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Group E

Final GUI screens

PTS6

Table of Contents

[Introduction 2](#_Toc423375923)

[Shared GUI screens 3](#_Toc423375924)

[Login 3](#_Toc423375925)

[Register 3](#_Toc423375926)

[Module D: HTML client for participants 4](#_Toc423375927)

[My information 4](#_Toc423375928)

[My team 4](#_Toc423375929)

[Newsfeed 5](#_Toc423375930)

[Assignment description 5](#_Toc423375931)

[Code files 6](#_Toc423375932)

[Compiling 6](#_Toc423375933)

[Testing 7](#_Toc423375934)

[Javadoc 8](#_Toc423375935)

[Hints 8](#_Toc423375936)

[Turn in 9](#_Toc423375937)

[Module E: HTML admin console 10](#_Toc423375938)

[Manage participants 10](#_Toc423375939)

[Register participants 10](#_Toc423375940)

[Manage team 11](#_Toc423375941)

[Register team 11](#_Toc423375942)

[Manage current game 12](#_Toc423375943)

[Manage current round 13](#_Toc423375944)

[Servers 13](#_Toc423375945)

[Module F: HTML client for spectators 14](#_Toc423375946)

[Homepage 14](#_Toc423375947)

[Scores 15](#_Toc423375948)

[Teams 15](#_Toc423375949)

[Newsfeed 16](#_Toc423375950)

[Rounds 16](#_Toc423375951)

[Assignment 17](#_Toc423375952)

[Competition 17](#_Toc423375953)

# Introduction

This document contains screenshots of the final GUI screens. The screenshots are for the HTML clients for participants (competitors), administrators and spectators. Module D and E are similar in style and layout, whereas module F has a slightly different style.

These screens are based on the GUI screen designs from the following documents:

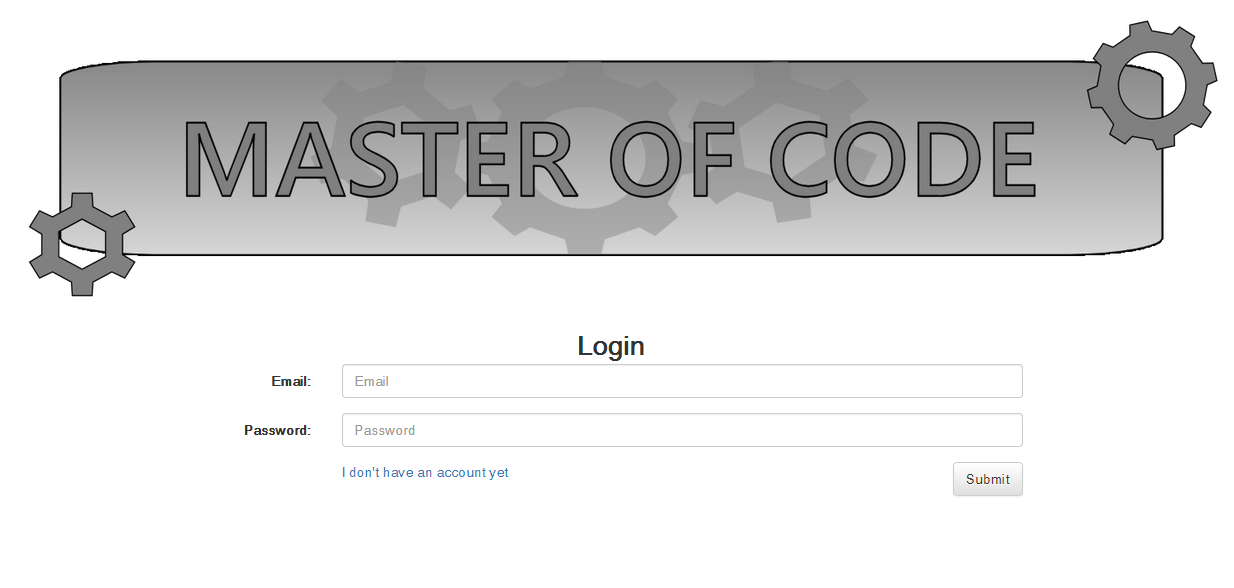
* Global GUI designs module D
* Global GUI designs module E
* Global GUI designs module F

The final screens aren’t completely the same as the GUI screen designs, but the project team has tried to stick to the designs as much as possible. However, some changes have been made in terms of lay-out and the data that is displayed on each of the web pages.

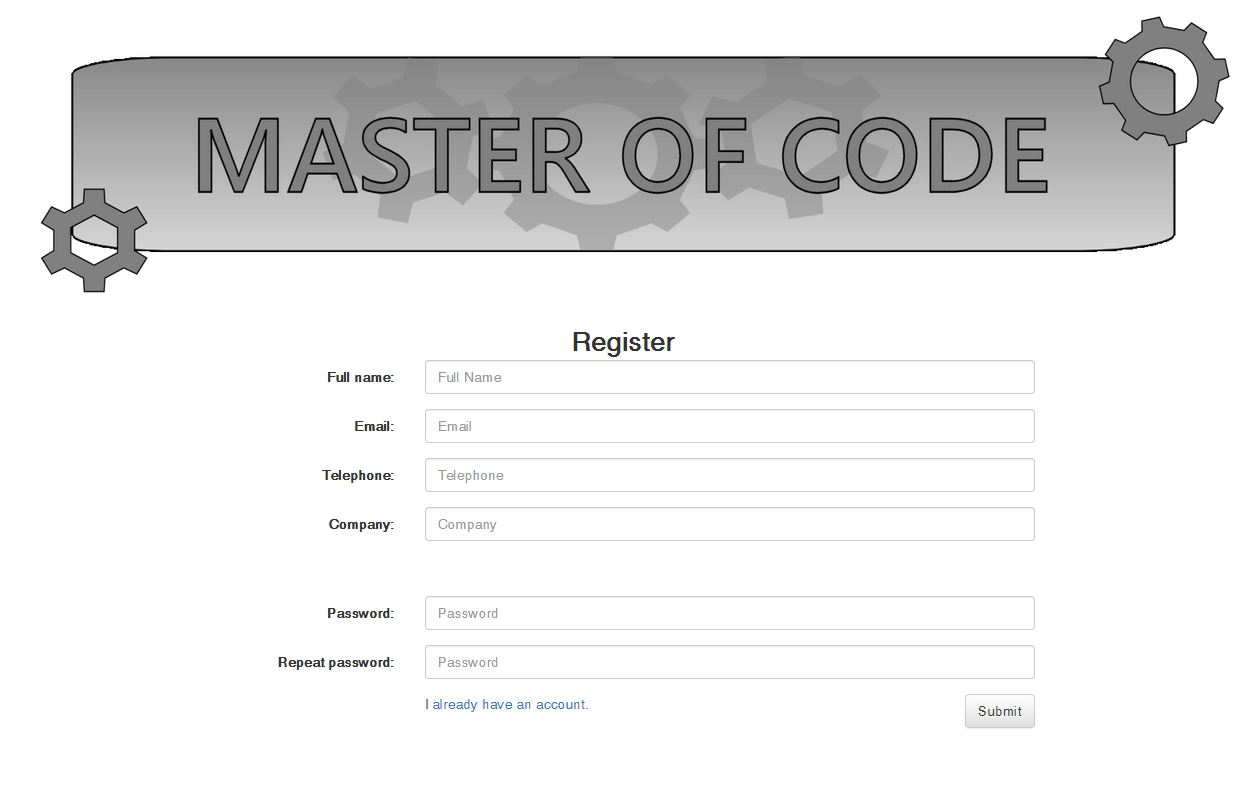
# Shared GUI screens

The following screens are used in both module D and module E. Before you can use these modules, authentication is required.

## Login

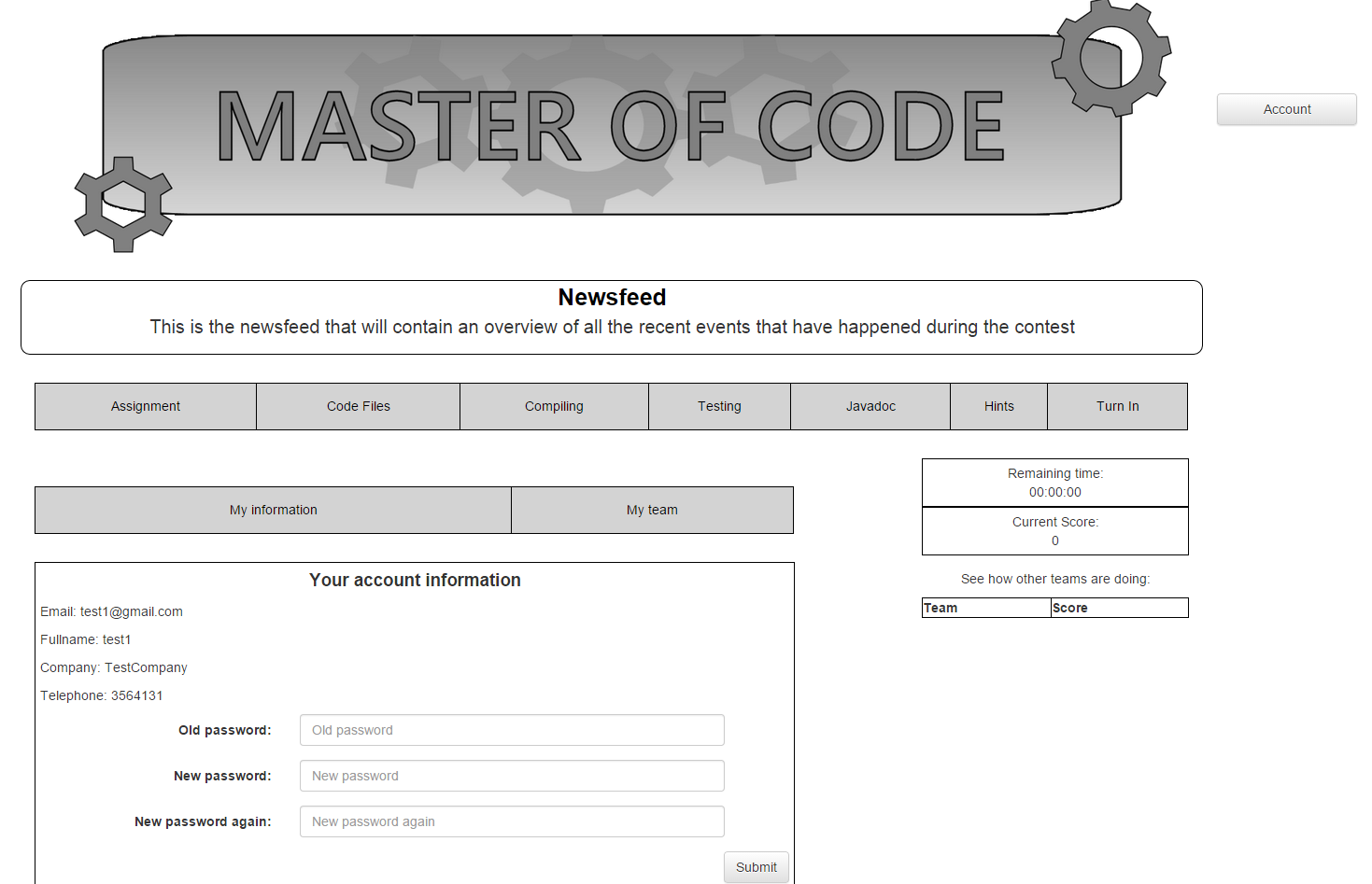


## Register

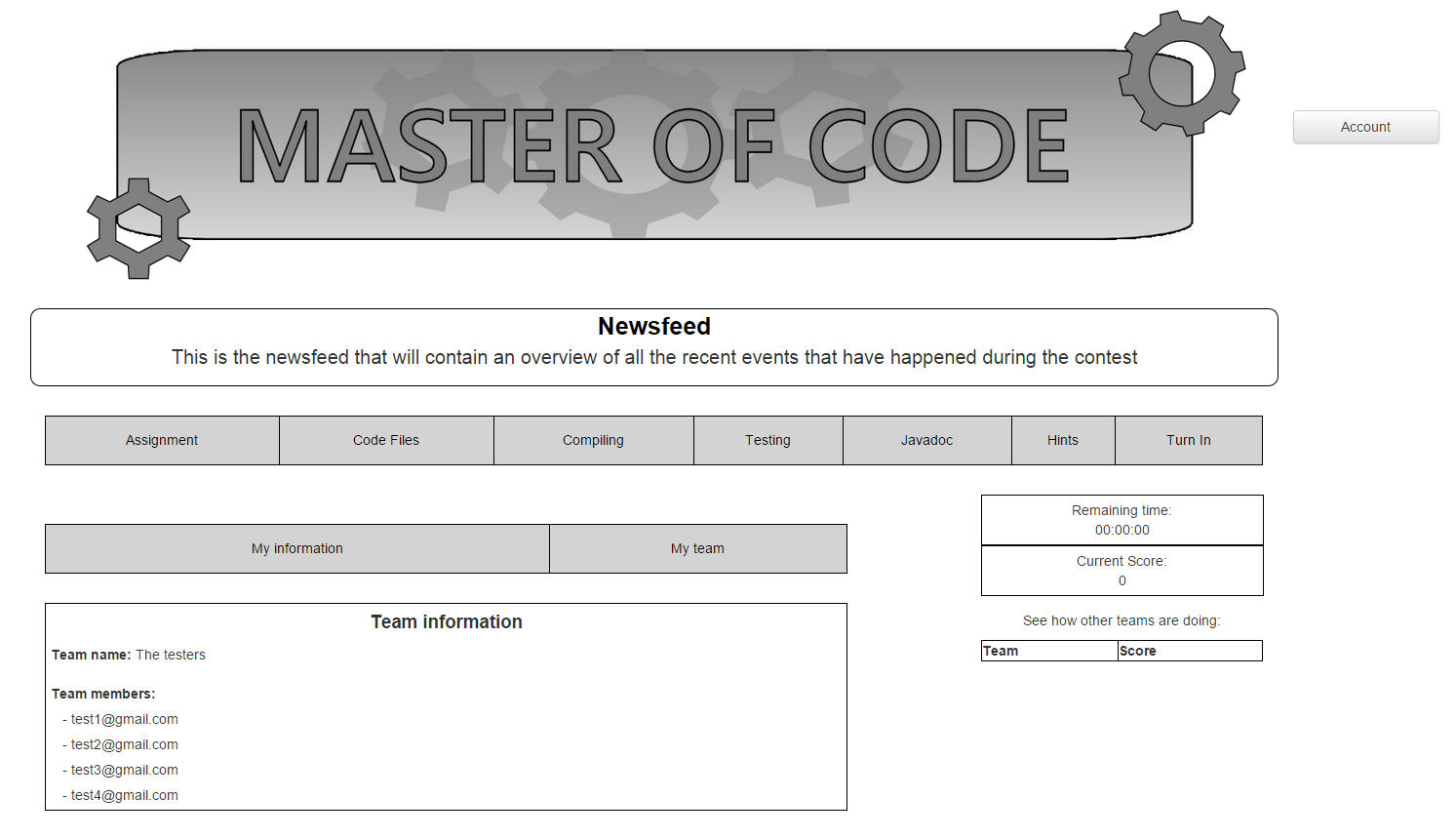


# Module D: HTML client for participants

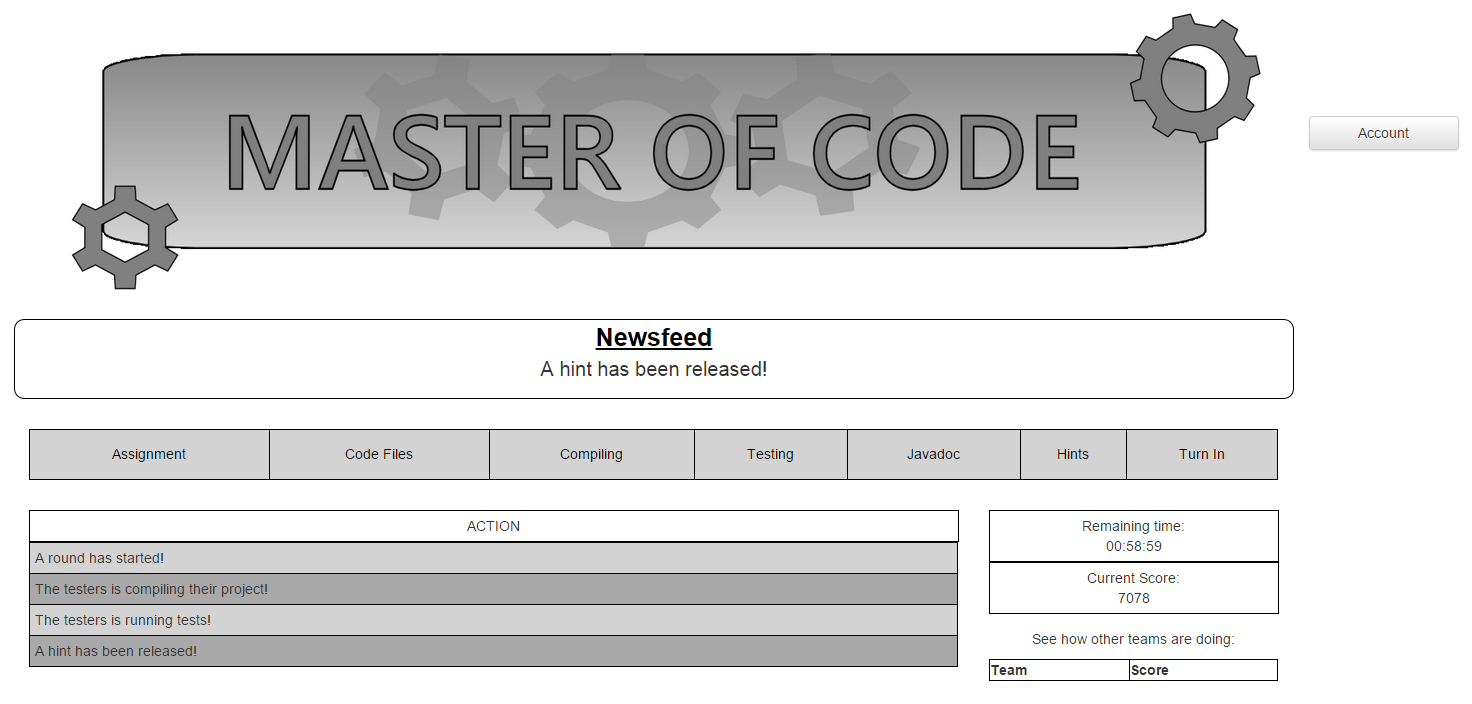
## My information



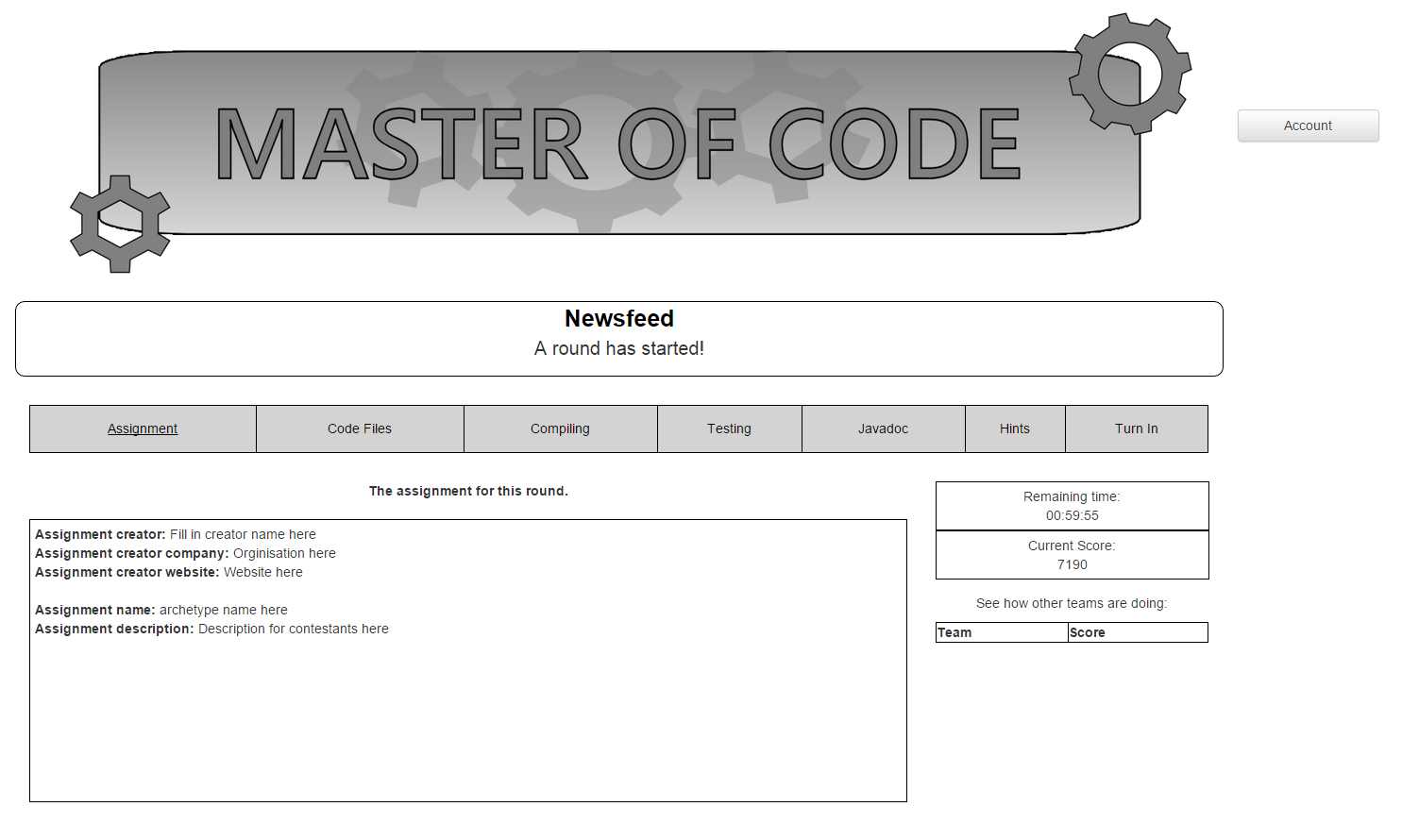
## My team



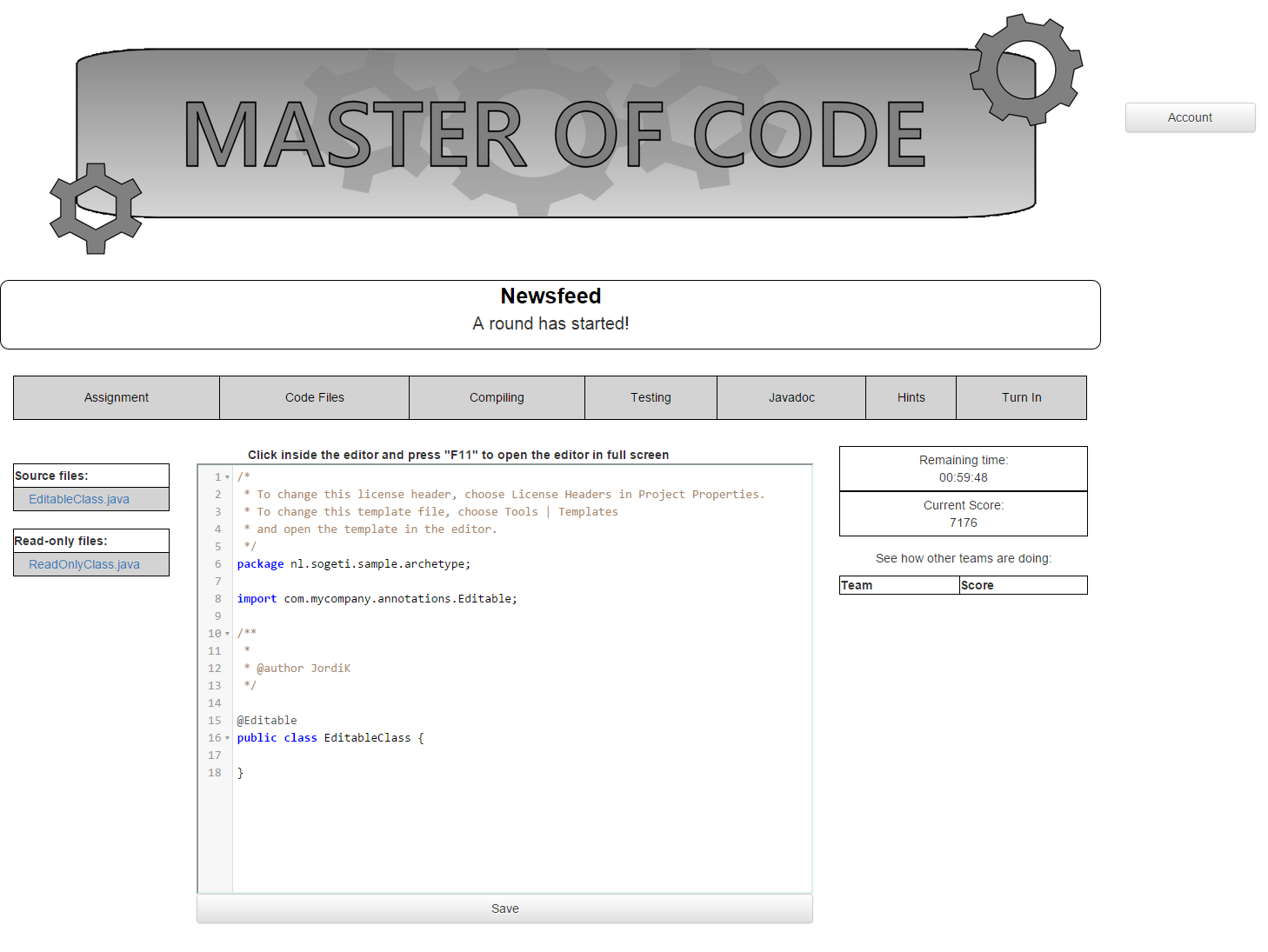
## Newsfeed



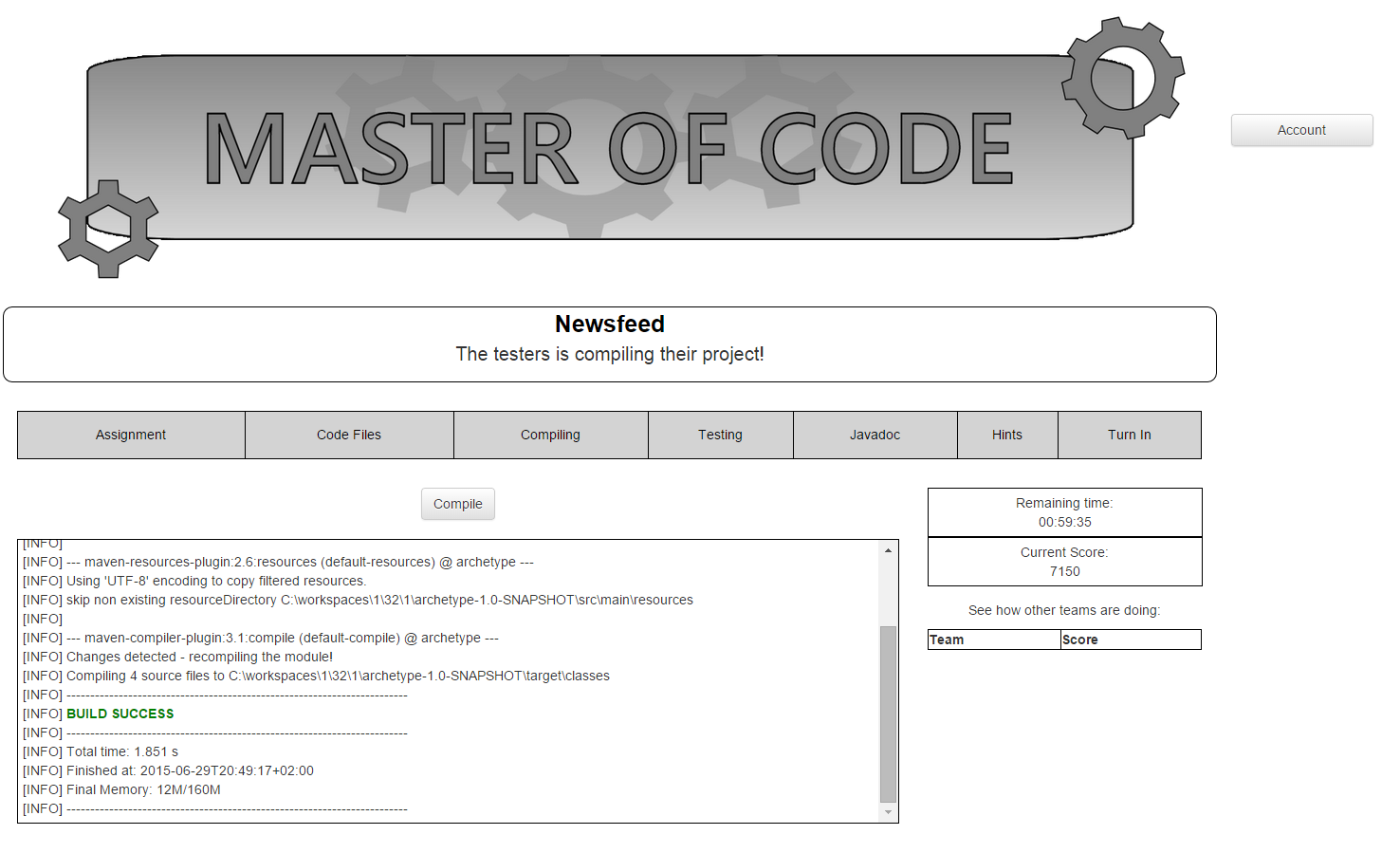
## Assignment description



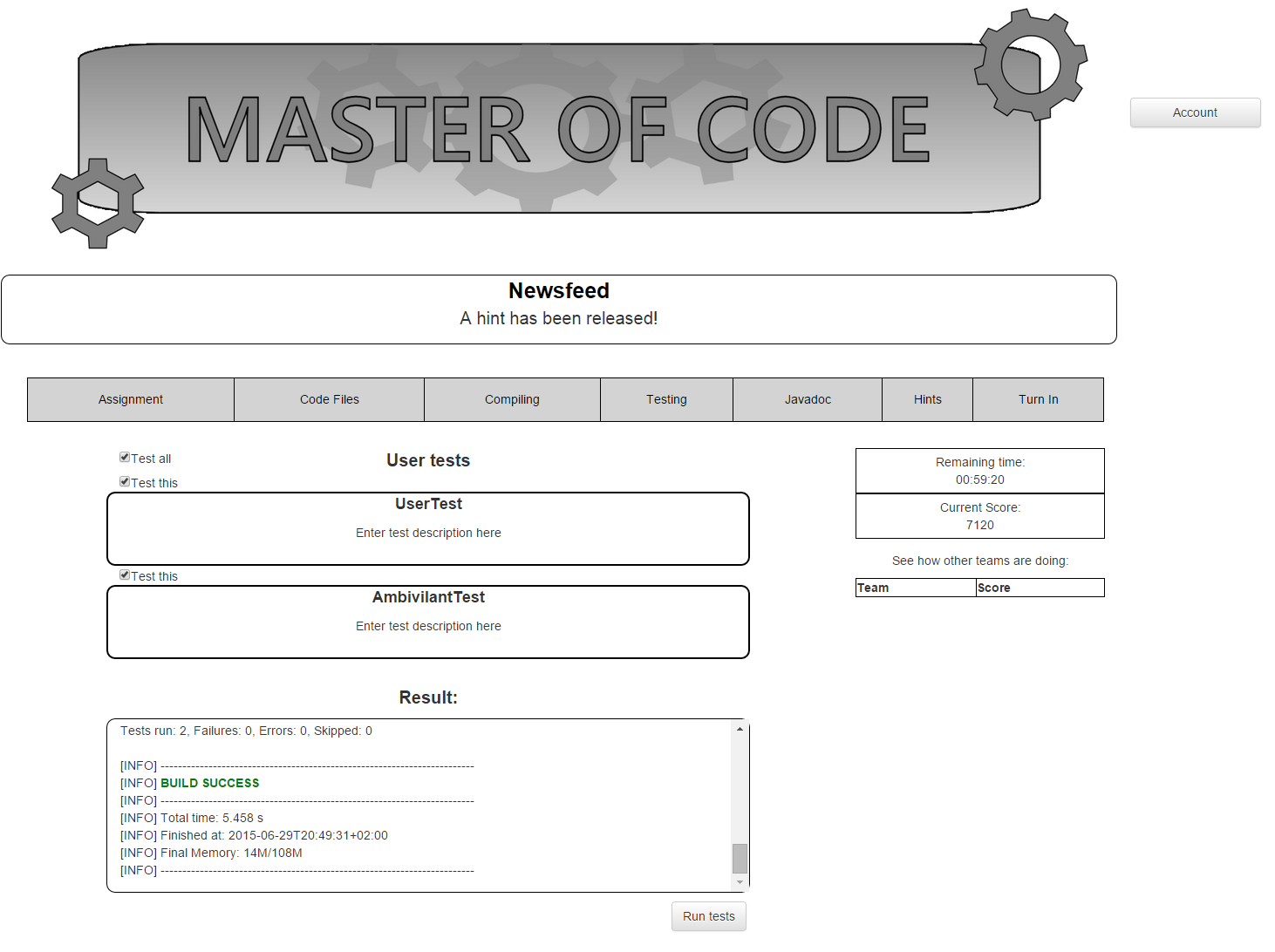
## Code files



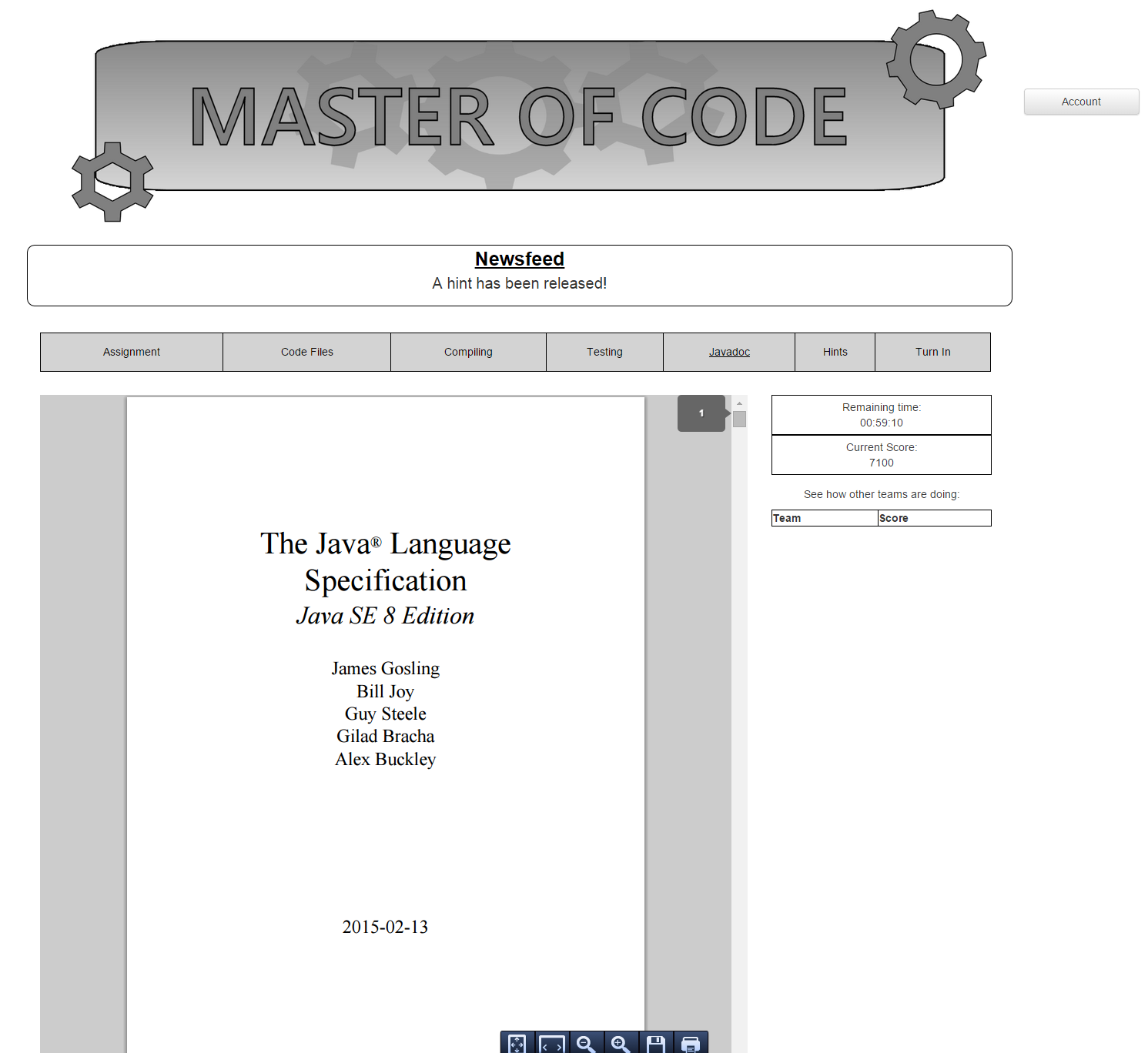
## Compiling



## Testing



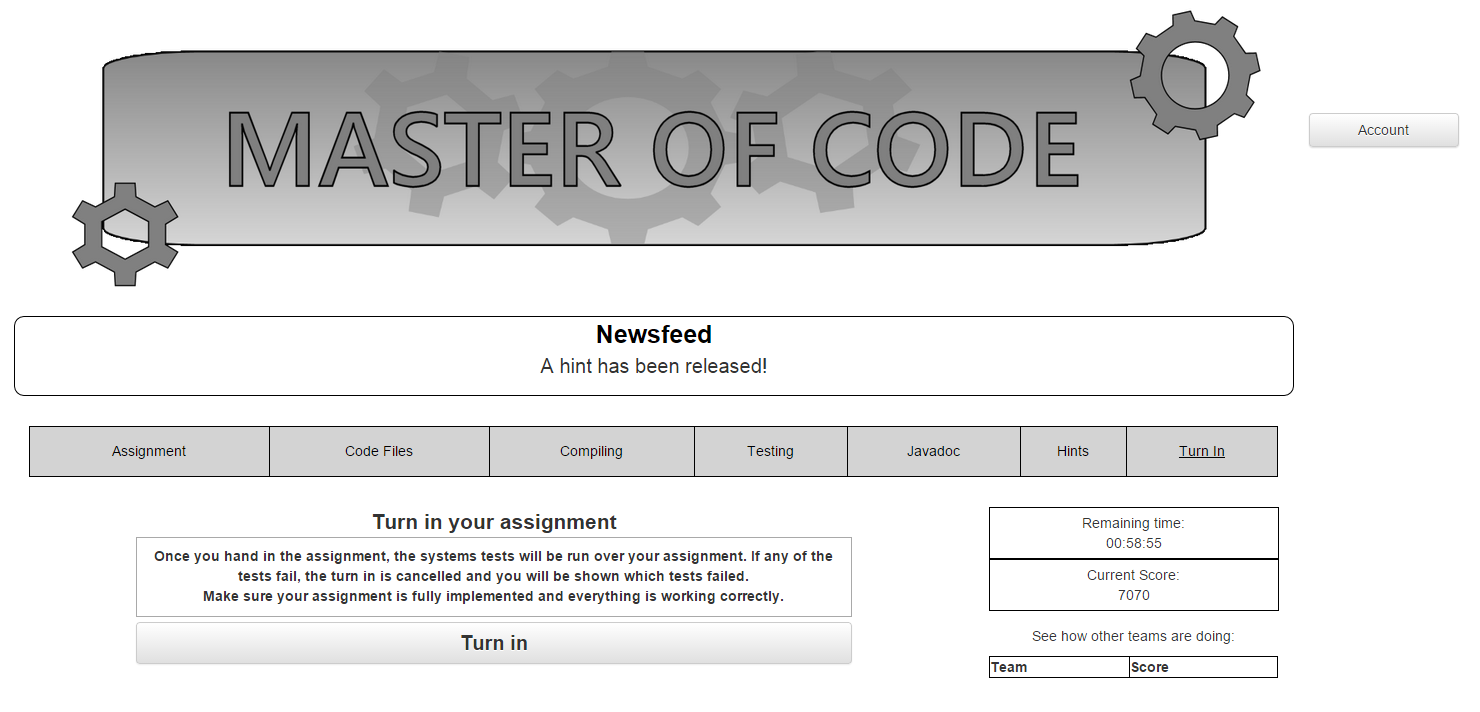
## Javadoc



## Hints

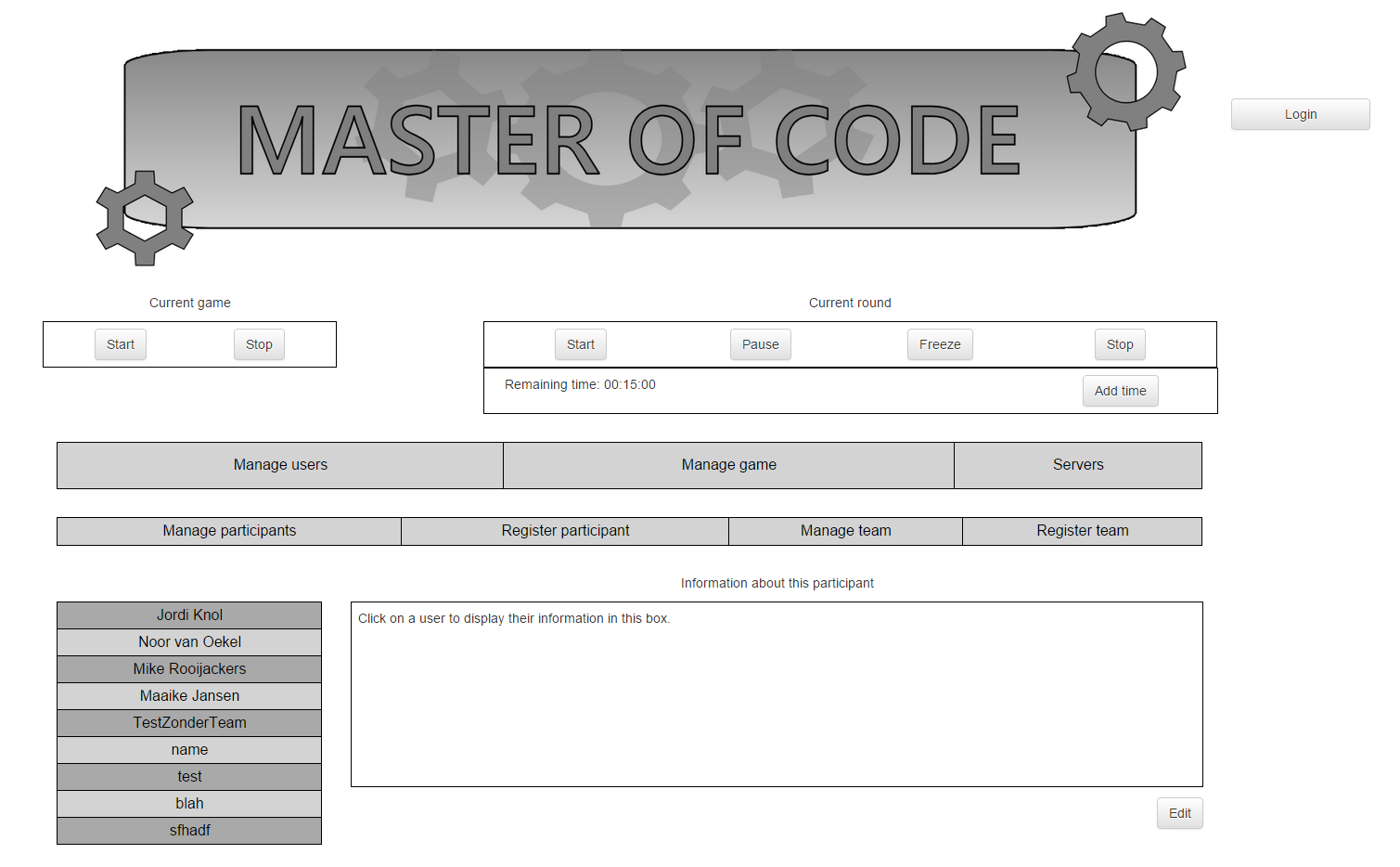


## Turn in

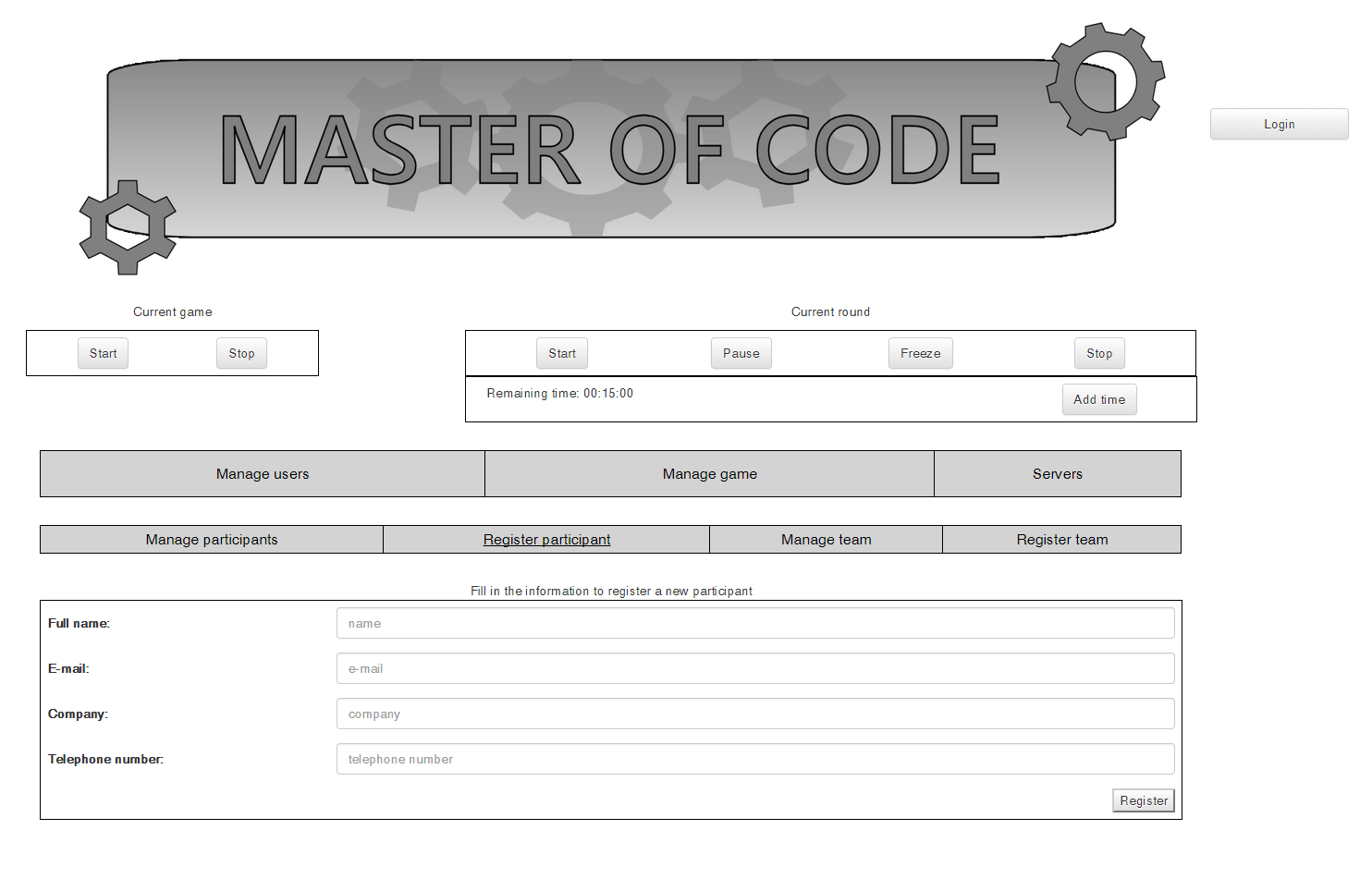


# Module E: HTML admin console

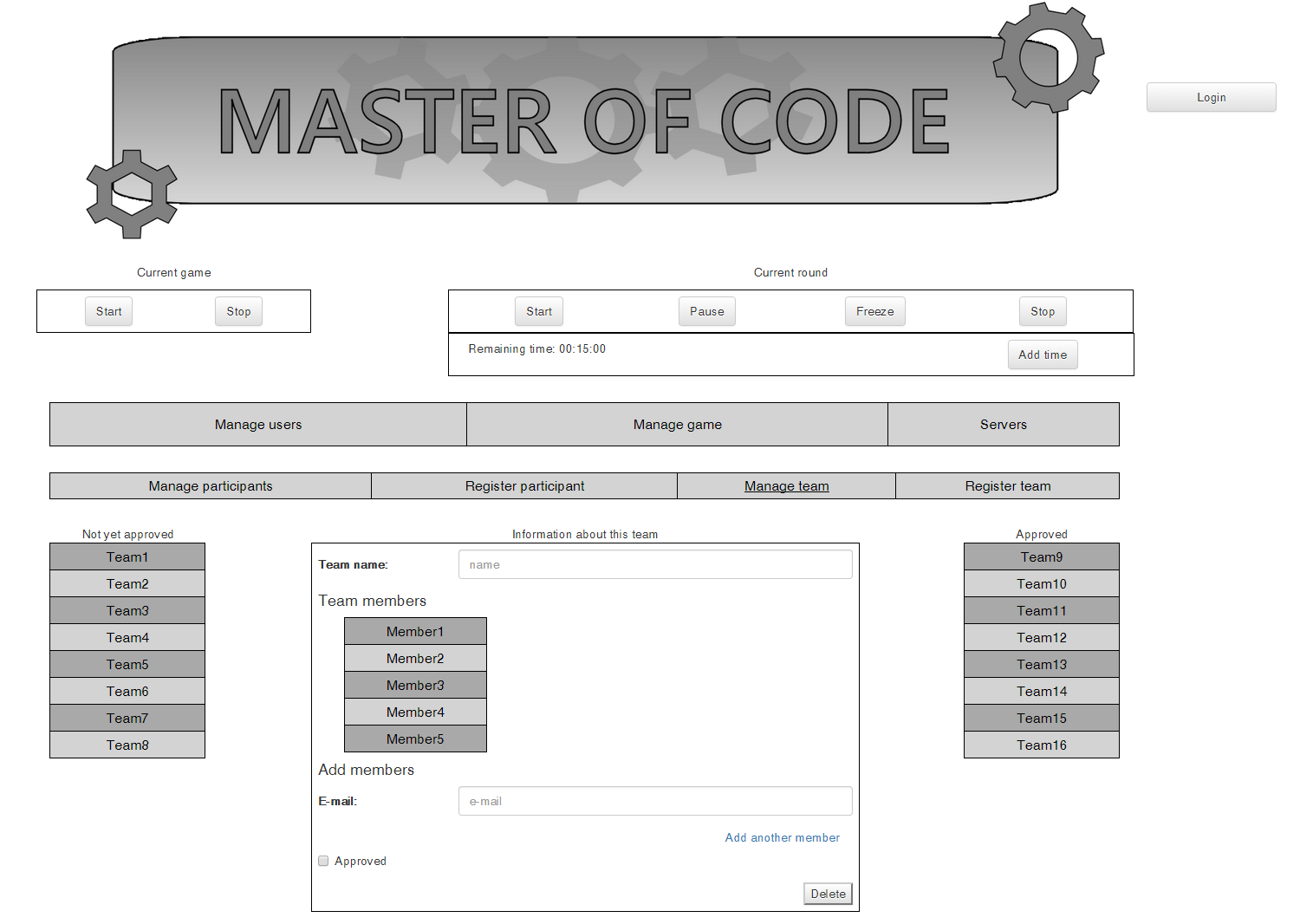
## Manage participants



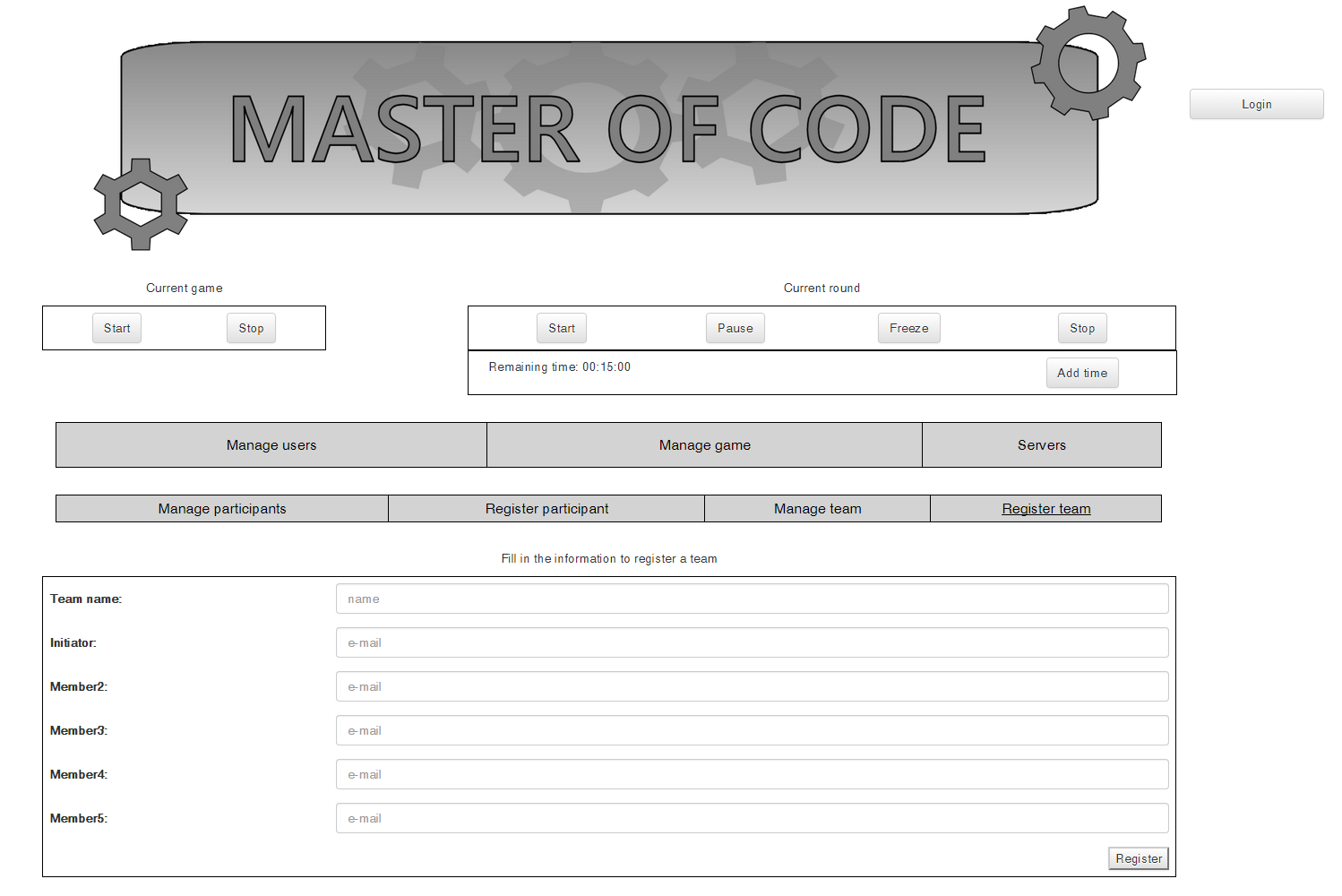
## Register participants



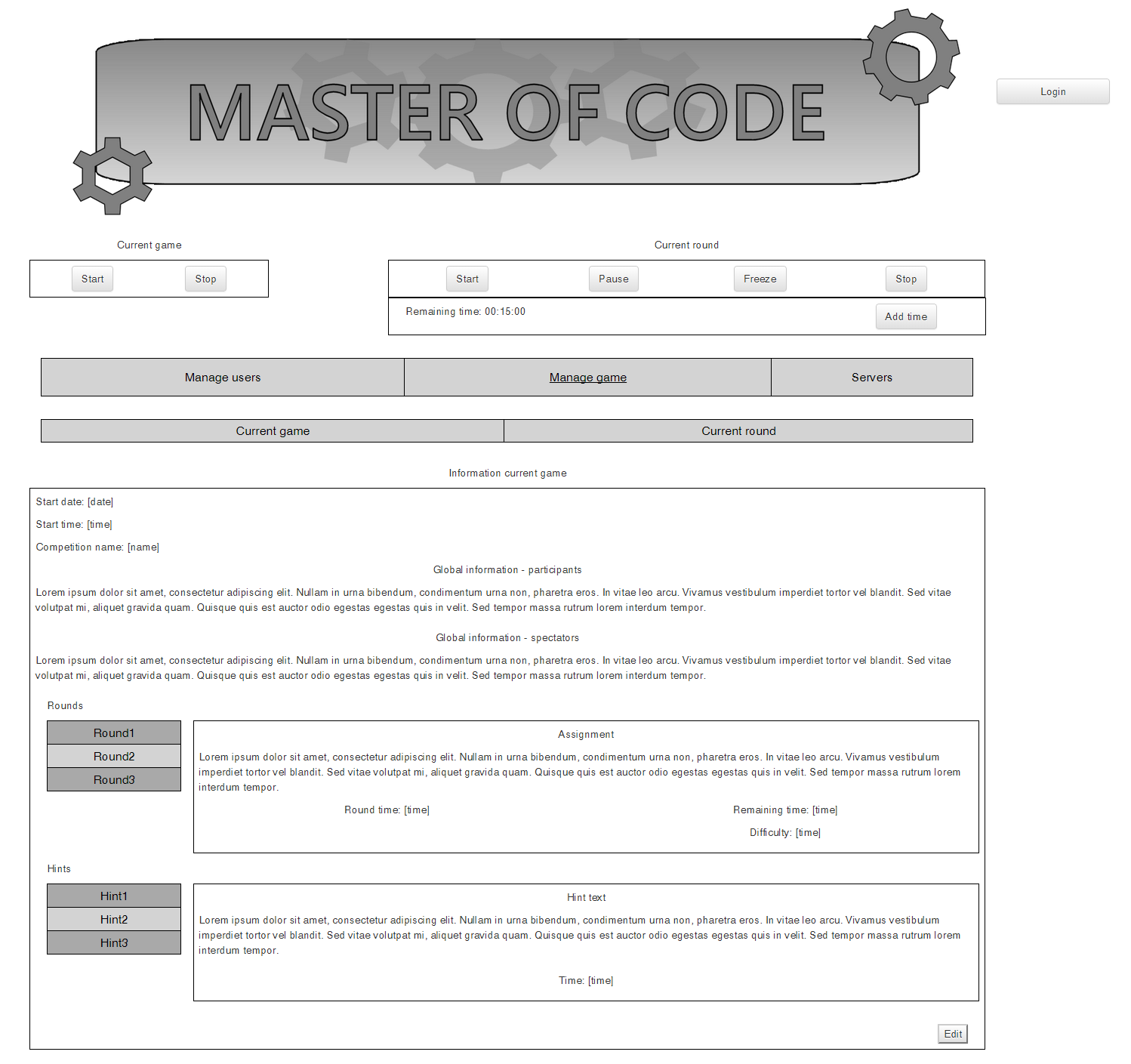
## Manage team



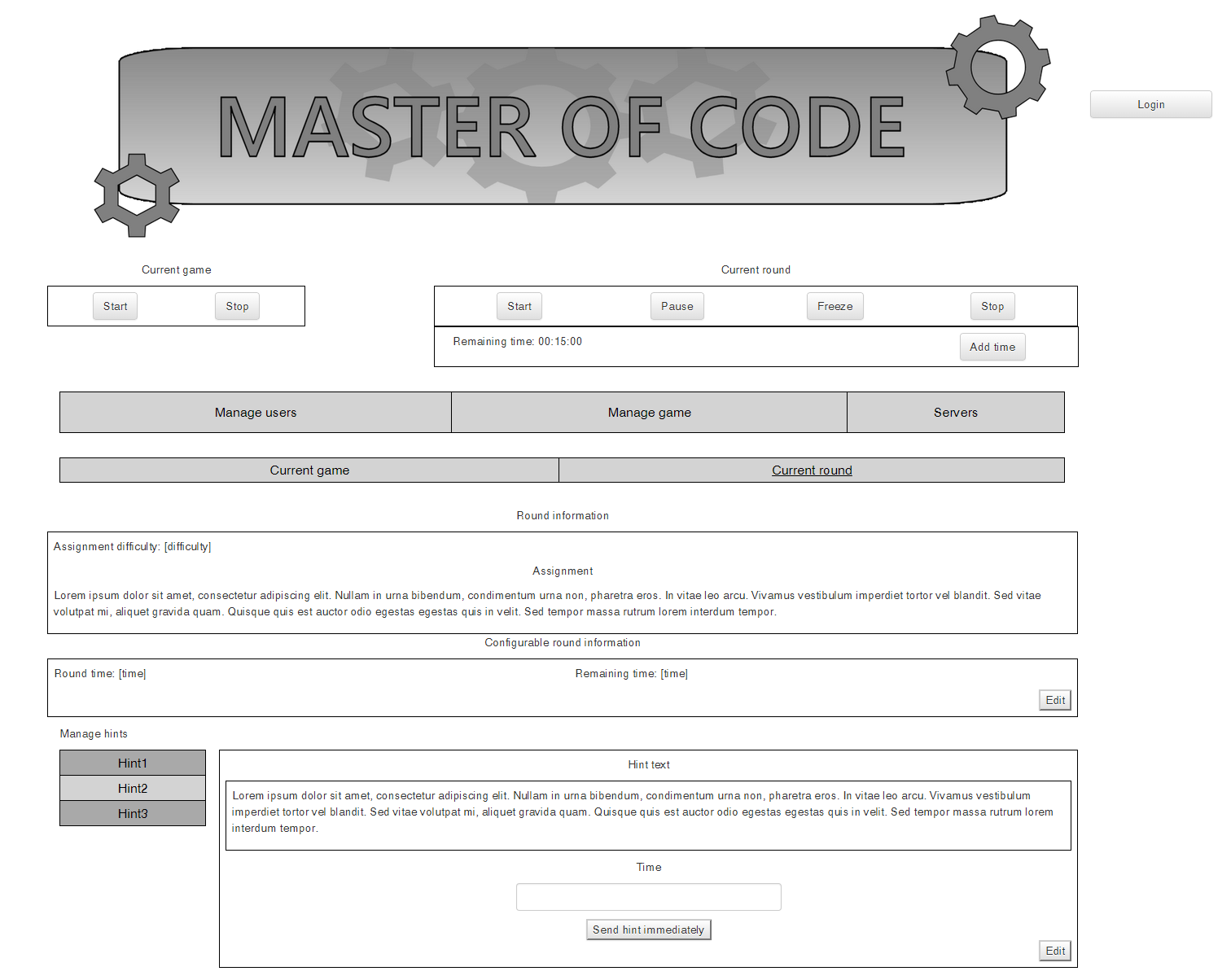
## Register team



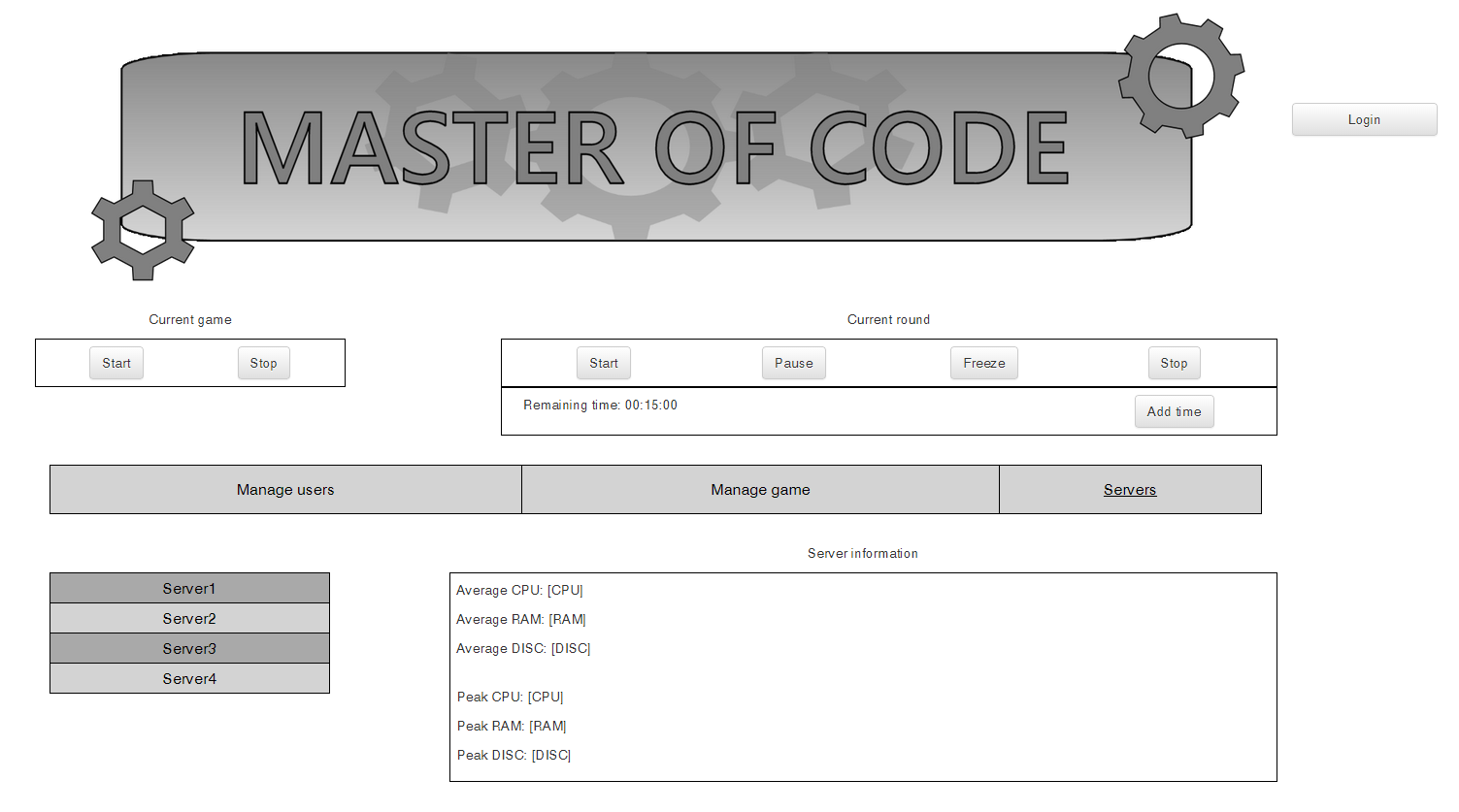
## Manage current game



## Manage current round

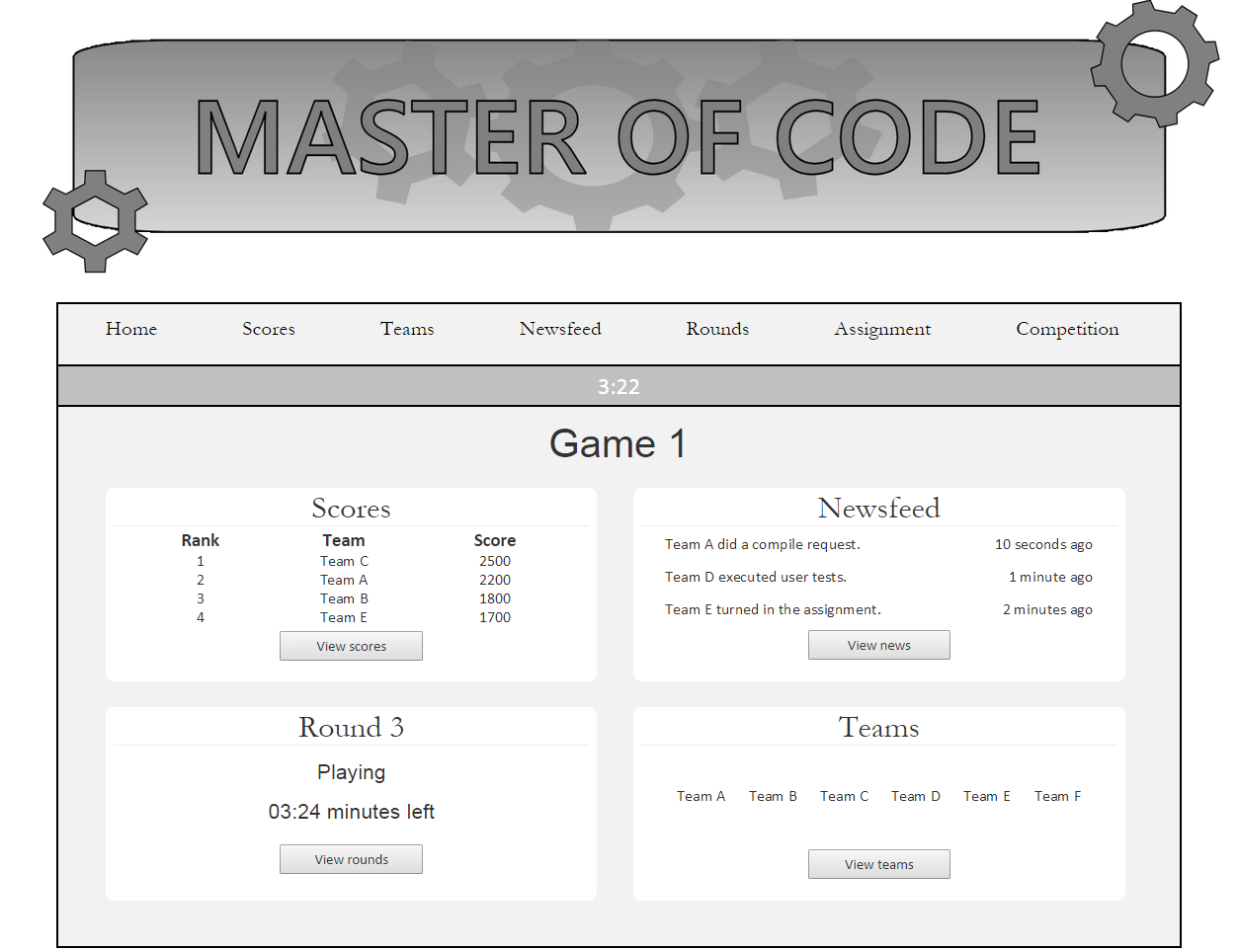


## Servers

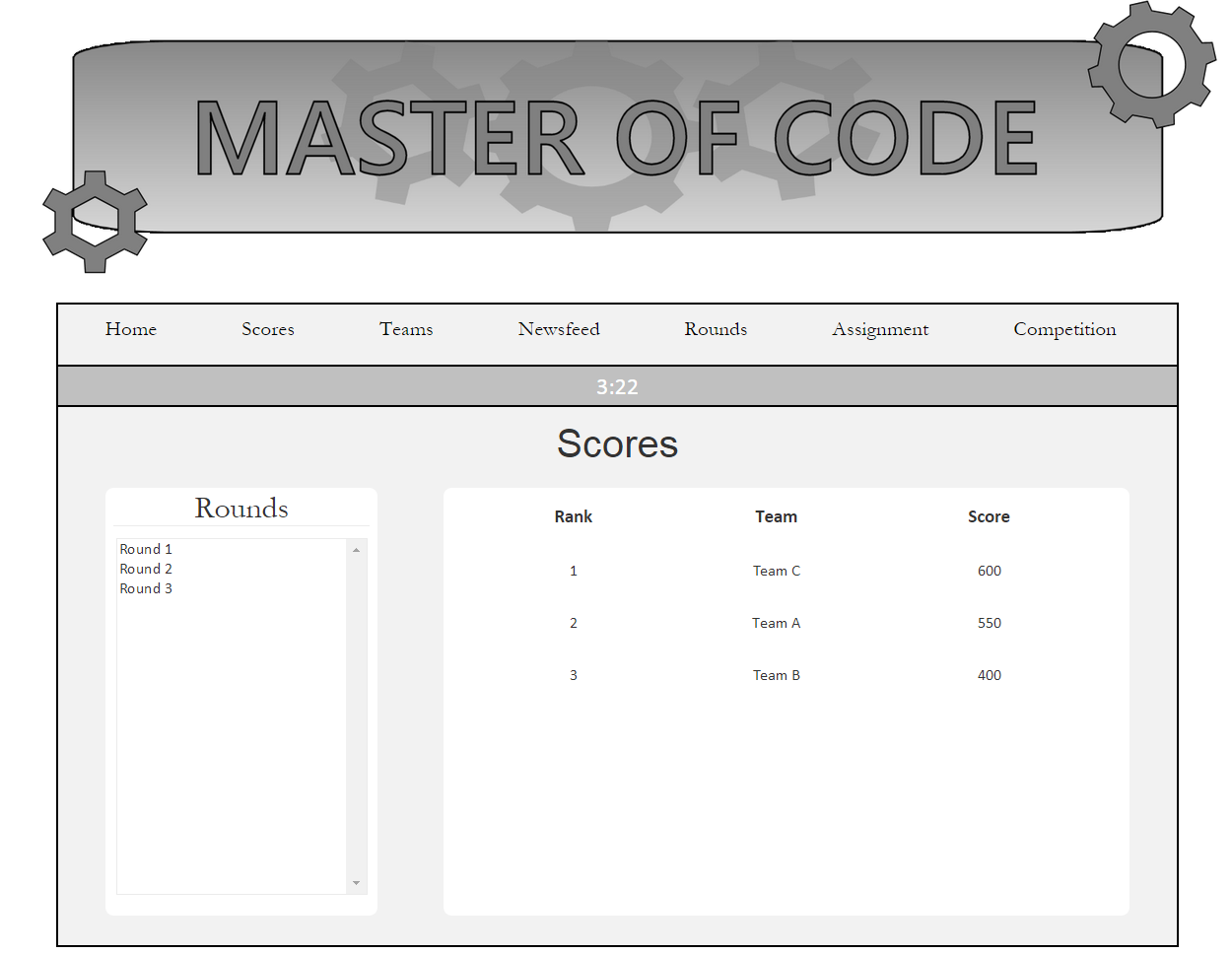


# Module F: HTML client for spectators

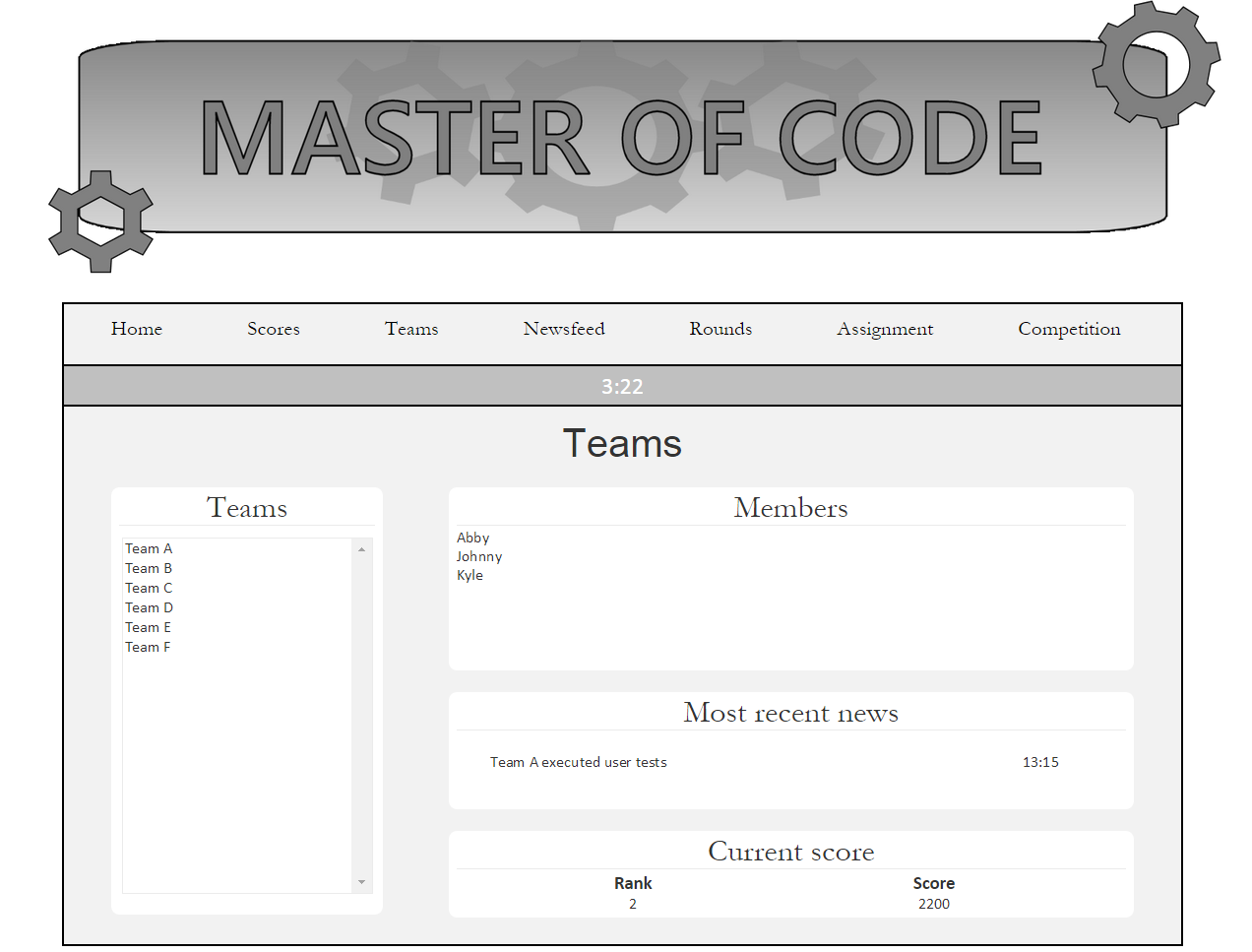
## Homepage



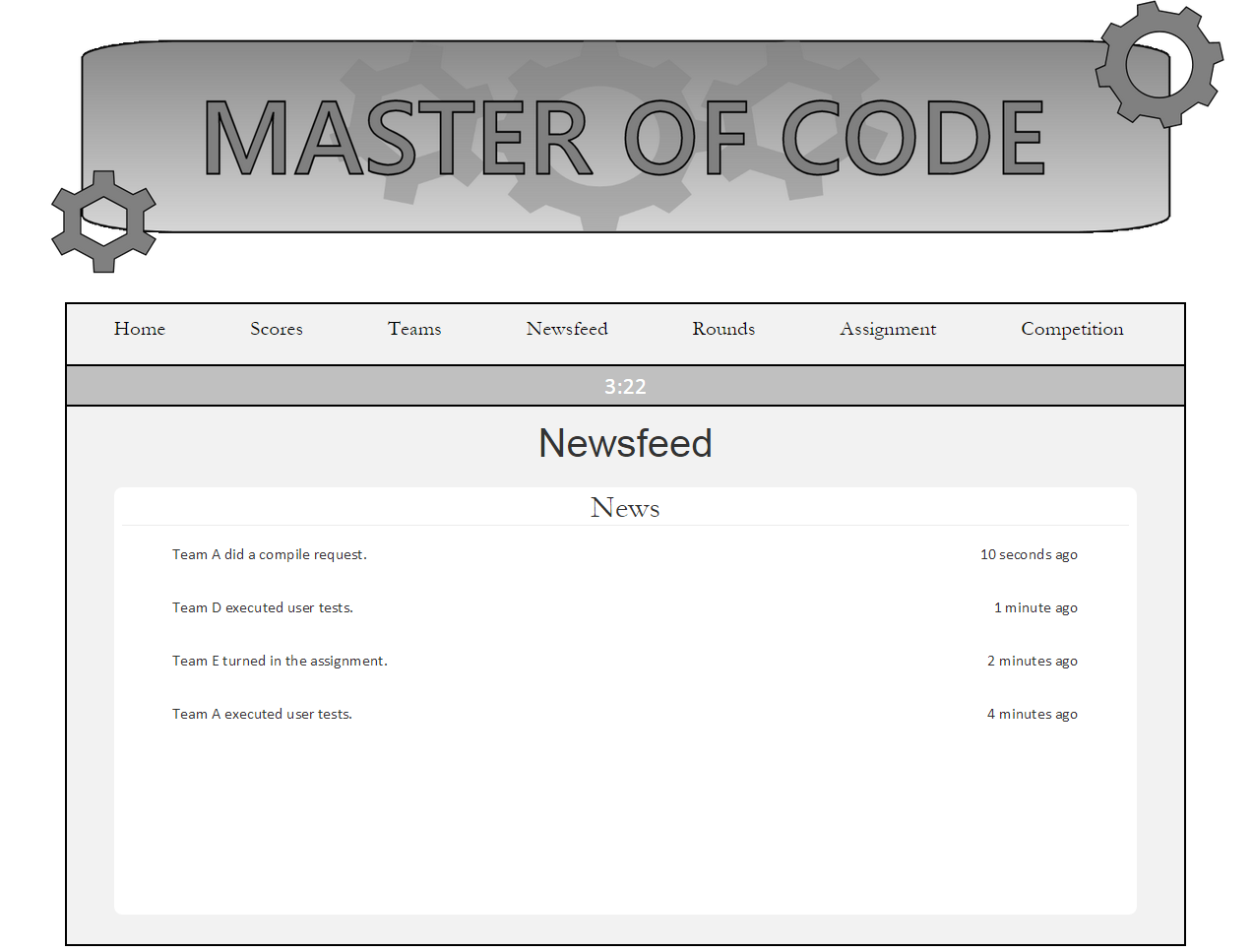
## Scores



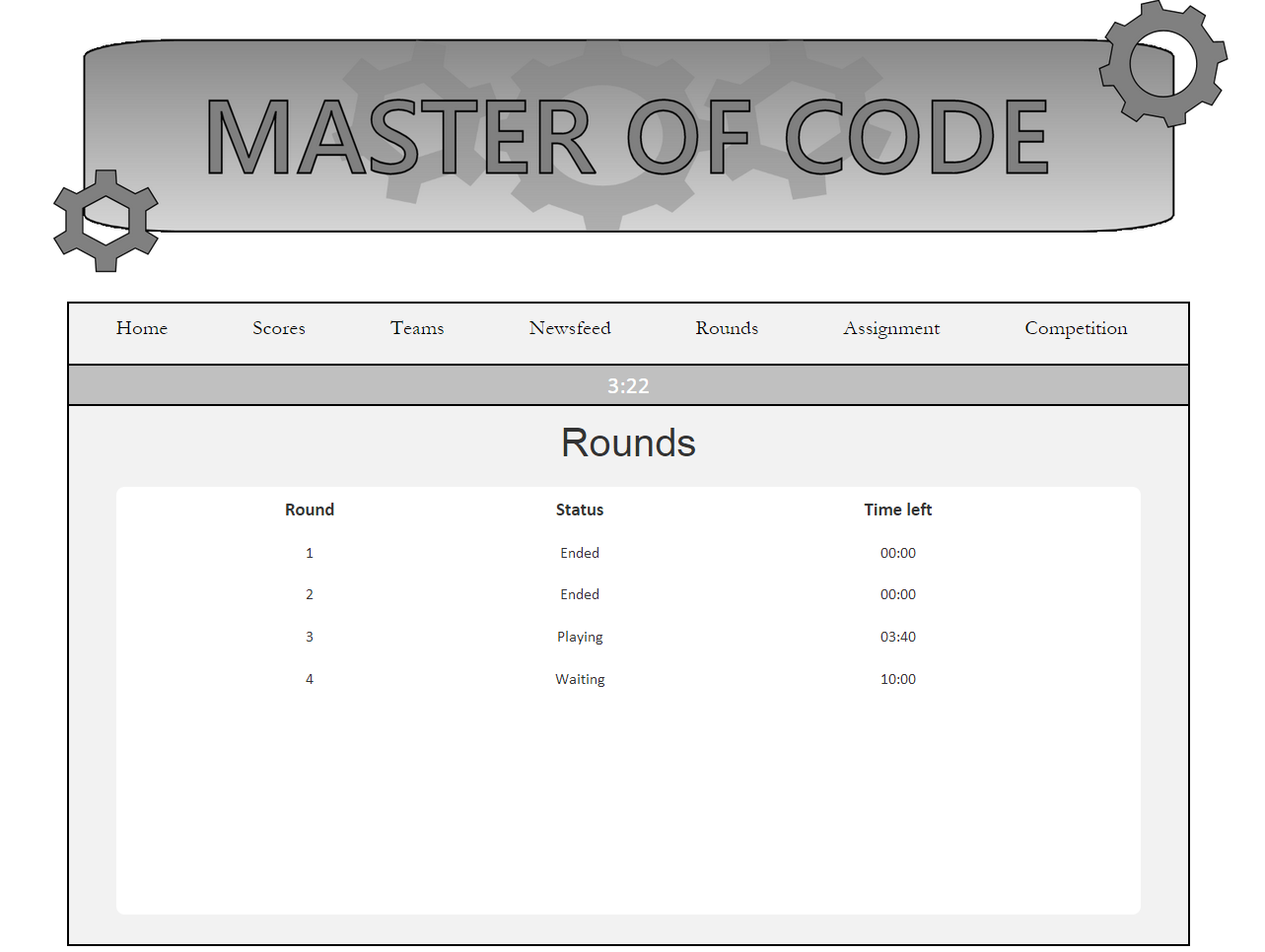
## Teams



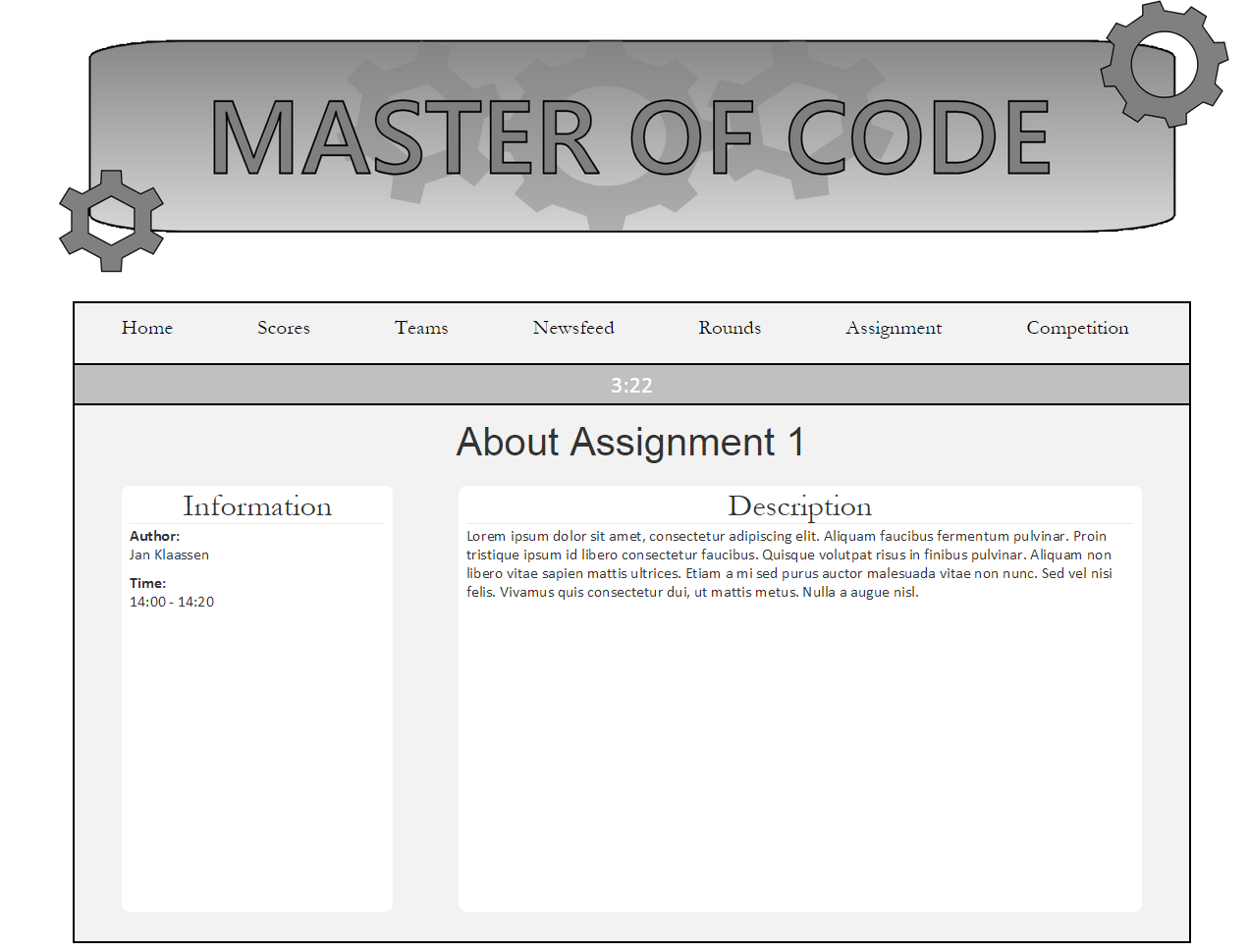
## Newsfeed



## Rounds



## Assignment



Competition

