

ReadySelectPlay - Requirements Analysis

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Interaction Scenarios:

Interaction Scenario 1:

Patty Hosta opens the ReadySelectPlay application and creates a new party room. She then enters a list of usernames thereby inviting them to the party room. All the users whose usernames were entered by Patty receive a notification saying they have received an invite. The users then accept or reject the invite. If someone rejects the party invite, they are removed from the party.

Patty, as well as all the other users, are presented with a search tab where they can search and enter the games that they have brought to the game night. The users can enter any number of games and submit their list. Patty then receives a list of games containing all games entered by the users including her. She can either reject or accept their games. If accepted, the games are added to the list which contains all the board games that are currently available at the party. The users then see the final list of board games which would be present in the party as well as their details such as the game category, the number of players required, average game time etc.

Interaction Scenario 2:

It is Friday night and Patty is excited for another of her weekly board game nights. Everyone gathers together and it is now time to decide what to play. Patty brings up the party room and most of the guests bring up the room view on their phones as well. She takes a head count of the number of people there. It's getting closer to the end of a semester so a few of her grad student friends had to decline; today's group is smaller than usual; only about six people.

She tells the group it's time to decide what games to play and starts asking people what sorts of games they want to play that night. Annie mentions that she can only stay for an hour since she has been busy finishing up her thesis the past couple of weeks and really needs the sleep. Patty opens up the filters menu and selects the "max game length" option, setting it to under 1 hour. The game list updates automatically and now she and everyone else viewing on their phone can view the filtered list of games that take less than an hour to play. Dee Dee then chimes in and says she would like to play a card-drafting game, like one of her favorites *Ticket to Ride* or *Dominion*. Everyone is okay with that game category so Patty brings up the filter menu again and sets the category filter to only show card-drafting games that take under an hour. At this point, everyone is satisfied with the filters and has started discussing which of the games on the list they would prefer the most.

Interaction Scenario 3:

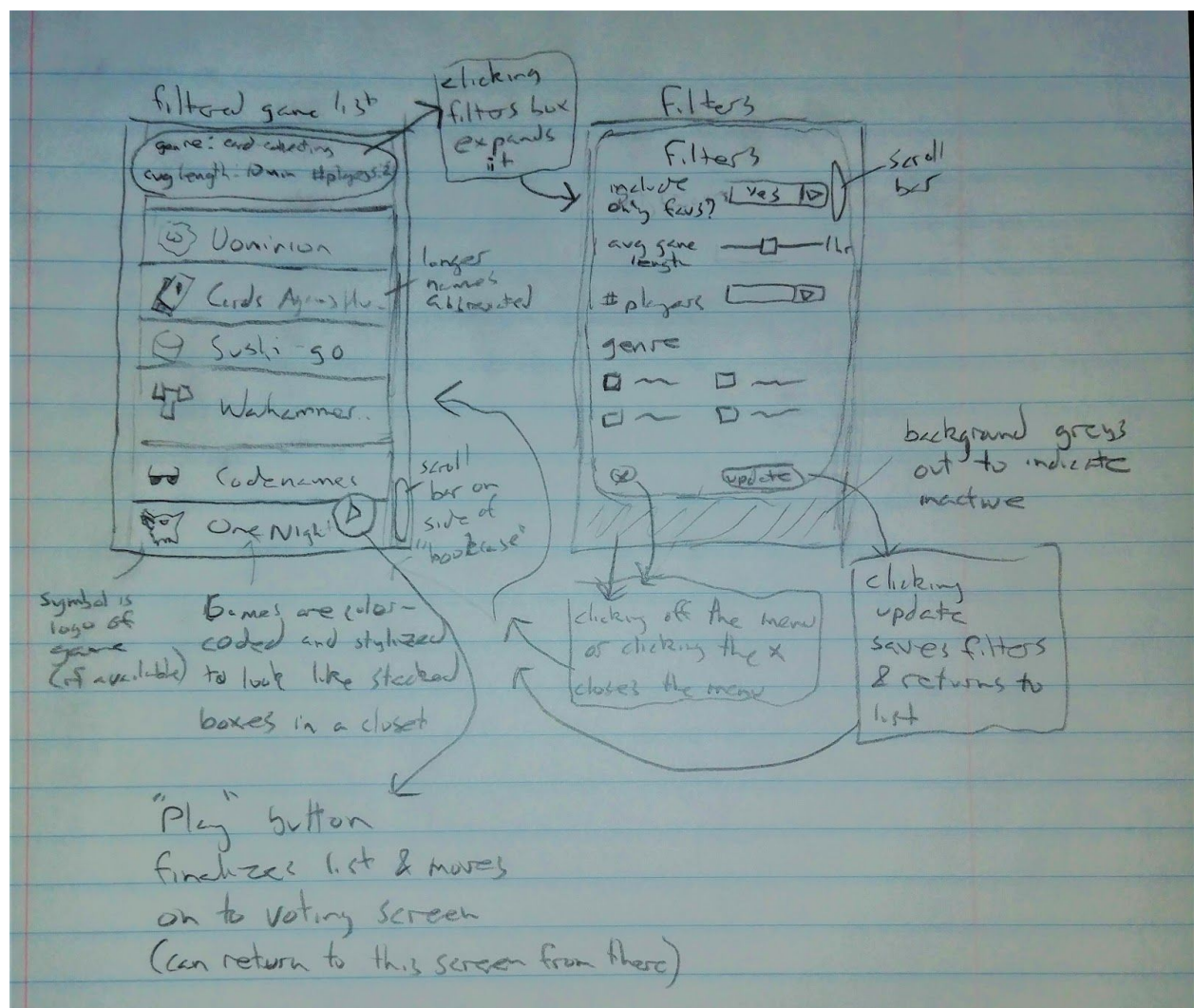
Once Patty feels that no more game or preferences/constraints are left to be added, she announces the beginning of the voting process by starting it in the application. Each of the party member in the application can see that voting has begun and opens up the filtered list of board games. They look at all those games, views its details like game type, playing time, description,

game mechanics, etc. and decide a game to vote for. They then vote for that game and wait until everyone else has voted or Patty decides to end the voting process.

If all the members have voted or if the time frame chosen verbally by everyone has passed, Patty ends the voting process and if there is a game that has got the highest number of votes then that game is selected to be played at the game night and its displayed to everyone. In case multiple games get the highest number of votes i.e. if its a tie then Patty spins the wheel in the application as a tiebreaker to finally decide which game would be played. Everyone then plays that randomly selected game.

Design Options for Task 2: Applying filters to the list of board games

Design 1: A fullscreen filters page



Design 2: A collapsible filters menu

Ready Select Play		
20 Games		Filter (3) ✓
Game 1 Picture	Game 1	<div>FILTER Clear All</div> <div>Players ✓</div> <div>Target Time (minutes) 30 ✓</div> <div>Complexity ^ Medium Light, Medium</div> <div>Light <input type="checkbox"/></div> <div>Medium Light <input checked="" type="checkbox"/></div> <div>Medium <input checked="" type="checkbox"/></div> <div>Medium Heavy <input type="checkbox"/></div> <div>Heavy <input type="checkbox"/></div> <div>Type Party Game ✓</div> <div>Categories ✓</div> <div>Mechanics ✓</div>
Game 2 Picture	Game 2	

Design 3: Filters fixed above the board games' list permanently

←

SEARCH GAME

FILTER 1

FILTER 2

FILTER 3

FILTER 4

GAME 1

GAME 2

GAME 3

Pros and Cons of each designs:

	Pros	Cons
Design 1	<ul style="list-style-type: none">• Fullscreen view for entering filters, so more space for mentioning filter options• Less scrolling needed as more number of filters can fit	<ul style="list-style-type: none">• Filters cannot be applied on the same screen where games are displayed, clicking on filters directs to a new page• While applying filters, the updated filtered list of games cannot be tracked on the go, need to go back to view the filtered list of games
Design 2	<ul style="list-style-type: none">• Collapsible filters menu makes it easy to track the filtered list of games on the fly, no need to go back and forth.• The user stays on the same screen while applying filters.	<ul style="list-style-type: none">• As compared to Design 1, there is less space for filters menu• More scrolling compared to design 1 since less screen space is allotted for the menu.
Design 3	<ul style="list-style-type: none">• The filters tab, as well as each filter, is always visible above the list of games, making both accessible simultaneously.• The filtered list of games can be tracked as and when filters are being applied.• The user stays on the same screen while applying filters.	<ul style="list-style-type: none">• Accommodates quite an amount of space above the games' list permanently, giving a much lesser view for the list.• Having many filters drastically reduces the amount of space allowed for viewing the list of games.

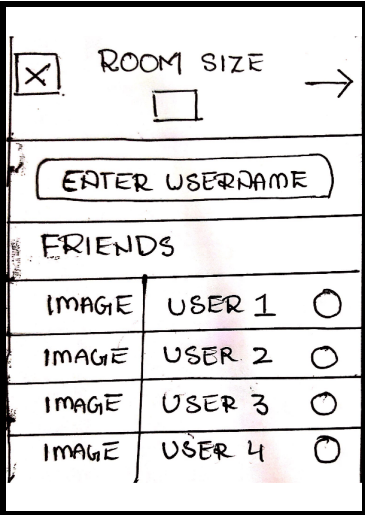
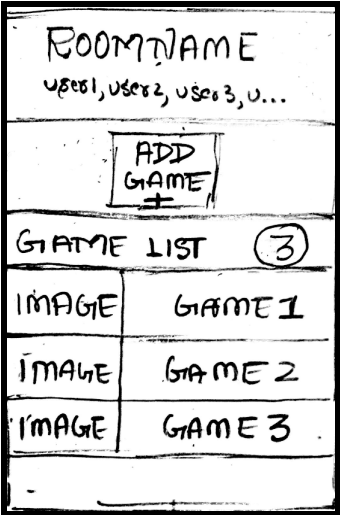



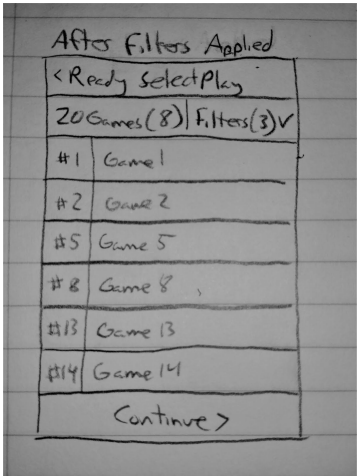
Design Choice: Design 2

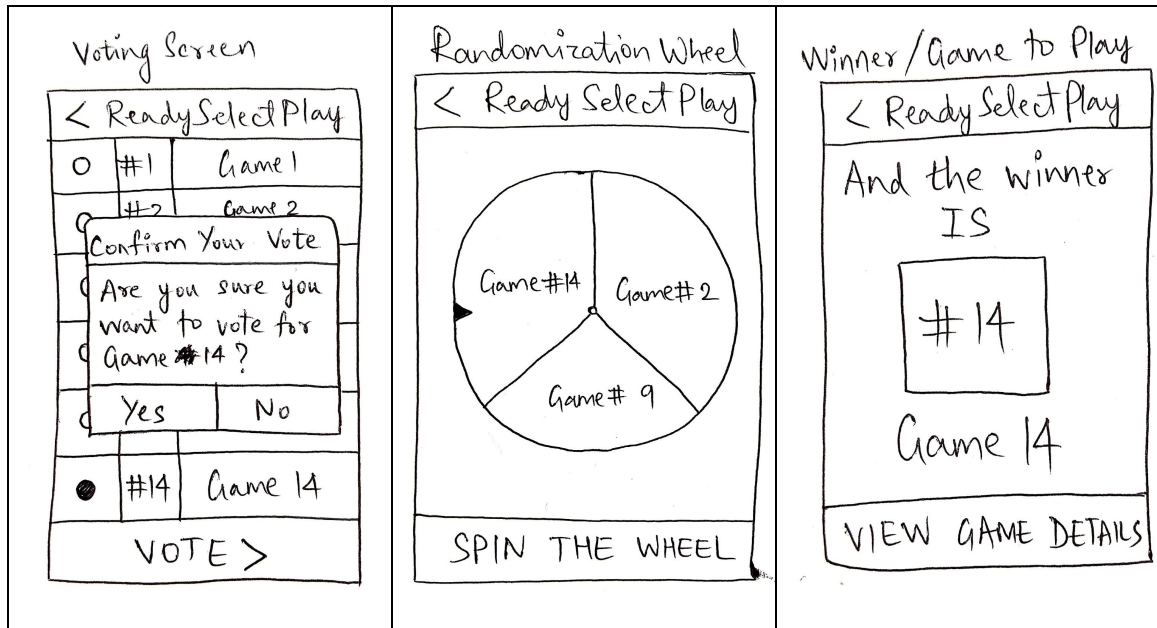
Reasoning:

Design 1: It is worse if the user applying the filters is not sure which filters need to be applied for sure and need to go back and forth between applied filters and an updated list of games. In the case of filtering board games, there are just 6-8 filters, so fullscreen is not that useful. Also, party host, while applying filters, may get no results after putting a filter and would like to undo it, which is difficult in Design 1. Whereas in Design 2, party host can view the result of each filter application then and there. So, the advantage of Design 1 is not that needed and its disadvantage is a big one which Design 2 tackles elegantly.

Design 3: This would be the best choice if there would have been just 2-3 filters and filters with only options and not input filters. However, there would be about 6-8 filters and also filters asking for inputs like the number of players and playing time. Plus, the list of games being an important view, trading its space with space for filters is not an ideal solution. Design 2 solves it by providing a collapsible filters menu, which opens up on the same screen as well. Also, many filters can be supported as vertical scrolling in the filters menu is supported, along with support for input type filters.

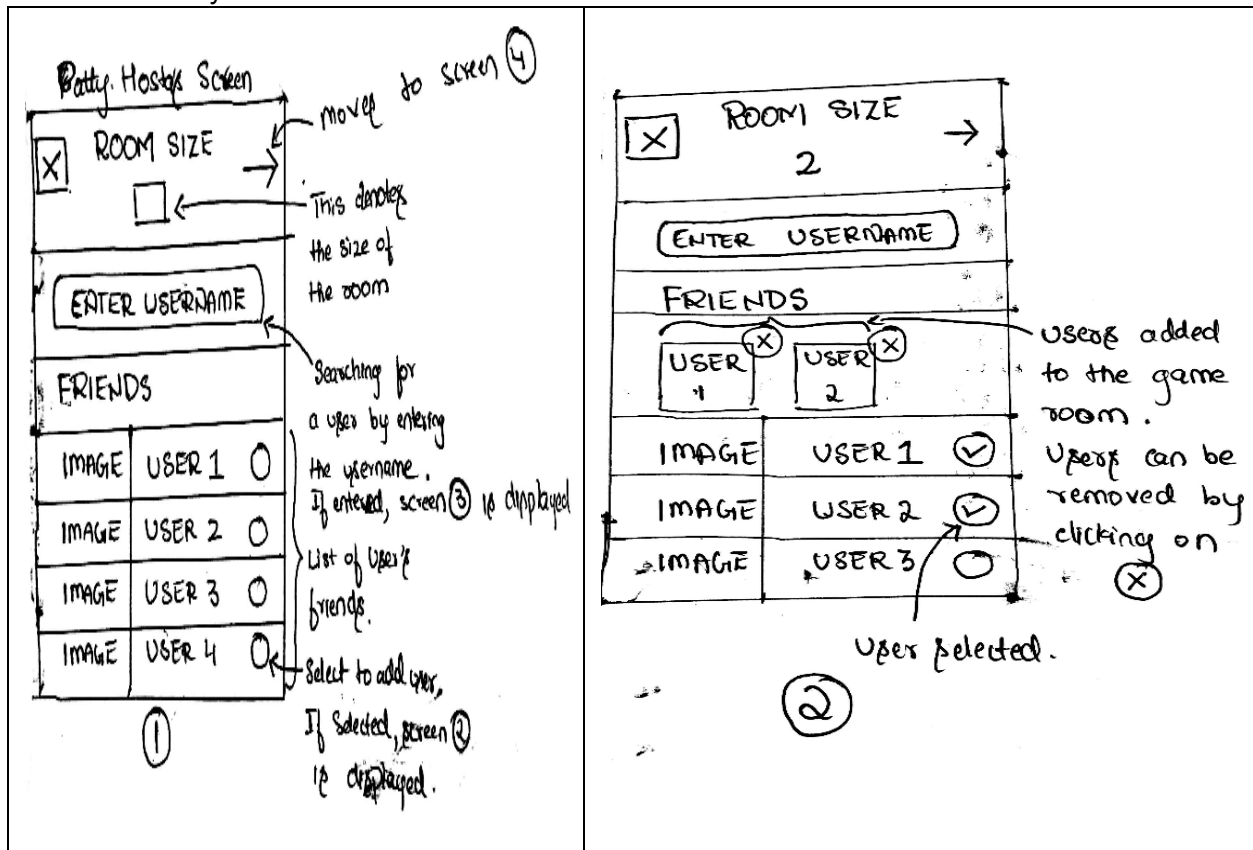
Overall Design:

<p>Creating a room</p> 	<p>Entering List of Board Games</p> 	<p>Viewing a Board Game's Details</p> 
<p>Viewing List of Board Games</p> 	<p>Applying Filters</p> 	<p>Viewing List of Filtered Games</p> 
<p>Voting Screen</p>	<p>Randomization Wheel</p>	<p>Winner/Game to play</p>



Scenario Storyboards:

Scenario 1 Storyboard:



Room Size 2

USER X

SEARCH RESULTS

IMAGE	USER X1	○
IMAGE	USER X2	○

Search Query

Results for Query

On selecting, users are added to the member list and screen ② is displayed with the selected users

③

Tally Hostels Screen

CREATE

ENTER ROOM NAME

MEMBERS: 2

IMAGE	USER1	⊗
IMAGE	USERX	⊗

Pop-up will be displayed to confirm
On clicking create, all members in list will receive an invite and move to screen ⑤
Name of the room. Create button is enabled only after a name is entered.
Count of members
Members can be removed on clicking ⊗.

④

Room NAME

users1, users2, users3, u....

ADD GAME

GAME LIST 3

IMAGE	GAME 1
IMAGE	GAME 2
IMAGE	GAME 3

To add Games.
On Click, Screen ⑤ is displayed

member list, On clicking, the list of members is displayed.

Number of games

List of games.

On clicking, Screen ⑦ is displayed

⑤

Screen 5 is common to all users.
Users can either add games or wait for voting to begin.

On Click, Screen ⑤ is displayed with no game added.

Search Query

Room NAME

GAME X

SEARCH RESULTS

IMAGE	GAME 1	⊗
IMAGE	GAME X1	⊗
IMAGE	GAME X2	○

On clicking, game is added to list and screen ⑤ is displayed containing the game

Game added to list. Can be removed by clicking on ⊗.
Game Selected.

On clicking, game description screen ⑦ is displayed.

⑥

←	IMAGE	GAME NAME
DESCRIPTION		
"Lorem Ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod		
CATEGORY	STRATEGY	
NUMBER OF PLAYERS	8	
DURATION	2 HOURS	

7

All descriptions, including
filtered related information
about the games.

Scenario 2 Storyboard:

① Patty and her Guests bring up the party room game list on their phones

Patty's Phone		Everyone Else's Phones	
< Ready Select Play		< Ready Select Play	
20 Games	Filters ✓	20 Games	Filters ✓
Pic 1	Game 1	Pic 1	Game 1
Pic 2	Game 2	Pic 2	Game 2
Pic 3	Game 3	Pic 3	Game 3
Pic 4	Game 4	Pic 4	Game 4
Pic 5	Game 5	Pic 5	Game 5
Pic 6	Game 6	Pic 6	Game 6
Continue >		Waiting for Host to Continue	

②

Patty opens up the filters menu

< Ready Select Play	
6 Games	filters ✓
Pic 1	Game 1
Pic 3	Game 3
Pic 8	Game 8
Pic 12	Game 12
Pic 14	Game 14
Pic 20	Game 20
Continue >	

Patty changes the number of players and adjusts the maximum time

③

⑤

Patty changes the category to "card-drafting games" after more discussion with her group.

④ The game list adjusts automatically

⑥

Scenario 3 Storyboard:

Party Host's Screen

< ReadySelect Play	
20 Games	Filters(3)✓
#1	Game 1
#5	Game 5
#8	Game 8
#10	Game 10
#13	Game 13
Begin Voting Process	

All the filters that need to be applied

choose to begin voting process

Option available only to Party host
(Continue option to others but disabled)
Confirm to begin voting process (enable Continue option for others)

Party Host's Screen

< ReadySelect Play	
20 Games	Filters(3)✓
#1	Game 1
Are you sure you wish to begin the voting process?	
# YES	NO
Begin Voting Process	

will take to previous sketch view (close the confirm popup)

Everyone's Screen

< ReadySelect Play	
o	#1 Game 1
o	#5 Games
o	#8 Game 8
o	#10 Game 10
o	#13 Game 13
o	#17 Game 17
Vote >	

Select a game's name to view its details

Board Game's Details

< ReadySelect Play	
Name	games
Type	types
Complexity	complexity 8
Playing Time	some time
Description	Descriptions
#8	Game Image

< ReadySelect Play	
o	#1 Game 1
o	#5 Games
●	#8 Game 8
o	#10 Game 10
o	#13 Game 13
o	#17 Game 17
Vote >	

choose to vote

< ReadySelect Play	
o	#1 Game 1
Confirm your vote	
Are you sure you want to vote for Game 8?	
YES	NO
VOTE >	

will close confirm popup

confirm to vote

< ReadySelect Play	
Your vote has been recorded. Please wait till all have voted.	
No. of votes received	
5	
End Voting Process	

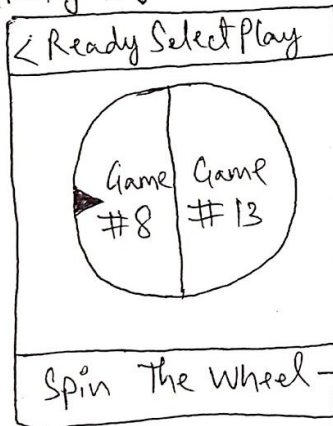
Option available only to Party Host

Once all have voted,
Party Host taps on
"End Voting Process".

In case of a majority →

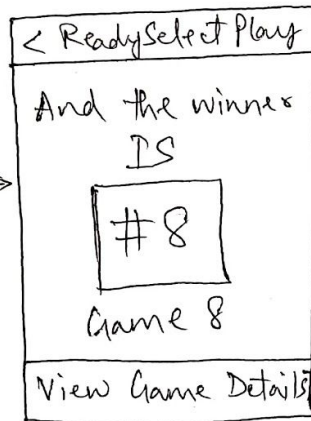
In case of a tie
(say two way tie)

(Party Host's screen)



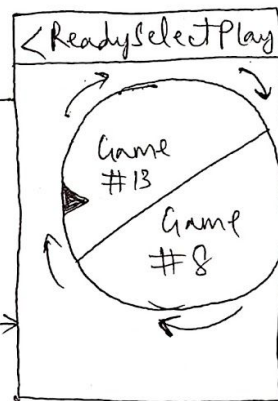
wheel rotates
& stops at one
game

After
wheel
stops



Note: Everyone other than
Party Host reach by
pressing "View Results"
option on Number of
votes screen which will
be in place of "End Voting
Process" for all of them

Will direct to Board Game's
Details Screen



(Party Host's
Screen)