

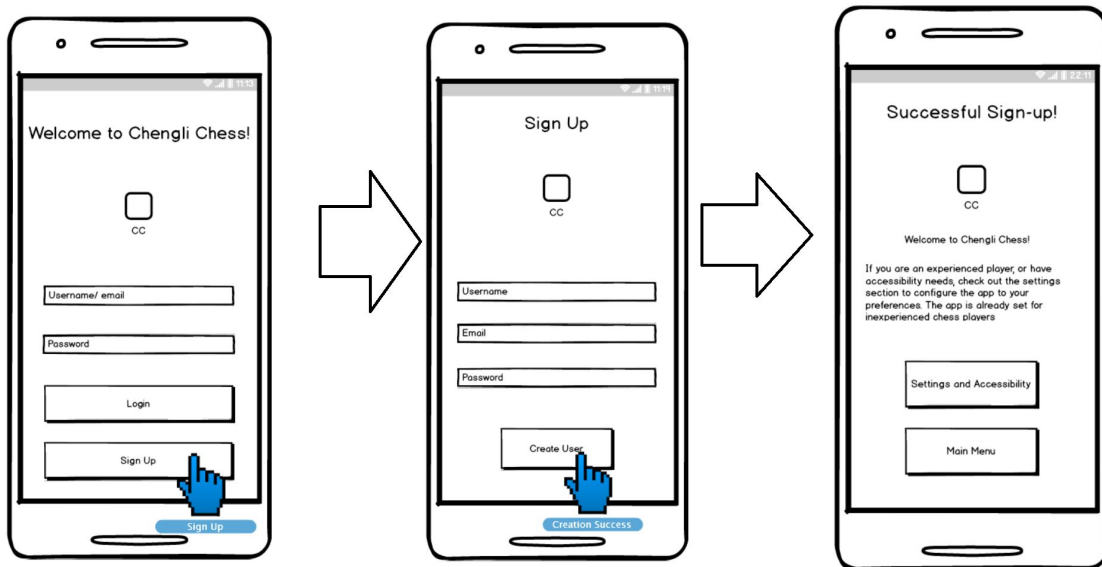
Chess App Prototype

By: James Bhagoutie

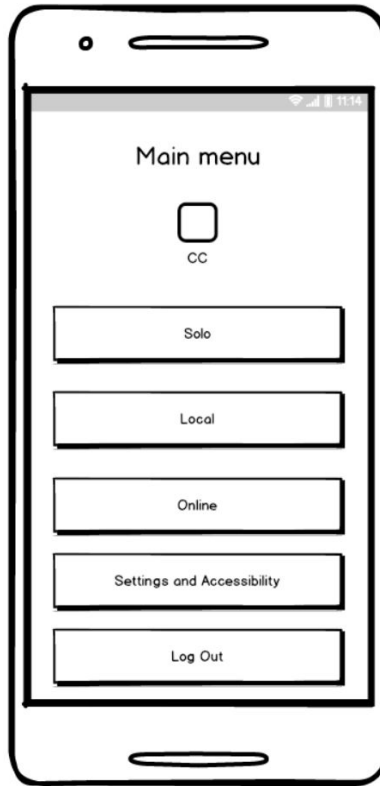
Sign-in and Sign-up Simplicity

The start page for the app prompts the user to enter login information. Logging in and signing up are designed to be very simple and easy to follow.

If the user is new, they can push the sign-up button to create an account. The user creates an account by entering a username, an email, and a password. If creation is successful, the user gets a confirmation page, where they have the option to configure the settings for accessibility needs or for experienced players, or they can simply go on the the main menu of the app. The following screenshots show what this looks like.

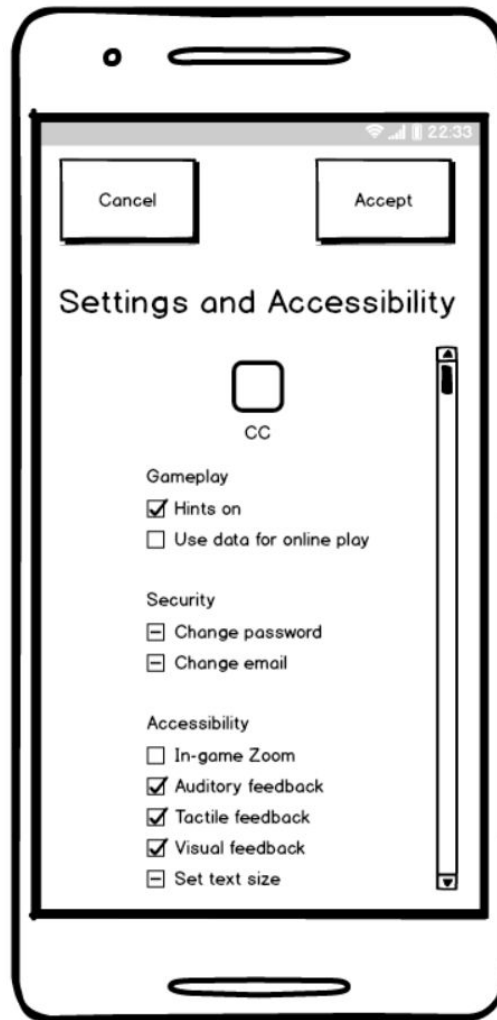


If the user then pushes the main menu button, or enters their login information and pushes the login button, they will go to the main menu. At the main menu, users can play by themselves, play locally, play online, configure settings and accessibility, or logout.



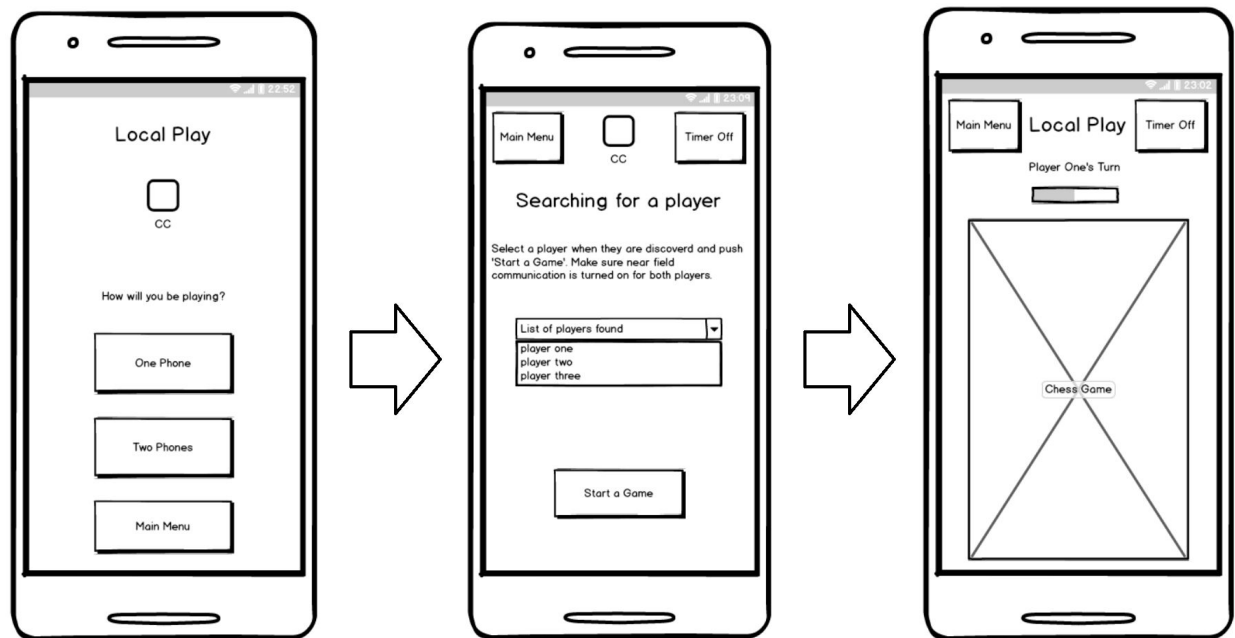
Easy to Access Accessibility Options

The settings and accessibility page will have a list of options, which the user scrolls through. As such, there is a fixed cancel and accept button in the top corners of the screen, so that the user can void or save their changes even if they have scrolled to the bottom of the page. Furthermore, the right side of the screen will have a fixed scroll bar, so that inexperienced users will see that they can scroll down for more options, and so that the user can see how far down they are in the settings page. A screenshot of this page can be seen below.



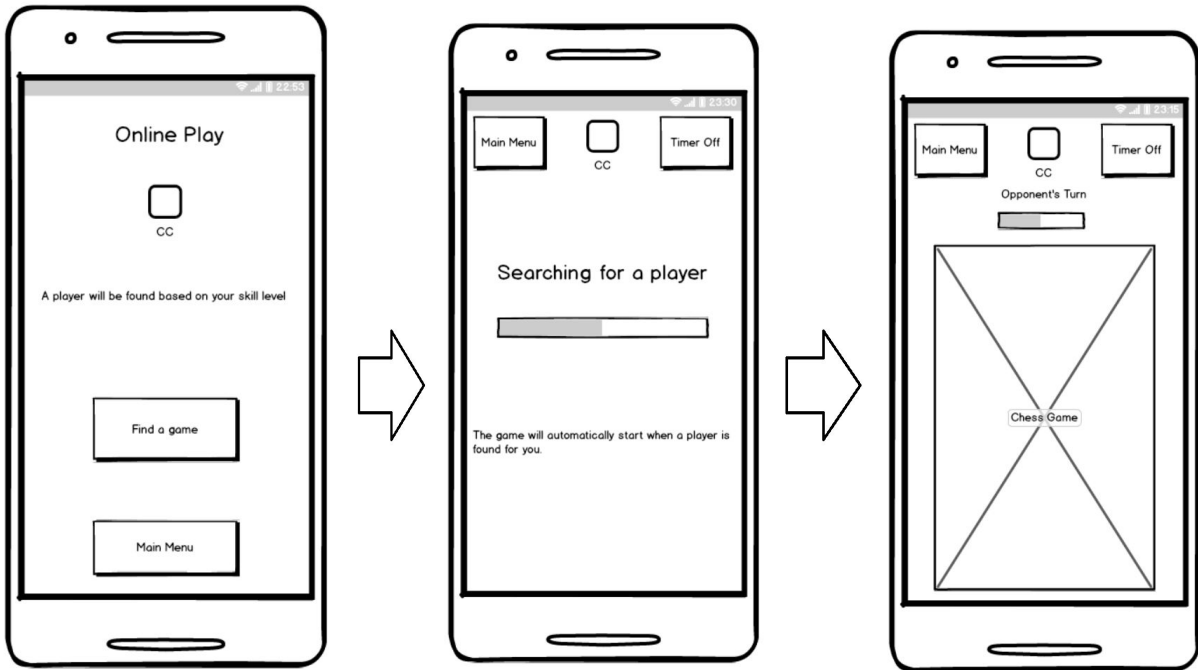
Local Play

Users will have the option to play with another user, either on the same phone or on two phones that are close enough for close communication. If the player selected two phones, a search screen will show up, allowing the player to select which player they want to play against, as well as set the timer to be on or off at the start of the game. Both players need to agree on the timer setting or it will default to be on. Once the player has started a game, the top left corner will have a button to exit the game, and the top right corner will have a button to turn off the timer just like in the search screen. Above the game board image there will be a line of text stating whose turn it is to play, as well as a timer below that showing how much time is left for that turn, if the timer setting is on. The figures below show the initial local play mode select, then the two-phonemode search screen, and finally the game screen which would be the same for both local play modes.



Online Play

Online play will automatically pair players against opponents with similar win:loss ratios so that the matches are balanced. As such, there is little for the user to control when going through the search process, and the following screens just serve to let the user know that something is happening behind the scenes as they wait for a match to start. There is a progress bar on the second screen to show how close the game is to starting.



Tutorial Hints

The tutorial mode is difficult to show without actually implementing the mechanics of the game itself, but essentially the player will be able to select a chess piece and get a pop-up of information pertaining to the piece, such as the way it moves, any special techniques it can perform, and the value of the piece. The following screenshot show a solo play game with the tutorial mode on.

