

GameSpace

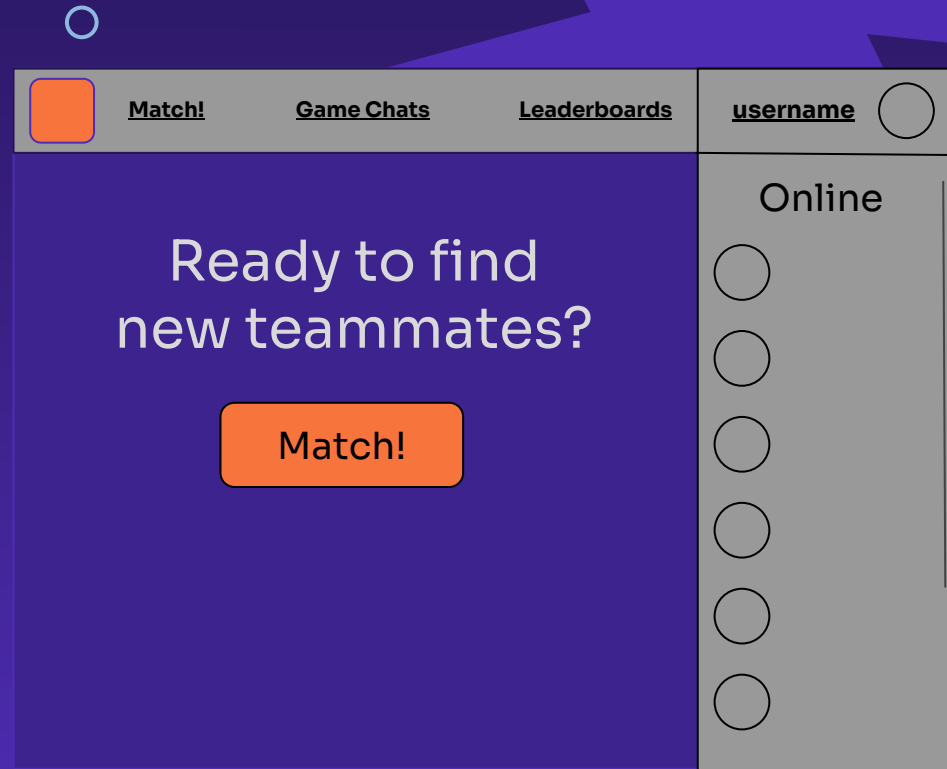
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Home Page

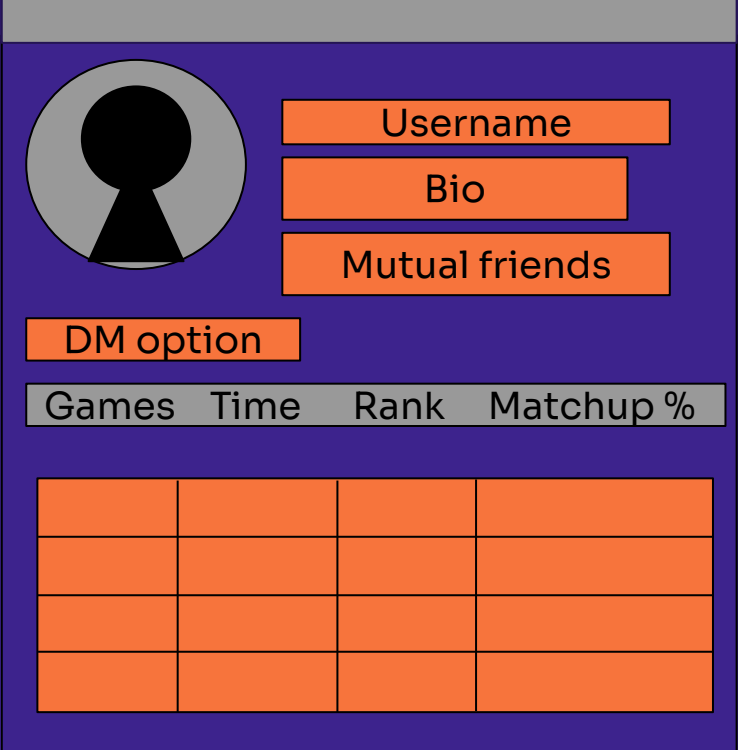
- Find new groups action button front and center.
- Universal top navigation bar.
- Assumption that users would know logo (orange square on left) would lead to home page and own username would lead to your profile as those are common navigation methods used on similar applications.
- Easy access to current online friends.



Profiles

- Displays the users profile picture, a mutual friends button, the option to DM them, the users bio, and their rankings in certain games
- The “Matchup” percentage represents how similar the two users are in terms of the games they play, their skills, and their ranks
- The “Mutual friends” option is there so that users will have an easier time reaching out to others if they have the same friends

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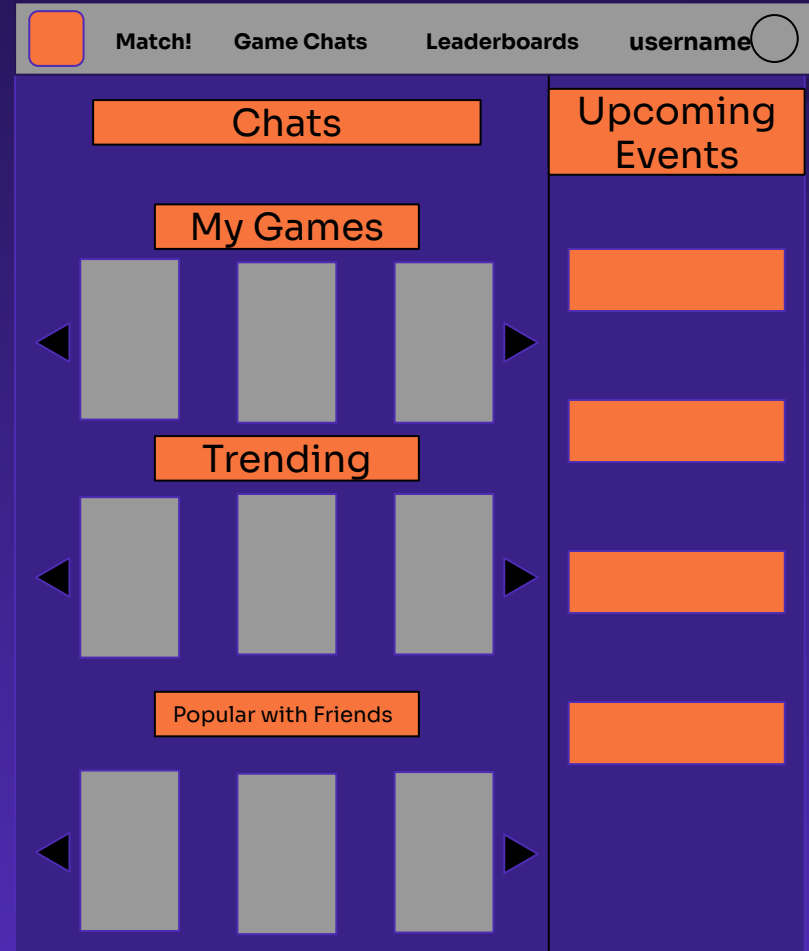


A user profile UI mockup on a purple background. It features a circular profile picture placeholder with a black silhouette. To the right of the picture are three orange buttons labeled 'Username', 'Bio', and 'Mutual friends'. Below these is another orange button labeled 'DM option'. At the bottom is a table with four columns: 'Games', 'Time', 'Rank', and 'Matchup %'. The table has four empty orange rows. A small white semi-circle is at the bottom center of the profile card.

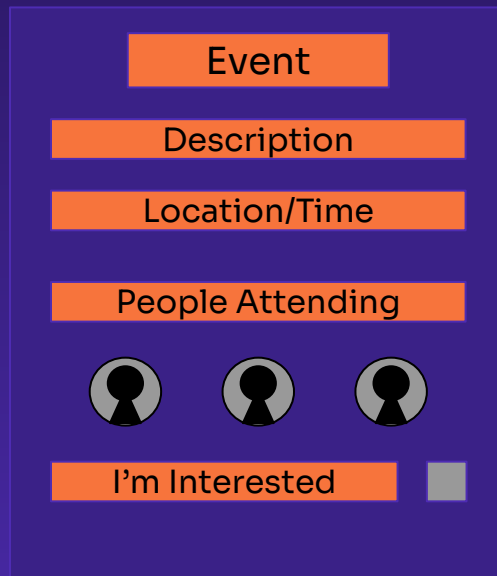
Games	Time	Rank	Matchup %

Chats/Meetups

- Allows users to talk to other users that are interested in the same games
- Different text chats categorized by game shown to the user based on preferences
- Shows times for virtual and in person meetups/events and allows users to reserve a spot



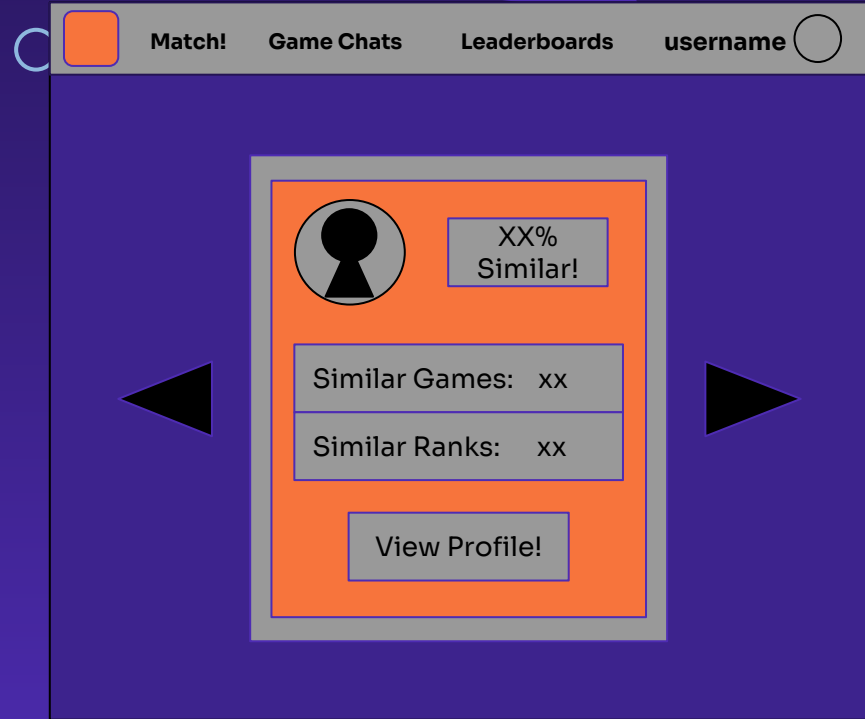
Chats/Meetups



Finding Potential Teammates (Matchups)

- ❑ Suggests possible teammates by comparing personal statistics.
- ❑ Utilizes games, time played, and rank to formulate a compatibility percentage.
- ❑ Allows users to compare their own personal preferences and ability to find suitable teammates.
- ❑ Generates recommendations for potential teammates based on user statistics.

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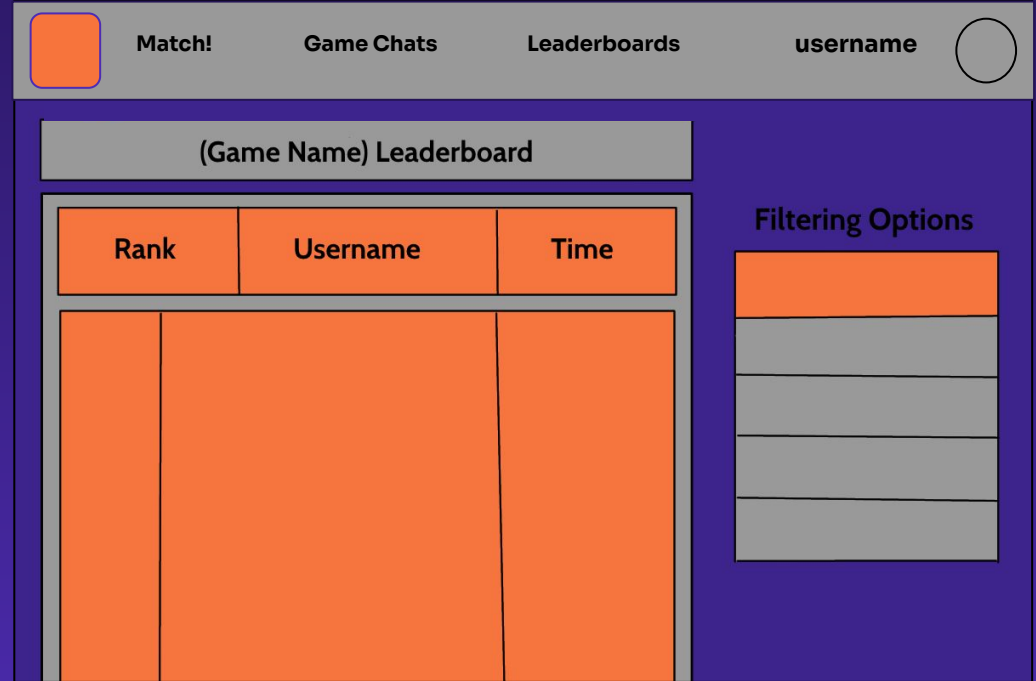


Leaderboards



Will display different kinds of leaderboards for each game and will display the players username along with whatever they are being ranked by

- ★ Some leaderboards options could include
 - *Speedrun Times*
 - *Overall Playtime*
 - *Rankings from Outside Events (temporary)*
 - *Scores*



Moodboard

Possible color palette



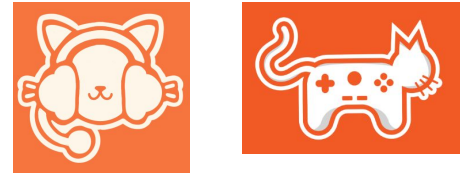
Possible fonts



Possible layouts



Possible Logos



Inspo:



Flow Diagram

