen to continue into the game.

Report User Screen - Ben Boldog

The image shows a hand-drawn UI mockup for a 'Report User' screen. The screen is titled 'Report User' at the top. Below the title is a 'Menu Bar'. The main content area contains several input fields and a list of options. The elements are annotated with numbers 1 through 6:

- 1.** Points to the 'Menu Bar' with the text: 'Menu bar with navigation to other screens'.
- 2.** Points to the 'Your Username' input field with the text: 'Enter your username, should auto populate'.
- 3.** Points to the 'Players Username' input field with the text: 'Enter the username of the offender'.
- 4.** Points to the 'Reason for report:' section, which includes three buttons labeled 'Reason 1', 'Reason 2', and 'Reason 3'. The text says: 'Common offenses to help sort through reports'.
- 5.** Points to the 'Explain:' section, which contains a large text area labeled 'Explanation for report'. The text says: 'Text field to explain the offense in more detail'.
- 6.** Points to a 'Submit' button at the bottom right. The text says: 'Submit the report to the admins'.

This screen is used to report any users who may be committing an offense. It will auto populate your email in so the admins know who sent the report so they can contact you for any further information. The player then enters the username of the player who is committing the offense and then gives a reason for the report. The reasons will be listed from common reasons for a report and afterward the player will have to give a textual reason for what they noticed the other player doing and why it was worthy of a report. The admins can read through these reports and handle them accordingly.