# User Interface

# Design Plan III

Software Engineering Capstone Project Team 2 8/31/2013

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#### 1.0 UI Screenshots

Included in this report are screenshots of what the final UI will look like.

Ideally, the final UI will be exactly as shown in the screenshots. However, as the project progresses, changes will be made to UI as new components are added or existing ones are updated. Furthermore, as the UI Design moves forward to the responsive UI stage, the UI will be adapted to suit this.

Bigger versions of the screenshots can be found on the group's Github repository. The photoshop file has also been made available.

#### 1.1 The Design

It has been mentioned in the UI Design Design Plan I report, the UI will follow a flat, rather minimal, design. As will be seen in the following section, the proposed UI design relies mainly on colors, typography and placing of text to give a feel of this approach. It uses 2 main base colors and an accent color for error messages. In addition, it does not use images, apart from the logo image. The placing of text and other components aim to appeal to the users' natural intuition in order to progress naturally in navigating within the UI.

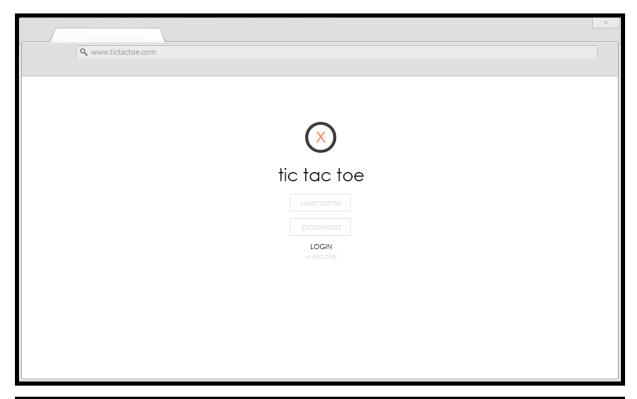
There will be a separate report that will discuss this subject into more detail as the design process progresses to the responsive UI stage.

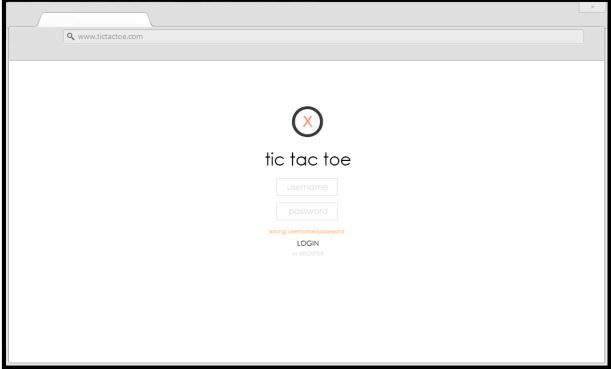
#### 2.0 The Screenshots - Tic Tac Toe

The following are the screenshots of the proposed UI.

#### 2.1 The Login Screen

A login component displaying input options for a username and a password. There is also a link to a page where the user can create a new account. Error messages are displayed in the accent color.

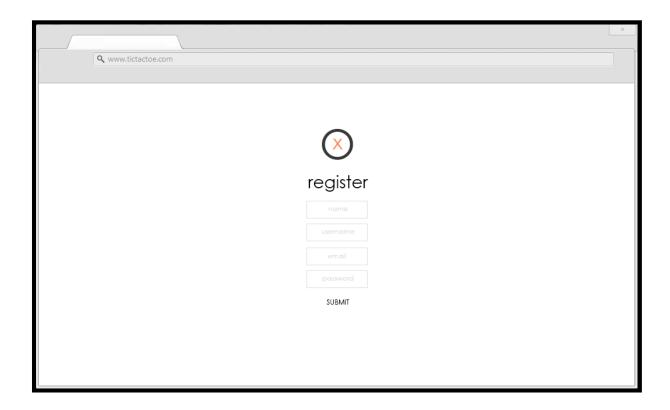


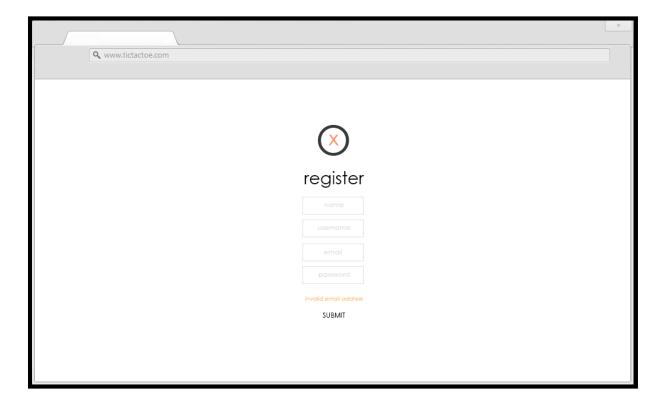


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#### 2.2 The Registration page

Users will be able to create a profile with a name, username, email address and password. They will also be able to sign in with a Facebook account. Again, error messages are displayed in an accent color.



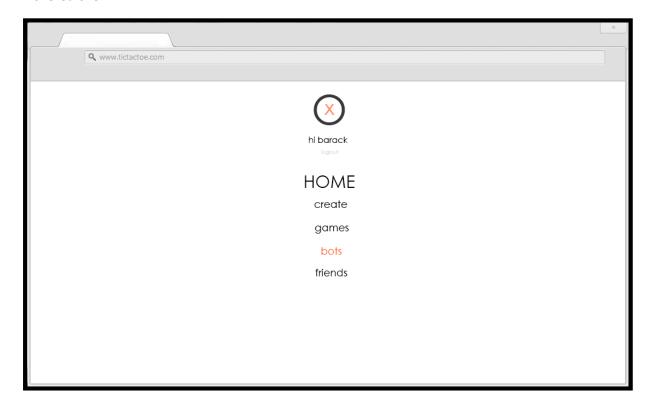


#### 2.3 The Home Page

The main page consists of links to the main functions available on the website: playing games; creating; viewing the games already played - and similar; creating bots; and, networking.

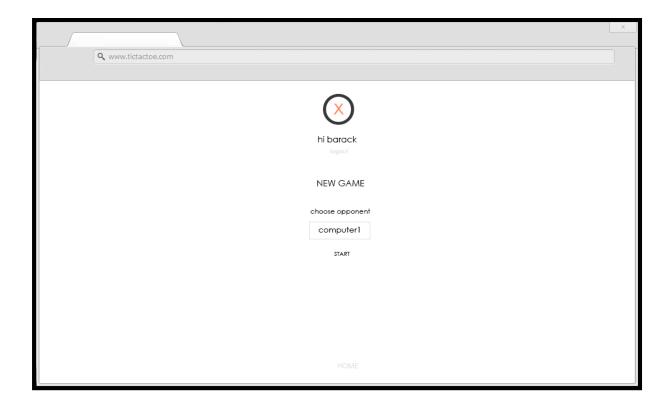
Other details include: a personalized welcome message at the top of the screen letting the user know they are logged in; and, a logout option.

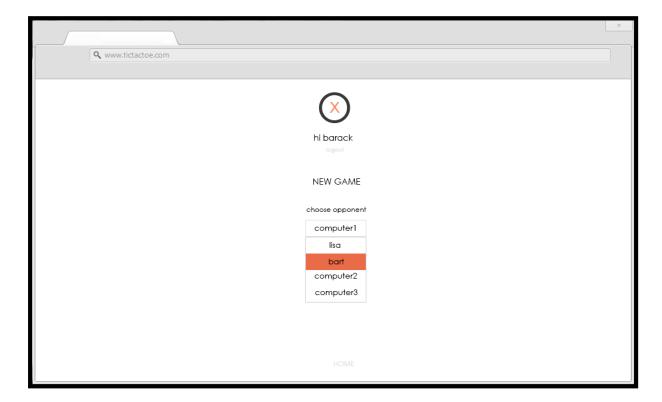
This screenshot demonstrates, also, that a clickable link is displayed in the accent color when hovered over.



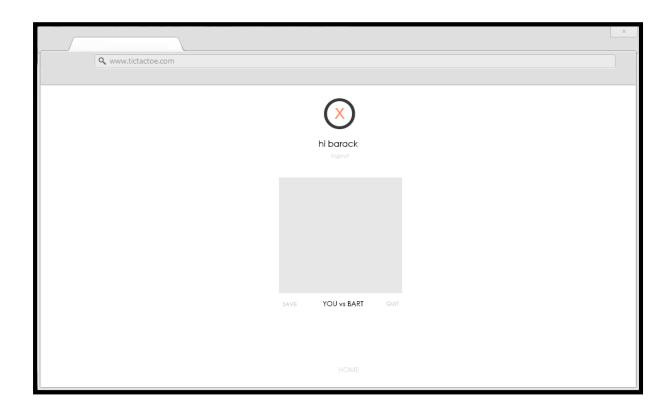
#### 2.4 Option One: Create

This option leads the user to creating a new game against an opponent which the user will be prompted to choose. Opponents available are either users in their friend list or bots.



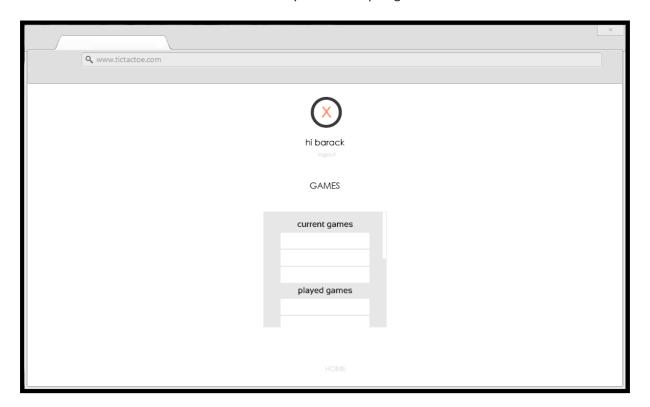


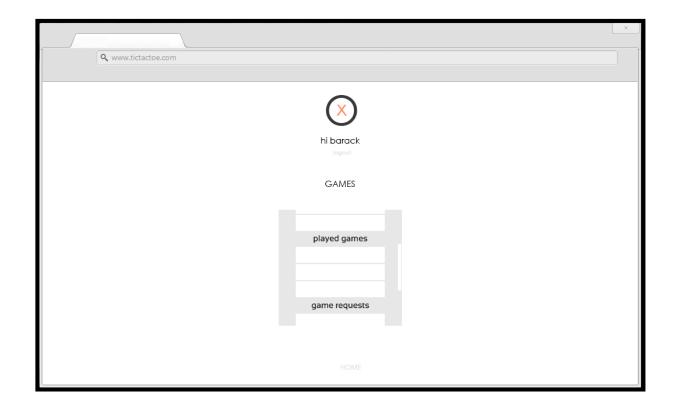
# (continued)



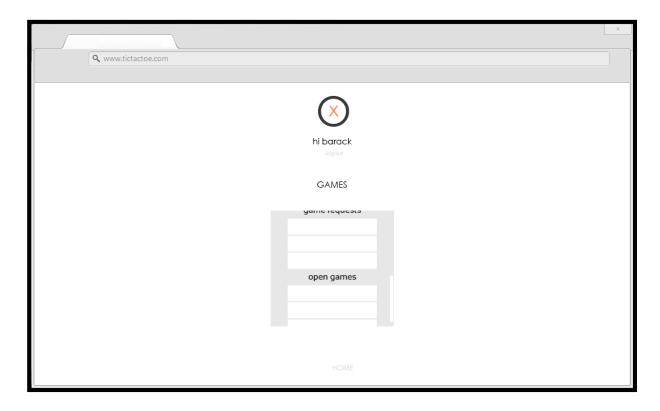
#### 2.5 Option Two: Games

Under this option, is a list of games the user is or has participated in. Also, the list of game requests from other users can be found here. Users may also view open games in this section.



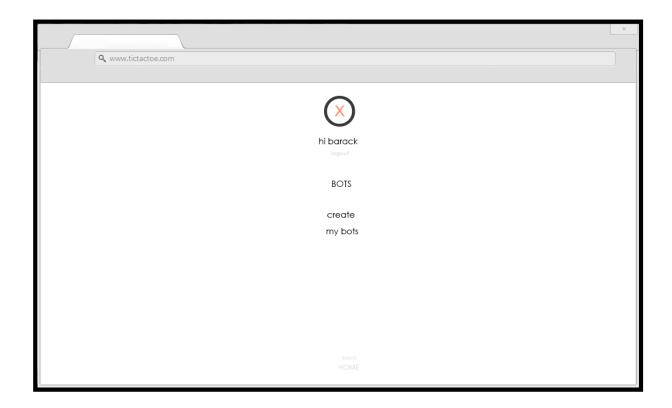


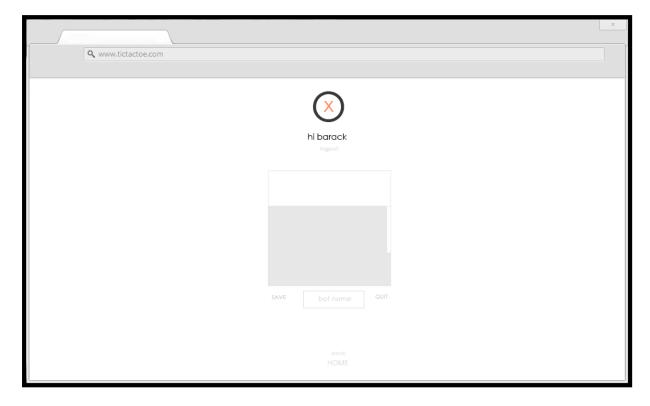
## (continued)



#### 2.6 Option Three: Bots

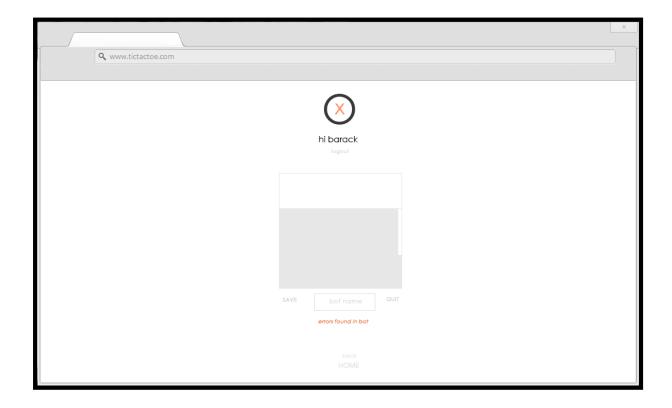
This is the bots section where the user has an access to creating a new bot using the embedded editor and viewing a list of bots they have already created. Again, error messages are displayed in the accent color.

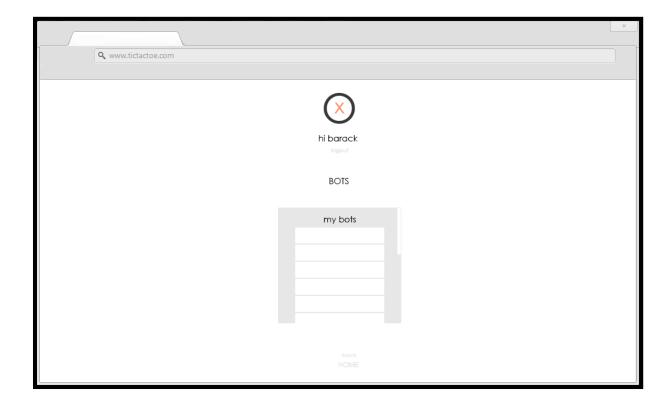




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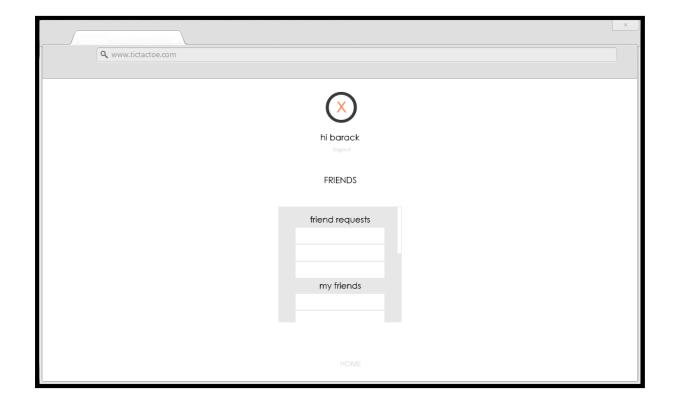
## (continued)





#### 2.7 Option Four: Friends

This last option in the Home menu takes the user to the page which displays a list of the user's friends and any friend requests from other users.



#### 3.0 The Next Phase

There will be another supplementary report discussing the design of the UI into more detail. This report will also cover responsive design and other related issues. For now, more time will be spent on developing the actual UI and updating it as the project progresses.