Design document

TLC QUANTUM FONTYS

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# Introduction

This document contains the wireframes that we have created for the project TLC Quantum. Feel free to leave any comments for each wireframe even positive ones so we know what you like or dislike and can change our design accordingly.

#### **Design Principles**

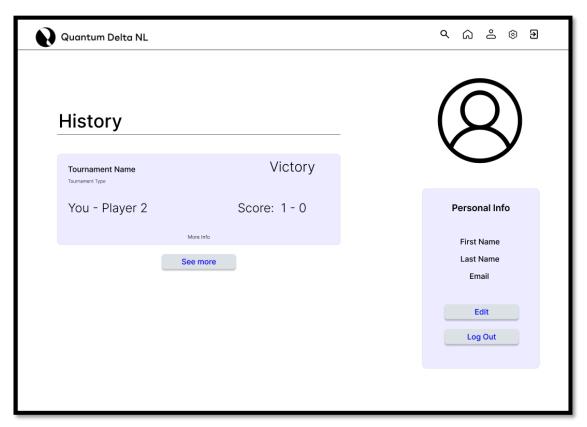
To have a consistent and easy-to-use user interface, Tournament system will be designed keeping in mind the Nielsen principles. This will make sure the front end will reuse components when possible and have a consistent design, making maintenance better. These principles are the following:

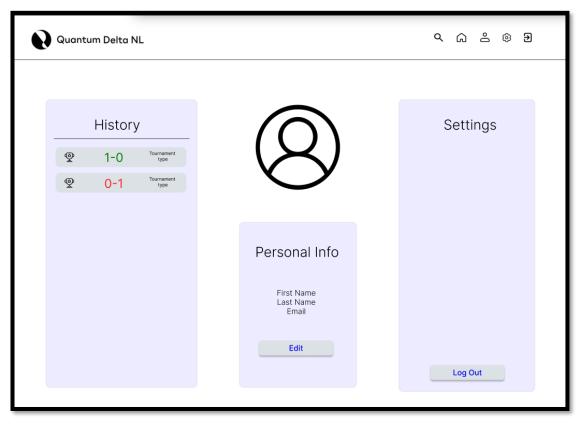
- Give the user feedback: Inform the user about the status and progress of the program, this will
  improve the understanding and engagement, keeping the user attached to the tournament
  system.
- Support an undo option: when a user does something by accident, enable to rectify the mistake so that the user has a smooth experience.
- Consistency: Have a uniform design in elements and actions, giving the user familiarity and predictability.
- Preventing a problem over fixing one: Have proper errors throughout the design.
- Recognition vs recall: We want recognition over recall to simplify the user experience and interaction, having the user minimize the cognitive effect.
- User shortcuts: When possible, add shortcuts, to improve efficiency and usability.
- K.I.S.S. (Keep it simple, stupid): Have a simple design that is clear and informative, which will prevent user overload.
- Error messages useful: Have a clear explanation and action to the solution in the error message to give clarity to the user.
- Help and documentation (only when there is time left): Have help resources to assist the user in navigating and understanding the system.

(Enginess, 2023)

## Profile page

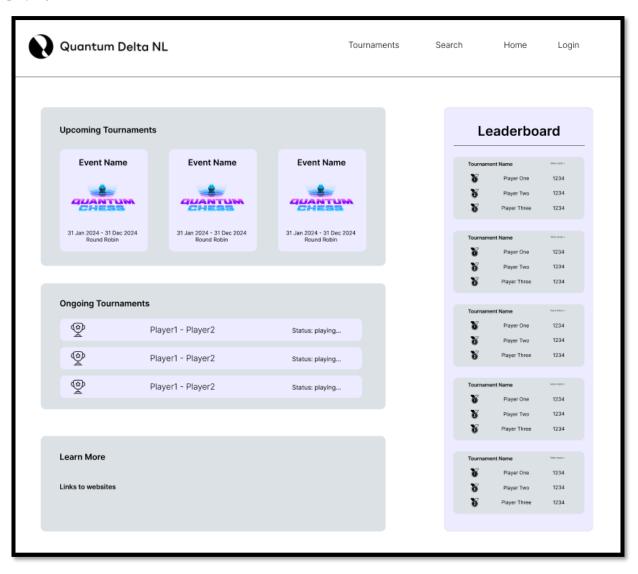
We are doubting between two designs here, we would love your input.





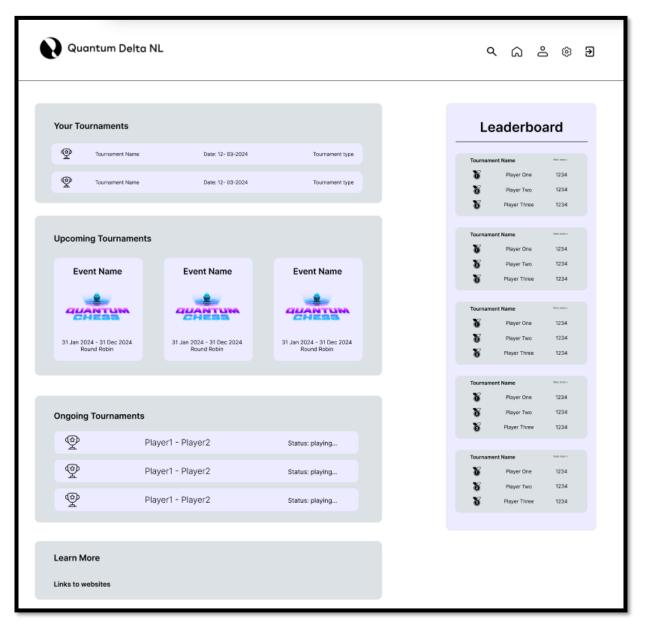
## Home page (not logged in)

When user is not logged in, the user will see the following page. This includes the leaderboard, upcoming tournaments that you can still participate in, and the ongoing tournaments that are currently playing.



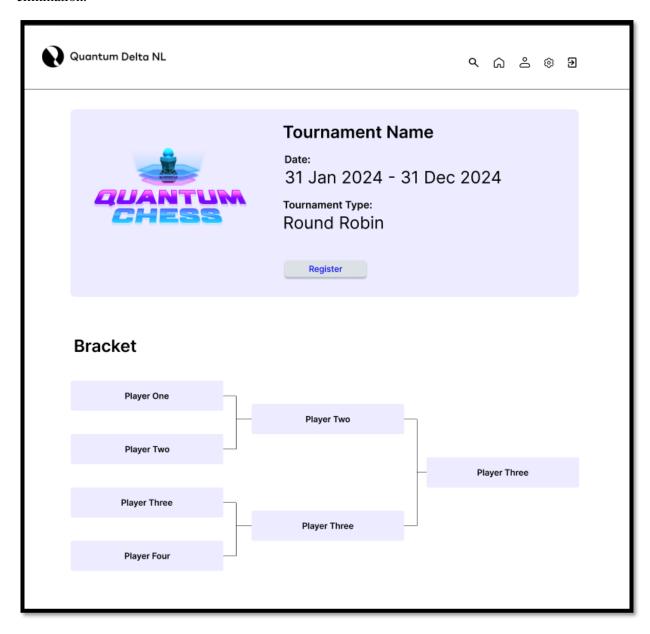
## Home page (logged in)

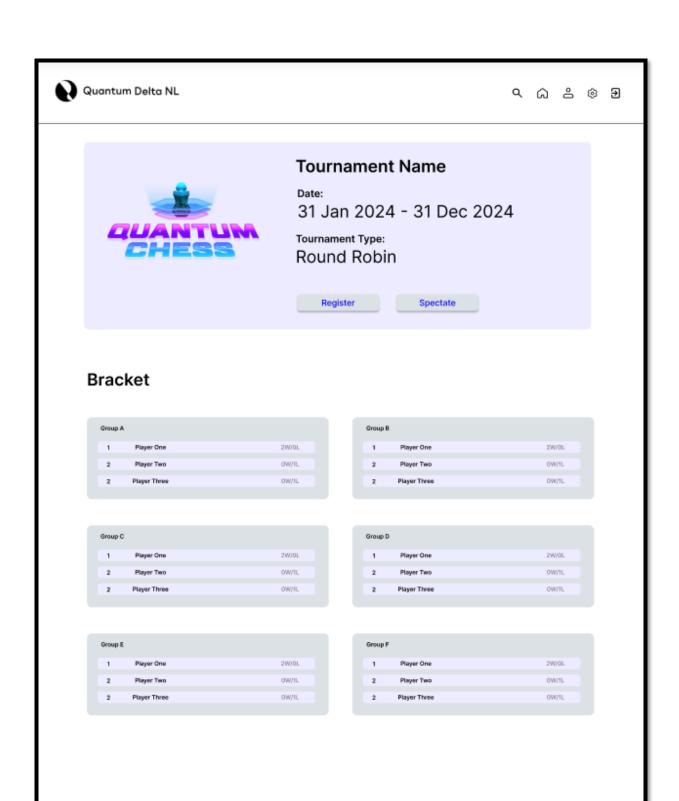
When logged in, you see the same things are you were not logged in, but your own tournaments will be displayed as well.



#### **Tournament**

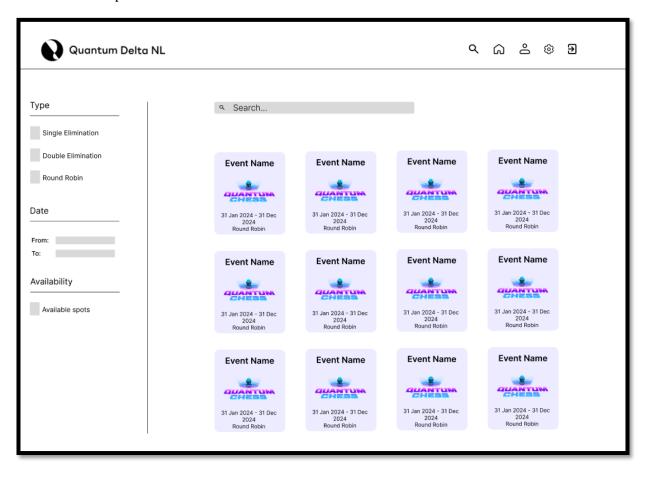
When clicking on a specific tournament to join, the users can view the important information of a tournament. There are two types of tournaments for now on the planning, round-robin and single elimination.





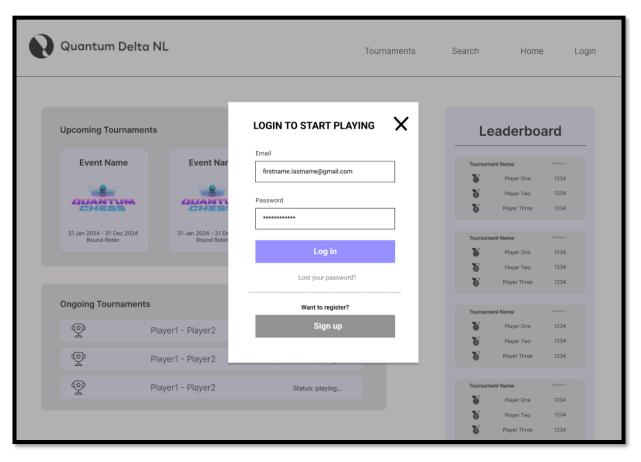
#### Search tournament

When you want to join a tournament you can go to this page, to find you tournament, while using different search options.

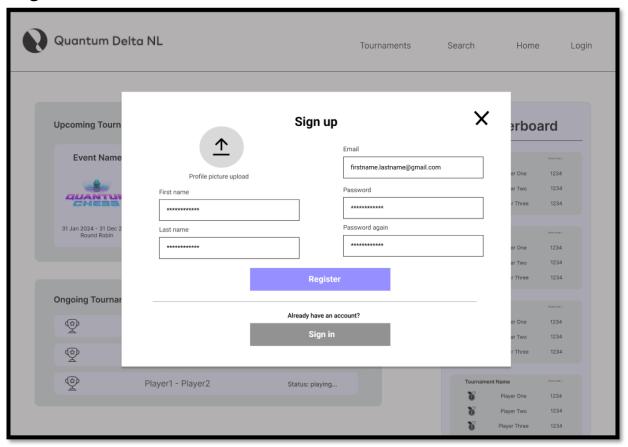


# Login

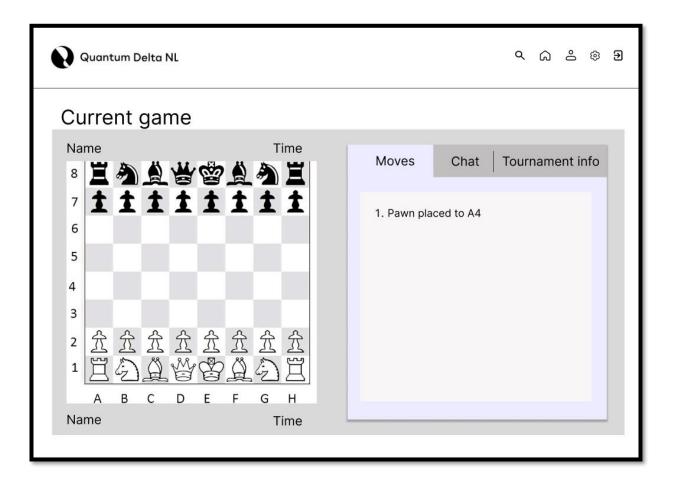
The login option will be a pop-up.

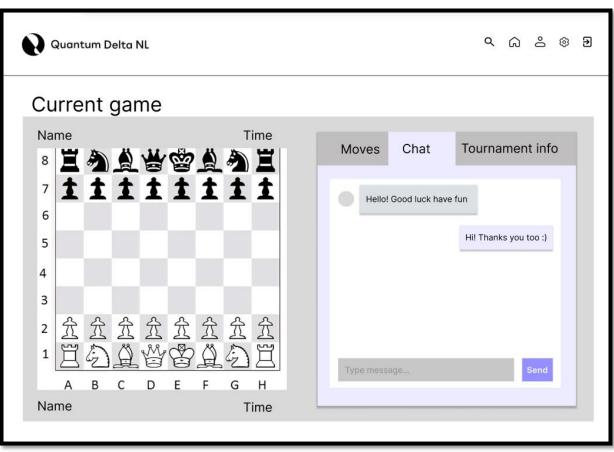


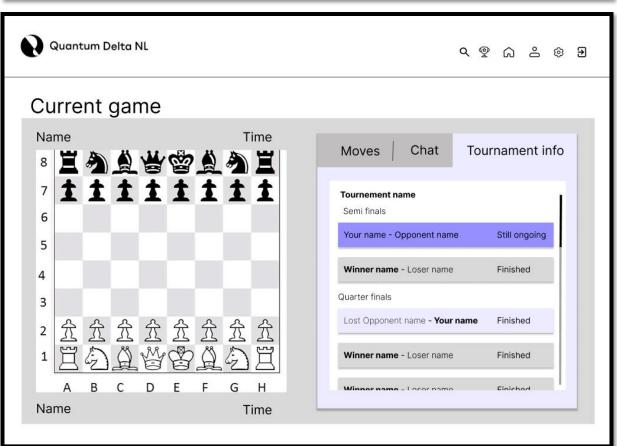
# Register



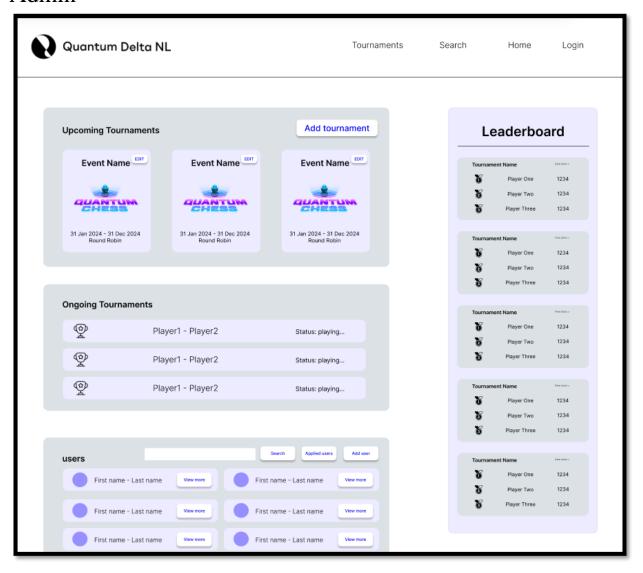
# In game







#### Admin



# References

Enginess. (2023, 10 11). *Jakob Neilsen's 10 Principles of Interactive Design*. Opgehaald van enginess: https://www.enginess.io/insights/principles-of-interactive-design