

# Screen Sketches

Card Game Maker

HV - 4

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## **Actors and Functionality**

1. Administrator
  - a. Developers
2. Moderator
  - a. Making sure that the card game has no critical flaws and moderates uploads into the game
3. Creator
  - a. Can create a card game and choose a specific deck for the game
4. Player
  - a. Plays the game, can give feedback about the game in ratings, and can chat to other users in the same game

## **Non-Functional Requirements**

### **1. Performance**

- a. Making sure it is not lagging and graphics are looking clear. This is the most important because if the game does not perform properly it will not be played

### **2. Clarity**

- a. Making the UI clear and easy to use, this will be especially important for people designing their own games.

### **3. Scalability**

- a. An app that allows users to communicate and play together world-wide would need to be able to handle large amounts of user data. Servers would also need the capability to run online games fast enough for good performance to reduce lag.

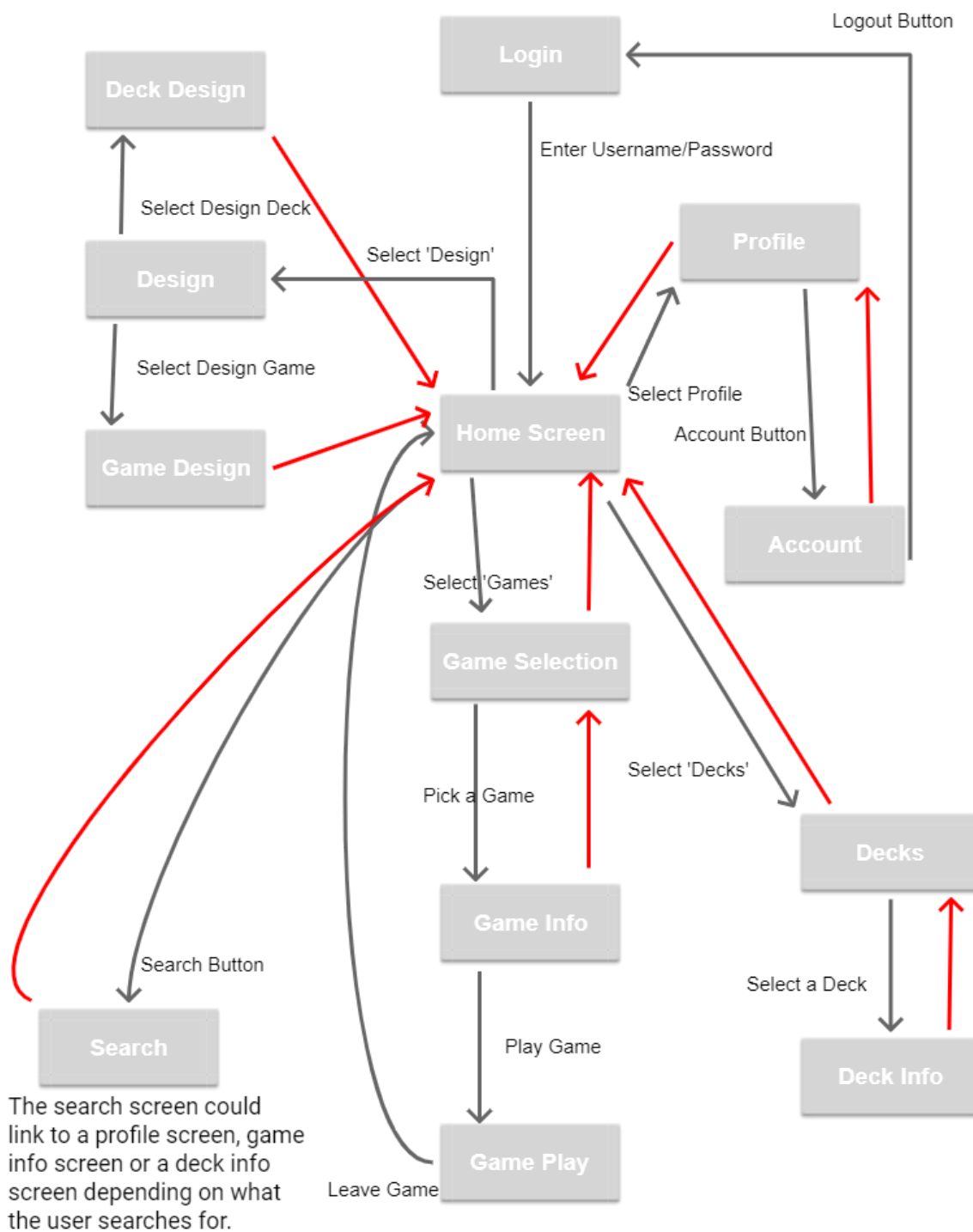
## **Data Tables and Fields**

### **1. User Information**

- a. Username/password/profile picture
- b. Friends
- c. Games/Decks created

### **2. Game Chat**

- a. This will be stored temporarily while in game, won't be saved long term



A red arrow represents the result of pressing a back button.  
 Red arrows do not correlate with any actions in text above



(Home screen) Jung Ho Suh

Home screen is the screen after the user is successfully logged into the server. The User Interface such as button shows up a bit after the title Card Game Maker is shown. The screen consists of four buttons. Profile, Log off, Games, Design.

(1) Profile button shows the user's profile picture or icon in default. If the user press the profile picture you go to Profile Screen enabling the user to change the profile pictures and account settings.

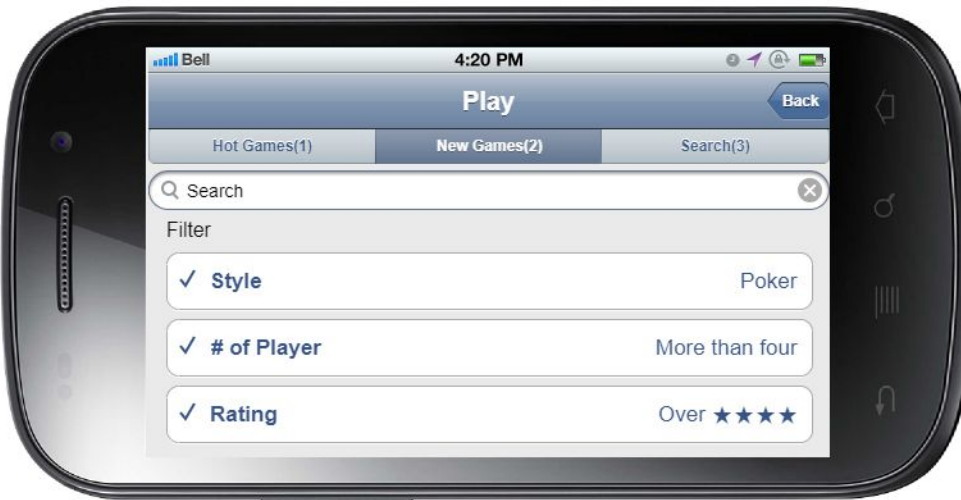
(2) Log off button disconnects users from the server and throws the users back to the Login Screen. The user can login or completely shutting the game off.

(3) Games button is the button to search the game first then play. The screen is changed into the Games screen where the users can find the card games they want and play.

(4) Design button throws the users to the Design screen which enables users to make various card games which can be edited and posted to the public.



(Games screen) Jung Ho Suh



The Games(Play) screen is shown after you press Games button in the Home screen. If you push Back button, the user goes back to the home screen. The Games screen has three tabs to look for the card games effectively, Hot Game, New Game, and Search.

- (1) Hot Game tab shows trending games for a week, enabling the user to play and compete with other users easily. Inside the tab it can be scrolled down and shows the Top 10 games of the week.
- (2) New Game tab shows new games that are made recently within the week.
- (3) Search tab enables the user to search for the specific game to play. The user can set the filter to search effectively. It can search by keywords, name of the game, maker, style, rating, and number of people playing.

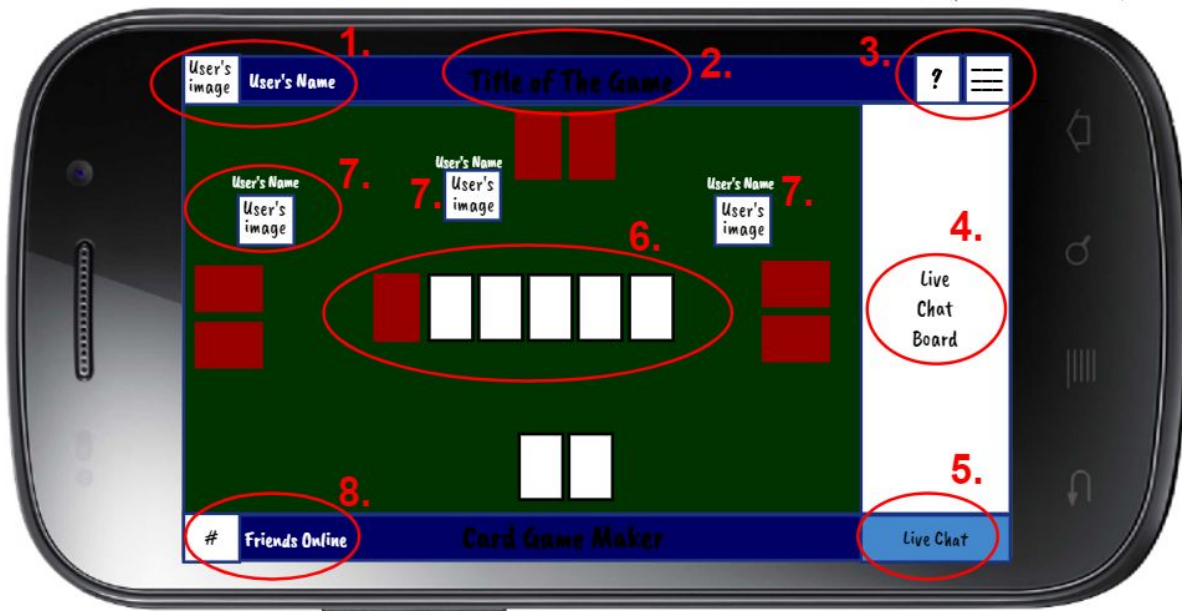
In the Games screen, it only shows the brief description of each game. If you click the game, the screen is switched to the Game Information screen which entails the detailed information about the game then enabling the user to create a game room that enables other users to come inside the room and play the game.

(Game Information Screen, Hazlett)



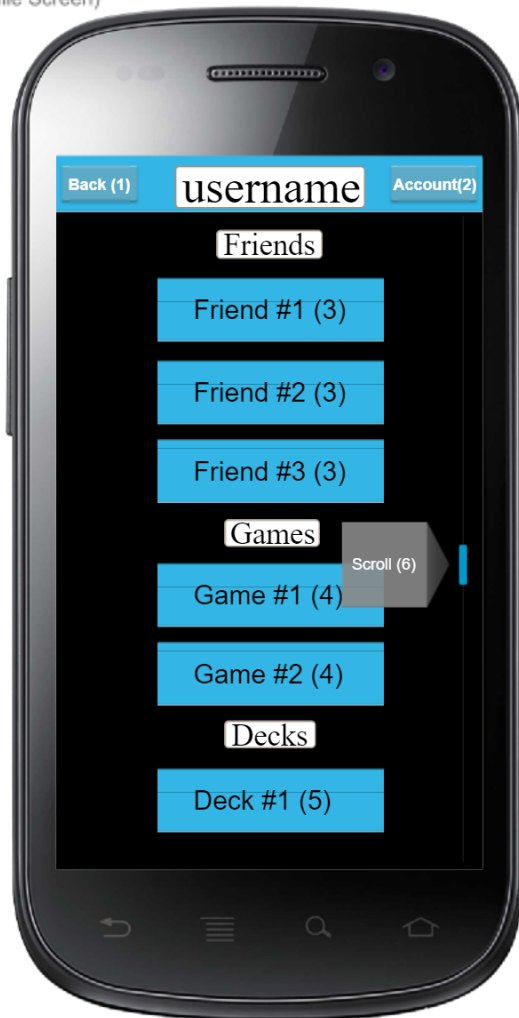
This screen is after looking through all the games that you are able to play and when you found a game you can click information it to display the information behind the game. At the top of the screen is the top bar that is always there that displays the user's information (1.). There is a menu button that will be a drop down to go to lobby screen, settings, and profile. Also there is a back button allowing Users to go back to finding a game screen (2.). Then it displays the games icon supplied and the games information such as title, creators name, and number of players allowed to play (3. & 4.). Then the Game info will inform the user all the information they would need to be able to play the game such as the rules, scoring, overview, etc. (5.). Lastly the bottom bar will display how many of the users friends are currently on the game (6.).





This will be the in game view for each user it will be similar for games that are played vertically. It will have a top bar displaying the User's information (1.). It will also show the title of the game in the middle that they are currently playing (2.). On the right side of the top bar it will have the menu drop down button that will let him leave the current game, go to settings, and other functions. It also has a game information button that will be a drop down explaining the game (3.). The players that play online games with each other can communicate with each other using a live chat board that will be censored (4.). The chat will have to be opened and closed using the live chat button on the bottom bar (5.). The game that I choose in this example is texas hold'em but it will look different for other games (6.). When playing against players online each player will have their information displayed next to their cards (7.). And on the bottom tab the number of the users friends will be displayed (8.).

Radtke (Profile Screen)



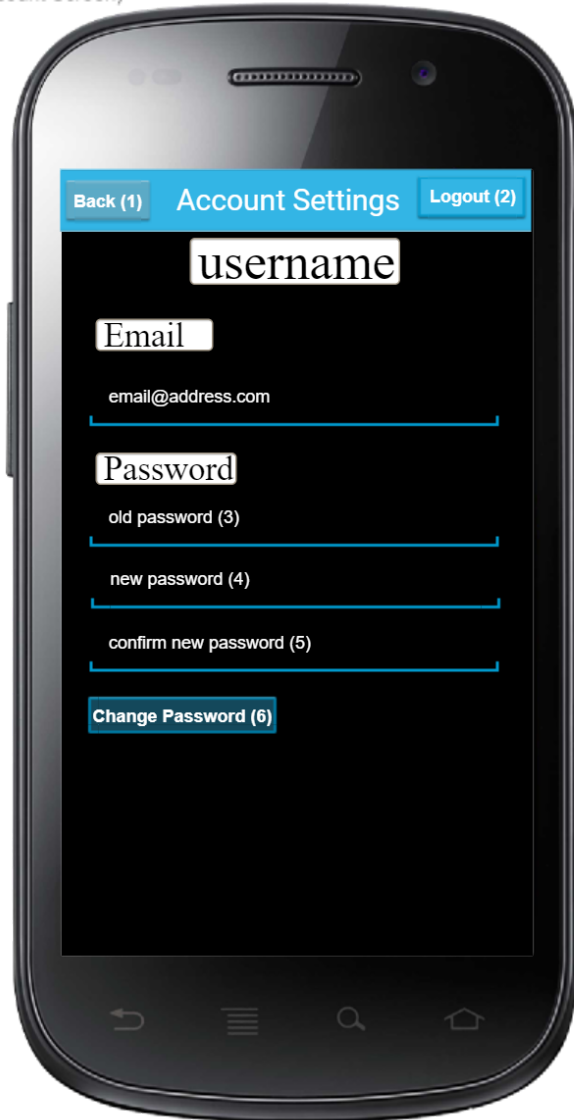
The profile screen will display the basic information for a user. A user's own profile screen will be accessible from the home screen. Their username will be displayed on top. This page will be visible to all users. It will be there for the user to see their own friends, games, and decks.

(1) There will be a button that will take them back to the previous screen. For people looking at their own profile, it will take them back to the lobby screen. (2) The account button will take you to your account information and settings page. (3) This will be a list of the users friends.

They can click on any friends and it will take them to that friend's profile screens, where the user will now see a list of his friend's friends, games and decks. Hitting the back button from here would take the user back to their own profile page. When viewing a friends profile screen, the account button won't be an option as account settings will be private. (4) This will be a list of the users games that they've either created or favorited. It will allow for easy access to play or edit these

games. Clicking on a game will then take the user to the game information screen. (5) The deck buttons will be similar to the game buttons. The users created and saved card decks will be listed here. Clicking on one of them will take them to the deck information screen. (6) There will be a scroll bar on the right side of the screen. This will be for users to scroll down and up the screen, as the more friends, games, and decks a user has, the longer these lists will be.

Radtke (Account Screen)



This will be the account settings page.

This screen will only be accessible from a user's own profile screen. (1) There will be a back button that takes the user back to their own home screen. (2) There will be a button in the top right to log out. Logging out of your account will take you back to the login screen. The screen will display the user's username and email address, however these won't be changeable after creating your account. There user will then have the ability to change their password on this screen. (3) They will have to type in the current password for their account. (4) Then they will have to type the new password they wish to have, (5) and then retype the password to confirm it was entered correctly the first time. (6) To make the change official, the user will click on the change password button to make the system actual make the change on the server side of things. At this point we're not totally sure what account setting will all be available for users to see and/or edit. As we come up with more to include on this screen. It will be displayed in a similar format moving down the screen, and a scroll will be included if need-be.



The card editor screen allow one to set a card's design, choosing between premade card art, or by drawing the art for the card right within the app. This screen is accessible from the game editor menu, and can be accessed for each card in a deck individually.

The screen is separated into two tabs, one for selecting a preset card design (1), and one for creating a card design (2). In the Preset tab, you may use any card art from any of the premade decks as the card art for the card you are making. You select the premade deck (3), then specify the suit (4) and value (5) of the card whose art you want. The chosen card is displayed on a panel to the left (6). On the custom tab, you can draw on a canvas (11) to create the card art, and choose line thickness (8) and pen color (9). Alternatively, you can use an image saved to your device (10). Buttons allow for navigation back to the previous screen while either saving your changes (7) or not (6).



The game editor screen is the method through which users can set up and make their own games. The screen is split into several different tabs accessible from the top of the screen (1). In the first tab, the user sets up the cards the game will use, opting to either use a premade deck (2) or create a custom deck (3) of unique size (4). Each card in a custom deck can be edited individually by tapping on its image, bringing the user to the card editor screen (5). Additionally, a button allows for cards to be added and edited simultaneously (6).

The second tab, the play area tab, lets people set up the differing areas cards can be in a game (Example: draw pile, hand, discard pile). Areas can be named (10), be visible to all, none or some (11), and have a max size (Like a card hand) (12). If areas need to be added (13) or removed (18), buttons are available.

In the third screen, the general conditions by which a game can end (8) and how a winner is decided (9) will be chosen from certain options.

The final screen is the most complicated, it

allows one to set up the “Phases” of play. Phases are essentially the names for actions such as drawing or playing a card, either manually or automatically depending on the context. Each phase will be executed in order. Phases can be reamed (14), and their logic set individually (15). New phases can be added with a button (16). Additionally, there is a specially “End Phase” (17) which decides which phases are considered “setup” and which “normal play.” It also sets the turn limit if that is an ending condition. Finally, from any tab the back button (7) can be pressed to return to the previous screen (Will save your work, and the game is done if it is functional, although it can still be edited).