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Global GUI designs module D

PTS6

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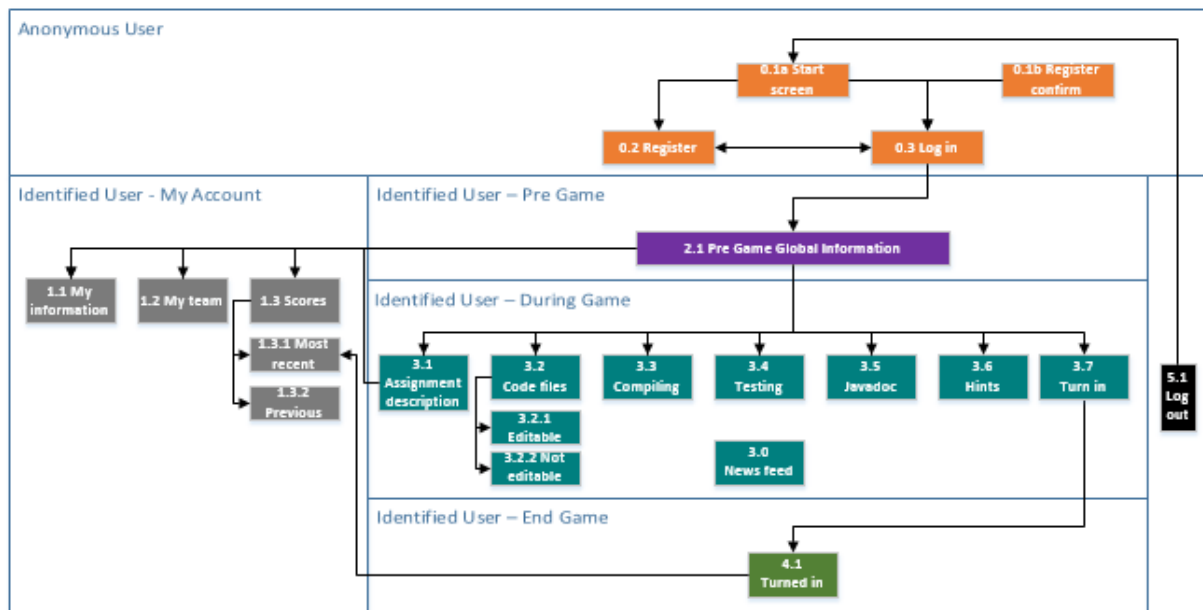GROUP E

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Introduction

This document contains the screen designs for module D. 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

Anonymous User

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Lay-out standard

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

By mistake the account / log in button is present in the content pages as well. Because this button is taken out of the content and placed in the bigger context please ignore its presence in the content pages.
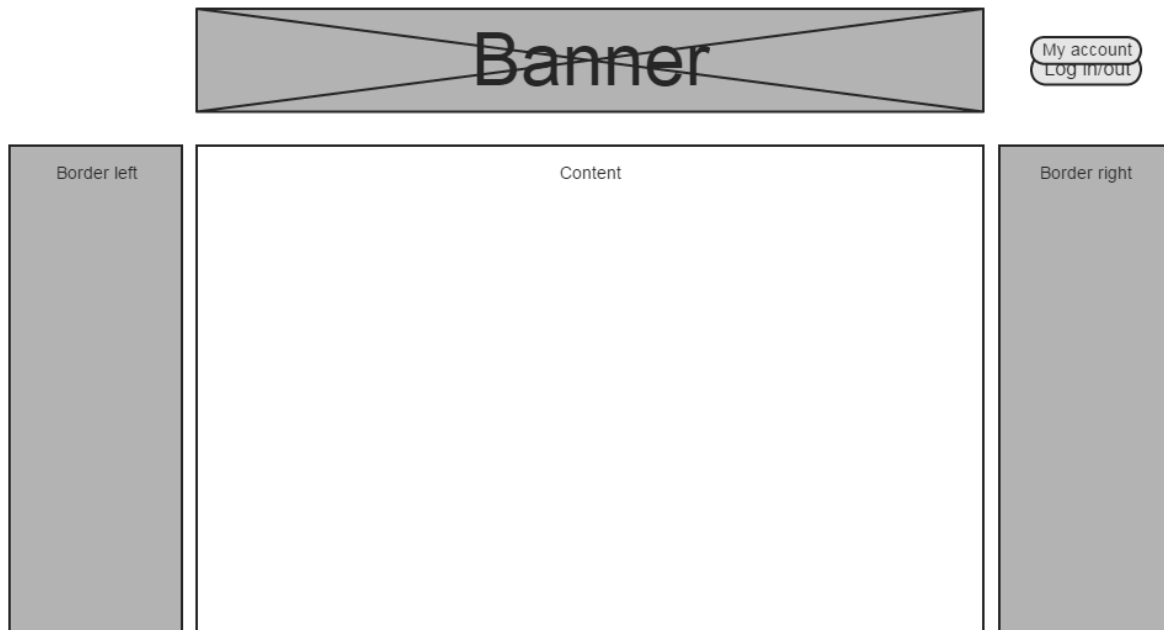
Anonymous User
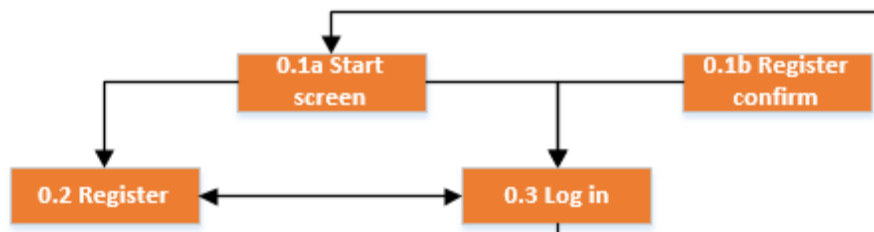
A user has to identify himself before he can participate in a competition. Before doing so he can only reach three screens. Because the functionality for these screens is pretty straight forward, the design itself has been kept simple.

0.1a Start screen

The welcome screen user see before identifying themselves.

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.

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.
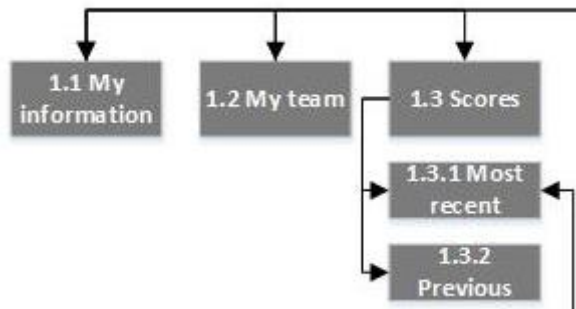
Please log in

Username

Password

I don't have an account yet

Log in

Identified User – My Account

Once the user has identified himself he will be able to reach his own account from any of the other Identified User pages.

1.1 My information

The user can view the information about his own account on this page. He is also able to change his password.

1.2 My team

User without a team

When a user doesn't have a team yet this screen will allow him to send an invite to other people to join him. By clicking the "Add another member" link another E-mail slot appears. The invites will all be send out at once when the "Send team invites" button is clicked.

User with a team

When a user already has a team the screen will show the team information. If the user was the team initiator he will also have the option to remove from or add members to the group. All users also have the option to leave the team they are currently part of.

1.3 Scores

The scores of previous games are shown on these pages.

1.3.1 Most recent

In this screen the results of the most recent game will be displayed.

My Information	My team	Scores

My account
Log out

Most Recent	Previous Games

Team	Score
Team A	1000
Team B	900
Team C	800

1.3.2   Previous

In this screen the user can choose a game on the left and the results of that game will be shown on the right.

My Information	My team	Scores

My account
Log out

Most Recent	Previous Games

Games

Result

Game1 DD-MM-YYYY
Game2 DD-MM-YYYY
Game3 DD-MM-YYYY
Game4 DD-MM-YYYY

Team	Score
Team A	1000
Team B	900
Team C	800

Identified User – Pre Game

2.1 Pre game global information

Before a game is started the user will only be able to see the global information about that game.

Identified User – During Game

Once the game starts these screens will become available to the user, before and after the game they will not be reachable. All the screens in this category show a newsfeed, the remaining time, what the score of the user's team would be if they turned in the assignment at that time and the scores of other teams.

3.0 Newsfeed

Each page has the newsfeed bar, in this bar information is being shown about the actions of all teams. When a new action is added to the newsfeed the text scrolls to the left. If a user wants to view all actions (also the ones that have been scrolled out of view) he can click on the newsfeed, this will send him to the newsfeed screen.

Newsfeed!
TeamA did this, TeamB did something else, ...

| Assignment | Code Files | Compiling | Testing | Javadoc | Hints | Turn in |

My account
Log out

Team A	Did this
Team B	Did something
Team C	work
Team D	compile
Team E	test

Remaining time: 00:05:00
Current score: 300

See how others are doing

TeamA - 1000,
TeamB - 900,
TeamC - 800,
...

3.0 Newsfeed

3.1 Assignment description

When the game starts the user gets redirected to this screen so he can read the assignment. During the game he can also navigate back to this screen via the menu buttons.

Newsfeed!
TeamA did this, TeamB did something else, …

| Assignment | Code Files | Compiling | Testing | Javadoc | Hints | Turn in |

My account
Log out

The assignment for this competition

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Cras id hendrerit risus. Proin ornare porta metus quis posuere.

Proin non urna nibh. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Integer maximus pretium urna, sed facilisis tortor ultricies eget. Mauris hendrerit auctor congue. Pellentesque mollis euismod augue eu pharetra.

Curabitur quis rutrum felis. Curabitur fermentum ultricies risus a fermentum. Mauris ullamcorper ultrices tincidunt. Maecenas placerat ante libero, at interdum ex cursus volutpat. Fusce posuere nisi libero, nec egestas elit feugiat nec.

Vestibulum efficitur pretium orci id consequat. Vivamus at turpis tristique, molestie quam et, blandit felis. Phasellus pharetra sodales lorem, eget imperdiet tellus sodales ut. Nulla finibus vulputate vestibulum.

Remaining time: 00:05:00
Current score: 300

See how others are doing

TeamA - 1000,
TeamB - 900,
TeamC - 800,
…

3.2 Code Files

The user is able to view the source code by choosing a file on the left. The code will be shown in the text box on the right. In case the user choose a editable source code file he can make changes in this text box by clicking on the "Edit/Save" button.

3.3 Compiling

The code will compile when the user clicks on the "Compile" button. Once it is done compiling the output will be shown in the textbox below.

3.4 Testing

The available tests are shown on this screen. If they are orange they haven't been run yet, red means they have been run and failed and green means the test has been run and passed. The user can choose via the checkboxes which tests he wants to run and he can confirm this with the "Test" button.

3.5 Javadoc

The user can choose an article on the left to be shown in the text box or he can use the search bar. Search results will be shown in the box on the left and will be removed if the search query is removed from the bar.

3.6 Hints

When a hint is given out it will appear on this screen.

3.7 Turn in

By clicking the "Turn in" button the assignment as fulfilled by the team will be turned in, this will also end the game.

Newsfeed!
TeamA did this, TeamB did something else, ...

| Assignment | Code Files | Compiling | Testing | Javadoc | Hints | Turn in |

Turn in your assignment

Caution: once you turn in your assignment you cannot make any
more modifications, even if the system test fails.
Only turn in your assignment if you are sure you implemented
everything correctly.

(Turn in)

Remaining time: 00:05:00
Current score: 300

See how others are doing

TeamA - 1000,
TeamB - 900,
TeamC - 800,
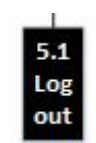...

Identified User – End Game

4.1 Turned in

Once the game has ended the user will get to see how much time he had remaining, what his acquired score is and what the output is for the system test. This screen is a pop up, once it's closed the user will only be able to see screens that are not of the category "During Game" or "End Game".
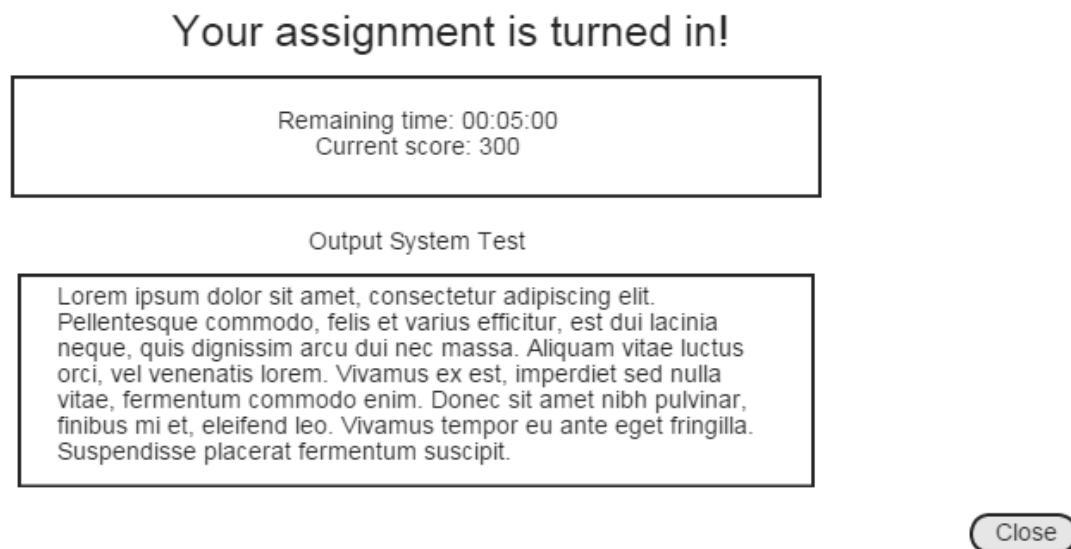
Log out

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".