Screen Sketches
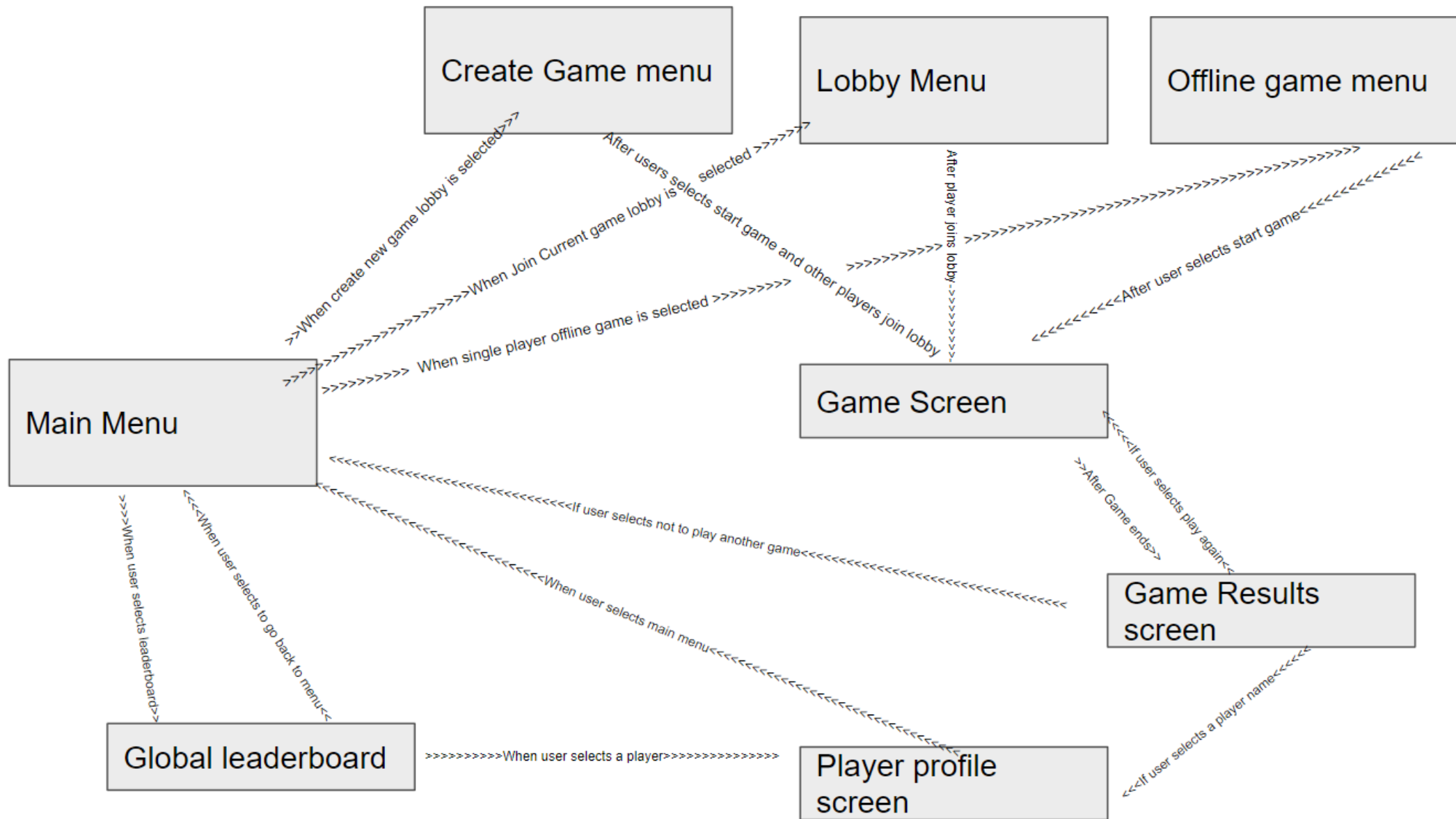
Project: UNO

Team MG_4

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List of Non-Functional Requirements:

1. Game application sends players data to the server without loss and vice versa.
2. Establishing real-time play with response times less than second.
3. Supporting up to 20 players without loss of data or performance.

- *Player Profile* Table
  - o Username Field
  - o Hands Won Field
  - o Hands Lost Field
  - o Ranked Win Percentage Field
  - o Average Score Field
  - o XML save file
- *Game Table* Table
  - o Usernames Field
  - o Usernames Current Hand field
  - o Usernames UNO Status Field
  - o Remaining Cards in Deck Field
  - o Current Persons Turn Field
  - o Current Play Direction Field
- *New Game Options Menu* Table
  - o Number of Decks Field
  - o Number of Seats Field
  - o Rank/Unranked Field
  - o Stack +2 Field
  - o Draw Until Play Field
  - o Password Field
  - o Score Vs Hands Won Field
- *Global Ranking* Table
  - o Global Rank Field
  - o Username Field
  - o Win Percentage Field
  - o XML save file

Create Game menu

Lobby Menu

Offline game menu

Main Menu

Game Screen

Game Results screen

Global leaderboard

Player profile screen

>>When create new game lobby is selected>>

When Join Current game lobby is selected >>>>>

When single player offline game is selected >>>>>>

After users selects start game and other players join lobby

After player joins lobby

After user selects start game

If user selects not to play another game

After Game ends>>

If user selects play again

When user selects leaderboard

When user selects to go back to menu

When user selects main menu

When user selects a player>>>>>>

If user selects a player name

1. Game logo:

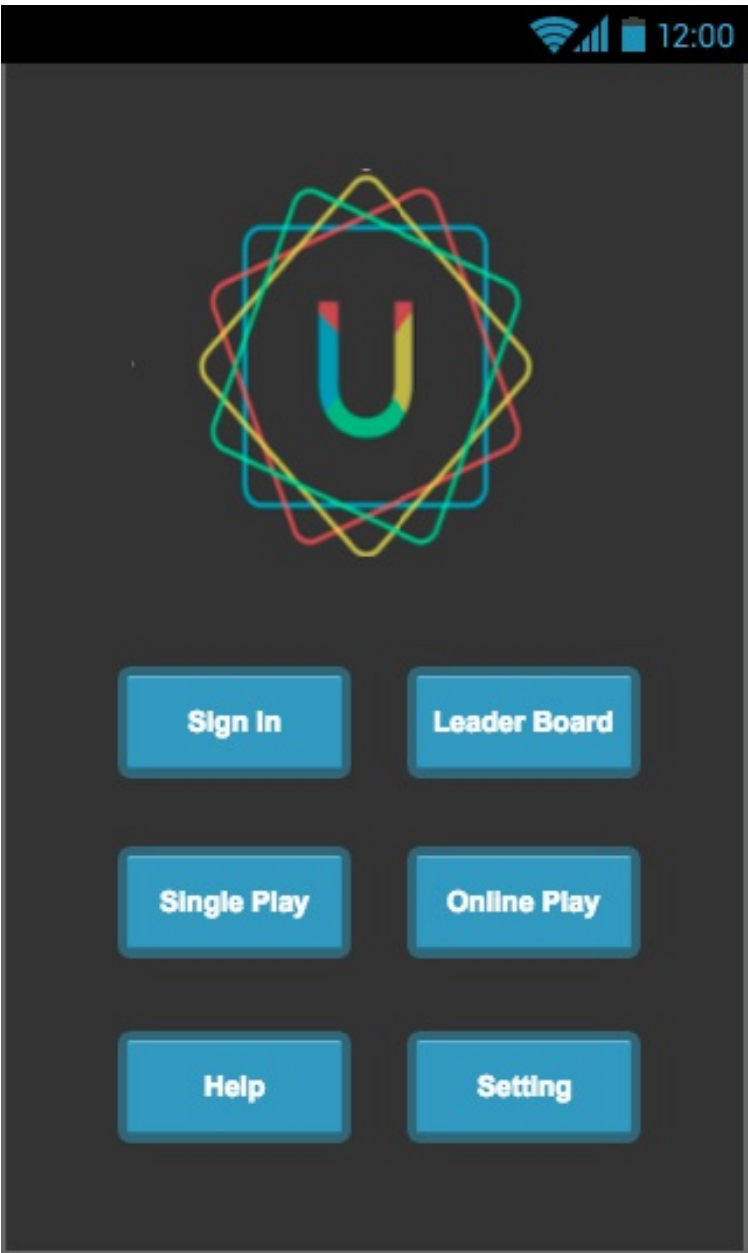Game logo, game name is UNO

2. Sign In:

lead to sign in page, helps users who want to have play record to create an account

3. Single Play:

Lead to create offline game screen. This option let users play with AI, not necessarily need an account.

4. Help:

Let user send their questions to developers via email.

5. Leader Board:

After pressed, it lead to the leader ranking page.

6. Online Play:

lead to online play lobby screen, let you join an existing game room, or you can invite your friend and create your own room and play online.

7. Setting:

setting options like sound effect, theme color, sync, email, etc

1. Log in:

Log in with name and password

2. Sign up:

Sign up with email and create password and username.

3. Other sign in options:

users are able to sign in with other social media account.

Description:

The main screen is the very first screen users will see, it gives users an idea of what are the app's function. It also lead users to different screens such as game play screen, ranking screen, and help screen etc.

Sign In screen pops up after a user pressed Sign In button, and it helps user to create his or her account and have a personal profile

1. Game Logo:

only for style

2. Chat:

after press the button, the chat window pops up on the right side of the screen, shows online users' most recent chat with their username showing. And you can comment too by entering in the bottom text box.

3. Training:

Train users about the game rules and how to play before they join the online groups.

4. Join a room:

to join an existing online group, and play with random formed group. The bottom right shows the number of online users in real time.
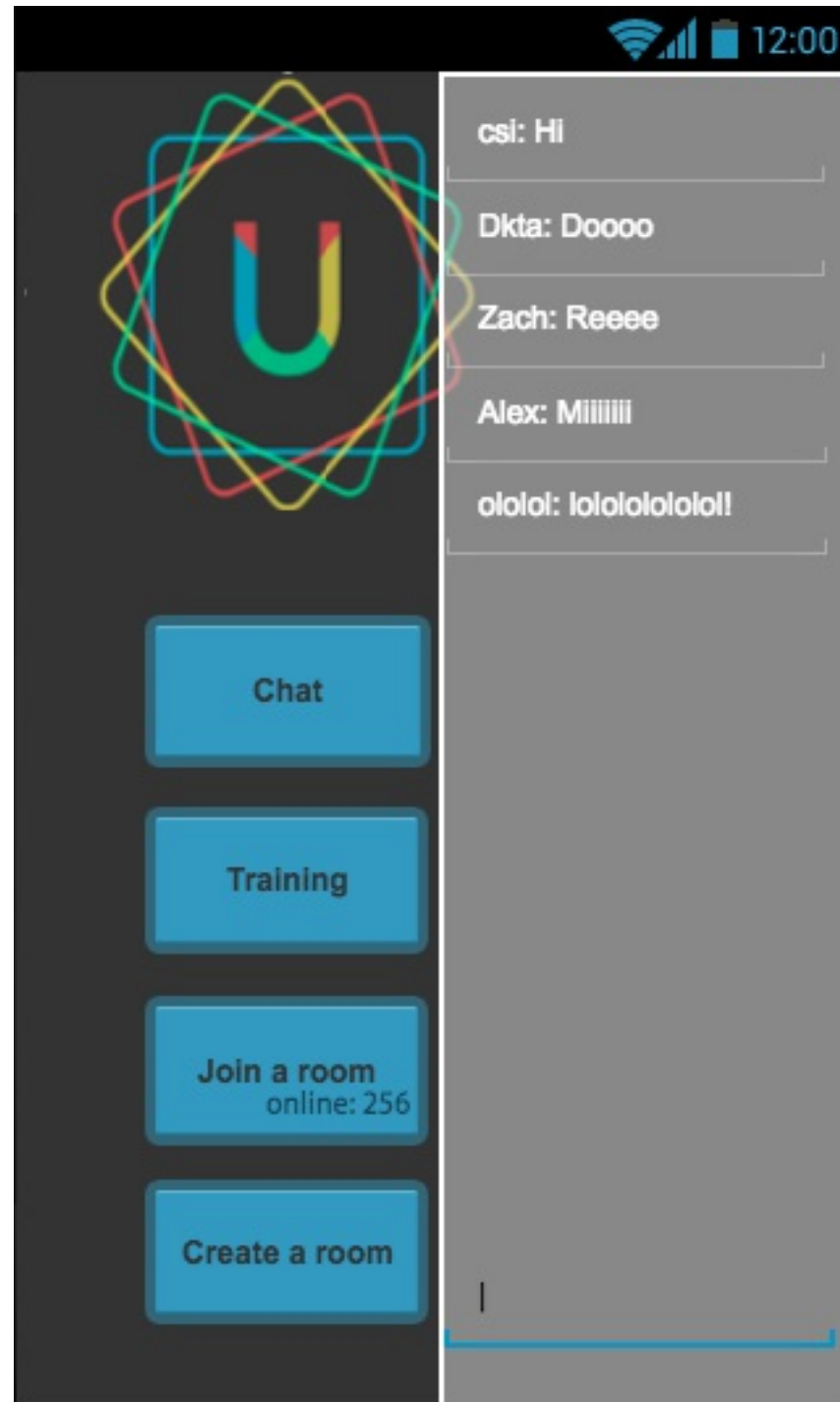
Description:

This screen shows after user clicked online play button on the main screen.

It's like a lobby for all online users to speak and start play together. It allows users to be able to see all online user's most recent chat, and let user be able to join the conversation.

This screen is to guide online users to a game room, and allows them to play with only their friends.

5. Create a room:

create a new room. If user wants to invite friends to play in his or her own room. Or just wait for new random user to join in your room to start play

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Phone screen contents:

🛜📶 🔋 12:00

csi: Hi

Dkta: Doooo

Zach: Reeee

Alex: Miiiiiii

olol: lolololololol!

U

Chat

Training

Join a room
online: 256

Create a room

Online Game

Number of Players [Human]

Number of Players [CPU]

Traditional Scoring?
[Play to 500 Points]

Allow stacking duplicates?
[Draw Two/Reverse/Wild]

Draw Until Play?

Create Game

Main Menu

1 Game Creation Type

2 Player Options

3 Game Type Options

4 Game Creation Confirmation

5 Return to Main Menu

In this screen, we have the setup for players to make their online games. Before creating the game to be shown in the lobby, choices must made on it's layout.
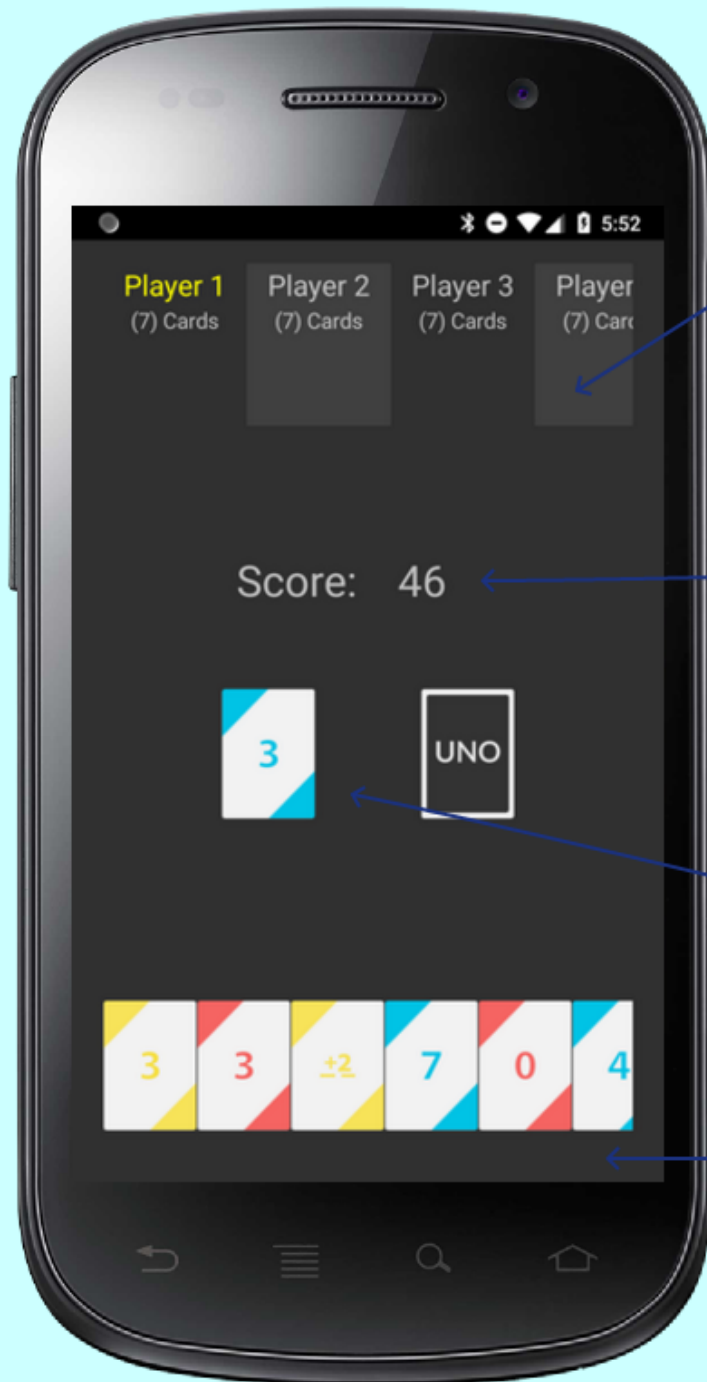
Right beneath the creation title (1), you are given various game creation choices. The first options are to delegate the number of players (both human and CPU) (2).
The player/user can also select game type choices that affect the flow of the game (3).

Once a player is finished choosing their options, they may launch the game for lobby selection by pressing the "Create Game" button (4). Otherwise, they may also press "Main Menu" to cancel the game creation and return to the main menu.

1: Game Type

2: Select/Toggle boxes

3: Options List

Offline Game

Numer of Opponents (1-7)

Numer of Decks (1-4)

Stack +2/Reverse/Wild?   ON

Draw Unitl Play?   ON

4: Link to start game

5: Return to main menu

START GAME

MAIN MENU

In this screen, the user is setting up a game against one or more AI opponents. At the top, the game type (1) is stated, and the options are listed (3). To choose the options, the user uses the select/toggle boxes (2). For the number of opponents and number of decks, the user enters a number, and for the stack special cars and draw until play options the user clicks the button to toggle. At the bottom, the user can choose to start the game (4) by pressing the box or return to the main menu by pressing that box (5).

Game "Table" Screen
Alexander Schulz

Player 1
(7) Cards

Player 2
(7) Cards

Player 3
(7) Cards

Player
(7) Card

Score: 46

1

Scrollable/Clickable player cards which show
stats for each player

2

Current score for the user's hand

3

Discard pile updated
each time a turn is played

4

Scrollable/Clickable view of the
user's cards

The Game "Table" Screen page is
where the main function of the application occurs,
and is displayed once the user/players begin
a Uno game. This will prompt the following screen,
as well as deal hands of cards to each player,
randomly selecting one to have the first turn. The
current player is denoted by yellow hightlighting.

After the hands are dealt, the user/player can
scroll through their cards using a horizontal
swiping motion (4). The user/player may
also observe and scroll through the game's
players (1).

When a user takes or remove a card from their hand,
their score (2) is updated accordingly. Players/users
click on their cards to add them to the discard
pile (3). Players/users may also hold down on
another player's info tab to call an unchecked "Uno".

GAME OVER — 1: Status

Winner: Zak

Second Place: Joe
Third Place: Ralph
Fourth Place: Lenny

2: Game Results & links to profiles

Play Again? — 3: Play again prompt

No   Yes — 4: Selector buttons

The Game over screen shows the results of the game as well as allows the user to do a few different things. The player can press on any of the player names (2) and it will take them to the player profile. They can also press on the selector buttons (4) and play again (rejoin same game lobby) or press no and return to the main menu.
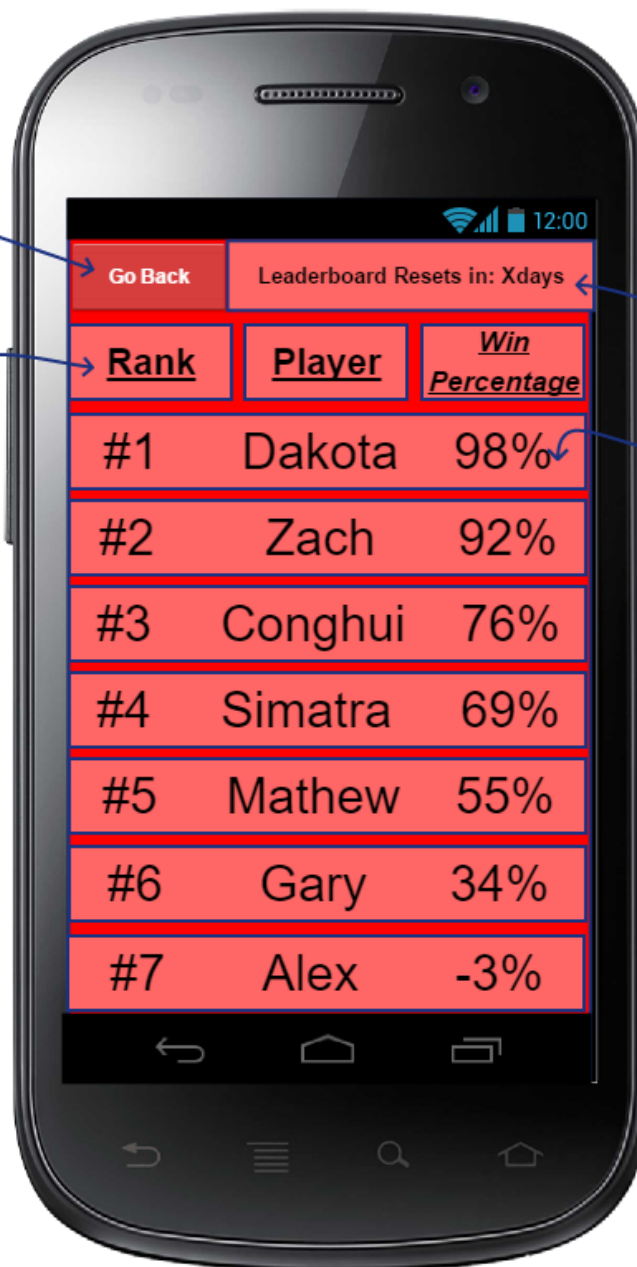
Button to return to Main Menu

1

A live countdown till
the leaderboard resets

2

Headers labeling columns **3**

	📶 🔋 12:00
Go Back	Leaderboard Resets in: Xdays

Rank	**Player**	**Win Percentage**
#1	Dakota	98%
#2	Zach	92%
#3	Conghui	76%
#4	Simatra	69%
#5	Mathew	55%
#6	Gary	34%
#7	Alex	-3%

4 Clickable Buttons displaying
players in a ranked order

The "Global Leaderboard" page is displayed once a player selects the Global Leaderboard button in the main menu. This page lists all the top players of the current season in a ranked order starting from the number one ranked player. There is a "Go Back" button (1) to return to the main menu. Beside that button is a live countdown (2) using text to display how many days are left until the leaderboard resets for the season.

There are text headers (3) labeling the different columns: Rank (displaying what rank the player holds this season), "Player" (displaying the players username who holds that rank), and "Win Percentage" (displaying the ratio of ranked games won to total ranked games played).

The text displaying a players rank, name and win percentage will also be a clickable button (4) taking you to another page displaying the players profile with statistics about the player.

Back To Main Menu Button

1

Name of Player who's profile is currently displayed

2

3 Live Rank On Global Leaderboard of current player

Go back

Player Username

Global Rank: 1st

4

Hands Played: 1069

Amount of hands played since last game finished for current player

5 Amount of hands won since last game finished for current player

Hands Won: 768

6

Hands Lost: 301

Amount of hands lost since last game finished for current player

7

Win Percentage: 71.8%

Ratio of current hands won value to hands played value

8

Average Score Per Game: 80

Total score from all ranked games divided by number of games played

The Player Profile page is to display
the statistics for the current selected
playerbased off their game experience.

Clicking on your name or a players name on
the ranking page will bring you to this screen.

The Only input is specified by the
Go Back button (1) which returns you
back to the main menu for the application.
All of the data is shown in formatted text.
The player's name is displayed at (2).
The hands played (3), hands won (4), and
hands lost (5) texts are displayed in
formatted text and is pulled from the
player's specific table in the database.
Win Percentage (7) is shown in formatted
text as well and is calculated when the page is loaded. The Average Score Per
Game (8) is loaded from the database
and displayed in plain text