

Screen Sketches

Debt Buddies

Team: MS_313

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Users

1. Players: Have the privilege to:

- Play games
- Add friends
- See who is online
- Win so much (fake) money

2. Pit-Boss: Have the same privileges as viewers in addition to:

- Edit the Money each player has
- Kick players from games (?)

3. Administrators: Have the same privileges as the Pit-Boss in addition to:

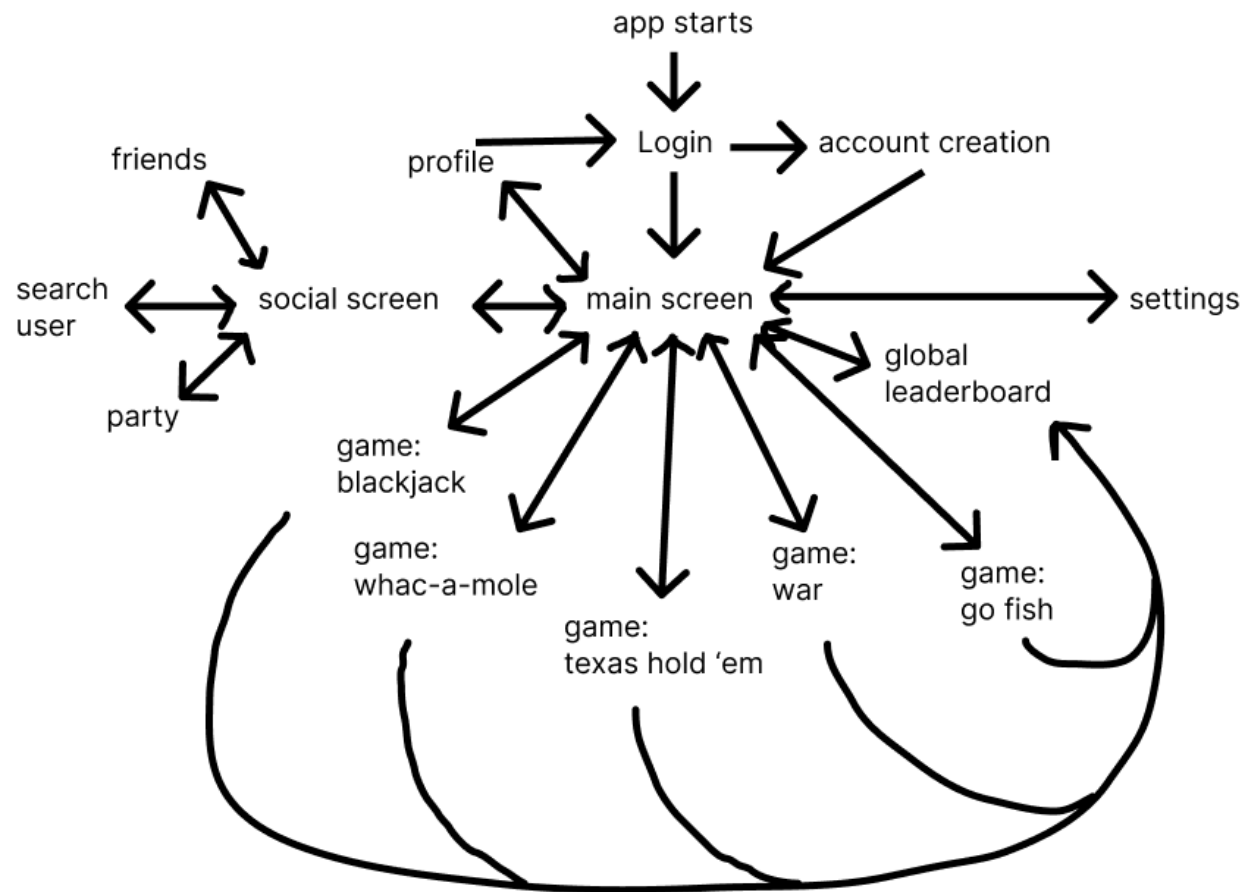
- Change the usernames and passwords of each individual player
- Manage any backend info & directly modify user account details

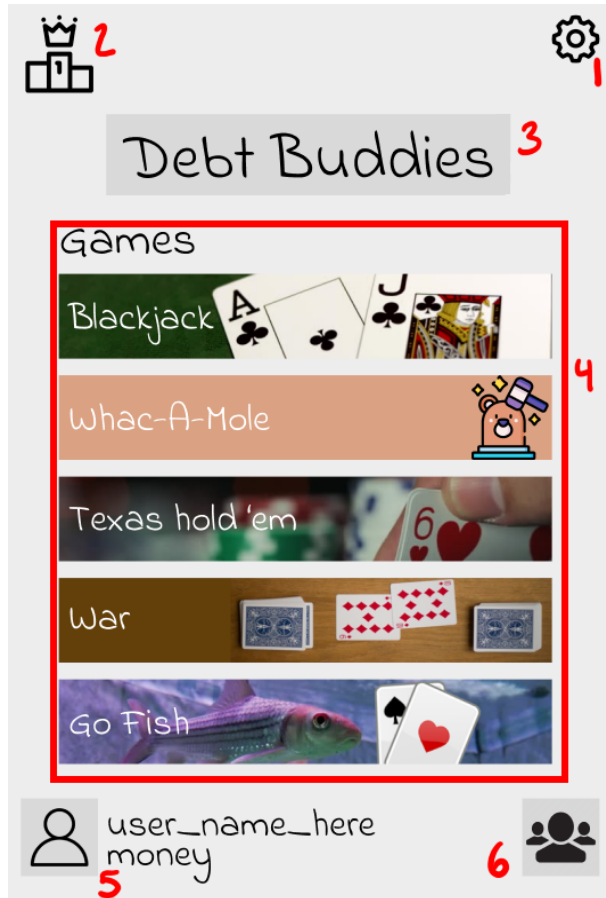
Non-Functional Requirements

- Application must be available when the user needs it to.
- Must be able to accommodate at least 5 users at the same time.
- The application must be easy for the user to use and understand.
- Must be able to run on different types of android devices. (low minSdk version)
- The user should not have to wait for longer then 0.5 seconds for any UI element to respond and 1.5 second for each game and its users to load.

Tables and Fields

- Users: Tracks information related to a user's account
 - User ID –Primary Key
 - User name
 - User Email
 - User Privacy Settings
 - Hashed password
 - Time played
 - Last Login time
 - Money
 - Permission(User, Editor, or Developer)
 - Friends(String containing all of the user's friend's user names)
- Settings: Tracks the setting of each user
 - Settings ID
 - User - Foreign key(from users)
 - Theme
 - Card design
 - Profile type
 - Notifications
 - Font
 - Animations
- Games: tracks the main game information
 - Game name -Primary Key
 - Best player- Foreign key(from users)
 - High score(if applicable)
 - Second best player - Foreign key(from users)
 - Second best playe's score
 - Third best player - Foreign key(from users)
 - Third best playe's score
 - Fourth best player - Foreign key(from users)
 - Fourth best playe's score
 - Fifth best player - Foreign key(from users)
 - Fifth best playe's score





Name: Main menu the app

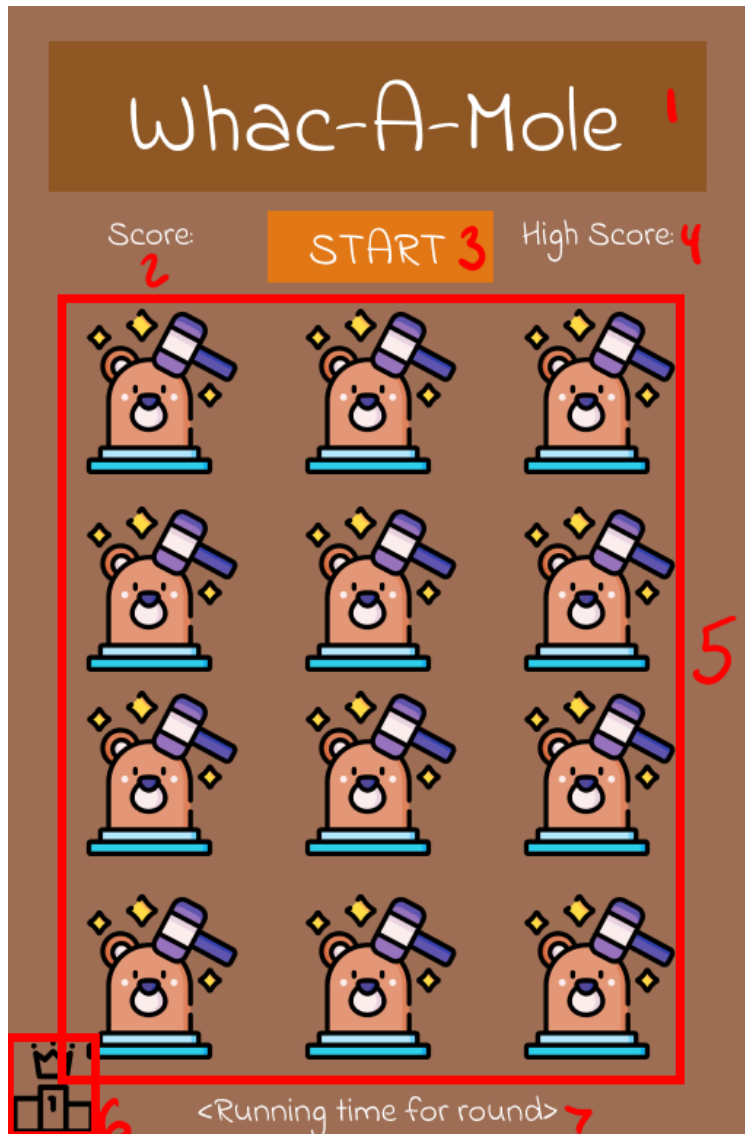
Developed by: Kevin Dickey

Purpose: Home interface for the screen, access different games, settings, leaderboard, friends

Loading Event: After user login or account creation

Interface items:

- 1: Settings menu (redirects to settings activity)
- 2: Global leaderboard, can filter by game here
- 3: Title of the app
- 4: List of available games, may implement scrolling if we make a ton of games
- 5: Current user, lists the username and amount of currency they currently have. Can click on the icon to go to the current user's Profile screen.
- 6: Open the social screen, which can either be focused on Party, Friends, or Search.



Name: Whac-A-Mole

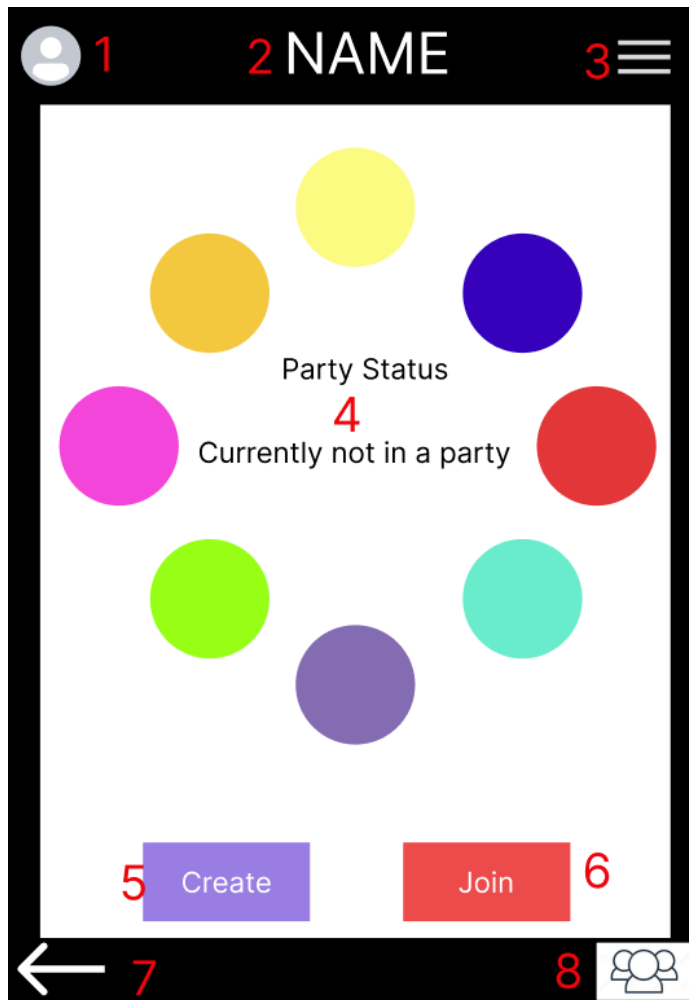
Developed by: Kevin Dickey

Purpose: Interface for the Whac-A-Mole game, gets harder/more engaging for user as time goes on.

Loading Event: After user selects Whac-A-Mole from app's main menu

Interface items:

- 1: Game title
- 2: User's most recent score (0 when opening app)
- 3: Start/stop button
- 4: User's highest score
- 5: Play area
- 6: Global leaderboard for Whac-A-Mole
- 7: Stopwatch/timer for the current round/run of the user



Name: Party Screen

Developed by: Brock Dykhuis

Purpose: View, create, and join a party

Loading Event: Clicking on Party from the main screen

Interface items:

- 1: Profile button
- 2: Username
- 3: Menu button
- 4: Current party status, includes if your in a party and the size of the party
- 5: Invite somebody to your current party
- 6: Join an already existing party
- 7: Back arrow, this will go to the previous page
8. Social menu



Name: Main menu for Blackjack

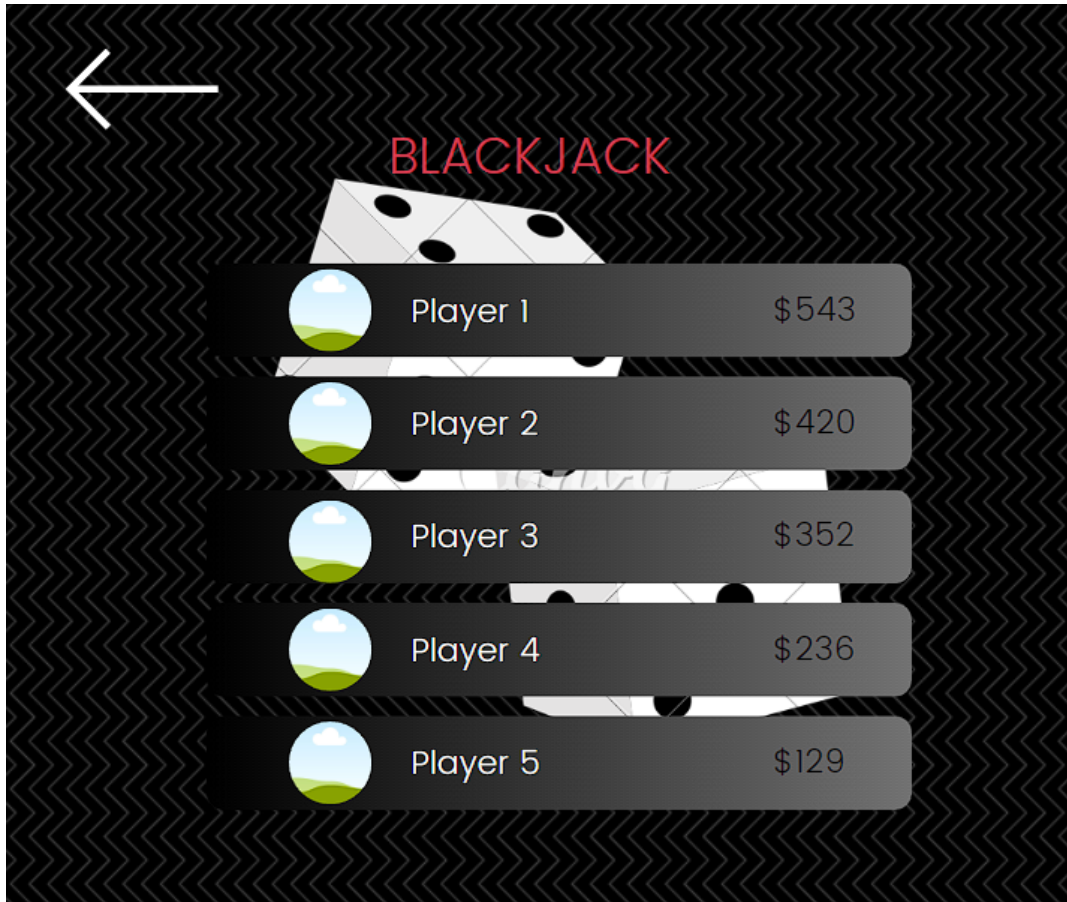
Developed by: Brock Dykhuis

Purpose: Allow a screen for player to read rules and start the game

Loading Event: Clicking on Blackjack on the games screen

Interface items:

- 1: Start the game
- 2: Detailed list of the rules for blackjack
- 3: Back arrow, this will go to the previous page
- 4: Button that leads to the leaderboard screen



Name: Leaderboard

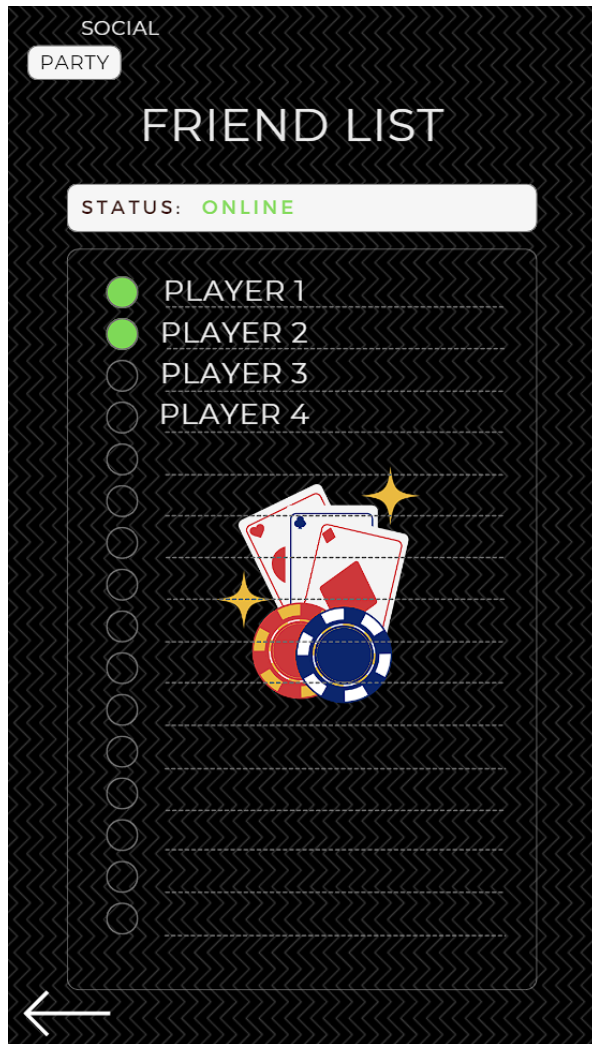
Developed by: Owen Parker

Purpose: To display the top players of each game

Loading event: Click on the leaderboard icon from each game or the main screen

Interface items:

- ❖ Drop down menu once user clicks on the game title to allow them to switch what game's leaderboard they are looking at
- ❖ Text that displays the current cash earned by each player in a specific game(updates when screen launches).
- ❖ Picture that displays the profile picture of each player.
- ❖ Back arrow goes to the main menu



Name: Friend Menu

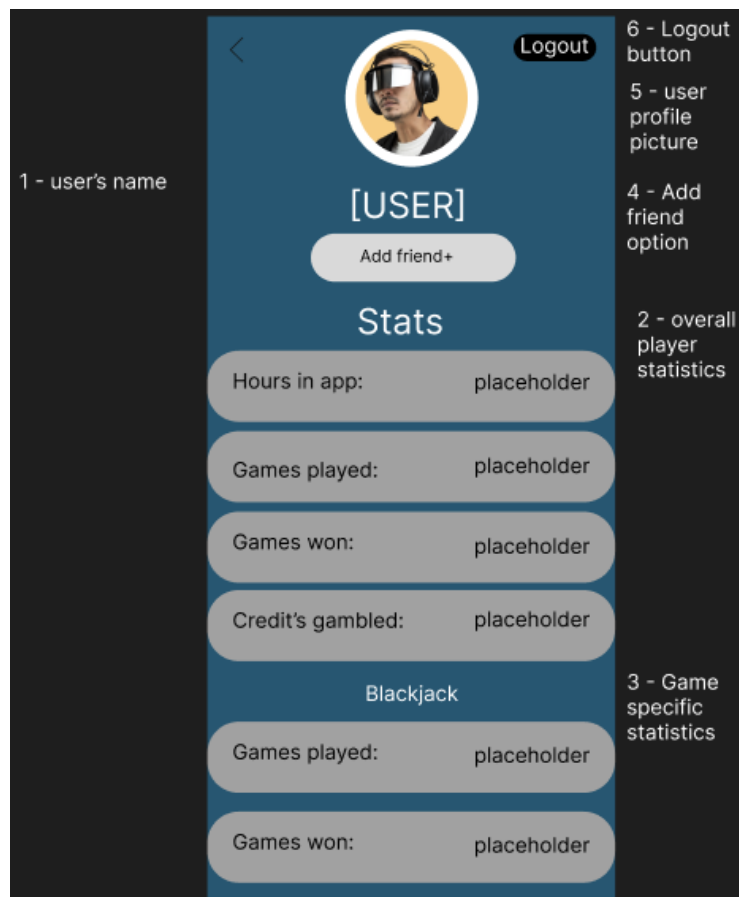
Developed by: Owen Parker

Purpose: To display the friend of each user and who is online

Loading event: Click on the friends icon from the party screen

Interface items:

- ❖ Drop down menu once user clicks on status to change from online to away or offline
- ❖ Text that displays the friends of a user
- ❖ Circles that glow green when a player is online
- ❖ Back arrow goes to the main menu
- ❖ The party button goes to the party page
- ❖ By clicking on the friend's names the screen changes to the friends' profile screen



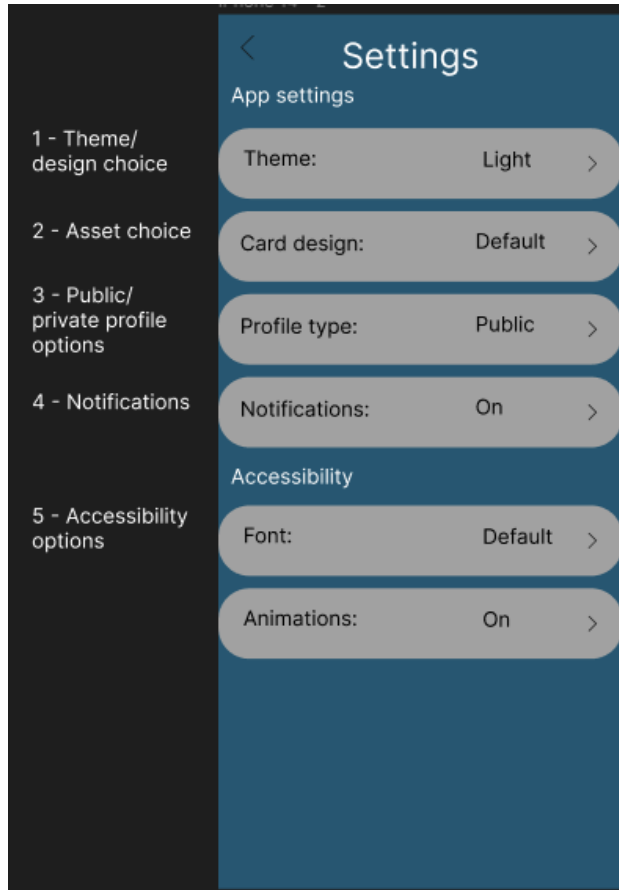
Name: Profile page

Developed by: Kyle Maloney

Purpose: Allows users to view their own or another players statistics

Loading Event: Clicking on user profile

The user profile page will allow a user to view either their own or another player's overall statistics. It will be displayed with a (1)player's username so you know whose profile is currently being displayed. The overall statistics(2) will be calculated on the back end when requested and will show information such as the amount of time they've been in the app, how many times they've won, how many games they've played, and data regarding their usage of credits like how much they've actually profited and how much they've risked while playing. Following those, there will be more specific stats(3) that show the data regarding individual games. Right now we only have a couple planned but you will be able to see for example, how many games of blackjack you've played and how many times you've won. There will also be an option to add the user you are viewing as a friend(4). Each user will have the option to add their own profile picture which will be displayed at the top of their profile(5). There will also be a logout button(6) in the top right corner when viewing your own profile which will lead back to the login screen.



Name: Settings

Developed by: Kyle Maloney

Purpose: Allows users to customize their app

Loading Event: Tap the settings option from the home menu

The settings page will allow the user to customize their experience to some extent so they can make the app look how they prefer. The first option(1) will be along the lines of a theme and will allow the user to choose things such as the color of the background of their home menu and an overall light/dark theme for the app. Another option we want to add is a choice between certain assets within certain games(2). For a game like blackjack we want to have different card designs that you can choose from and for a game like whack a mole we might have different options for the character sprites of the moles.

We also want to have a public/private profile choice(3) which will either allow other users in the app to see another player's statistics or hide it from them. Notifications(4) can be turned on or off and will mainly be for our option to play with others so if you get invited to a game you will get a notification. We also want to add some accessibility options(5) like being able to make the font bigger and easier to see as well as turning on/off animations if that's what the user prefers.