Screen Sketches

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Clever Quest

Actors

1. Players
- Login/Registration
- Reset Passwords
- File Complaints
- Play Games Assigned by Admins
- View Complaints Status
- Report Issues to Moderators

2. Admins
- Login/Registration
- View All Complaints
- Assign Games
- Manage Users(i.e. Players, Moderators)
- Moderate Content
- Assign Moderators
- Make rules for the Games
- Accept/Decline Join Request for Servers

3. Moderators
- Login
- View Complaints
- Resolve Complaints
- Escalate Complaints (to Admins if severe)
- Review Flagged Content
- Monitor User Activity
- Ban/Unban Players

Non-functional requirements:

- The app should respond quickly, loading within 5 seconds.
- The system should handle up to 10,000 users at once.
- Ensure the app is available 99.9% of the time.
- The interface should be easy to use on mobile.
- The app should recover automatically if something goes wrong.
- The code should be easy to update and maintain.
- The app should handle more traffic by adding servers as needed.
- It should work smoothly across different devices and browsers.
- Follow legal rules, including data privacy and age limits

Tables & Fields

- User Table
    - User ID (Primary Key)
    - Username
    - Password
    - Email
    - Server memberships (Foreign key to Server Table)
- Complaints
    - Complaint ID (Primary Key)
    - User complaint is against (Foreign key to User Table)
    - User who made complaint (Foreign key to User Table)
    - Date made
    - Reason
- Games
    - Game ID (Primary Key)
    - Game Name
    - Game Type
    - Description
- Server
    - Server ID (Primary Key)
    - Server Name
    - Assigned Games (Foreign key to Games Table)
    - Members (Foreign key to User Table)
    - User Type
    - Member Scores
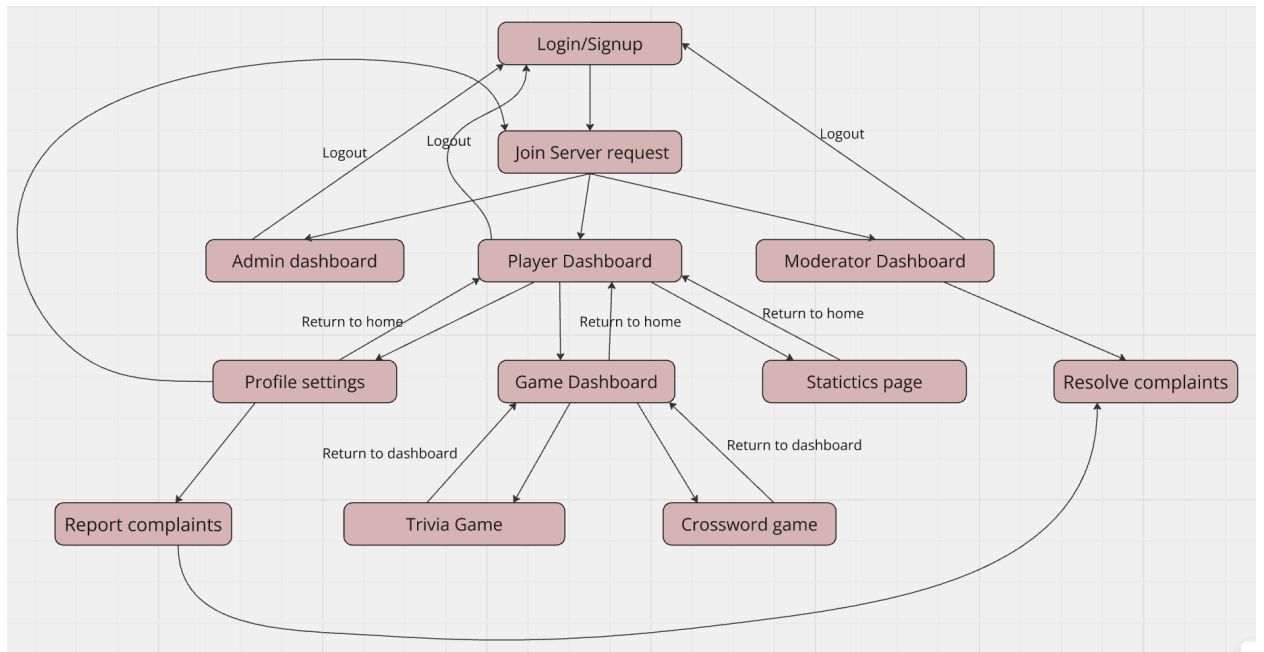- Trivia Questions
    - Server ID (Foreign key to Server Table) (Primary Key)
    - Question
    - Correct Answer
    - False Answers

Screen Flow Diagram

Clair Ammons
Trivia

Home   Back
1

2   Question

Answer 1

Answer 2
3
Answer 3

Answer 4

4   Submit Answer

5   Hint

Purpose of Screen: This is a screen where app users will do trivia questions.
Items:
1. General purpose navigation buttons
2. A text display showing the question
3. Selectable buttons used to input an answer
4. A button to submit the selected answer
5. A button for players to get a hint if they are struggling to answer a question.

Clair Ammons
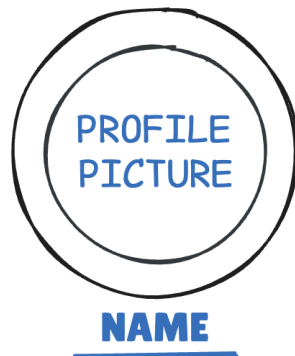Statistics

Home   Back

1

2   Stats for [Group]

3 Rank	Name	Score
1	A	200
2	B	195
3	C	180
4	D	175
5	E	175
8	You	150

Purpose of Screen: This is a screen where app users will do trivia questions.
Items:

1. General purpose navigation buttons

2. A text display with the screen name (Statistics) and the group name

3. A display showing the top five players and their scores as well as the user's score if they are not in the top 5.

Maisha Rahman Chowdhury
Profile Settings

PROFILE PICTURE

NAME

USERNAME:

PASSWORD:

ABOUT ME:

DOB:

USER TITLE: [ADMIN/MODERATOR/PLAYER]

JOIN A SERVER

CREATE A SERVER

MY ACTIVITY

MY BADGES

SECURITY

HELP

LOG OUT

PURPOSE OF THIS SCREEN:
1) The user information is displayed here
2) Some functional navigation buttons are available, such as joining a server(for a player) and creating a server (for an admin). Can navigate through other useful information such as activities, earned badges, security, and help. A log-out button is there as well.

Maisha Rahman Chowdhury
Server Join Request

SERVER JOIN REQUEST

SERVER NAME

ENTER NAME....

SERVER ADDRESS

ENTER ADDRESS
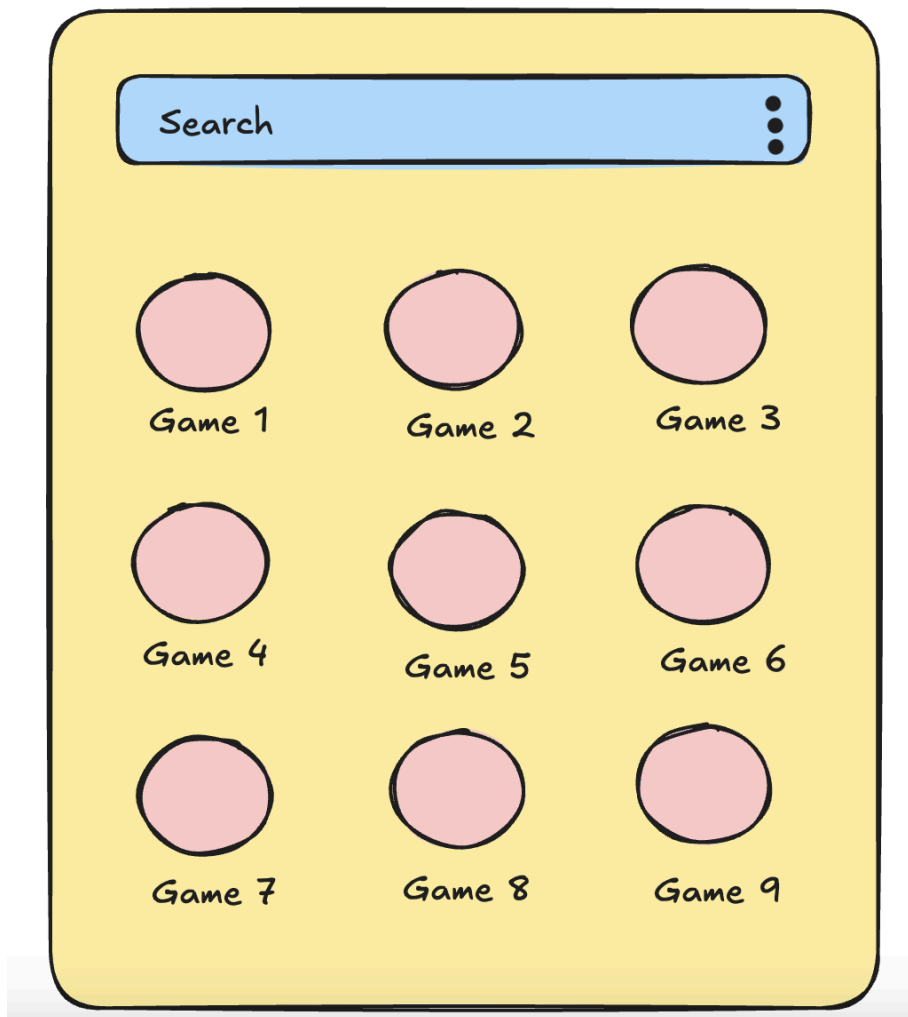
PLAYER ID

ENTER ID

PURPOSE OF THIS SCREEN:
1) A Server join request page for the players so they can join their desired servers and play games with their group, friends, etc.
2) Information such as the server name, address, and played ID are prompted to ask so that moderators may approve the join request of the particular server.

Shiny Pokuri
Game Dashboard

Purpose of this screen:

This is a game dashboard screen where players can choose from the different available games to play. There is also a search bar which makes it easier to locate the game. The search bar also has an ellipsis which has a sort feature and sorts the games according to their names alphabetically.

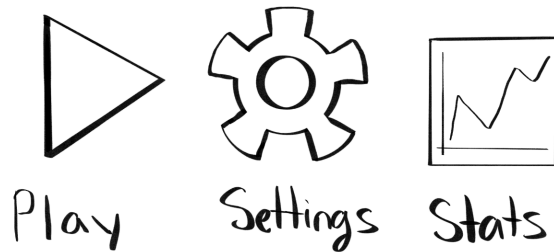Shiny Pokuri
Reporting complaints

COMPLAINTS

Complaint against ⌄

Select game ⌄

Type your complaint here...

○ Keep it private
◉ Make it public

Submit

Purpose of this screen:

This is a screen to report complaints against other players or admins to the moderators. There are dropdowns to choose who the complaint is against(other players, admins) and to select which game the complaint is related to. Then we have space to type our complaint. There is also an option to choose if you want to keep the complaint private or make it public. At the end, there is a submit button to submit the complaint.
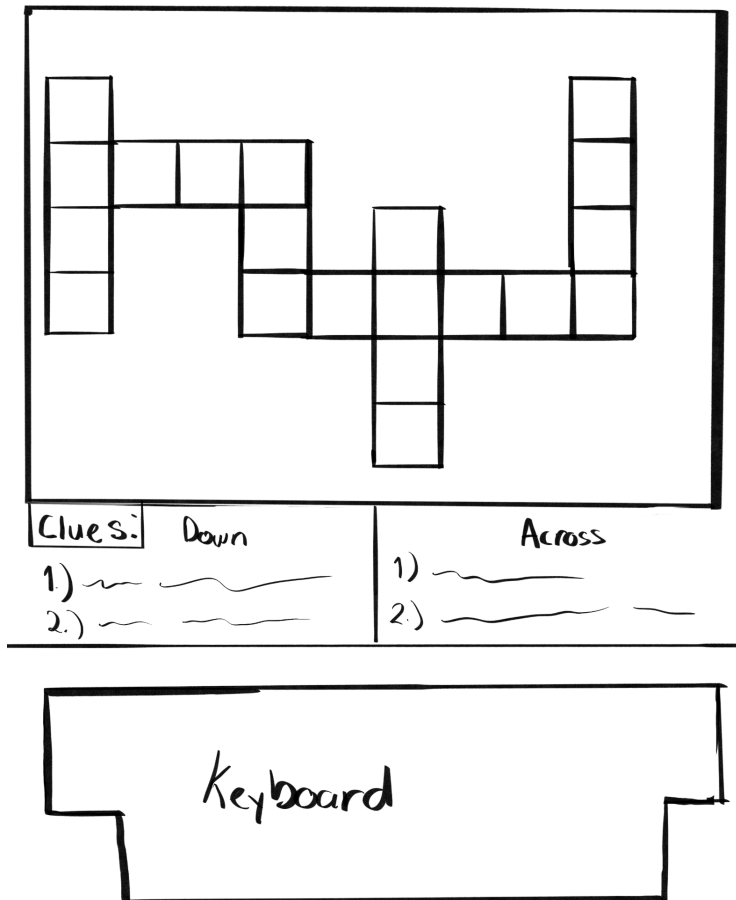
Clever Quest

Play   Settings   Stats

Purpose of Screen:

This screen serves as a "starting point" after a user logs in. This will look a little different depending on the type of user and will help them navigate to other screens.

Items:

- Play button: A button that takes users to the game dashboard. Admin accounts can assign games from that screen.
- Settings button: A button that takes users to the profile settings screen where they can change their profile settings, app settings, server settings, etc. Users can also log out from that screen.
- Stats button: This button takes the user to the statistics page, which showcases their own statistics, leaderboards, etc. Admins and moderators will be able to see more.
- About button: The about button will show a small pop up that would tell the user details about the app (what it was made with, what applications run Clever Quest the best, etc.)

Siyona Gorre
Crossword Game Screen

Purpose of Screen:

This screen serves as an example of one of the games that will be within this app. This is one of the "main attractions" of the app. Players and Moderators will be able to play this game.

Items:
- A keyboard pop-up: Users should be able to enter what they believe the answers to the crossword puzzle to be.
- The crossword puzzle display: In order to enter words into the crossword, users should be able to press one of the squares and type in the word. Only letters should be able to be entered
- Clues display: Clues will be displayed in order to help users solve the puzzle, usually posted in riddle form. They will be divided into two categories, across and down.
- Main Menu button: There will be a back button/main menu button that will take the user back to the main menu of the game, which they can use to get back to the game dashboard.