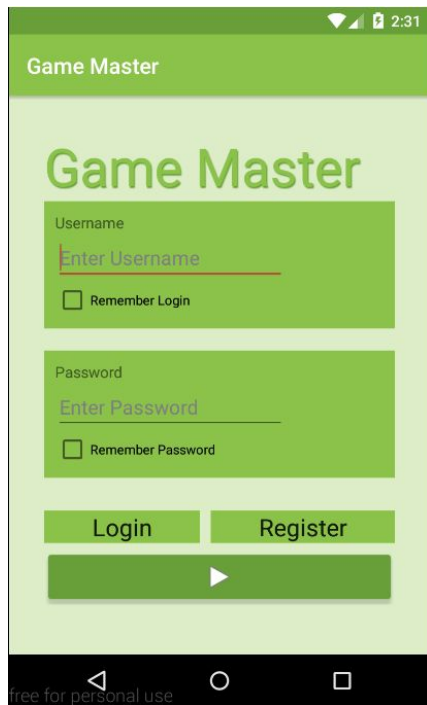


Game Master

Mockups

Portrait Mode Mockups

Login



Game Master

Game Master

Username

Enter Username

☐ Remember Login

Password

Enter Password

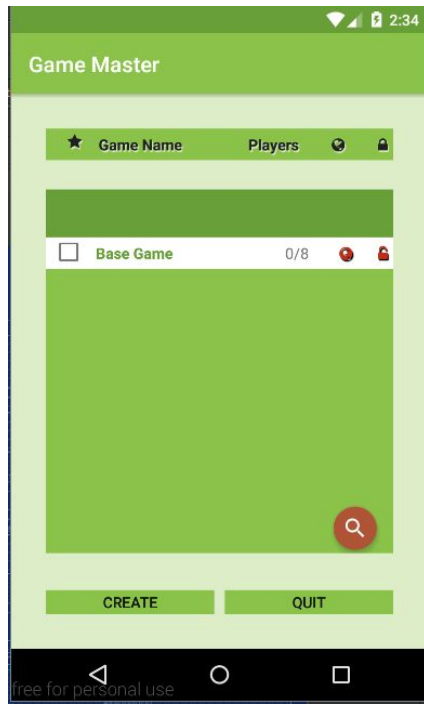
☐ Remember Password

Login Register

▶

free for personal use

Game List



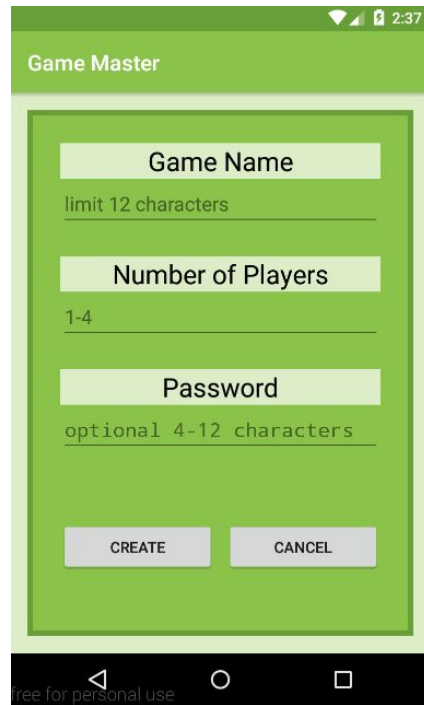
Game Master

★	Game Name	Players		
<input type="checkbox"/>	Base Game	0/8		

CREATE QUIT

free for personal use

Game Creation



Game Master

Game Name

limit 12 characters

Number of Players

1-4

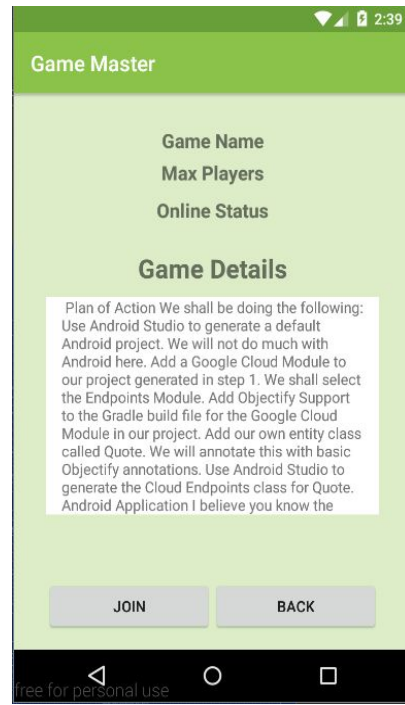
Password

optional 4-12 characters

CREATE CANCEL

free for personal use

Game Details



Game Master

Game Name

Max Players

Online Status

Game Details

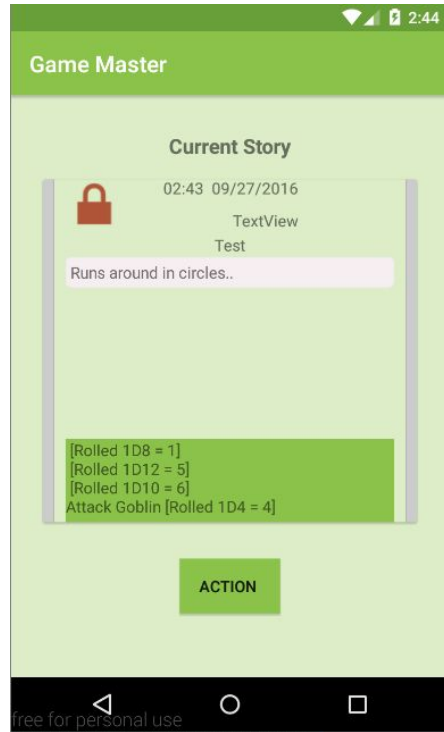
Plan of Action We shall be doing the following:
Use Android Studio to generate a default Android project. We will not do much with Android here. Add a Google Cloud Module to our project generated in step 1. We shall select the Endpoints Module. Add Objectify Support to the Gradle build file for the Google Cloud Module in our project. Add our own entity class called Quote. We will annotate this with basic Objectify annotations. Use Android Studio to generate the Cloud Endpoints class for Quote. Android Application I believe you know the

JOIN BACK

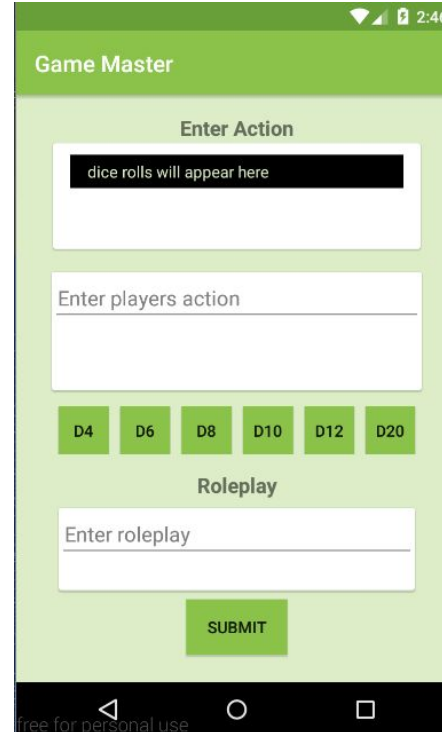
free for personal use

Portrait Mode Mockups continued..

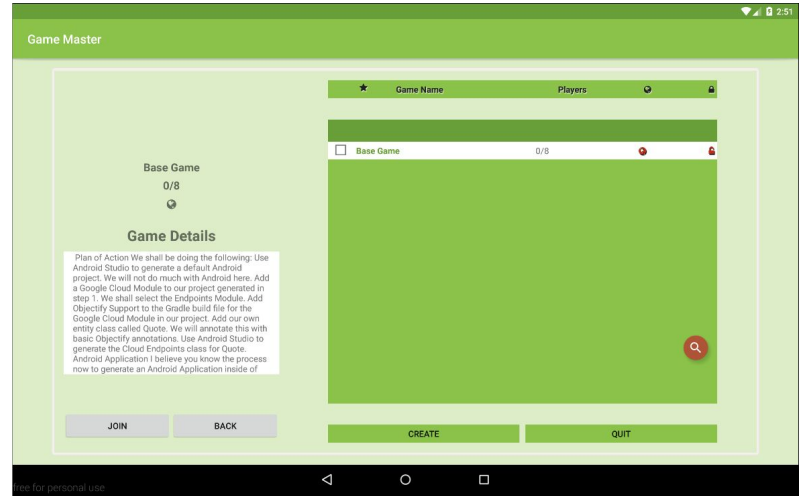
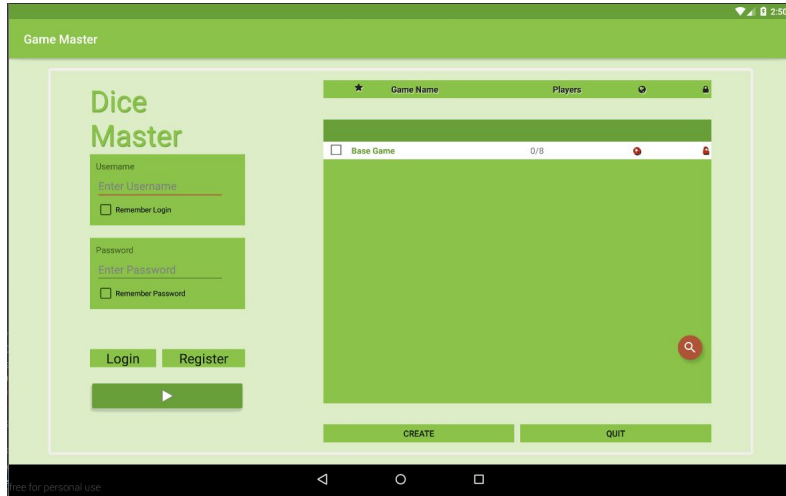
Story Flow



Enter Action



Landscape Mode (Tablet / Phone)



Landscape Mode continued..

