

Assignment 1210

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1 Concept

I have put together a front end for the LMU Diabolical web service for my dream interface. The diabolical simulates a hypothetical role-playing game backed by Google App Engine. For this very simple web service, I have implemented five non-trivial functions: Display a list of current characters, create a new character, view a character, modify a character and delete a character.

2 Description of the five functions

For the display of a characters list function, I put the list into a table that utilizes striped rows to add zebra-stripping. When the user presses the show button, the table pops up on the screen. Because of zebra-stripping, the user can easily see each character's six identities such as character ID, name, gender, level, class type, and money. There is also the hide button to put the table away. For the creating a new character function, I built six boxes for each of a character's identities and placed the create button. The box has two labels, one on the top of the box and the other inside the box, to make sure the user does not make a mistake while he/she inputs character's identities. The box flashes once the user presses it, which is an important feature of this component to improve the user's efficiency and minimize the user's error. After the user inputs a character's identities, the user can click the create button to generate the new character, and the user gets an alert that shows information of the new character. For the view a character function, the user can search a character by a character's id and gets a table of the specific character the user wants. I implemented a box for the input of a character's id and two boxes for displaying and hiding the user's search result. The interface for the modifying a character function looks the same as the create a new character function. This function modifies a character's identities instead of creating a new character. Similarly, the interface for the deleting a character function looks the same as the viewing a character function. This function instead delete a character. Lastly, the spawn a random item function

generates a new random character. I have two input boxes and the spawn button. When the user inputs a level and a slot and presses the spawn button, the function creates a random character.

In addition, when the user hovers over any buttons, it triggers an action that let the user know he/she can press the button.

3 Layout

The overall structure of the interface is very simple. It has plain white background and black labels for green buttons and white boxes. Everything is centered in the middle of the page, and all of the buttons are colored in same color so that the user can easily notice it.

Welcome to Diabolical!

- Display a list of current characters

Show

Hide

- Spawn/create a new character

Class Type:
Enter a Class Type

Gender:
Enter Gender

Level:
Enter Level

Money:
Enter Money

Name:
Enter Name

Create

4 Two usage Scenarios

4.1 Creating a new character and viewing it on the table

The user can create a new character by inputting his/her character's information into the create a new character function. After the user presses the create button, he/she can see the new character on the characters list by clicking the show button of the displaying of a characters list function.

4.2 Search a character and delete

The user can search any character on the list by inputting a character ID into the view a character function. Then, he/she can delete a character by putting a character ID into the deleting a character function and hitting the delete button.

5 Conclusion

References