

Screen Sketches

3_swarna_4

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CyGo

Actors/Functionality(Equal Contribution)

Basic User: All users will have to register an account at the most basic level

- Register/login
- View and play games
- Join a club
- View their own game history/ELO
- Change settings and view leaderboard
- Send a club membership request
- Chat with club members
- Join events or club tournaments (?)

Club leader:

- Create and manage their Go club.
- Organize club tournaments(potentially)
- Make announcements for upcoming tournaments (?)
- Invite or remove users from the club.
- View club members' game history/ELO
- Deny club requests and trivially promote a user(for example to trusted/veteran)

Admin:

- Manage (add/remove/update) club leaders and clubs, delete clubs altogether
- Access and modify any user's profile
- View all game history across users
- Ban users/suspend users
- Invalidate a played game(adjusts user stats accordingly)

Non-Functional Requirements(Equal Contribution)

- The application should be able to handle many users and clubs alike with minimal lag
- Basic interaction such as logging, handling game invites, and club requests should execute within seconds
- Automatic logout after idling for 10-15 minutes(?)
- The application should conform to many android screen sizes
- UI should be clean and intuitive with clear direction/minimal clutter
- Basic error handling should cover common edge cases and display a message accordingly
- Documentation should be clear, variable names should self-describe to minimize testing time

Tables and Fields(Contributed by Octavio and Devon[Backend Members])

User:

- Username
- Rating(ELO)
- First Name
- Last Name
- Wins
- Losses
- Games Played
- Clubname

Clubs:

- Club Name
- Members
- Club Leader
- University

Settings:

- Username
- Sounds
- Board Type
- Pieces Type(?)

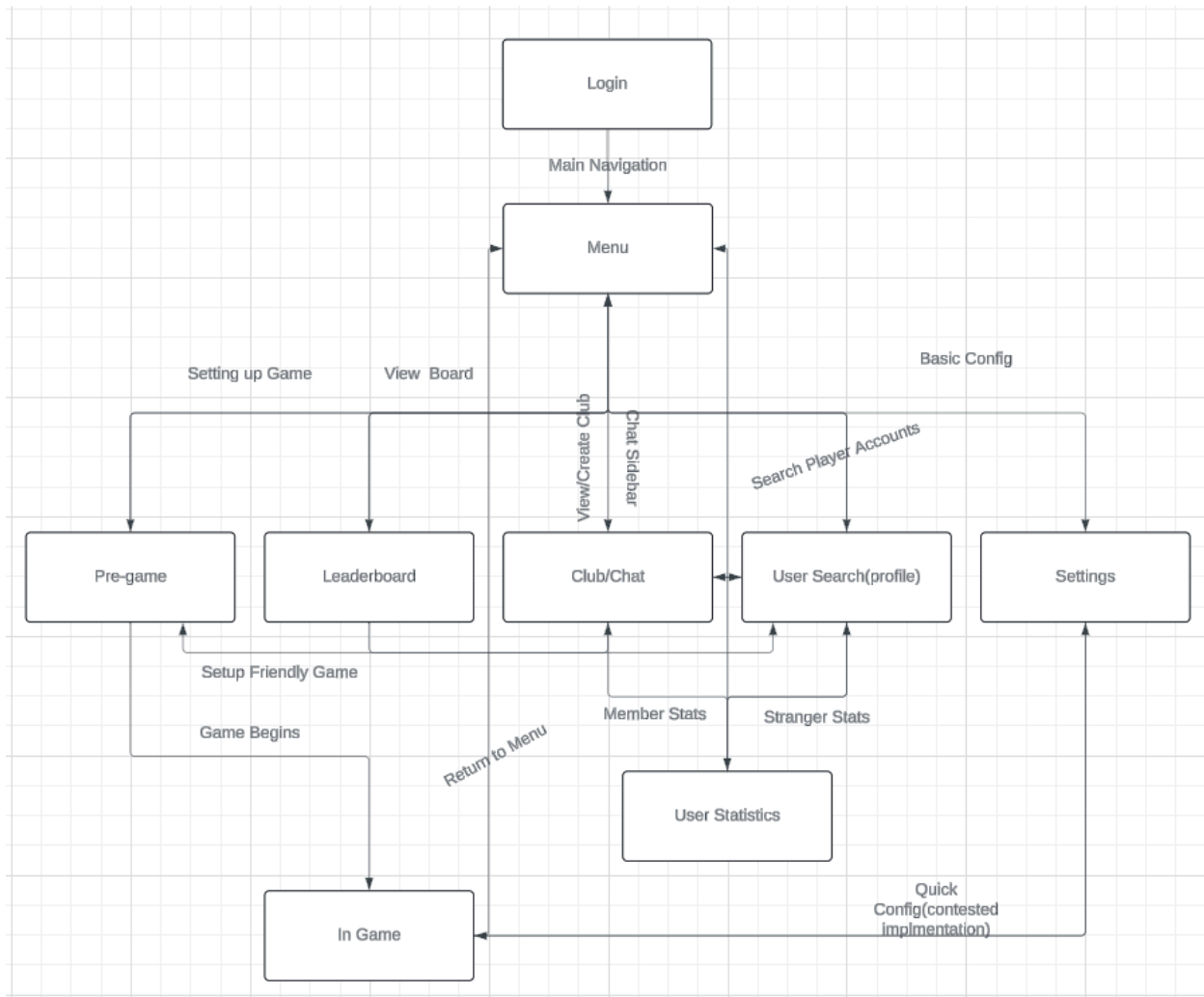
Leaderboard:

- Users

Login/Register

- Username
- Password(hashed)
- ID

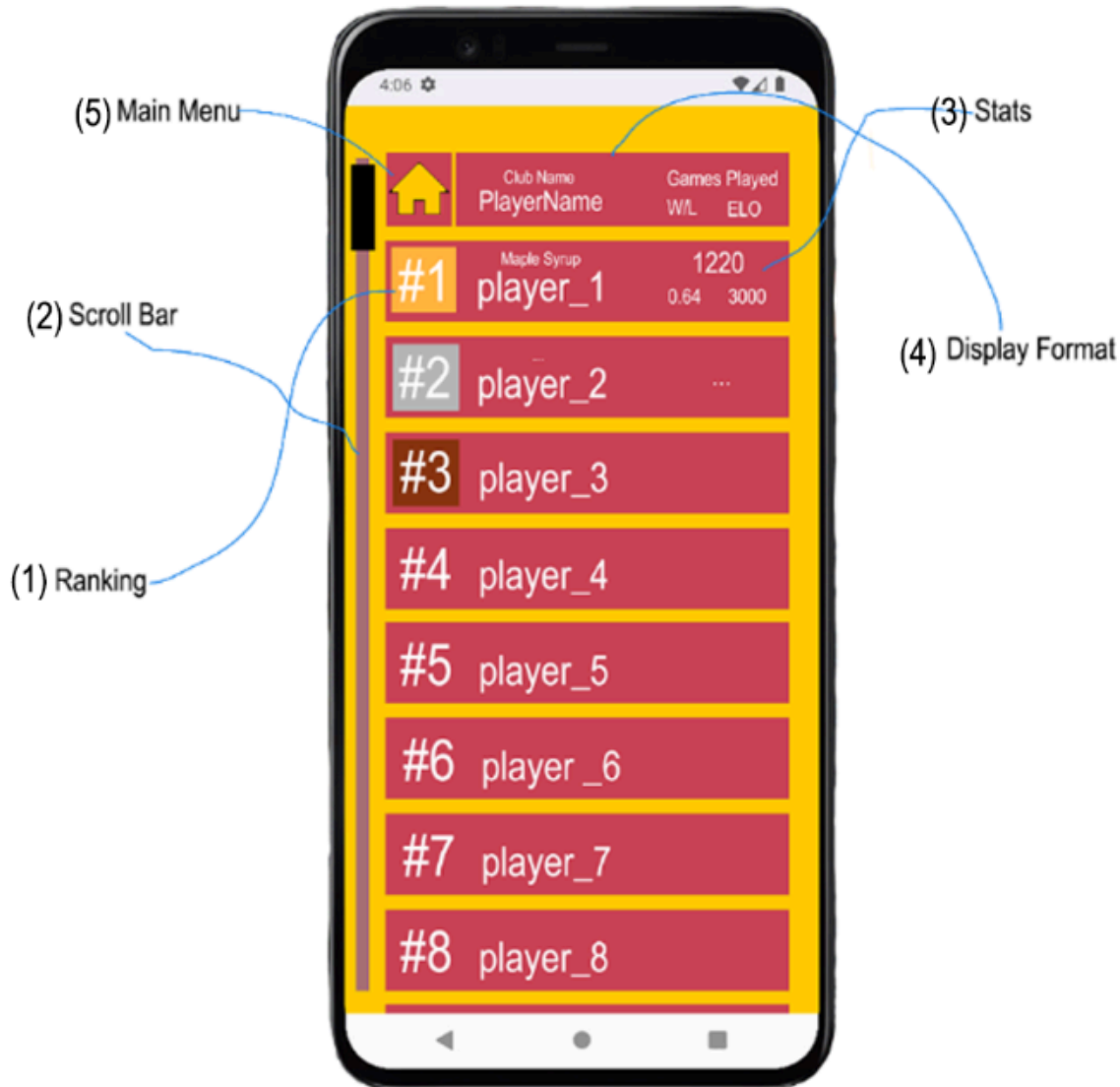
Screen flow (Contributed by Octavio)



Screen Sketch 1-8

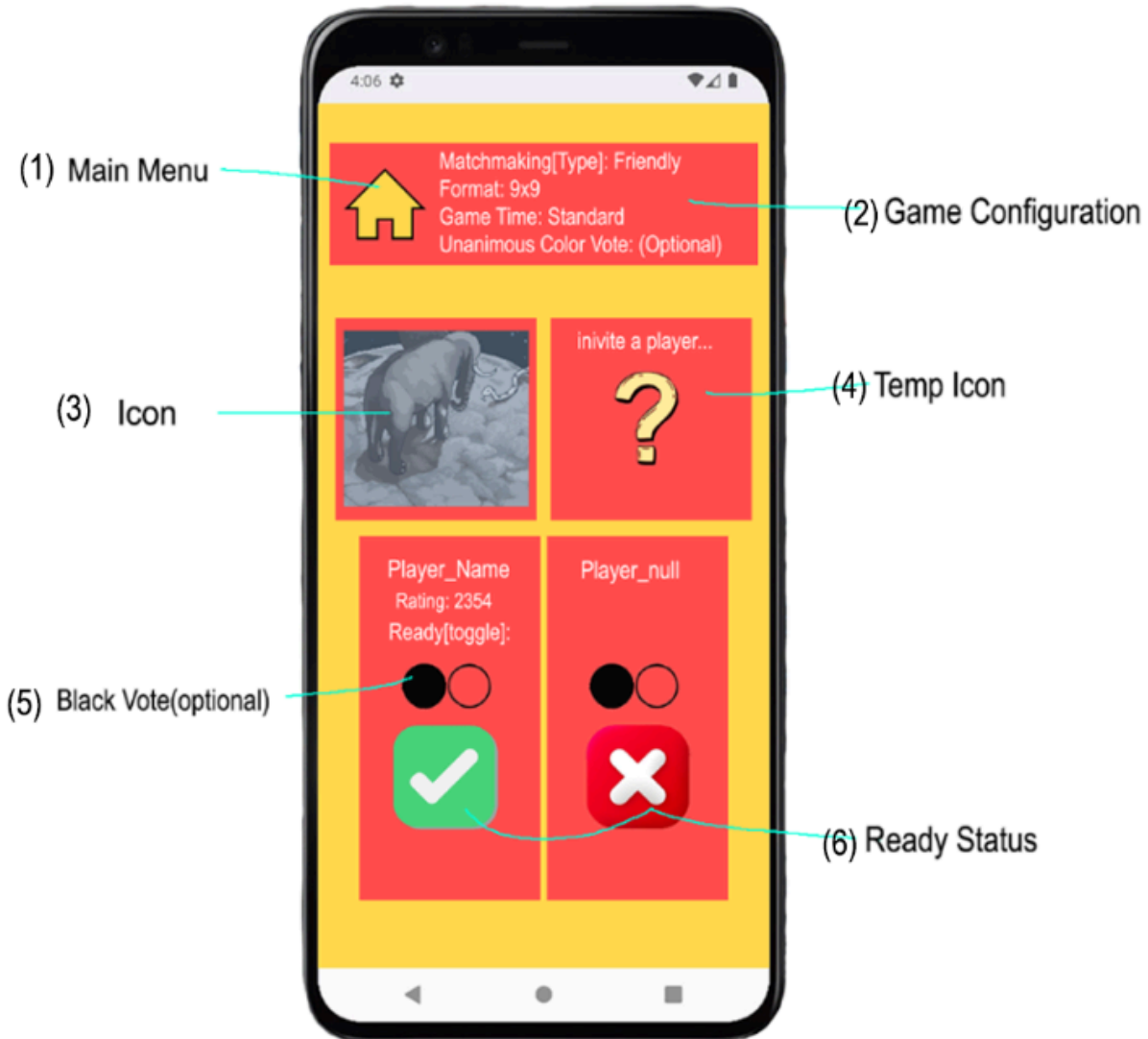
Leaderboard:

Octavio Munoz



Here we have a leaderboard screen, its purpose is quite simple. This screen will provide users with a(1) global ranking of all players which will be ranked by their win/loss ratio, and ELO rating primarily. Games played will not necessarily affect the overall ranking, it's more of a display of experience. (3)You will be able to access a user's individual profile from this screen and be able to see what club/guild they are in.

(2)The scroll bar will scroll for a limited number of players, typically only showing the top 100 so for our purposes it will show most if not all *test* players. (5)We plan to include a home button in order to return back to the main menu. It's anticipated that we maintain the red/yellow color scheme in order to conform to our original app name "CyGo". (4) The display format serves as a guide to understand how player information is shown on the leaderboard.



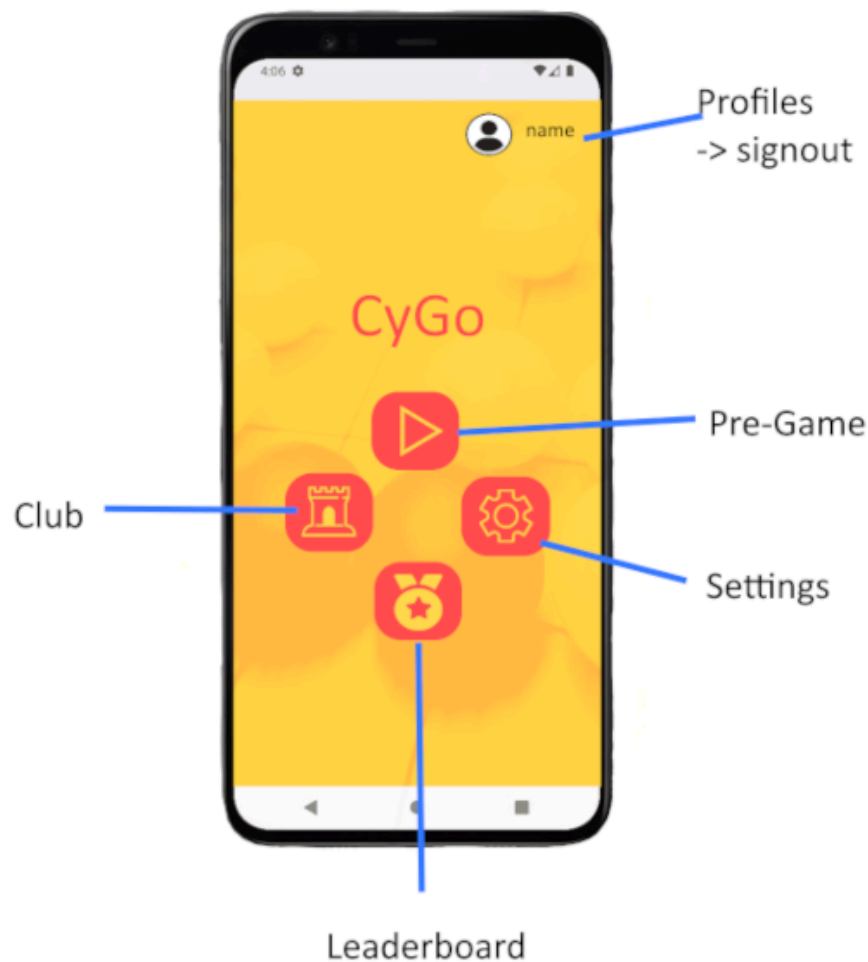
(1)The pre-game screen is the buffer between clubs/main menu. (2)Here games can be configured to specific rulesets and one can invite other players to fight against in a friendly battle(no ELO is gained or lost) or where random matchmaking is made(Elo can be gained/lost and invites are disabled). (5)An optional vote is available for players; by default the circles are $\frac{1}{2}$. However players can give or receive the ability to go first(and this can be turned off completely as well). Votes must be unanimous of course otherwise they are invalidated and a player is chosen to go first at random.

(6)A ready status will be near the bottom of the screen to indicate that player's are ready to start the game and that the rules are configured correctly. Players will be able to type in a name or choose from a selection of players that are in the same club. (3)When a player joins the game

they will the question mark will be replaced with their respective icon or a (4)default one will be provided for them to indicate another player is present in the pre-game lobby.

Main Menu

Matthew Hill



The main menu will consist of all the necessary buttons to navigate the entire app. The screen will have buttons for club, stats, profile of the user, settings, and various drop downs for the user to navigate with ease. The main menu is accessed from all the other screens with a “main menu” button on the top left from every other screen. Instead of a navbar we thought it was a good idea to just have a home button instead.

The screen will have the four main buttons (pre-game, settings, leaderboard, and club) in the center and being the focus of the app. The profile can be accessed by pressing the profile image on top right. If the user clicks the username there will be a drop down menu that has “signout” which will bring them back to the login/signup screen. There may be a version number

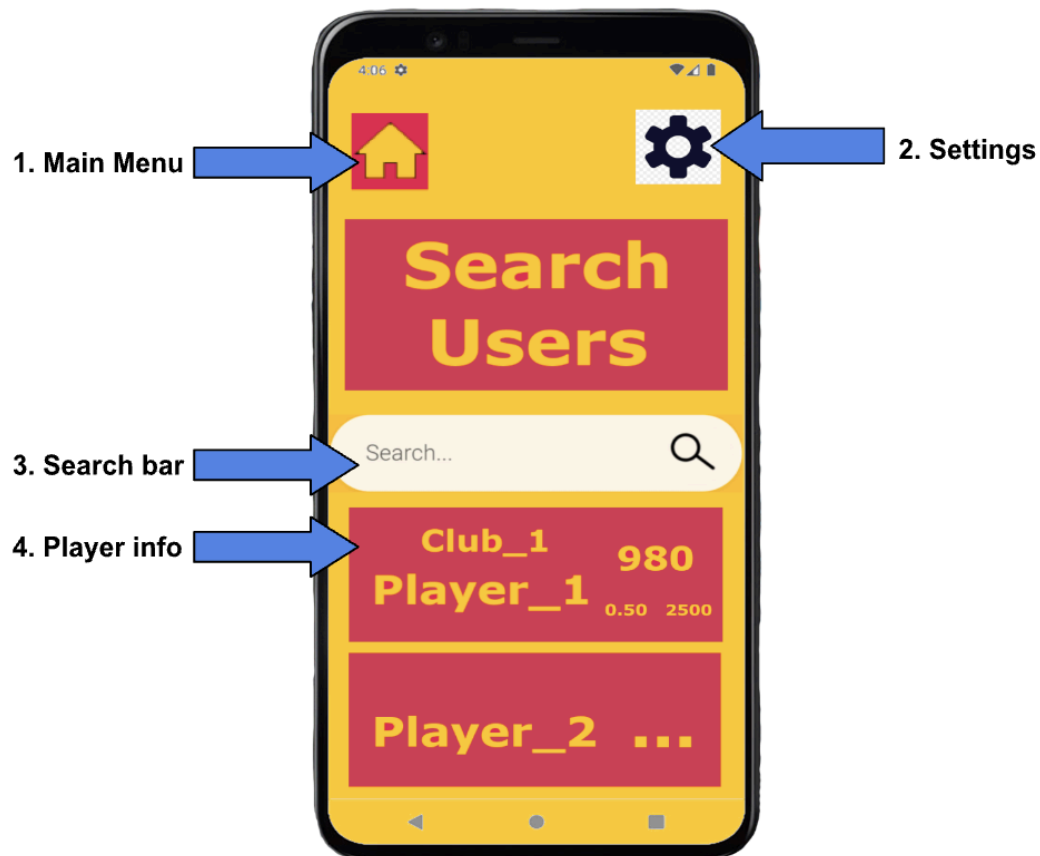
on the bottom right of the screen to indicate the version being used to help identify if the version the user is using is the most up to date version.

Club

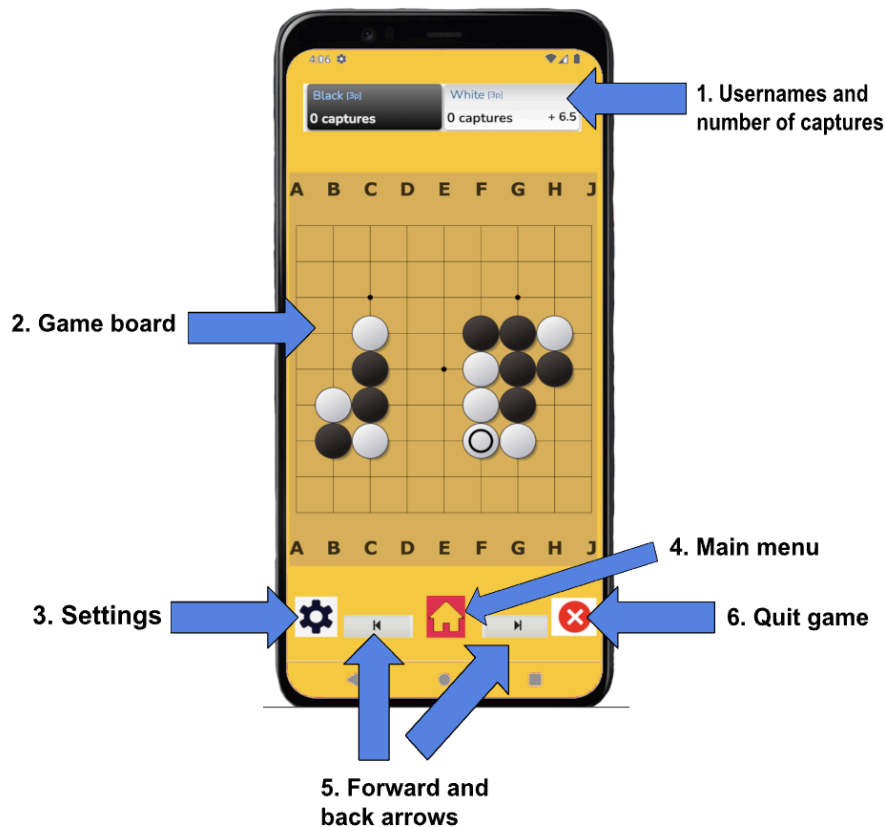
Matthew Hill

The club screen serves as a hub for players who want to communicate with others and set up tournaments with fellow club members. Here clubs can be made by the club leader and players of all levels can join and participate with club activities. Club activities include tournaments, chatting, announcements, and other member's profiles. There will be two different he club screen serves as a hub for players who want to communicate with others and set up tournaments with fellow club members. Here clubs can be made by the club leader and players of all levels can join and participate with club activities. Club activities include tournaments, chatting, announcements, and other member's profiles. There will be two different profiles/accounts that have different permissions in the club. One is the admin which consists of the leader and other admins that will be able to change and adjust the actual club information like name, picture, accepting players, kicking players, and denying players to join. They will also set announcements and set tournaments that other members can see and join. The other profile would be the normal member of the club that can view the club information that the admins set. They can also chat with the other club members through the chat feature.

The screen will consist with a big text box that users can communicate in with various buttons above such as view club information, view club members, and create tournaments. Each button will bring up a popup overlay that is above the actual club screen. The club information will show information depending on the user's permissions. A admin will be able to modify the information while the normal user will only be able to see. The club members button will show the current users in the club and by clicking on the username will bring up their simple stats. The tournament button will be used to view and edit tournaments. Admins will be able to edit and join the tournaments, while the normal user will only be able to view and join.



The user search screen allows players to find other users making this a key social feature for the app. The layout is clean and simple, providing an easy, user-friendly interface. 1) The home icon will allow users to return to the main menu with one tap. 2) The settings icon will take users to a settings page where users can customize their app experience. 3) The search bar is the integral tool on this page, where users can search for other players. 4) Below the search bar, there is a search results area that shows the players' information, such as their username, club name, and number of games played.

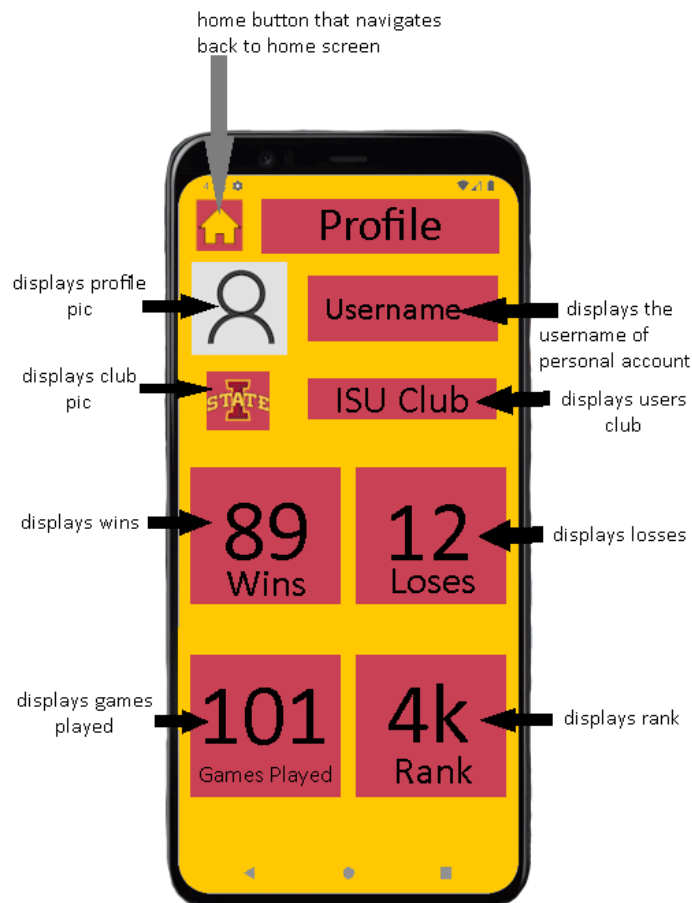


The game layout page is the central hub for playing the game, featuring a design that allows players to be fully immersed in the game. The layout is divided into sections that make up the gameplay, navigation, and accessible functions. 1) At the top, there is a section that lists the two players' usernames, and below their usernames, it shows the number of captures they have made during the game so far. 2) The 9x9 Go board takes up most of the space on the page which allows users to be focused while playing. Players take turns placing stones and working to capture the territory. The board is interactive, allowing players to tap on an intersection to place a stone, with the app automatically handling the move rules. At the bottom section below the game board, there are more icons. 3) The settings icon allows users quick access to the settings page while playing the game. 4) The home icon takes users to the main menu but saves the game. 5) Forward and back arrows provide control over the game flow where players

can rewind moves to review previous actions or move forward to replay sequences. 6) The large X icon allows players to quit the game entirely and returns the player to the previous page or menu.

User Profile screen

Devon Keuning



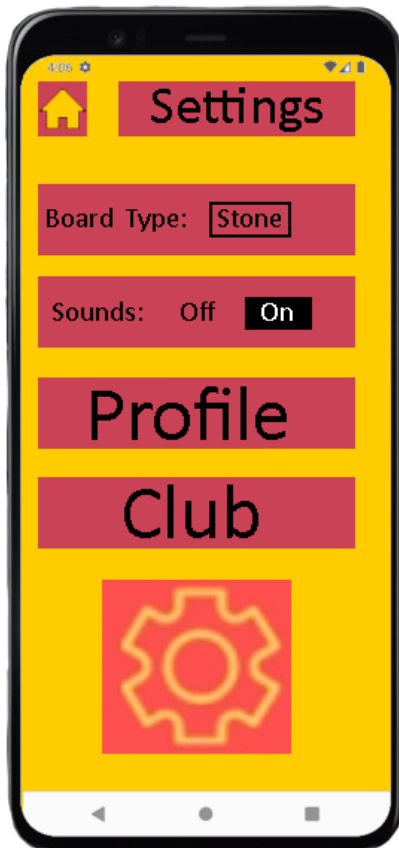
The purpose of the user screen is to provide a personalized overview of key user information and performance metrics. It allows the user to quickly access their profile, track their achievements, and view their current standing or stats within the app. Additionally, it serves as a navigation hub for returning to the home screen, ensuring an intuitive user experience by consolidating relevant details in one place.

At the top of the screen, it will display a button to go back to the home screen and the name of the profile next to it. It will show underneath that, the username of the player, the club they belong to and the icons for each next to them. The bottom half of the screen contains the 4

player stats. The top left contains the total amount of wins accumulated by the player. The top right contains the amount of losses the player has gone through. The bottom left contains the total games played which is

User Profile screen

Devon Keuning



The settings for board and piece themes in our app allow players to customize the visual appearance of the game. Players can select from a variety of designs for the board and pieces, which can enhance the aesthetic appeal or improve visual clarity depending on personal preferences. This feature is particularly helpful for those who may find certain colors or shapes easier to recognize during play. Additionally, sound effects settings give players the option to enable or disable audio cues for moves, captures, or other in-game actions. This can create a more immersive experience or help players stay focused without auditory distractions, depending on their preference. Together, these customization options ensure that the experience is both visually and audibly tailored to the player's liking.

The settings page of our app provides options for customizing both the visual and auditory experience. It allows users to select the board type, with the current setting displaying "Stone," indicating a specific design for the board. Additionally, there is a sound toggle that lets users turn the game's sound effects on or off, with the sound currently set to "On." This means audio cues like moves and captures will play during gameplay. Below these settings, there are buttons

for "Profile" and "Club," likely directing users to sections for managing personal information and interacting with groups. The large gear icon at the bottom may lead to more advanced settings. The page is designed with bright colors and large buttons, making it visually clear and easy to navigate.