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General Layout

The layout of the application relies on a single bottom tab navigator that uses three main screens. The three main screens include the Home View, the Chat View, and the Profile View. Each of the three main views can be visited by using the navigator at the bottom of the screen, selecting the appropriate icon for the desired view.

Aside from the 3 main screens of the application there will be conditionally displayed screens for logging in, signing up and a splash screen to preloading data if needed/aesthetics. Some components will be used to display multiple screens such as the profile screen for a card and the logged in user and depending on its use different elements will be displayed/not displayed.

The general layout of the application is designed to be minimalistic, easy to use, and easy to navigate. This simplicity drives the focus of the user to the true intention of the application: to find or create a D and D group. The user is meant to spend very little time on miscellaneous screens like account creation or logging in, and is meant to spend the majority of the time swiping through others' accounts and tweaking their own unique character.

Features

Below are a list of features and views that the application shall support:

1. Login view
2. Create new account view
3. User profile view (for both self and others)
4. View/Send messages view
5. Select like/dislike a player view

Home View - Matching View

The first screen, appearing immediately after a successful login, is the explore/home screen where the user is presented with the cards of other users one at a time to either swipe left(dislike) or swipe right(like). They can also choose to click on the x or checkmark buttons to dislike/like a user's card. The profile button on a card allows the user to see the corresponding user's profile which will include additional information such as the campaigns they play, their character's level, and a general biography. This view, along with the Chat View, should be the most used views in the application.

The Figure below shows the main character screen, where you can interact with others' profiles.
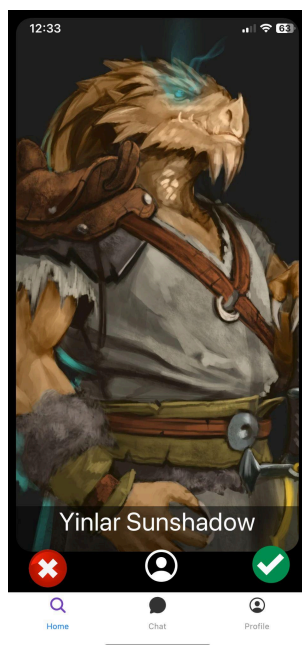
Chat View

The second major screen in the navigator is the chat screen, where a list of the matched users that the primary user has matched with will be displayed along with a preview of any conversation they've had with that matched user. By pressing on the matched user a conversation screen will display with the conversation messages between the two users as well as an input to send a new message. It appears much like a typical texting or SMS application would.

The figure below shows the conversation screen.
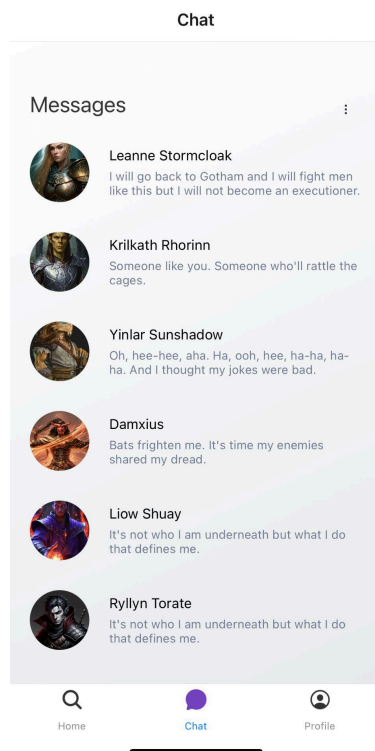
Profile View

The final major screen in the navigator is the user's profile screen which displays the profile information for the currently logged in user. There is an additional button to edit the profile that will bring up the edit profile screen which has a form for editing the profile fields or changing their profile picture. The form will be filled in with their current profile information and they can add or delete information for each given field.

The figure below shows the profile screen. The buttons to edit the profile are a little bit clipped in this particular picture, however you can see the tops of the buttons right above the chat view icon.
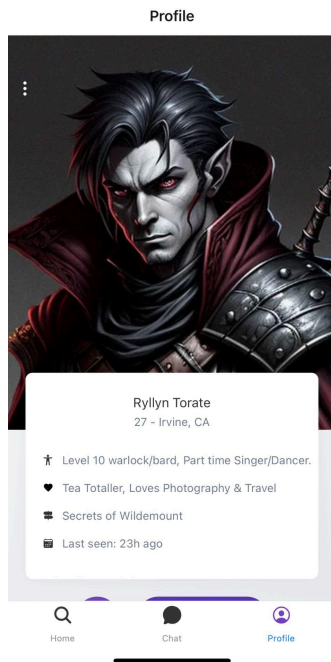
Login Page

The login page will take a user's email and password, then validate them against the remote data to verify their profile. If the user cannot be verified, then they must create an account using the "Create an account" option. Upon selecting "Create an account", the user will be prompted to fill out a form containing multiple input fields, such as an email, password, character name, et. al. When the user finishes creating an account, their information will be added to the remote location and the user should be able to login successfully!

The figure below shows a screenshot of the login page without any information in the input fields.

Email

Password

Login

Create an account