Screen Sketches

JR6

Jonathan Vetting

Anthony Ruffalo

Aidan Henrichs

John Barmen
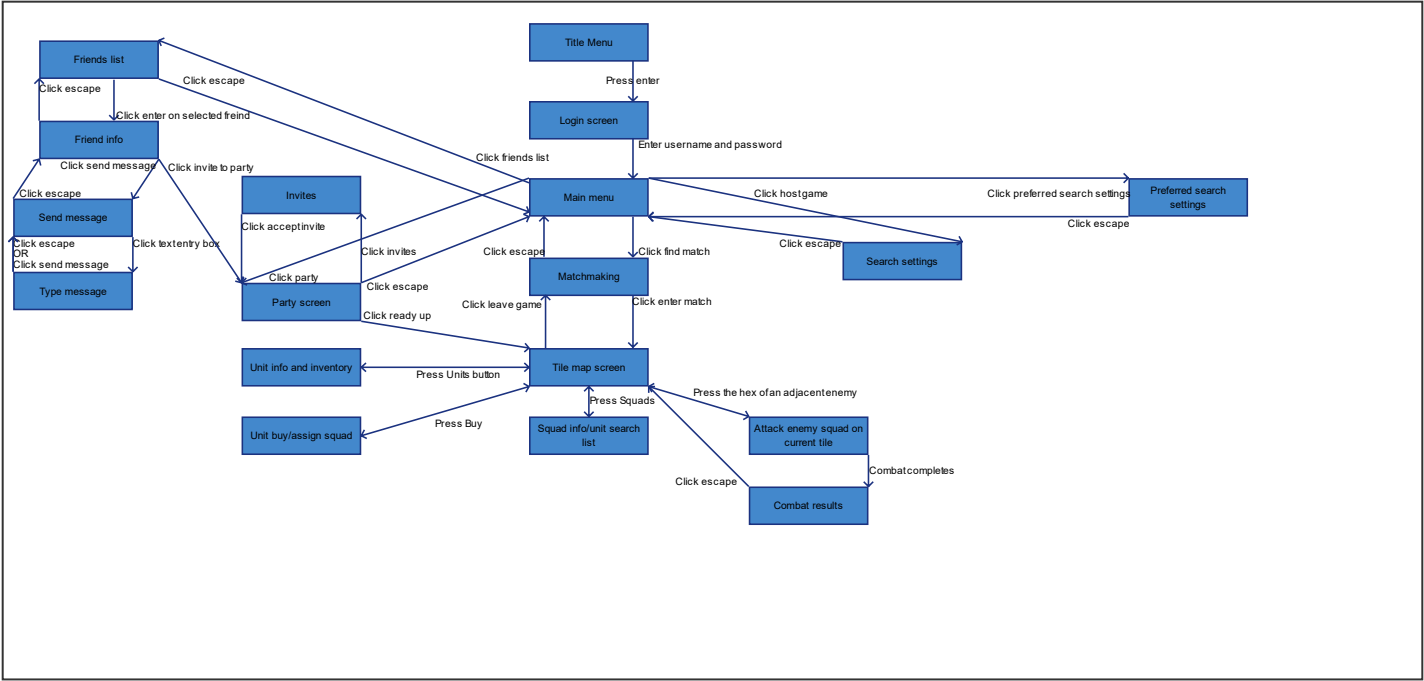
Project name: TCOM

nonfunctionalreqs

Non-functional requirements

1. Reliability
2. Performance
3. Maintainability

tables

Tiles:
int red
int blue
int green
int reference
int vertices
float centerY: The tile's center Y
float centerX: The tile's center X
Character character: The unit or player currently on the tile

Squad:
Unit[] units

Unit:
int[] stats
String name
String bio

Players:
Tile tile
Vector<Squad> squads

Teams:
Player[] players
int x
int y

Screen Flow

Friends list

Click escape

Click escape

Friend info

Click enter on selected freind

Click escape

Click invite to party

Send message

Click escape

Invites

Click accept invite

Click escape
OR
Click send message

Click text entry box

Type message

Party screen

Click party

Click invites

Click ready up

Title Menu

Press enter

Login screen

Enter username and password

Click friends list

Main menu

Click hostgame

Click preferred search settings

Preferred search settings

Click escape

Search settings

Click escape

Click escape

Click find match

Matchmaking

Click enter match

Click leave game

Unit info and inventory

Press Units button

Tile map screen

Press the hex of an adjacent enemy

Press Squads

Unit buy/assign squad

Press Buy

Squad info/unit search list

Click escape

Attack enemy squad on current tile

Combat completes

Combat results

Preferred Rules

1).

Search Settings:

| Private | Public |

2).

Game mode preferrences:

| Free for all | Teams | Timed |

3).

Private Search Info:

Game name: Text box

Password Text box

2:30

This is the game's search settings window. These settings are used when searching for games, while host settings are used for hosting.

1). Players can click either public or private under search settings (selecting one will unselect the other).

2). Players can select from free for all, teams, and timed game modes (multiple can be selected). More gamemodes may be added over time.

3). Players can enter a game's information under private search info to be used when searching for a specific game (info will persist between sessions).

Search settings are stored as a template to be used whenever the player selects matchmaking from the main screen.

Friends list

1).

(Player name): (activity)

2).

Invites:

[ACCEPT] XXXCrustacion 2 minutes ago
[ACCEPT] Jeffy Eppy 9 mins ago
Billy C 11 mins ago
Tony 3 hours ago
Trog 7 hours ago

3).

Currently Online:
Jon playing (teams)
Tony playing (free for all)
Ash playing (timed)

4).

Currently Offline:
Trog 7 hours ago

5).

Party: [READY UP]
✓ XXXCrustacion READY
✓ Papa Shaeffer NOT READY
✓ (Player name) READY
✓ DossayTheDestroyer READY
✓ AndrewAnubisFahmy READY
✓ Fran Fredo Prosper READY
✓ Mr.Misdemeanor READY

6).

Party Management:
[INVITE PLAYER]
[KICK PLAYER]

2:30

This is the game's social window.
1). The top section displays the player's name and current activity. For example, (Jon: main menu).
2). The invites section displays the player's invite inbox. Invites are displayed in descending order. Only invites up to 10 minutes old can be accepted.
3). The currently online section displays which friends are currently online, along with their current activity.
4). The currently offline section displays the player's offline friends.
5). The party section displays the player's current party as well as the ready status of each player. Players click ready up button to vote to begin game.
6). The party section is only for setting up a party. Once the party is set up, the party leader can search for a match using the preferred rules screen, or host a game from the host settings screen.
The party management section allows the host to invite players from their friends list and to kick players from the current lobby. Clicking invite will display check boxes next to each friend and clicking kick will display check boxes next to each party member.
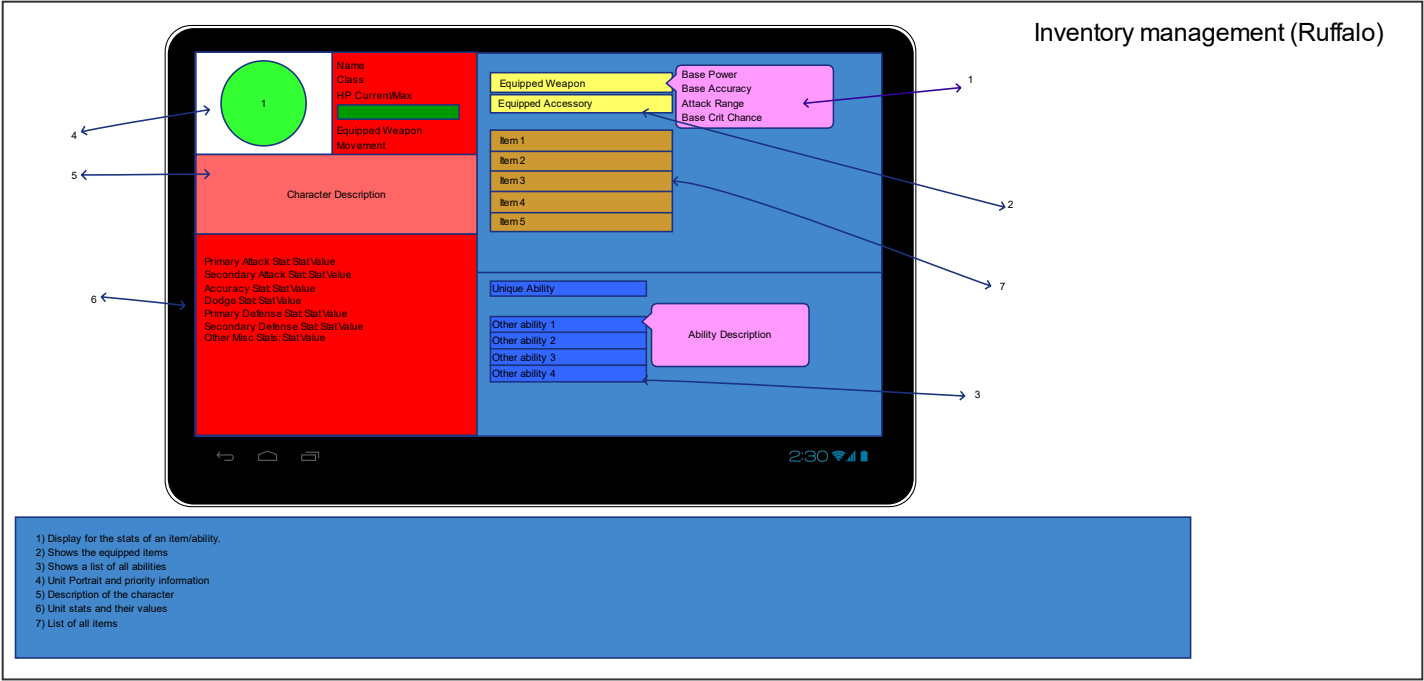
Map screen
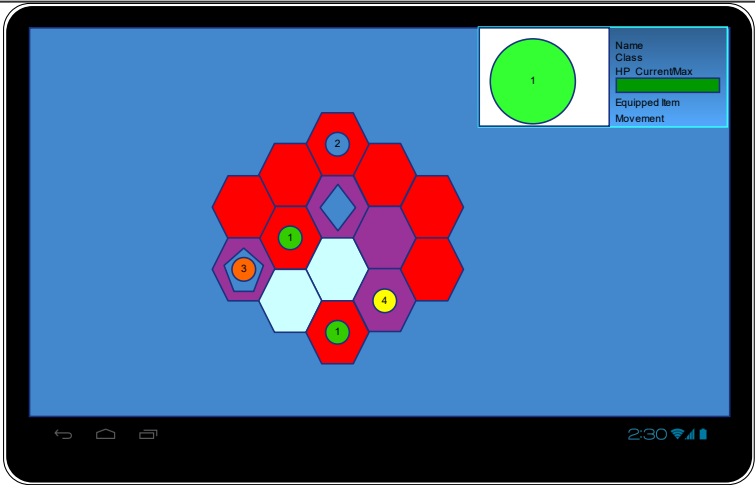
This is the main scene of the game itself, and it focuses on the map (scaled down for simplicity). Each team is a different color, represneted by their unit's icon. The currently selected unit's brief details are visable in the upper right hand corner.
Players can view opposing units or choose one of their own units to move. Rules specifics will determine how exactly a player can move and attack across the board.
Tile Legend:
Red - Base color of tiles.
Light Blue - Any space that the currently selected unit can move to.
Purple - Spaces that the currently selected unit can attack, but only appear at the edge of their attack range. i.e, if the unit can also move into the space, that option will appear first.
Shapes within the tile - Possible enviroment options that apply buffs or debuffs to units on the same tile.

Unit Info Legend:
Image: Character Image
Name: Character Name
Class: Character Class (related to abilities they may have) (could also be Race, if we go more down the space theme)
HP: Character Health Bar and Numerical Representation
Equipped Item: Character's Equipped Item
Movement: Character's Movement Space (number of tiles it can move in a turn)

Inventory management

Name
Class
HP Current\Max

Equipped Weapon
Movement

Character Description

Primary Attack Stat:StatValue
Secondary Attack Stat:StatValue
Accuracy Stat:StatValue
Dodge Stat:StatValue
Primary Defense Stat:StatValue
Secondary Defense Stat:StatValue
Other Misc Stats:StatValue

Equipped Weapon
Equipped Accessory

Base Power
Base Accuracy
Attack Range
Base Crit Chance

Item 1
Item 2
Item 3
Item 4
Item 5

Unique Ability

Other ability 1
Other ability 2
Other ability 3
Other ability 4

Ability Description

2:30

1) Display for the stats of an item/ability.
2) Shows the equipped items
3) Shows a list of all abilities
4) Unit Portrait and priority information
5) Description of the character
6) Unit stats and their values
7) List of all items

Units

1) In a each unit is a part of a larger squad to help seperate them.
2) Each unit is visable under their respective squad.
3) This is the header of the selected unit's stat page.
4) These are scroll bars.
5) This is the units logo.
6) This is the unit's backpack menu.
7) This is the stat overveiw of the unit.
8) These are the two main weapons this unit uses.

Units (Barmen)

3)   5)   7)

1) → "Squad Save Name"
Unit 1
2) → Unit 2
Unit 3
"Squad Save Name 2"
Unit 1
Unit 2
Unit 3
Unit 4
Unit 5

"Squad Save Name 2"   Unit 3
Unit Cost   23pt
"Unit Type" - "Primary Stat" - Priority

Stat Values
12 - 13 - 13

Primary Item   5pt
Secondary Item   5pt

Backpack Items
Bought Item   5pt

2:30

4)   6)   8)
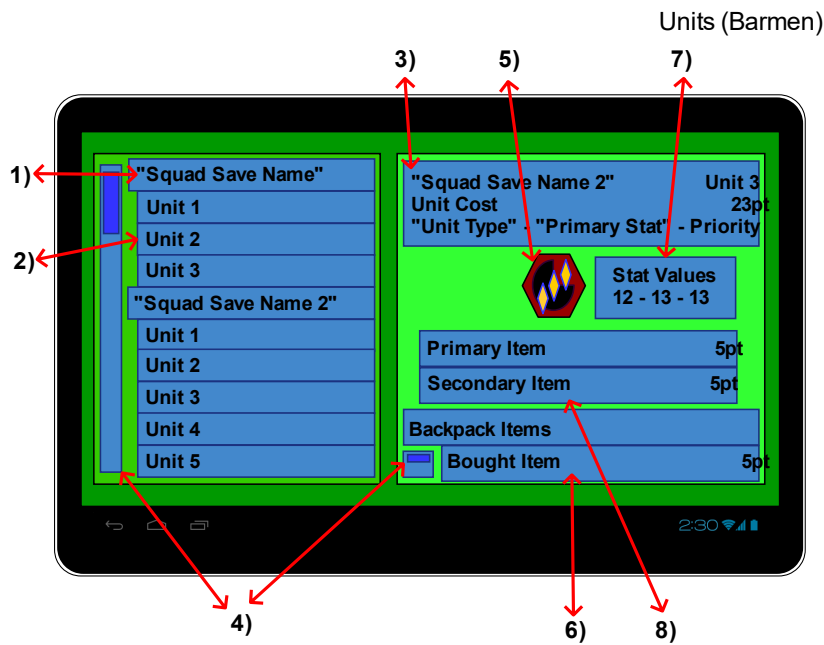
Squads

1) Point purchaseable super types, with collapsable item lists.
2) Point purchaseable items and units sorted by what their type is in various super types.
3) Scroll bars
4) Squad information header containing the squad.
save name, point cost of the squad, and the estimated strength of the squad.
5) An example point purchased unit with some arbitraypoint purchased items

Squads (Barmen)

4)

5)

1)

-	Unit Types	
	Buyable Unit	5pt
	Buyable Unit 2	10pt
-	Equipment Type 1	
	Buyable Item	7pt
-	Equipment Type 2	
	Buyable Item	7pt
	Buyable Item	2pt
+	Equipment Type 3	
+	Equipment Type 4	

2)

"Squad Save Name"	
Squad Cost	35pt/100pt
Est. power level	2564
Bought Unit	10pt
Bought Item	8pt
Bought Item	7pt
Bought Unit 2	5pt
Bought Item	5pt

2:30

3)

Host settings

1.)

4.)

6.)

2.)

CUSTOM LOBBY

| Host Options | List of players in Lobby | Selected Map |

Options for the host in-game i.e. admin privileges

Host Player

Supreme overlords friend

Bot Gaben (AI difficulty)

ADD Invite Player

ADD Add an AI (AI difficulty)

Where the image of the selected map will be.

Game Options

Map Selection

A Switch to activate teams

Unit Modifiers

A.I difficulty

3.)

Player Options

Race Selection

Image of the Selected Race

The switch to start the game.

☑ Checkbox

7.)

2:30

5.)

1.) The "Custom Lobby" is the menu title.
2.) In host options, the host of the lobby will be able to select specific admin privileges and be given options that allow him to manipulate things while in the game.
3.) Game options has 4 buttons as of right now: Map selection, a switch to activate if there will be teams in game, a unit stat modifier which will allow the host to manipulate unit stats, and a way to set a default difficulty for AI.
4.) The list of players in the Lobby shows who is in the Lobby, has 2 buttons that allow you to add either another play from the friends list as well as add an AI (the host can manually change the AI difficulty here as well which can allow 2 bots with different difficulties.)
5.) The list of players buttons "Host Player", "Supreme overlords friend", and "Bot Gaben (AI difficulty)" show how the buttons might look.
6.) Selected Map will just show the .jpeg file of the map that has been selected in the game options.
7.) The last button is a crudely made check box of how the host will start the game.

Combat

1.)

7.)

2.)

Name:Bob
Class
HP Current\Max
Equipped Item

1

3

Name:Joe
Class
HP Current\Max
Equipped Item

3.)

Bob's Stats

Joe's Stats

4.)

Attack

Accuracy

Crit

Attack

Accuracy

Crit

5.)

Bob dealt X amount of damge to Joe. Bob
took Y amount of damage from Joe.

Joe dealt X amount of damge to Bob. Joe
took Y amount of damage from Bob.

2:30

6.)

1.) is the image of the unit.

2.) has a couple main stats: Name is the name of the unit, class is the units class which varies from unit to unit, HP shows the health of the unit, and equipped item show what the unit has equipped

3.) is a header that shows the title which is just the unit name and stats.

4.) shows Bob's stats. The ones featured are Attack which is the amount of damage bob can do. Accuracy is the chance he hits. Crit is the amount of extra damage done if a crit is triggered. (Assume the chance is around 10%.)

4 continued.) The stats are modifiers to the dice. Having high stats means you have a higher chance to win.

5.) is blank until after combat has happened. It will give a description of the fight focusing on damage taken and given to the units.

6.) the dice are random number generators that greatly influence combat based on the units stats. It makes it so higher stats means higher chance of victory, but it also gives the unit with worse stats a chance to win.

7.) is where the animation of combat takes place. It will be the two images attacking each other in some manner.