

2\_TZ\_7 Demo 2

Screen Sketches

Clue the Mobile Game

By:

Piper Ideker

Grace Brikey

Mia Harang

Emily Salsman

## Step 2, Actors:

Our project is a mobile Clue game based on the board game Clue. We will have three actor groups, an administrator, and two different types of users: Regular and Premium. The difference between premium and regular users is that the premium user can choose unique boards.

- Regular users: have the ability to:
  - Create a lobby for a normal game of clue
  - Create a lobby for other users to join
  - Join a regular or premium game created by another user
  - View their individual stats
  - View the leaderboard
- Premium users: have the same abilities as regular user in addition to:
  - Choosing between a regular or themed game
  - Allowing users without a premium account to play themed games
  - Characters can pick up special abilities throughout the game
- Administrator:
  - add/delete accounts
  - Add images to change the background
  - Edit character/room names
  - Change the character design

## Step 3, Non-Functional Requirements

- The application must be able to access the remote server at all times, and must be able to be accessed by multiple users at the same time.
- The application must be able to stop a user from logging in multiple times on different devices
  - Simultaneously, a host cannot create more than one lobby at a time.
- The user should not have to wait more than 3 seconds to navigate from page to page.
- The application needs to be able to be modified by the administrator from the administrator app.

# Step 4, List tables and fields:

## Players

- User ID - int
- First name - String
- Last name - String
- Username - String
- Email - String
- Password - String
- User type - String

## Score

- User ID - int
- Number of wins- int

## Game Lobby

- Game lobby ID - int
- Amount of players currently in the lobby - int
- Max players who can enter the lobby - int
- Game code - String
- Array of all the player IDs - Array of ints
- Host's ID - int
- IsPremium - boolean on whether or not the host is premium

## Cards (character selection, delt out, put in center) (delt out, put in the room images)

- ID - int
- Name - String
- Description - String
- Color - String (character piece)
- Photo - String (link) (used for basic image)
- Premium Photo - String (link) (used for premium only)
- Special Ability ID - int (used in premium only) (from Special Abilities)
- HasSecretExit - Boolean (true if has entrance to different room)

- Secret room ID - ID of the room it goes to if has secret exit
- Card Type - String (“Character”, “Weapon”, “Room”)

### **Games (different types of games that you can play)**

- Game ID - int
- Game Name - String
- List of character ID's - Array of ints (from Characters)
- List of weapon ID's - Array of ints (from Weapons)
- List of room ID's - Array of ints (from Rooms)

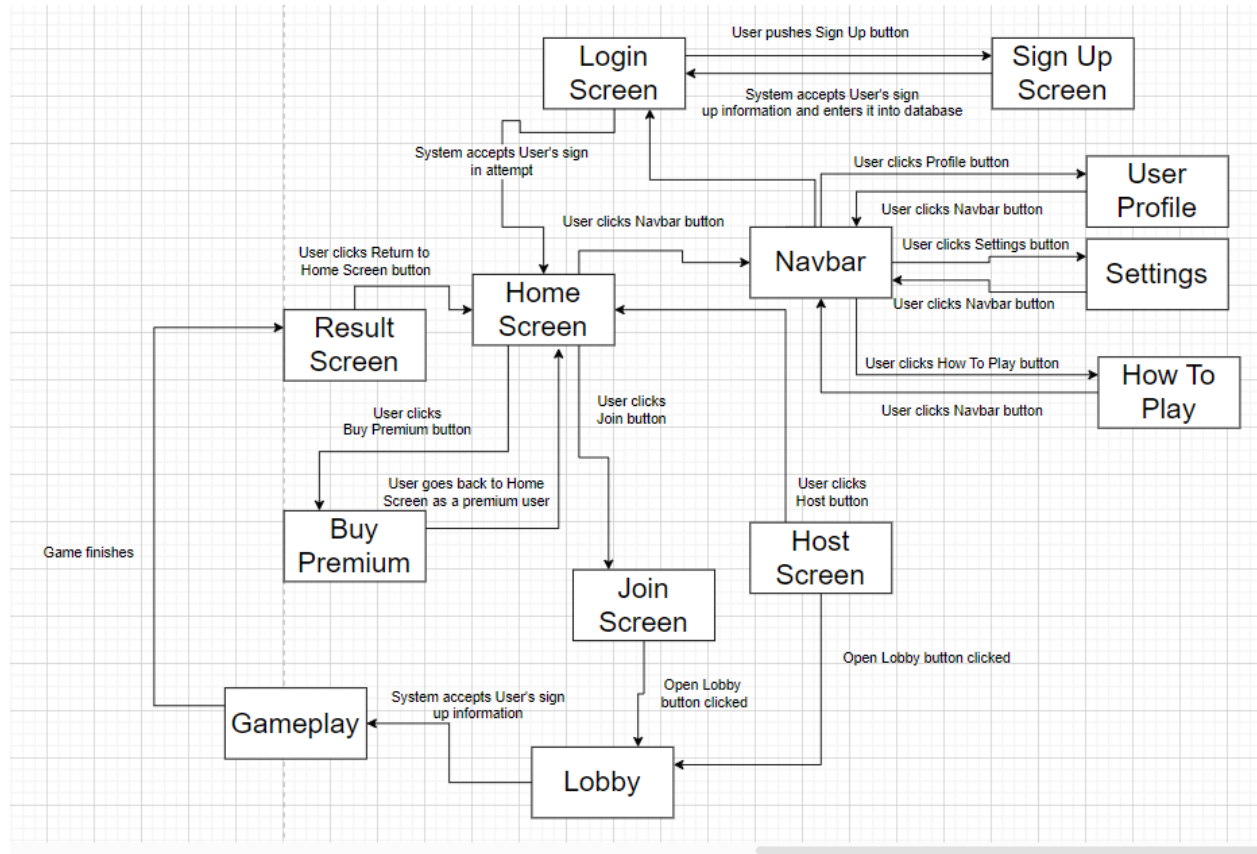
### **Game State**

- Game ID - int (from Games) (basic version always selects the same one)
- Game Lobby ID - int (from Game Lobby)
- Killer Weapon ( Weapon ID ) - int (from Weapons)
- Killer Character ( Character ID ) - int (from Characters)
- Killer Room ( Room ID ) - int (from Rooms)

### **Players Hand**

- Card array - array of card ids (from Cards)
- User ID - int (from Player)

## Step 5, Create Screen Flow:



# Step 6, Screen Sketches:

## Login Screen [by Piper Ideker]



**Purpose:** To login a user into the app if they are already in the system. If they are not in the system, they will click the sign up button to go to the sign up screen, then come back to this screen to login.

**Loading Event:** This will be how users will match their profile in the system.

### Interface Items:

1. This is where the user inputs their username to enter the system.
2. This is where the password is entered to ensure that the specific user is playing under their profile.
3. Once the user entered their information, they will hit the login button and if the information matches the system, it will accept the user and go to the home screen

4. If the user is new, they can click the sign up button and go to the sign up screen. Once they create a new login, they will come back to this screen and try to login with a new username and password.

## Signup Screen [by Piper Ideker]

1. First Name

2. Last Name

3. Email

4. Username

5. Password

6. SIGN UP

**Purpose:** If the user needs to be in the system, they will click the sign up button from the previous screen and it will go to this screen for the user to fill out their information. Note: when a user signs up, they will automatically be a regular user. If they wish to be a premium user, they choose to be one in the home screen.

**Loading Event:** This will be how users enter their profile onto the system.

### Interface items:

1. This textbox is where the user will enter their first name. The only restriction is that this textbox cannot be empty.
2. This textbox is where the user will enter their last name. The only restriction is that this textbox cannot be empty.
3. The third text box is where the user will enter their email. The restrictions are that the textbox can't be empty and must contain an '@' symbol.
4. This is where the username information is inserted. The restrictions are that the textbox can't be empty and must have at least eight characters
5. This is where the password information is inserted. The restrictions are that the textbox can't be empty and must have at least eight characters



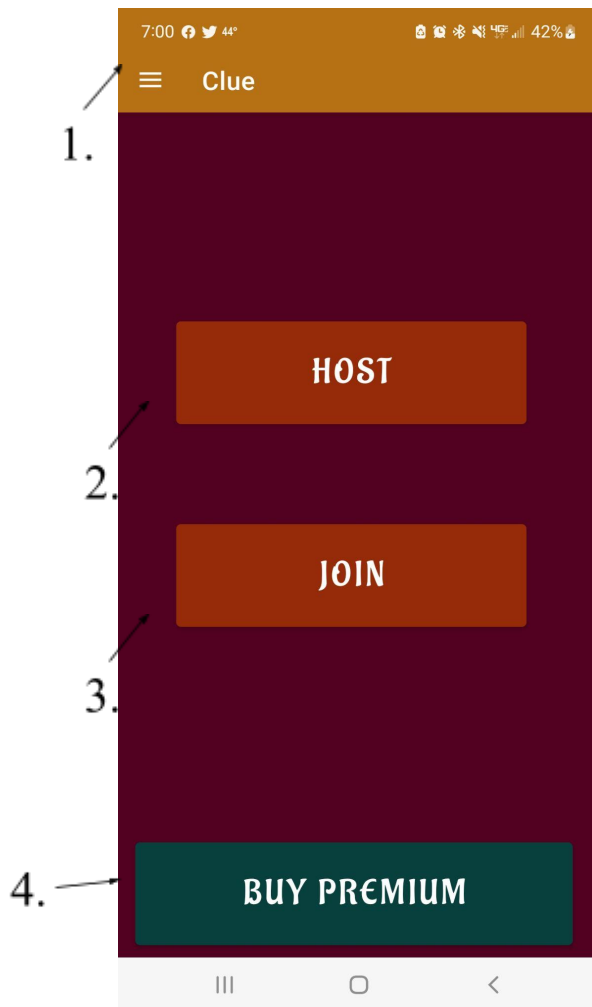
## Home Screen [by Emily Salsman]

**Purpose:** Players have the ability to choose if they want to host or join a new game.

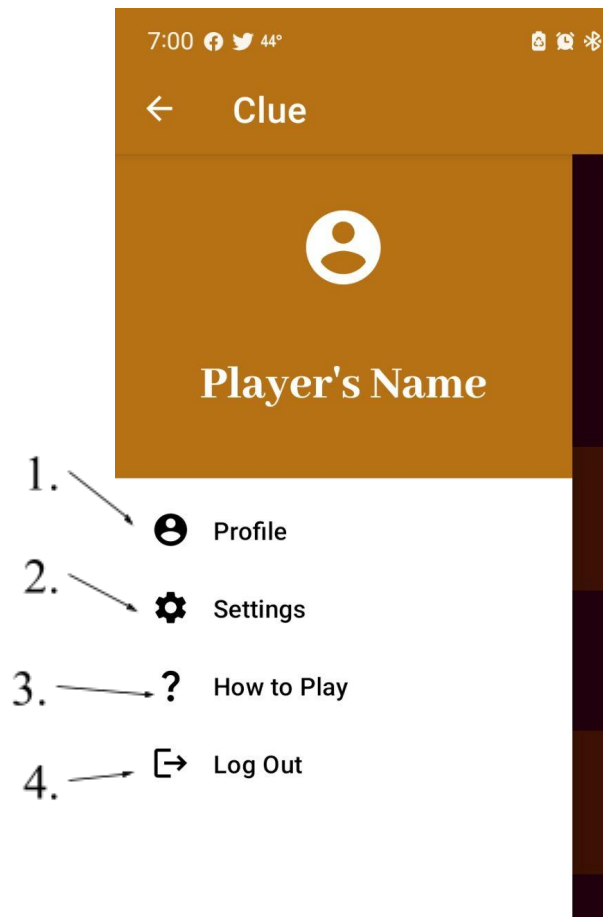
**Loading event:** This screen gives the players the ability to host a game or join a game.

### Interface Items:

1. This button opens a drawer with the player's name, and links to the player profile, player settings, game rules, and a logout button.
2. This button allows the user to create a new game for other users to join. When clicked, it leads to a new page for the user to choose the number of players and enter a game code.
3. This button allows the user to join a game created by a different user. When clicked, it leads to a new page where the user enters a game code.
4. This button is only seen by non premium users and gives them the chance to buy a premium account.



## Navigation drawer [by Piper Ideker] (not functional yet)



**Purpose:** This screen allows the user to view their name and profile picture. They can click buttons to view their profile, view their individual game/app settings, view the game rules, and log out

**Loading event:** This screen allows the user to navigate to screens to change their profile settings, view game instructions, and log out of their account

### Interface Items:

1. This button opens up a page where the user can view/change their profile with their name, email, profile picture, etc.
2. This button opens up a page where the user can view/change their individual game setting such as volume, dark/light mode, notifications
3. This button opens up a page with the game rules
4. This button allows the user to log out and leads to the login screen.

## Host Lobby [by Mia Harang]

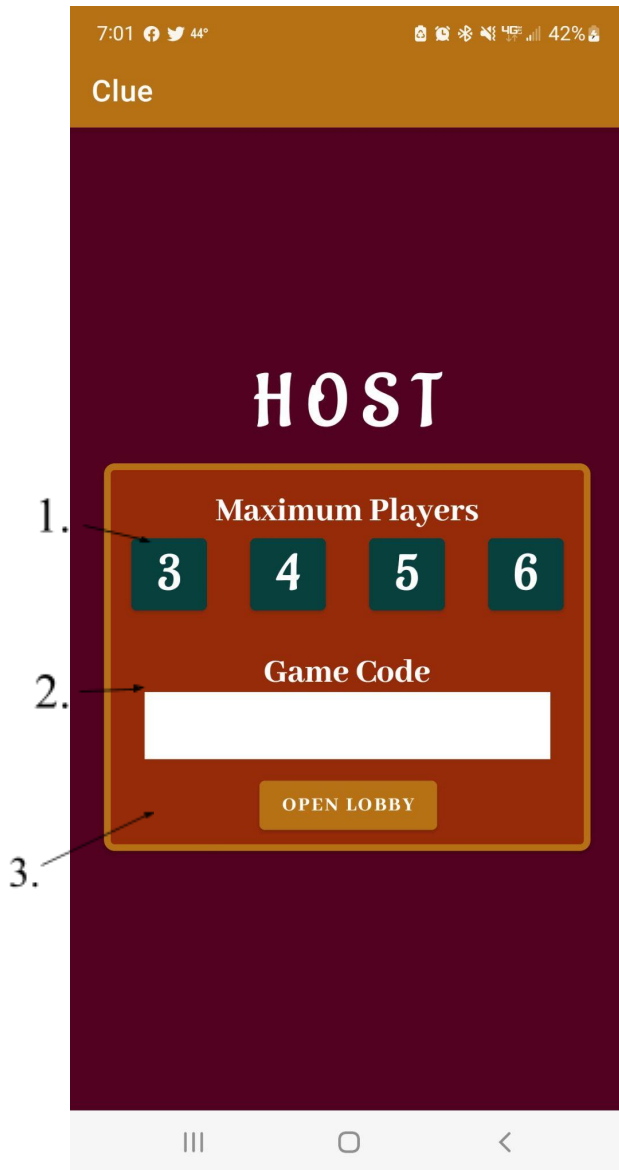
**Purpose:** When the user chooses to host a game, they would be taken to this screen. Here they will choose the maximum number of players that their game will have as well as set a game code for their friends to use later on. If the user that chose to host is a premium member, they will be

able to also select a game version [not yet implemented].

**Loading Event:** This will be how users will create a new lobby into the system.

### Interface Items:

1. These are a series of buttons that determine how many players can join the game lobby. Only one of the buttons can be pressed at a time, when another is pressed it will 'unclick' the previous button
2. This text box is where the user can put the code to then give to their friends later on. Can be empty, might not be in later implementations
3. Once the user has chosen the max players and the game code, they hit this button to deploy their lobby into the system.



## Join Lobby [by Mia Harang] (Not Finished Yet)



**Purpose:** When the user chooses to join a game, they are then prompted to input a game code. The game code would be provided through word of mouth from the host. If the user inputs the correct game code and a game lobby is found, they would then be taken to a lobby page that the host is residing in.

**Loading Event:** This will be how users enter into game lobbies base on the game code given.

### Interface Items:

1. This is where the user will input the game code provided by the host. There are no restrictions to it, but it will be added later on.

2. Button that takes the user to the lobby that the host opened, not check if the box is filled.

[Not fully implemented]

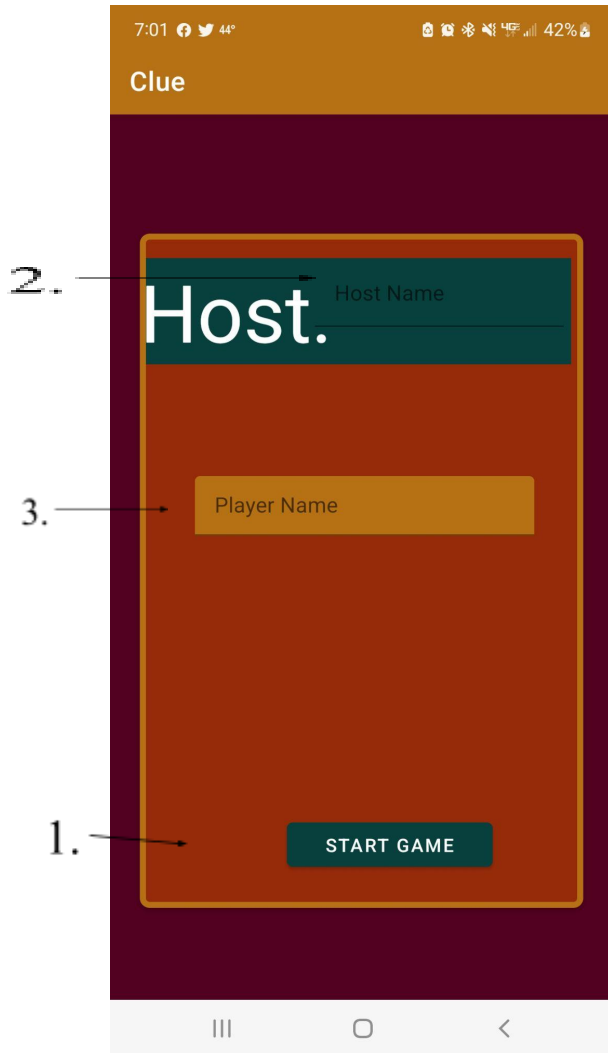
## Game Lobby Screen [by Emily Salsman]

**Purpose:** This screen is seen by all the players and shows all the player names in the current game. It's a game lobby for all the players to join before the host starts the game.

**Loading Event:** This screen is a lobby for all the players on the current game to join before the host starts the game.

### Interface Items:

1. This textbox shows the name of the host.
2. These text boxes show the names of the players who use the game code to join. Once the player enters the game code, they will be directed to this screen and a new text box will appear with their name
3. This button can only be viewed by the host and allows them to start the game.



## Rules Page [by Grace Brickey

**Purpose:** This page is for the user to understand the rules and premise of the game.

### Rules

#### 1. Objective

**OH NO! Someone was murdered during your dinner party! Thankfully, your group of friends are a bunch of detectives who know exactly how to catch the culprit. Your**

#### Your Goal

**Guess the suspect, weapon, and room placed in the center of the game board**

**1. There are three sets of cards: a suspect, a weapon, and a room. One from each set gets taken (DON'T LOOK) and placed in an envelope in the center, this is the final suspect, weapon, and room for the end game.**

**2. Each player chooses a**

**Loading Event:** a user can exit from this screen and navigate from there to what they want to do next.

1. This is a scroll so users can read the rest of the objective

2. This is also a scroll so users can read the rest of the rules.