

Rummy Scoring app wireframe

1 Welcome page screen

Rummy Scorer

Begin

Color legend
Button
Text Prompt (Static)
Editable field/Text box
Computed help text
Drop down with options

2 Game options screen

Set CLUB game rules

of Players

23...7

For Points

100101Custom

Buy-In

CurrencyEnter Amount

Points

Pack25Mid-Pack50Full-Count80FC

"X" packs / game

Advanced settingsNext

Game options varies by the game type chosen (Other game types may be added)
What information do we need in the post welcome page

Currency is a drop down field with "\$", "₹"

X = For Points/Pack
"Advanced settings" = options in another page with settings

3 Advanced settings screen

Advanced Settings

Joker TypeOpposite joker

of Sequences2

All TRIPs w/o 🃏 - Dbl pts?Yes

All SEQs w/o 🃏 - Dbl pts?No

all jokers - full moneyNo

Re-entry allowedYes

Next

Player name input boxes depends on the "# of players" chosen in "screen #2"

This option appears if opposite jokers is chosen

4 Player names screen

Enter Player Names

Player 1Nithin

Player 2Shiva

Player 3DP

table should show number of players to enter names for based on the # chosen in the Game Options screen

Player 4

Raja

Begin

5 Points Table screen

X

Scoring

Re-Entry	Re-Entry	Re-Entry	Re-Entry
Nithin	Shiva	DP	Raja
60	0	34	2
0	25	13	25
Total	60	25	47
Points left	40	75	53
	▼	▼	▼
Packs rming	1	3	2
Residual poi rming	15	0	3

Settle Game

Restart Game

Reentry allowed only if;

- Atleast 3 players are playing
- theres atleast one pack menaining in the top score of remaining players

A blank line should always be displayed in the scoring table

> as long as there are atleast 2 players in the game

> Once a blank scoring line is filled up, show another blank line

Total = SUM(each round/row) of a player

PointsLeft = Screen2.ForPoints - Total of each player

PacksRemaining = ROUNDDOWN (PointsLeft / Screen2.PackPoints)

Residual points remaining = MOD(PointsLeft, Screen2.PackPoints)

"Settle Game" option

> Needs to be presented only when a max of 4 players are remaining

6 Re-Entry screen (popup window on top of existing :

7 Settle Game (Money distribution) screen

Come up with logic and screen design

8 Post-game screen

