

# Project: Teledraw

**Background:** Web app version of party game Telephone Pictionary / Teledraw.

- Design + implement updated UI
  - Sketch, libraries(?), CSS, JS

## Pages:

- Homepage / Login

- Create account

Dashboard

- Game

- Create game

Game Log

Review

Drawing

- Choose a phrase

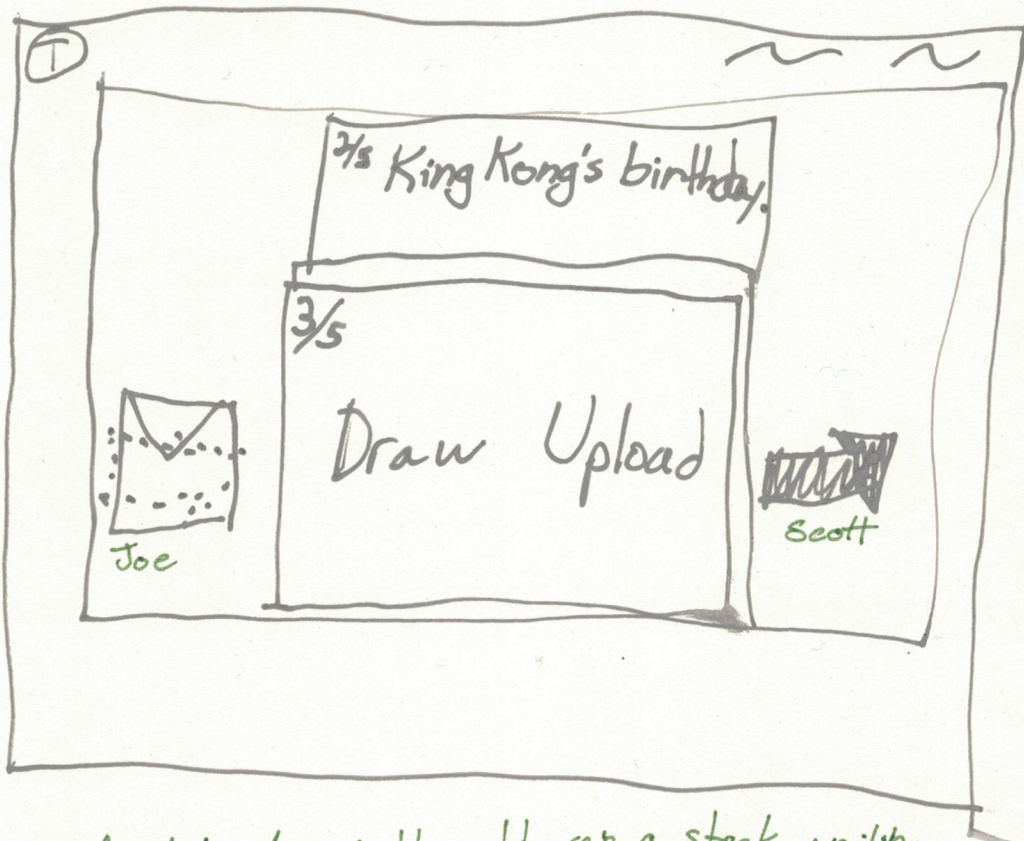
- Submit image

- Submit caption

- Finished



# Game screen template



- Indicate whether there's a stack waiting
- Show who passed to you and who you're passing to
- When people were last online?
- How many from the group are online?
- Show full content of previous card. Can zoom in on pictures.
- Show where we are in the stack
- Nudge the person behind you
- Overlay for drawing, or drag/dialog for uploading
- Animation(?): Card goes to back, stack goes to next person



# Homepage

The sketch shows a homepage layout with a header and two main content areas. The header has a circular logo with the letter 'T' on the left and a wavy line on the right. Below the header, there are two main sections: 'Log In' on the left and 'Sign Up' on the right. Each section contains three horizontal input fields and a submit button at the bottom right.

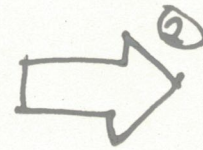
- Log in - (username) email, password, submit.
- Sign up - email, (username), password.
- Logo/header
- Marketing?



# Cards

1/7 Choose a word or phrase

Pass ①



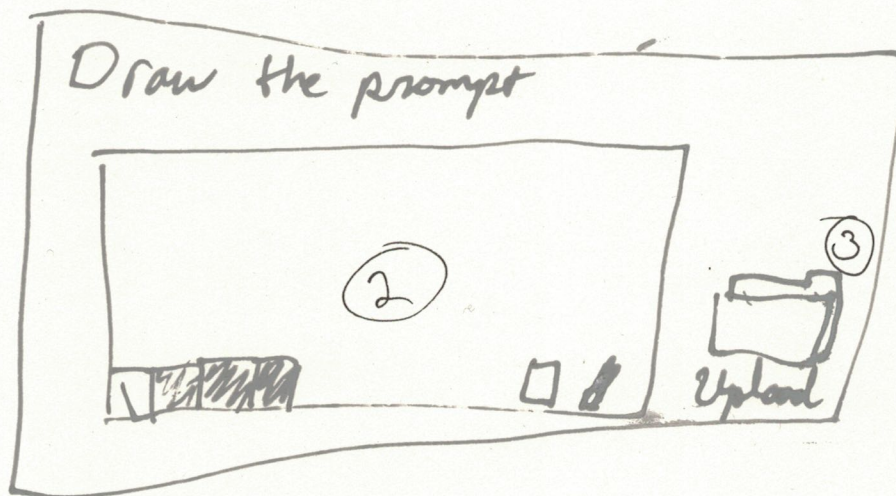
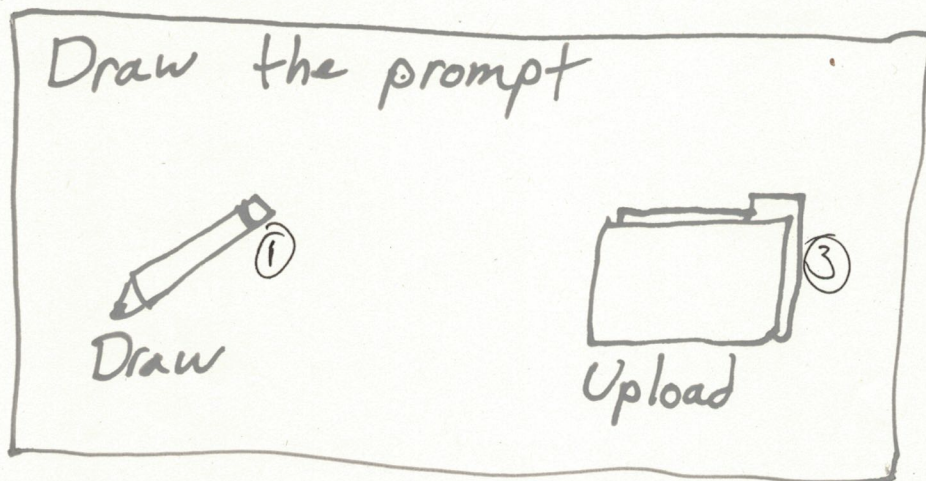
3/7 Describe the picture:

Pass

- ① or ②
- CTA
- # in series
- textbox
- ~~DB~~



## Cards (2)



- 1, 2 open drawing lightbox
- 3 opens dialog box, or drag file to 4
- Button or arrow

## Cards (3)

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Finished!

Sync up with the group,  
and watch the reveal

~~Reveal~~ Reveal  
~~Alone~~

- Link to reveal



# Create Game

A hand-drawn sketch of a web form titled "Create Game". The form is enclosed in a rectangular border. At the top left, there is a small circle with a plus sign inside. To the right of this, there are two wavy lines. Below the title, there is a large rectangular input field. Underneath this field, there is a wavy line followed by a small square checkbox. Below the checkbox, there is another rectangular input field containing a wavy line.

- Name
- max # players
- password (optional)
- Button

# Dashboard

A hand-drawn sketch of a dashboard interface. At the top left, there are two tabs labeled 'now' and 'past', with 'now' being the active tab. Below the tabs is a table with two rows of game data. Each row starts with an envelope icon. The first row is for 'Game 1' with 58 players, a status of 'Drawing: A wolf w/ a cool hat', and a 'Go' button. The second row is for 'Game 2' with 38 players, a status of 'Waiting...', and a 'Go' button. A checkmark is drawn above the first row. The entire dashboard is enclosed in a rounded rectangle with a small circle in the top-left corner, resembling a window or app icon.

	now	past		
	Game 1	58	Drawing: A wolf w/ a cool hat	Go
	Game 2	38	Waiting...	Go

- Current games  
- past

name

players

- status

- CTA  
current prompt?