

# Global GUI designs module E

Team S61E

## Contents

Introduction .....	3
The GUI model .....	4
Lay-out standard .....	5
Anonymous User.....	6
0.1a Start screen .....	6
0.1a Register confirm .....	7
0.2 Register .....	8
0.3 Log In.....	8
Identified admin – all pages.....	9
1.1 Start.....	9
1.2 Pause .....	9
1.3 Freeze.....	9
1.4 Stop .....	9
2.1 Manage users.....	10
2.1.1 Manage participants .....	10
2.1.2 Register participant.....	11
2.1.3 Manage team .....	12
2.1.4 Register team .....	13
2.2 Manage game .....	13
2.2.1 Manage game - create .....	14
2.2.2 Manage game - current .....	15
2.3 Server info .....	16
3.1 Log out .....	16

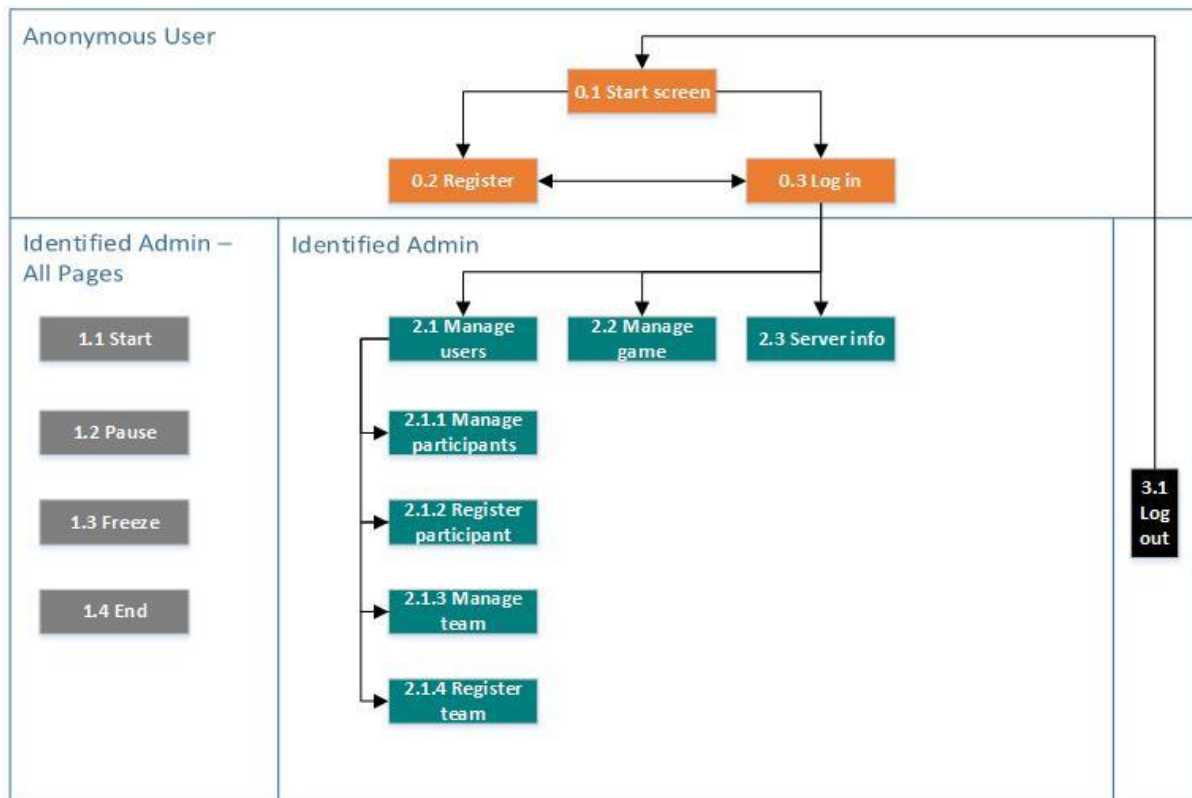
## Introduction

This document contains the screen designs for module E. And to provide more structure a GUI model has also been made, which shows how all the pages are connected to each other.

These design mainly revolve around the functionality that has to reside within a page and which layout is most suitable for it. What isn't a part of these designs are subjects like use of color and images when these are not essential to the functionality.

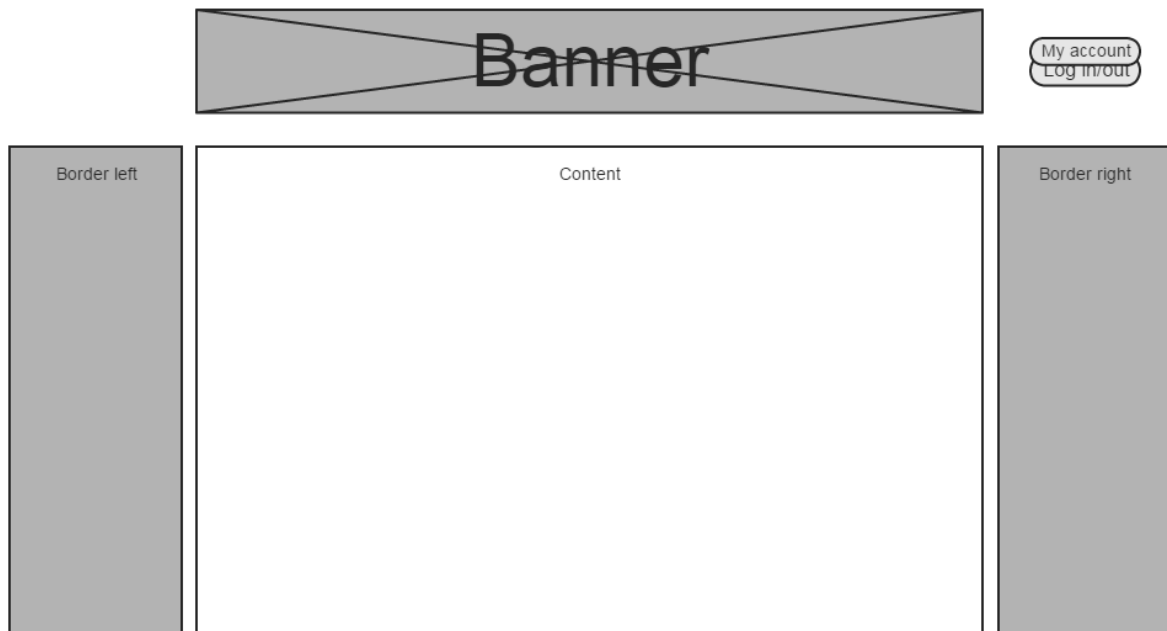
Each chapter revolves around a category of screen designs and is interlude by part of the GUI model. In doing this it becomes more clear which part of the model belongs to which screen designs.

## The GUI model

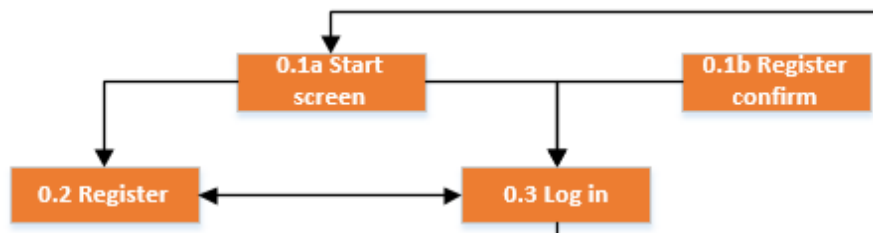


## Lay-out standard

In the following chapters each screen content is described. This lay-out standard describes what the entire page looks like.



## Anonymous User



A user has to identify himself before he can participate in a competition. Before doing so he can only reach three screens. Because the functionality for these screens is pretty straight forward, the design itself has been kept simple.

### 0.1a Start screen

The welcome screen user see before identifying themselves.



Welcome to Masters of Code!  
Please register and log in to participate in one of our competitions!

Register

Log in

### 0.1a Register confirm

When the user registers himself he receives an e-mail with a link. By pressing the link he confirms that he wants to register and this screen is shown.



Welcome [username]!

You have successfully been registered. Please  
log in to participate in the game!



## 0.2 Register

Here users can register themselves so they can log in.

Please fill in the required information to register to Masters of Code

\*Username

\*E-mail

\*Password

\*Verify password

Register

## 0.3 Log In

Here users can log in so they can participate in the game. They can reach the register screen via the "I don't have an account yet" link.

Please log in

Username

Password

[I don't have an account yet](#)

Log in



## Identified admin – all pages

The following four elements are not screens on their own, but buttons. We have decided to include them in the GUI model to emphasize that this functionality is available for an identified admin. The buttons will appear on all the identified admin pages as long as there is a current game. If there is currently no game going on they will not be visible or active.

### 1.1 Start

There is a start button for the round and a start button for the game. By clicking on the start game button the game will start and by clicking on the start round button the round will start.

### 1.2 Pause

By clicking on this button the round will pause, but participants can still access the client.

### 1.3 Freeze

By clicking this button the round will freeze and participants will not be able to access the client.

### 1.4 Stop

There is a stop button for the round and a stop button for the game. By clicking on the stop game button the game will stop and by clicking on the stop round button the round will stop.

## 2.1 Manage users

Here the admin can manage the participants and the teams.

### 2.1.1 Manage participants

The admin can select a participant on the left and thereby show information about him on the right. For each participant the information can be edited. The screen design also shows the option to delete and ban the participant, this functionality is not part of the primary realization but is something we wish to implement if time allows it.

Current game		Current round			
<input type="button" value="Start"/>	<input type="button" value="Stop"/>	<input type="button" value="Start"/>	<input type="button" value="Pause"/>	<input type="button" value="Freeze"/>	<input type="button" value="Stop"/>
		Remaining time: 00:15:00		<input type="text" value="5"/>	<input type="button" value="Add"/>

Manage users	Manage game	Server	
Manage participants	Register participant	Manage team	Register team

Participant1
Participant2
Participant3
Participant4

Information about this participant

Full name: [name]  
E-mail: [e-mail]  
Company: [companyname]  
Phone number: [phone number]  
Team: [teamname]

### 2.1.2 Register participant

The admin can register a participant by filling in the required information.

Current game		Current round			
<input type="button" value="Start"/>	<input type="button" value="Stop"/>	<input type="button" value="Start"/>	<input type="button" value="Pause"/>	<input type="button" value="Freeze"/>	<input type="button" value="Stop"/>
		Remaining time: 00:15:00		<input type="text" value="5"/>	<input type="button" value="Add"/>

Manage users	Manage game	Server	
--------------	-------------	--------	--

Manage participants	Register participant	Manage team	Register team
---------------------	----------------------	-------------	---------------

Fill in the information to register a new participant

Full name	<input type="text"/>
E-mail	<input type="text"/>
Company	<input type="text"/>
Telephone number	<input type="text"/>

The admin can edit and view the information about an existing team.

<b>Current game</b>		<b>Current round</b>	
Start Stop		Start Pause Freeze Stop	
		Remaining time: 00:15:00    5 ▾   Add	

Manage users	Manage game	Server
--------------	-------------	--------

Manage participants	Register participant	Manage team	Register team
---------------------	----------------------	-------------	---------------

### Information about this team

Team1
Team2
Team3
Team4

Teamname: [teamname]

Team members

Member1	<a href="#">Remove member</a>
Member2	<a href="#">Remove member</a>
Member3	<a href="#">Remove member</a>
Member4	<a href="#">Remove member</a>
Member5	<a href="#">Remove member</a>

Add members E-mail

[Add another member](#)

Delete

### 2.1.4 Register team

The admin can register a team by giving it a name and selecting the team members.

Current game		Current round			
<input type="button" value="Start"/>	<input type="button" value="Stop"/>	<input type="button" value="Start"/>	<input type="button" value="Pause"/>	<input type="button" value="Freeze"/>	<input type="button" value="Stop"/>
		Remaining time: 00:15:00 <input type="text" value="5"/> <input type="button" value="Add"/>			

Manage users	Manage game	Server	
--------------	-------------	--------	--

Manage participants	Register participant	Manage team	Register team
---------------------	----------------------	-------------	---------------

Fill in the information to register a new team

Teamname	<input type="text"/>
member1	<input type="text"/>
member2	<input type="text"/>
member3	<input type="text"/>
member4	<input type="text"/>
member5	<input type="text"/>

### 2.2 Manage game

When the admin clicks on this menu button he can be send to two different pages:

1. Create: when there is no current game the admin can create one
2. Current: when there is a current game the admin can view and configure it

### 2.2.1 Manage game - create

The admin can create a new game by providing the necessary information. He provides global information for the whole game, adds and configures rounds, and adds and configures hints. The order of the rounds can be configured with the minus and plus next to the round name.

Manage users	Manage game	Server
--------------	-------------	--------

Create a new game

Start time

Select assignment

Name assignment

Global information - participants

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Donec luctus quam leo, eget efficitur nibh porta sit amet. Suspendisse nec malesuada turpis, a vehicula purus. Nullam aliquam sollicitudin diam eget porta. Nulla non magna elementum, rhoncus purus vitae, sagittis erat. Cras semper at lacus ac laoreet. Proin at nisi ac urna pretium dapibus tristique vitae turpis.

Global information - spectators

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Donec luctus quam leo, eget efficitur nibh porta sit amet. Suspendisse nec malesuada turpis, a vehicula purus. Nullam aliquam sollicitudin diam eget porta. Nulla non magna elementum, rhoncus purus vitae, sagittis erat. Cras semper at lacus ac laoreet. Proin at nisi ac urna pretium dapibus tristique vitae turpis.

Manage rounds

Round1 - +

Round2 - +

Round3 - +

[Add round](#)

Assignment

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Donec luctus quam leo, eget efficitur nibh porta sit amet. Suspendisse nec malesuada turpis, a vehicula purus.

Round time	Start time	Difficulty
<input style="width: 80px;" type="text" value="00:30:00"/>	<input style="width: 80px;" type="text" value="12:00 am"/>	<input style="width: 80px;" type="text" value="[dropdown]"/>

[Remove round](#)

Manage hints

Hint1

Hint2

Hint3

[Add hint](#)

Hint text

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Donec luctus quam leo, eget efficitur nibh porta sit amet.

Time

00:10:15

[Remove hint](#)

[Save](#)

## 2.2.2 Manage game - current

Once there is a game the admin can view its information. If there's something he wants to change, for example if he wants to add to the remaining time, he can press the edit button. He can then change the information that is shown and save his changes.

Current game	Current round
<input type="button" value="Start"/> <input type="button" value="Stop"/>	<input type="button" value="Start"/> <input type="button" value="Pause"/> <input type="button" value="Freeze"/> <input type="button" value="Stop"/>
	Remaining time: 00:15:00 <input type="text" value="5"/> <input type="button" value="Add"/>
<input type="button" value="Manage users"/>	<input type="button" value="Manage game"/> <input type="button" value="Server"/>

Information current game	
Start time: [Date] - [Time]	
Name assignment: [name]	
Global information - participan	
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Donec luctus quam leo, eget efficitur nibh porta sit amet. Suspendisse nec malesuada turpis, a vehicula purus. Nullam aliquam sollicitudin diam eget porta. Nulla non magna elementum, rhoncus purus vitae, sagittis erat. Cras semper at lacus ac laoreet. Proin at nisi ac urna pretium dapibus tristique vitae turpis.	
Global information - spectato	
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Donec luctus quam leo, eget efficitur nibh porta sit amet. Suspendisse nec malesuada turpis, a vehicula purus. Nullam aliquam sollicitudin diam eget porta. Nulla non magna elementum, rhoncus purus vitae, sagittis erat. Cras semper at lacus ac laoreet. Proin at nisi ac urna pretium dapibus tristique vitae turpis.	
Rounds	
Round1	Assignment
Round2	Assignment
Round3	Assignment
	Start time: 12:00 am Remaining time: 00:15:00
	Round time: 00:30:00 Difficulty: medium
Hints	
Hint1	Hint text
Hint2	Hint text
Hint3	Time: 00:10:15
<input type="button" value="Edit / save"/>	

## 2.3 Server info

To give the admin some insight in how much the server is used some information is displayed on this screen.

Current game		Current round			
<input type="button" value="Start"/>	<input type="button" value="Stop"/>	<input type="button" value="Start"/>	<input type="button" value="Pause"/>	<input type="button" value="Freeze"/>	<input type="button" value="Stop"/>
		Remaining time: 00:15:00		<input type="text" value="5"/>	<input type="button" value="Add"/>
Manage users		Manage game		Server	

Server information
Gemiddelde belasting: [gemiddeld] Piek belasting: [piek]

## 3.1 Log out

Technically this is not a screen, but since it is a functionality that is present on all the screens of the identified user it has still be included in the GUI model. Each screen has a “Log out” button that appears when the user hovers over the “My account” button. By clicking on it the user is unidentified once again and is redirected to screen “0.1 Start screen”.