

Just One: SoPra FS2020 Milestone 2

A Presentation from Group 15

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User Interface Design Mock-ups

Login Page



User Interface Design Mock-ups

Lobby Page



User Interface Design Mock-ups

Game Creation Page



User Interface Design Mock-ups

Game Lobby Page



User Interface Design Mock-ups

Leader board Page

The image shows a user interface design mock-up for a leader board page. The page has a light beige background decorated with a grid of colorful triangles (yellow, green, blue, purple, red) in the corners and sides. At the top center is a logo with the text "JUST ONE" in a stylized font, surrounded by a triangular frame.

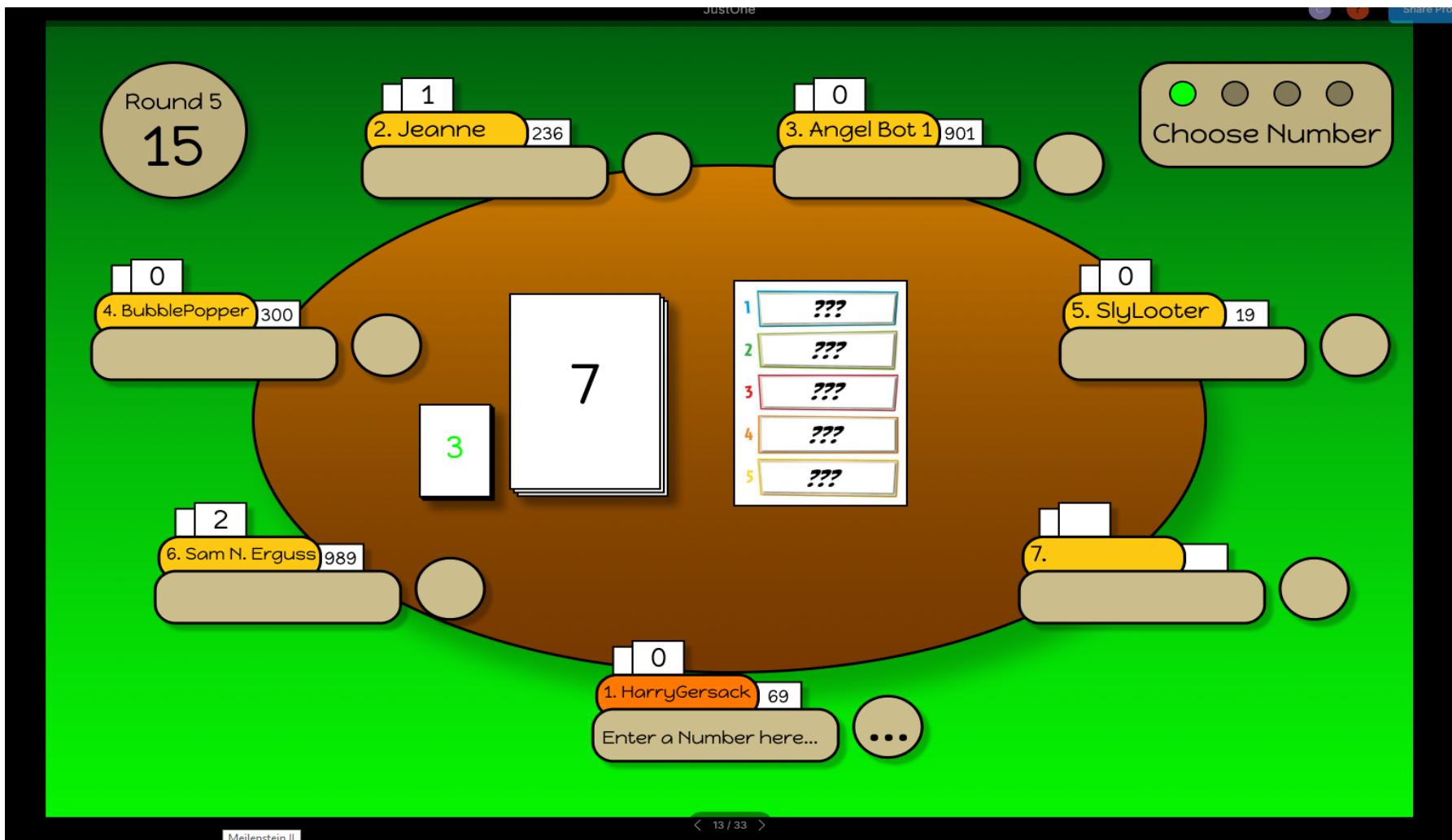
At the top left is a "Logout" button, and at the top right are "Rules", "C", "?", and "Share" buttons. The main content area is a table showing the top 5 players:

RANK	PLAYER	SCORE	GAMES PLAYED
1.	Sam N. Erguss	989	38
2.	Doctor_xXx	789	34
3.	Slatki	666	42
4.	Cosima	420	32
5.	HarryGersack	69	36

At the bottom center is a "Go back to Lobby" button. The footer of the page shows a navigation bar with "3 / 33" and arrows.

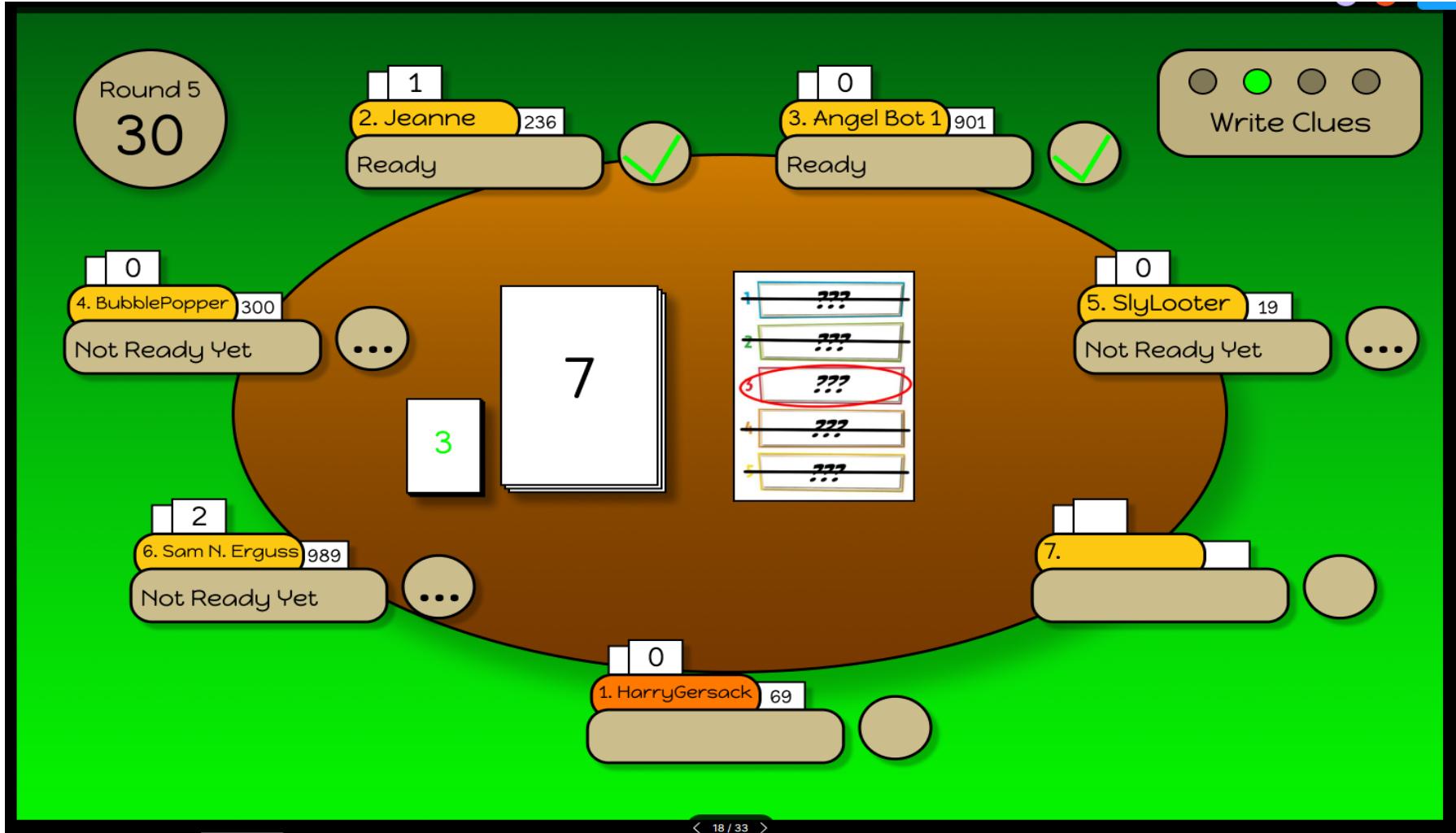
User Interface Design Mock-ups

Game Page: Choose Word



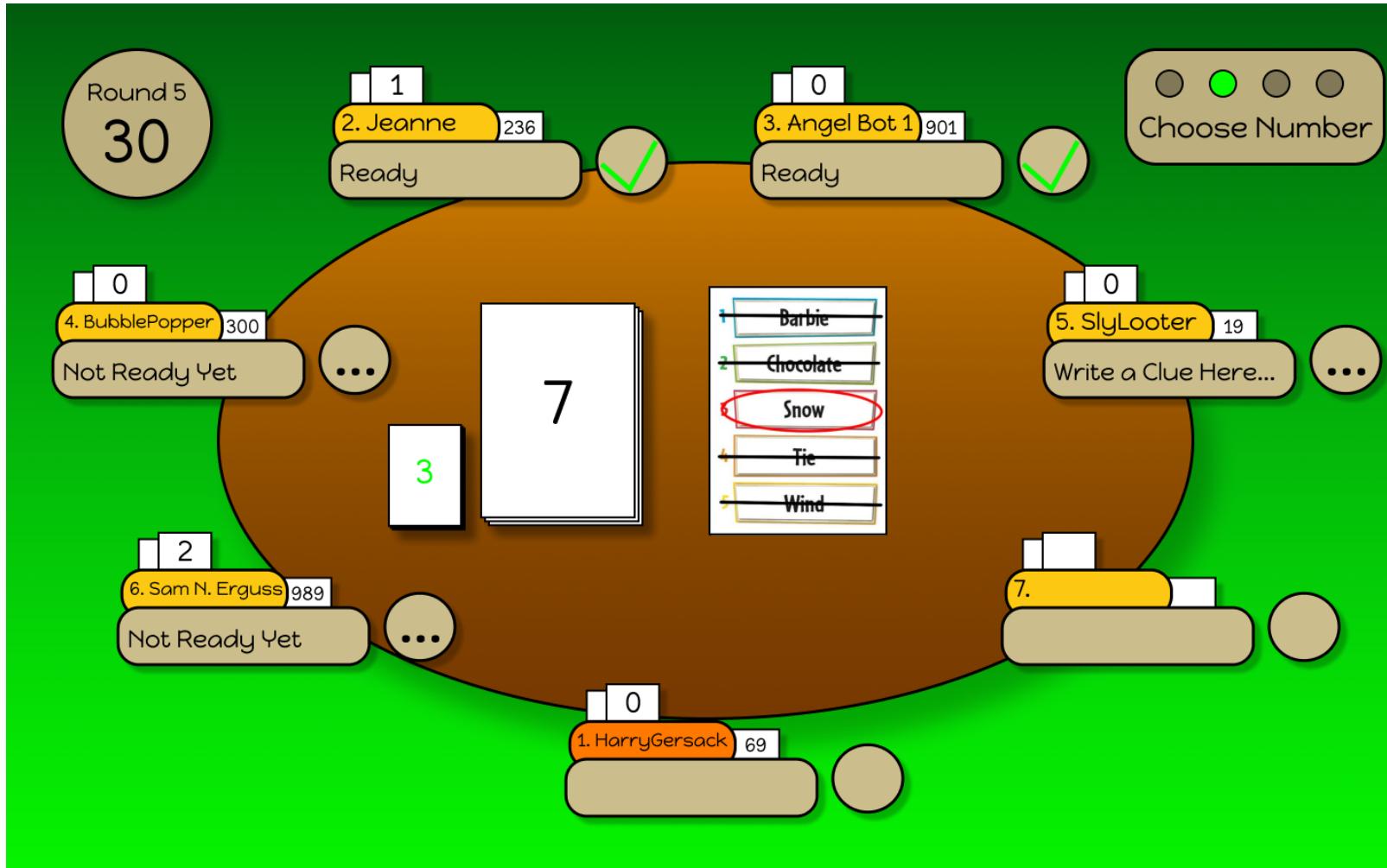
User Interface Design Mock-ups

Game Page: Write Clues (POV of 1)



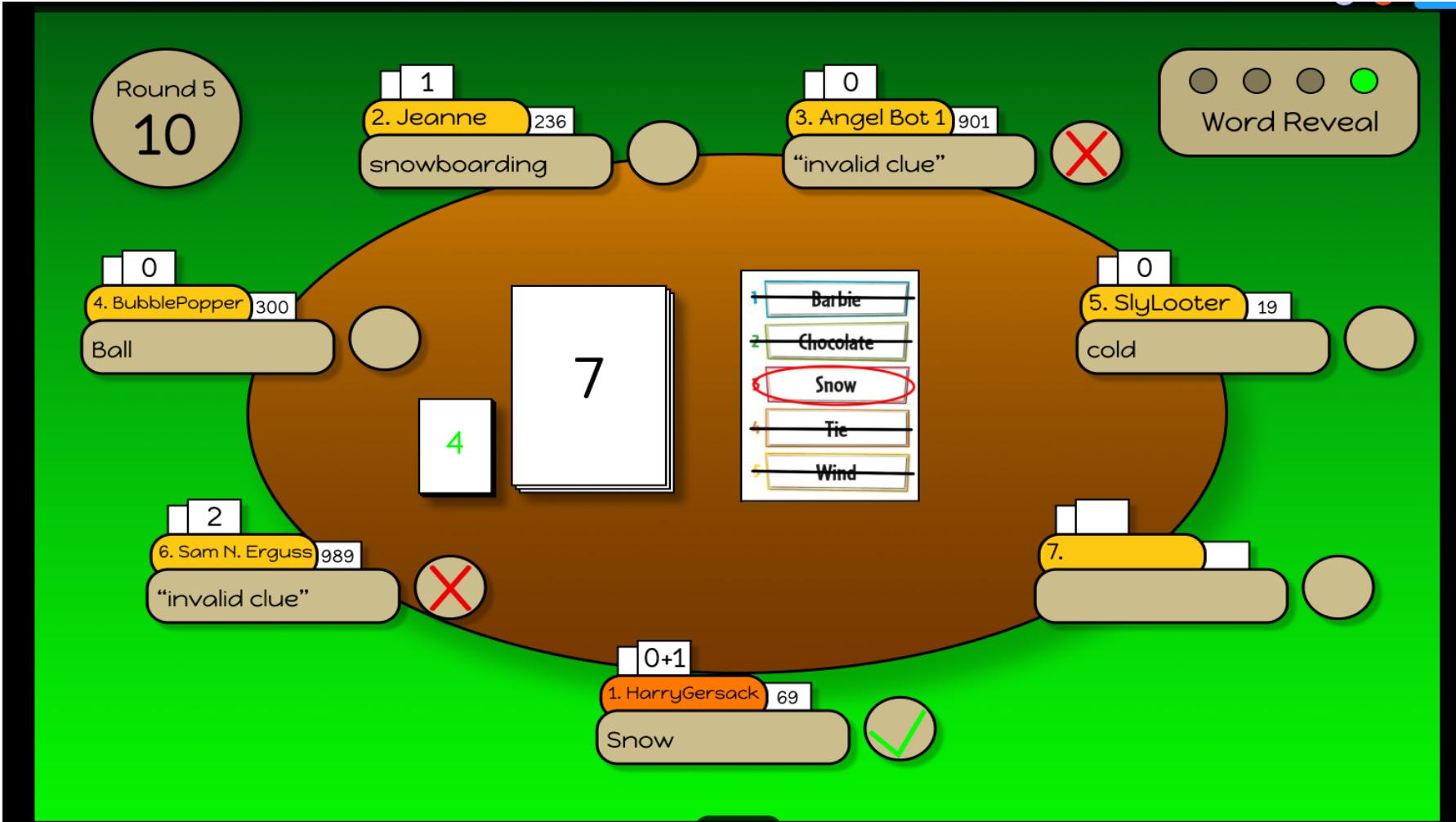
User Interface Design Mock-ups

Game Page: Write Clues (POV of Player 5)



User Interface Design Mock-ups

Game Page: Guess Word



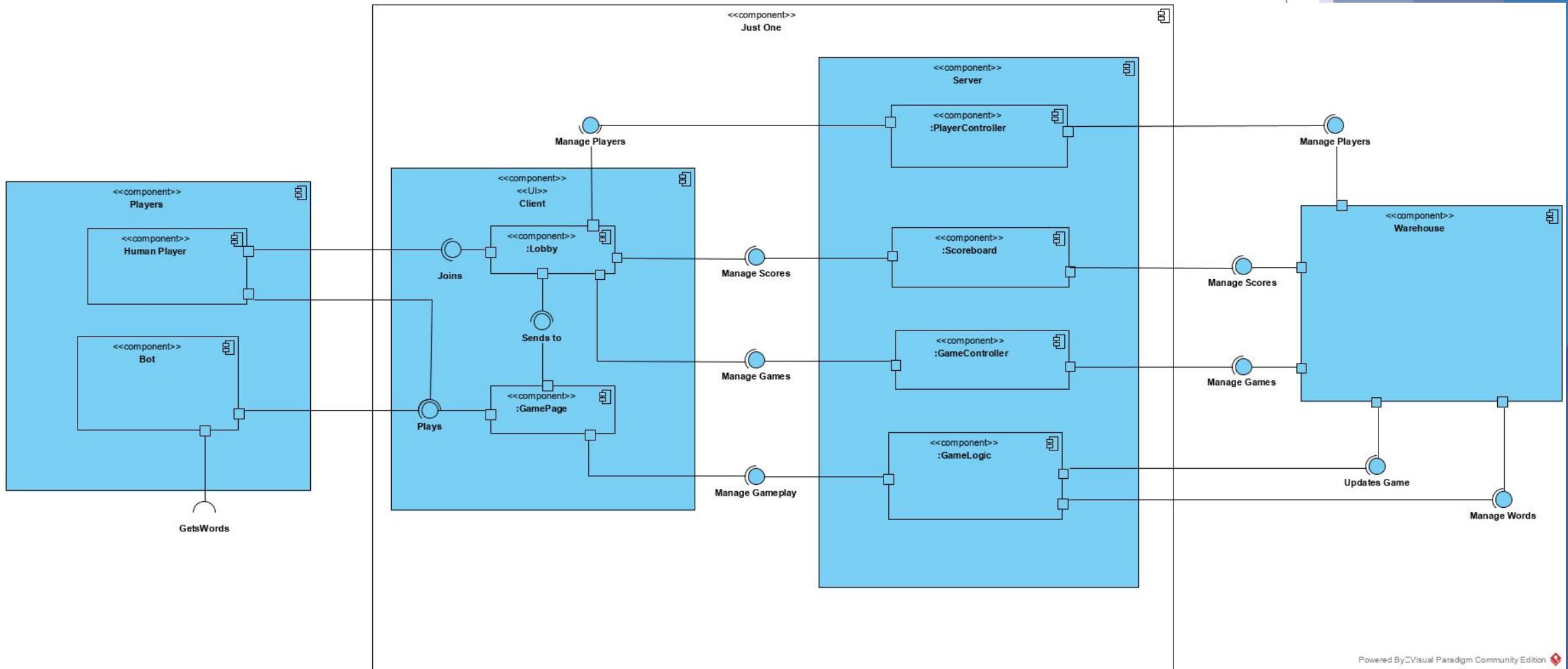
User Interface Design Mock-ups

Game Page: Game End



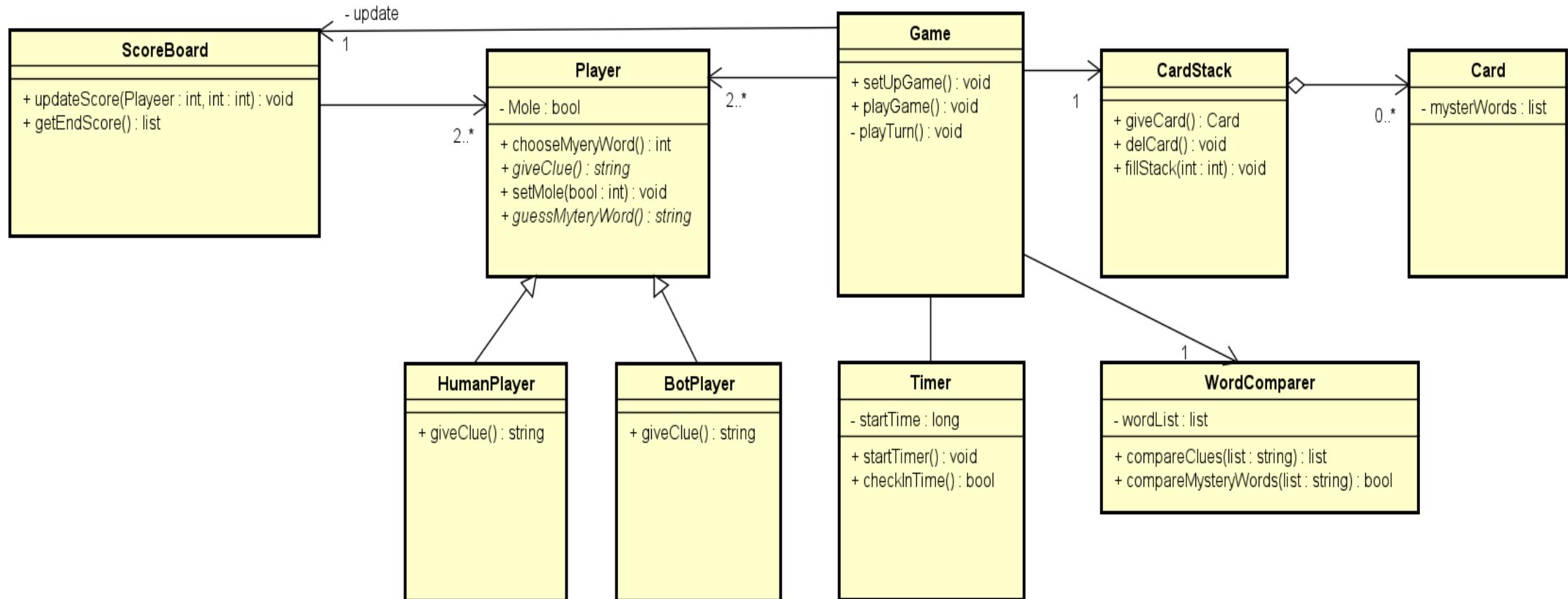
Diagrams

Component Diagram



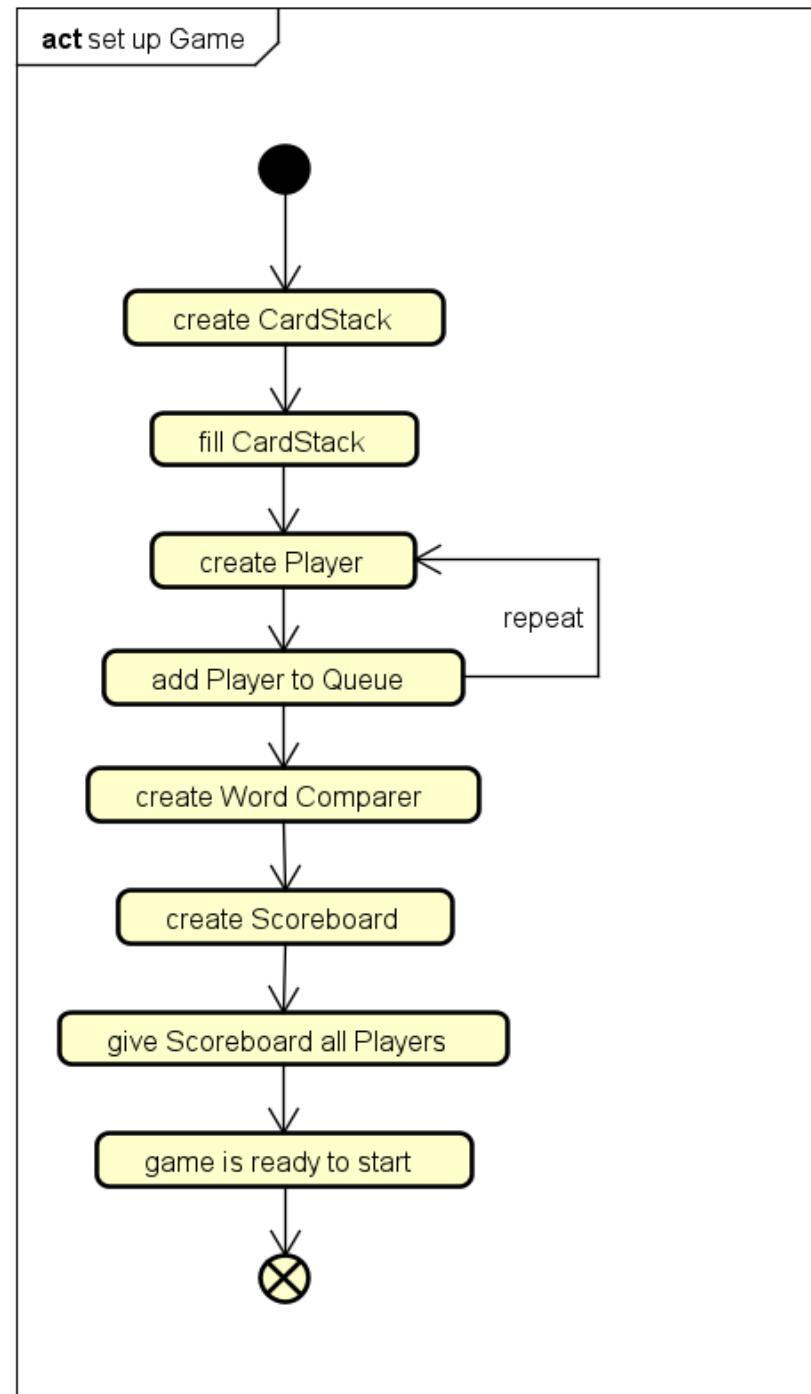
Diagrams

Class Diagram



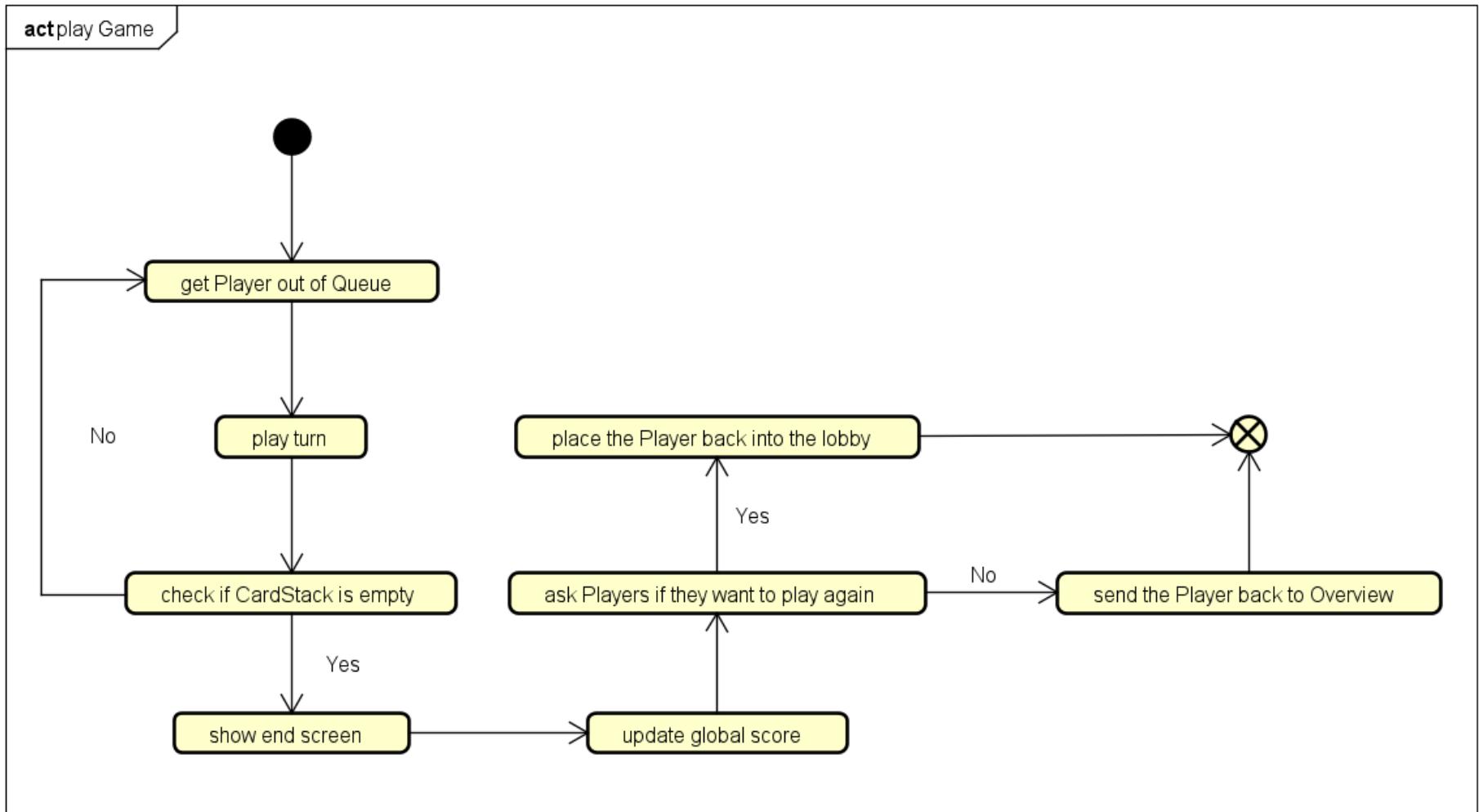
Diagrams

Activity Diagram (Create Game)



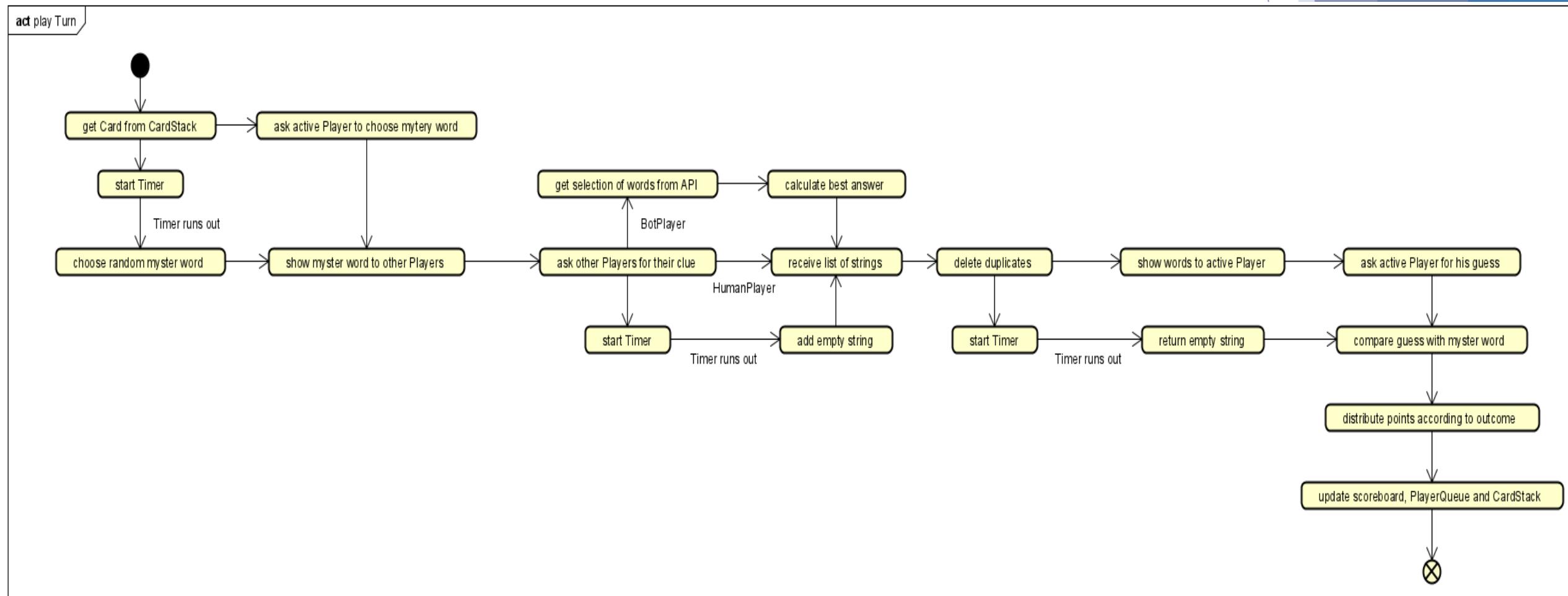
Diagrams

Activity Diagram (Game)



Diagrams

Activity Diagram (Turn)



User Stories and Sprints

- ▶ User Stories can be grouped into six categories.
 - ▶ Game-Logic
 - ▶ Game-Control
 - ▶ Player-Control
 - ▶ Non-Human Players
 - ▶ Information
 - ▶ Further Ideas

User Stories and Sprints

- ▶ Five Sprints:
 1. Game-Logic and Game-Control
 2. Non-Human-Players and Game-Control
 3. Game-Control and Player-Control
 4. Information
 5. Further Ideas
- ▶ Frontend Team: Kai, Minh Phuong
- ▶ Backend Team: Charlotte, Jordan, Raphael

The screenshot shows a Jira sprint backlog for 'FS20G15 Sprint 1'. The backlog contains 11 issues, each with a small icon, a title, and an estimate value in a grey circle. A 'Start Sprint' button is visible at the top right.

Issue	Description	Estimate
FS20G15-7	Drawing Card	10
FS20G15-12	Determine Mystery Word	2
FS20G15-8	Write Clue	4
FS20G15-10	Validating/invalidating clues	18
FS20G15-9	Guess Mystery Word	8
FS20G15-14	Score	8
FS20G15-41	Successfully create public game	10
FS20G15-43	Successfully create private game	1
FS20G15-44	Create private game with empty password	2
FS20G15-42	Create game with empty game name	1
FS20G15-46	Cancel process of creating game	2

Rest Specifications

Mapping	Method	Parameter	Parameter Type	Status Code	Returned Value	Descriptiton
/games	POST		Body	201	Gameld<Long>	Create a game
/games	POST	PlayerIds List<Long> NumberOfBots <Long>	Body	409	Error: reason<String>	Because wrong Inputs like 8 Players, 20 Bots...
/games/{gameId}	PUT	playerId<long>	Query	204	-	Add user to a game
/games/{gameId}	PUT	playerId<long>	Query	409	Error:reason<String>	Game already started or full
/games/{gameId}	PUT	playerId<long>	Query	404	Error:reason<String>	Zb. The game Id or Player Id does not exist
/games/{gameId}	GET	playerId<long>	Query	200	-	Add user to a game
/games/{gameId}	GET	playerId<long>	Query	404	Error:reason<String>	The game Id or Player Id does not exist
/games/{gameId} /cards	GET	-	Query	200	Card: Words: List<String>	Get a card with words
/games/{gameId} /cards	GET	-	Query	404	Error:reason<String>	Zb. Card does not exist

Test Cases

- ▶ POST /games: Create a game
- ▶ PUT /games/{gameId}: Put a player into a game-round
- ▶ POST /games/{gameId}/clues: Give a clue
- ▶ POST /games/{gameId}/guesses: Guess a mystery word
- ▶ DELETE /games/{gameId}: Delete a game