

MS 3_2 Screen Sketches

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Actors

- Single Player
 - Filter through the table with trivia
 - This would be the ability for the Single Player actor to choose a category and what type of questions they would like to see.
 - Update the table with points
 - Allows for the points system to be updated so players can compare scores
 - Access table with points
 - This will allow for the users to see the points of the leaderboard and which user has how many points
- Multiplayer Login
 - Live server access
 - This user needs to be able to access the live server to be able to connect with other players
 - Access to table with question sets
 - When creating a lobby a user is able to select which questions they want to use
 - Access to table with lobbies
 - A Multiplayer user will also have to be able to see any other lobbies if they so wished to join that lobby
- Creation Mode
 - Creation and Editing ability of a table with personal datasets
 - This allows for the main function of a Creation user to make their own question sets or edit ones they've made in the past.

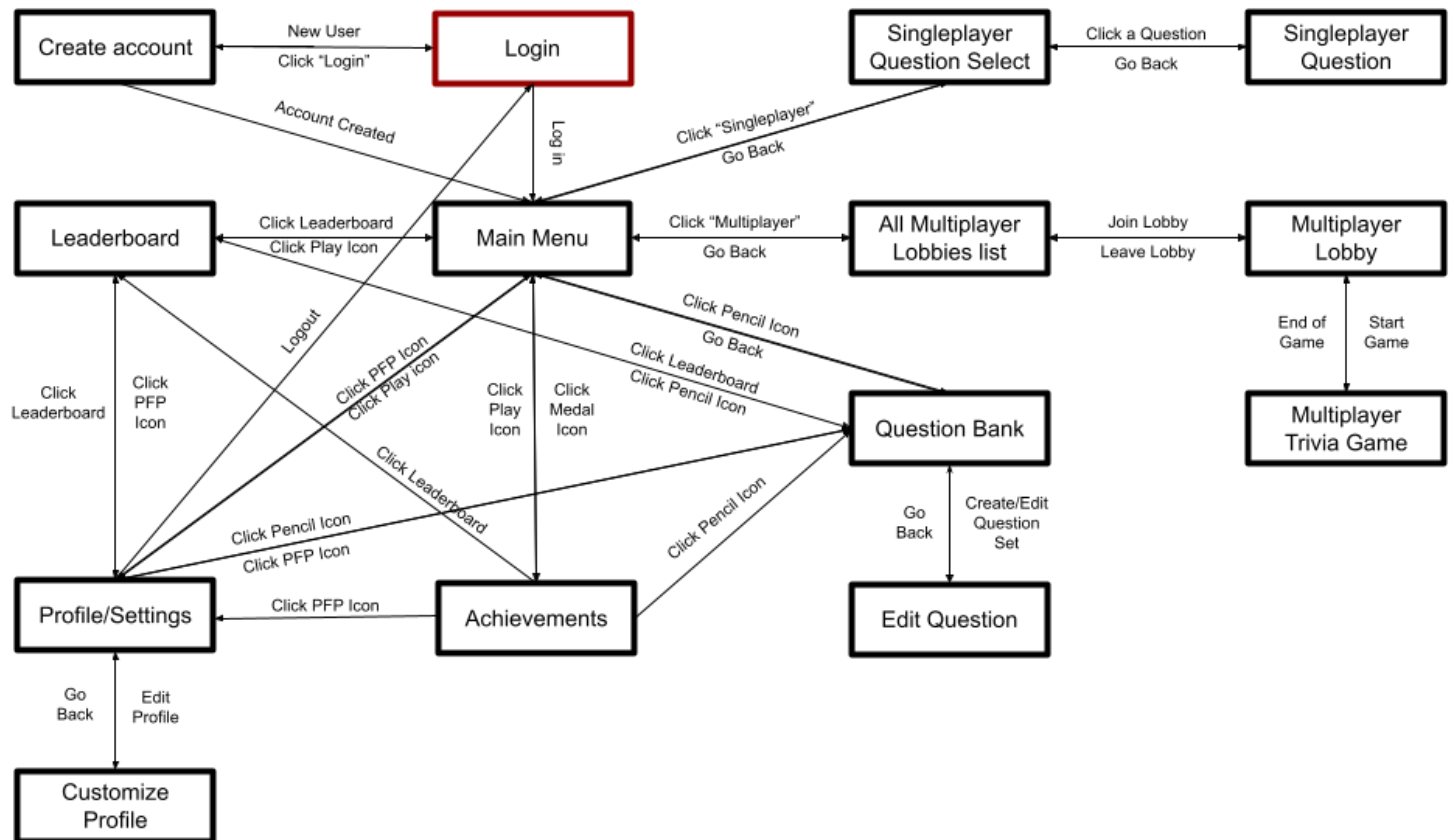
Non-functional Requirements

- Overall:
 - UI should feel responsive, no more than 500ms delay
 - Room should be left to add future features, such as a ranking system for players, ranked matchmaking, team battles, clubs
- Single Player:
 - Users are always able to access leaderboard
 - Leaderboard should update daily
 - Daily built-in question sets
- Multiplayer:
 - Users should always be able to create, see, and join lobbies
 - Lobbies must be able to hold at least 4 players at all times
- Question Sets
 - Users should be able to not accidentally delete question sets (add confirmation message or recover deleted sets)

Tables and Fields

- Questions
 - Question ID
 - Question
 - Answer
 - Question Type (multiple choice, true or false, free response)
- User Data
 - User ID
 - Username
 - Password
 - Email
 - Profile Settings
 - Points
 - Achievements
 - User Statistics
- Leaderboard
 - Use User ID as Key
 - User Points
 - Weekly Points
 - Monthly Points
 - Yearly Points
 - Lifetime Points
- Question Sets
 - Use User ID as Key
 - Question IDs
 - Questions
 - Answers
 - Category

Screen Flowchart



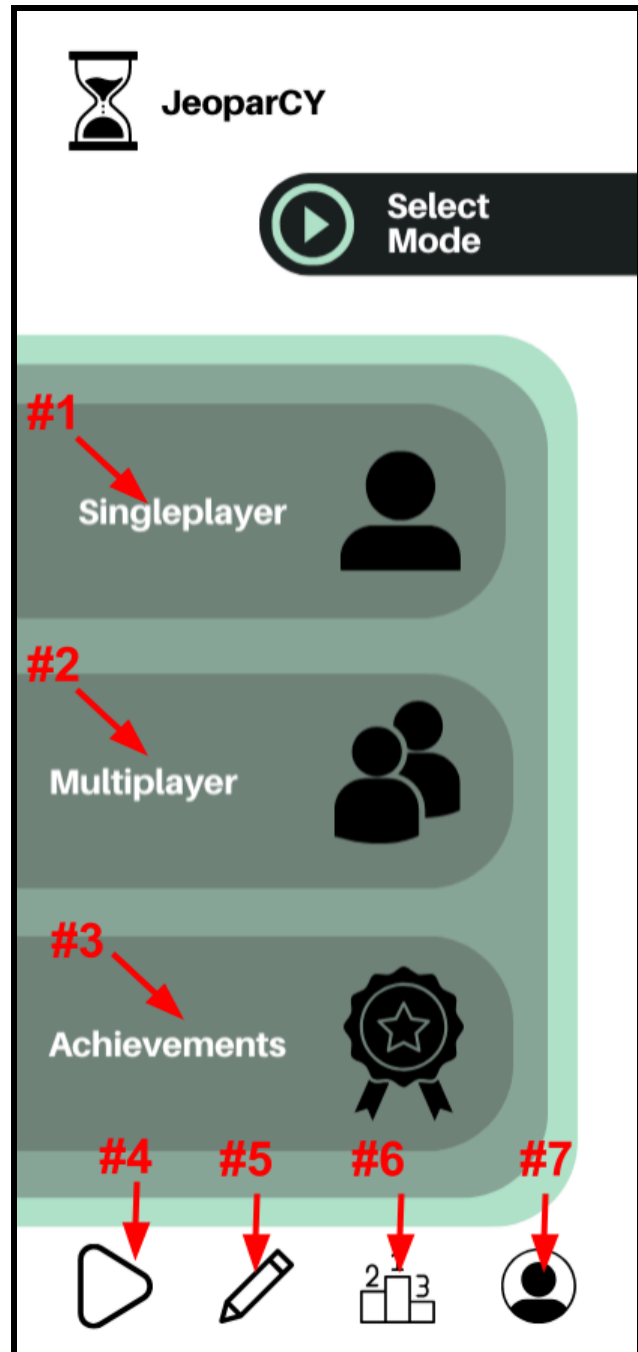
Screen #1

Main Menu

(Owais Samman)

This is the main menu that users will see after logging in or creating an account. They will be able to select a number of different options, based on what they are interested in playing. The hourglass in the top left is a placeholder logo.

1. The single player button leads the user to the single player game mode menu.
2. The multiplayer button leads the user to the multiplayer game mode menu.
3. The achievements screen leads the user to the achievements menu, where they can see achievements that they can work towards and achievements they already have unlocked.
4. This is the currently selected screen. The main menu
5. This leads to the question set screen.
6. This leads to the leaderboard.
7. This leads to the user's profile, where they can select a profile picture, modify username, and update account settings.



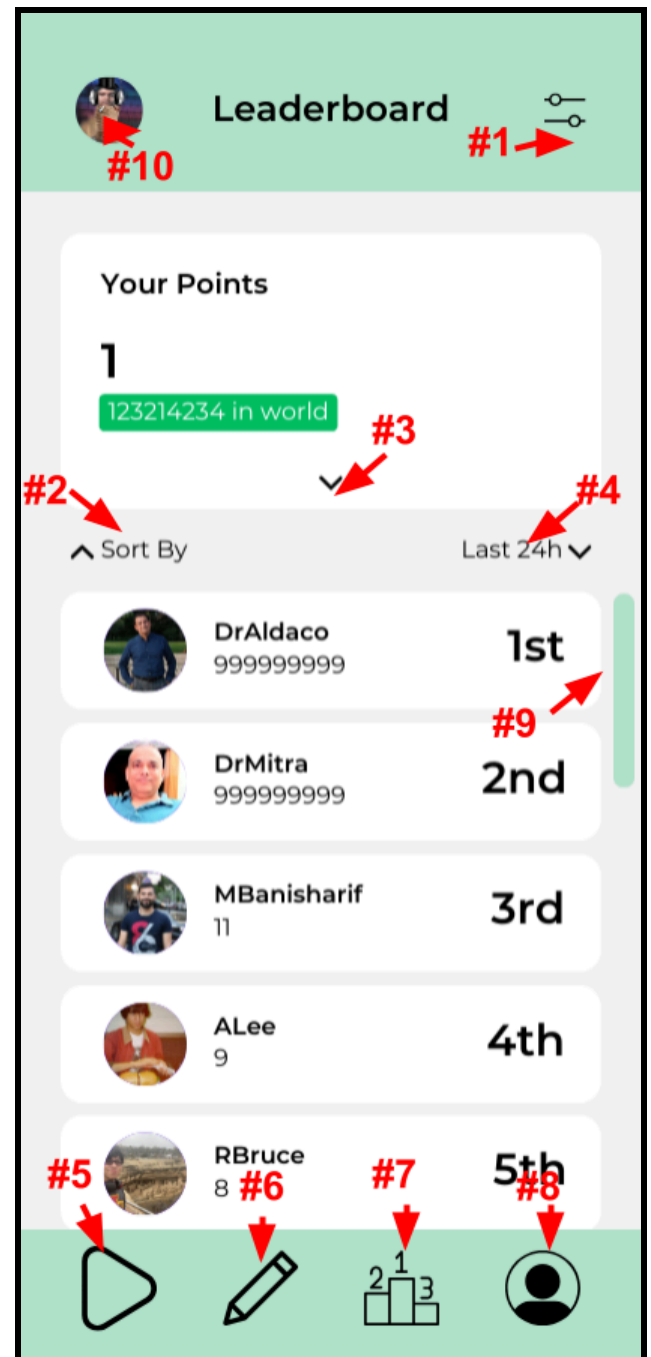
Screen #2

Leaderboard

(Owais Samman)

This is the leaderboard screen. It displays the top players according to your selected settings, as well as your position on the leaderboard.

1. This button leads to profile leaderboard settings.
2. This drop down menu allows users to sort the leaderboard by first or last.
3. This button expands the menu to show more detailed statistics about the user, such as number of questions answered, whether their answers were correct or incorrect, percentile, etc.
4. This drop down menu lets the user select if they want to view the daily, weekly, monthly, yearly, or all time leaderboard.
5. This button leads to the main menu screen, where users can select a different game mode.
6. This button leads to the question set screen.
7. This button leads to the current screen, the leaderboard.
8. This leads to the user's profile, where they can select a profile picture, modify username, and update account settings.
9. This is the scroll wheel, allowing users to scroll through the leaderboards.
10. This is the user's profile picture. This will likely be replaced by a back button.



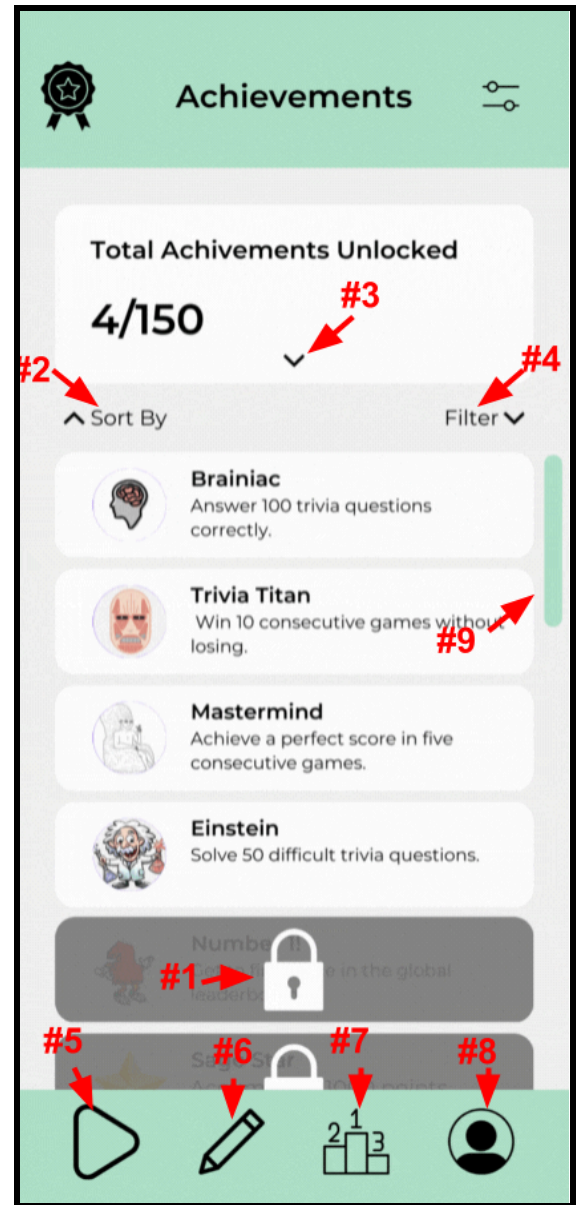
Screen #3

Achievements

(Owais Samman)

The achievements screen displays goals that players can work towards unlocking.

1. Clicking on an achievement gives more information on how to unlock it, as well as other possible statistics such as date unlocked, as well as possibly the number/ratio of players that unlocked it.
2. Dropdown menu that allows the user to sort achievements by date unlocked, rarity, etc.
3. Pressing this displays more detailed statistics regarding the player's achievements.
4. Dropdown menu that allows users to filter achievements based on unlocked achievements and locked achievements.
5. This button leads to the main menu screen, where users can select a different game mode.
6. This button leads to the question set screen.
7. This button leads to the current screen, the leaderboard.
8. This leads to the user's profile, where they can select a profile picture, modify username, and update account settings.
9. The scroll bar allows users to scroll to view more achievements.



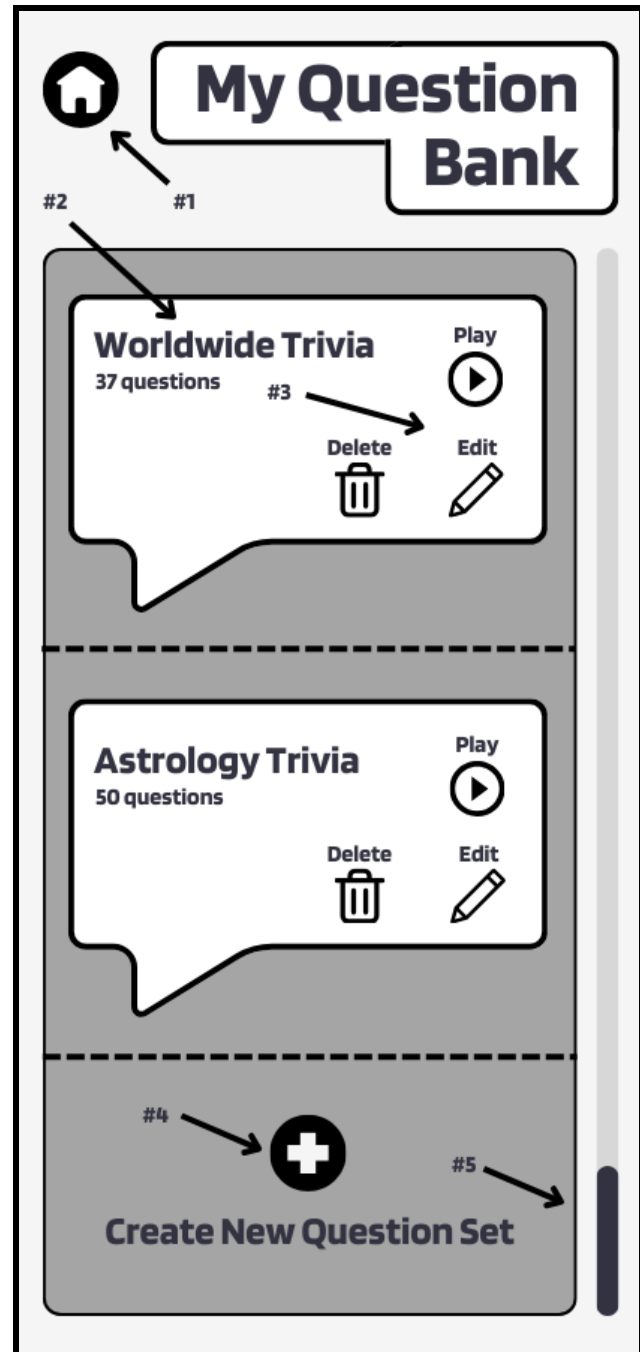
Screen #4

Question Sets

(Alok Shrestha)

The question bank is where users can create and access their own custom question sets

1. The home button takes the user back to the Home screen
2. The message bubbles represent each question set made by the logged-in user, along with the title and number of questions.
3. The buttons allow the user to interact with their question set, choosing to either play a game with its questions (taking them to the play screen), edit it (taking them to the Creating/Editing Question Sets screen), or delete it.
4. The Create New Question Set button allows the user to make a new question set (taking them to the Creating/Editing Question Sets screen).
5. The scroll bar allows the user to see more question sets that don't fit on-screen.



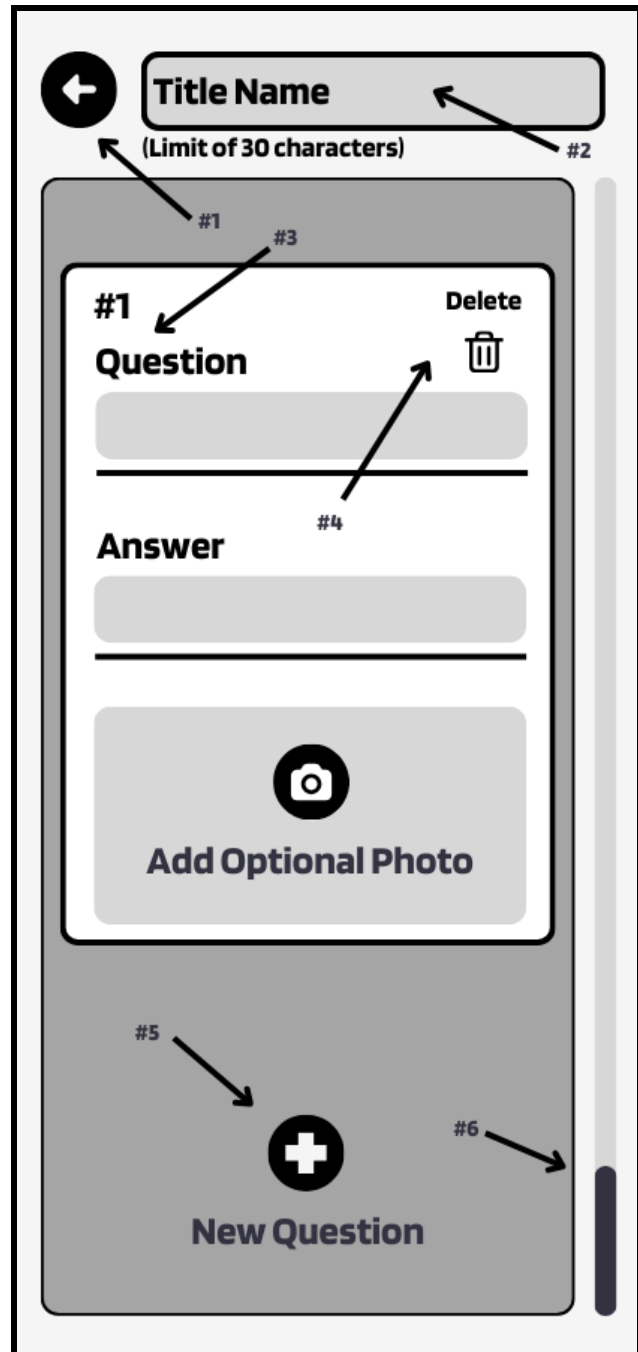
Screen #5

Creating/Editing Question Sets

(Alok Shrestha)

The creating/editing screen allows users to enter their own questions and answers to create a custom question set.

1. The back button takes the user back to the Question Sets screen.
2. The name field allows the user to edit the name of their question set.
3. The box represents a single question and answer in the question set. The user can edit the question and answer fields to make their own question and add a photo to accompany their question.
4. The Delete button allows the user to remove an unwanted question.
5. The New Question button allows the user to add another question to their question set.
6. The scroll bar allows the user to see more questions that don't fit on-screen.



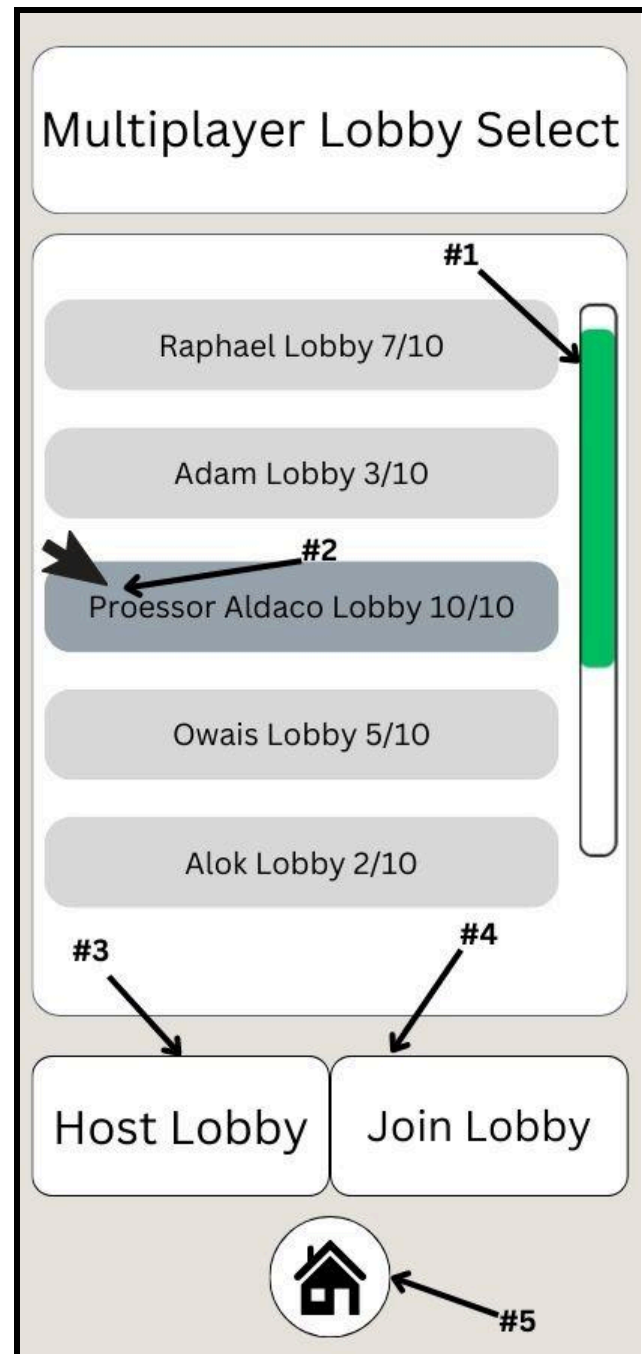
Screen #6

Multiplayer Lobby Interface

(Raphael Bruce)

This screen allows the user to scroll through and see how many lobbies are active with how many people in each lobby. This menu also allows a user to either create a lobby, join a lobby, and or go back to the home menu.

1. This is a scroll bar that allows any users to scroll up and down through the available lobbies necessary for when the game is busier
2. This is a highlight that appears when you click a lobby to join it (using a cursor to imply that someone is holding down on that lobby) which will stay in place until the user clicks a button like join lobby or back to main menu
3. The host lobby button will take you to a different screen where you can modify all the settings of a lobby such as the categories and question sets.
4. The join lobby button requires a lobby to have been selected first as in #2 and once a lobby has been selected the button will bring you to that game session.
5. This button brings the user back to the main lobby where they can interact with other features



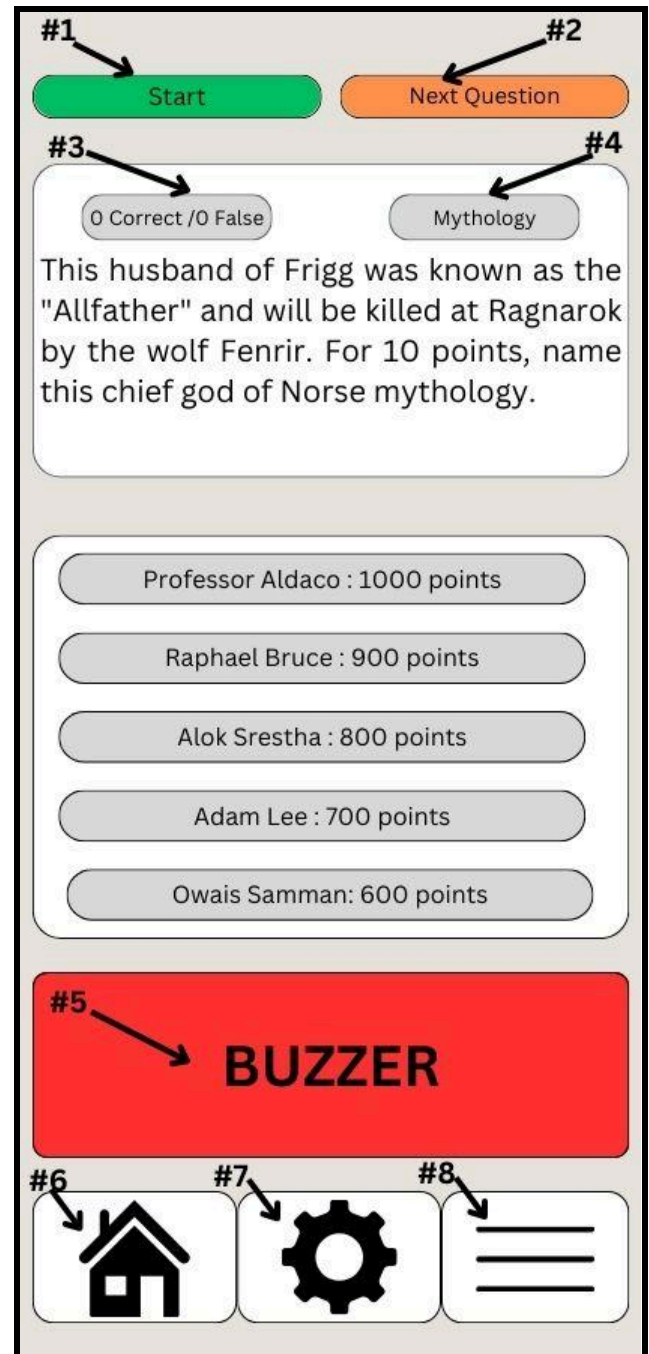
Screen #7

Multiplayer Lobby Interface

(Raphael Bruce)

This screen is where the user can interact with others in the multiplayer game. This screen will read off a question and when a user knows the answer they can buzz. The data is tracked and stored in an in lobby leaderboard that updates every question

1. This button will start the game initializing all statistics to zero and reading the first question
2. This button will erase the text in the box and replace it with a new category
3. This button can be interacted with to show the specific questions that were answered correctly or incorrectly
4. This button can be show to show the category and the percentage of say Mythology questions in the set
5. The buzzer will let whichever user who clicks first to answer the question and rewards them with points if they get it correct
6. This button takes the user back to the lobby where they can join a new lobby or create one
7. This is the settings button which allows for the lobby host to make changes regarding the question set or lobby
8. This is the hamburger menu which will allow the user to access any tab within the entire app if they would like to go to the achievements page for example.



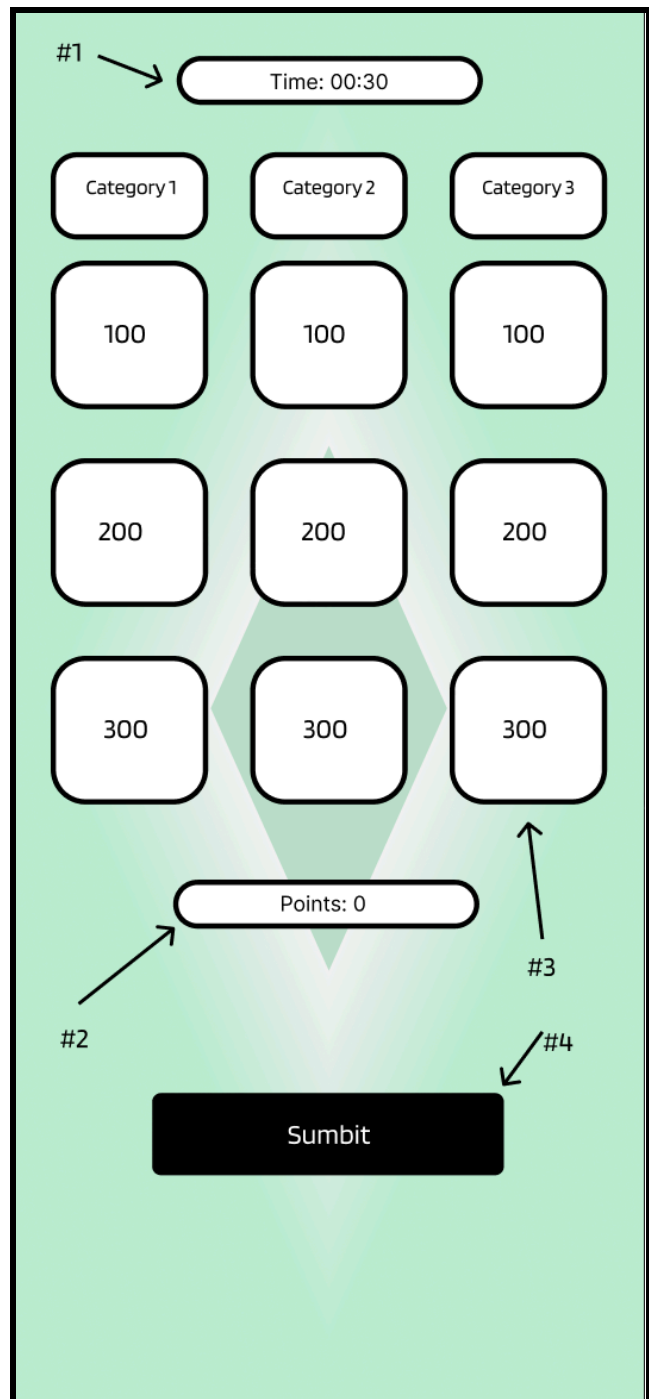
Screen #8

Single Player Actual Game

(Adam Lee)

This screen is the single player game experience where a player has an option from three different categories where they first choose then answer a question

1. This is the timer and tells you how much time you have to answer the question
2. This area keeps track of your current score
3. This is area is where you can select what question you want to answer based on the category and how many points with question being harder the more points
4. Submit button that makes sure you choose the right selection



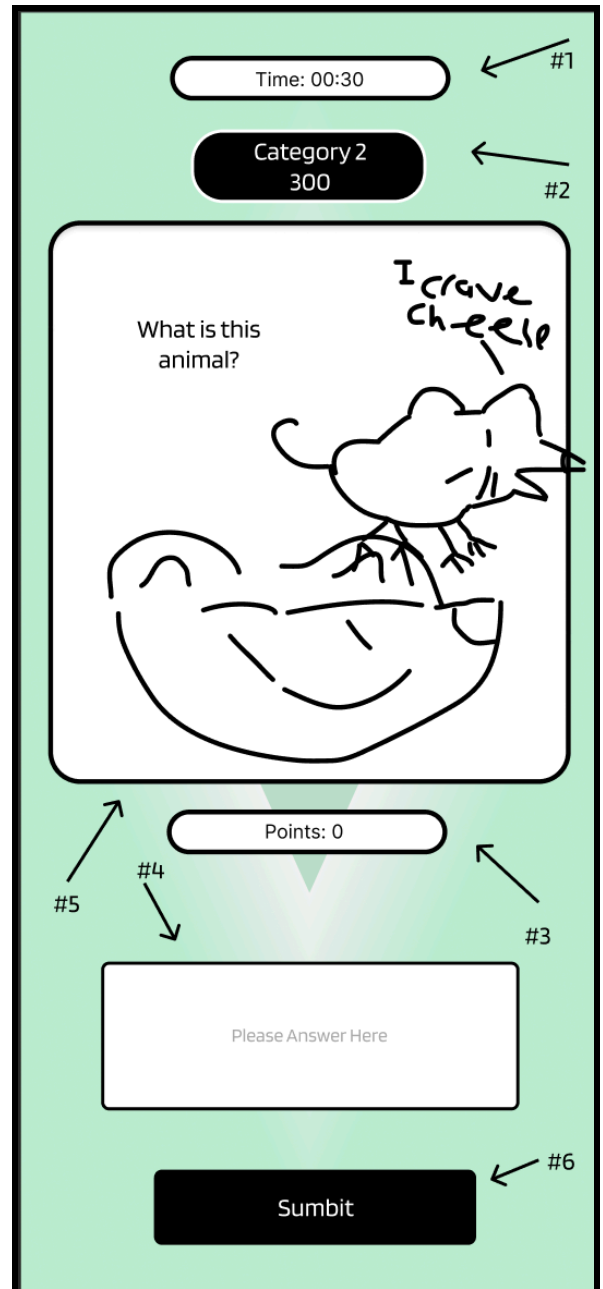
Screen #8 (cont.)

Single Player Actual Game (cont.)

(Adam Lee)

This screen is what pops up after selecting which every category and point amount and where you can answer the question.

1. This section is the timer that counts down where you get points for answering in time
2. Tells you what selection the player made
3. The current players score
4. This area is where you put the answer to the question above
5. The area which shows you the question
6. Submit button to submit your answer



Screen #9

In Multiplayer Screen

(Adam Lee)

This screen allows the user to scroll through and see how many lobbies are active with how many people in each lobby. This menu also allows a user to either create a lobby, join a lobby, and or go back to the home menu.

1. Exit button to leave the lobby
2. This button lets whoever depending on the settings to add another person to the lobby
3. Lets the Leader choose the trivia set used in game
4. Lets the leader change game setting such as time per question, what questions types are used, or points per question
5. Lets the leader start the game

