

Just One: SoPra FS2020 Milestone 2

A Presentation from Group 15

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User Interface Design Mock-ups

Login Page



A user interface design mock-up for a login page. The background is a light beige color with a repeating pattern of small, colorful triangles (green, blue, purple, pink, red, orange, yellow) arranged in a grid. In the top right corner, there is a small, light beige button labeled "Rules". In the center, there is a light beige rectangular box containing two input fields: "Username" and "Password". Below these fields are two buttons: "Login" and "Register as a new User". Above the input fields, there is a logo that says "JUST ONE" in a stylized, colorful font, with the word "JUST" in orange and "ONE" in blue, set against a white background with a brown border.

Rules

JUST ONE

Username

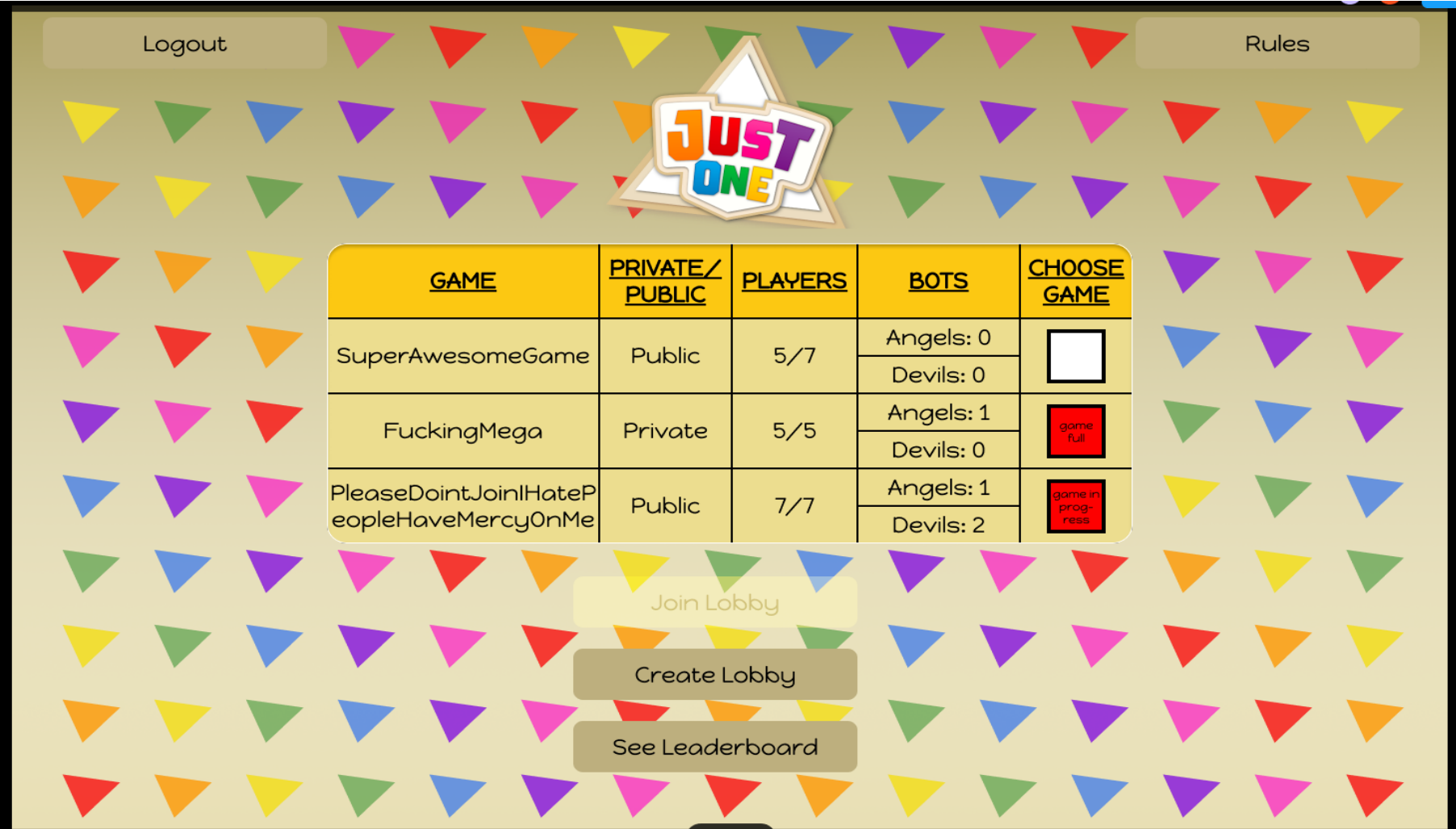
Password

Login

Register as a new User

User Interface Design Mock-ups

Lobby Page



User Interface Design Mock-ups

Game Creation Page

Logout



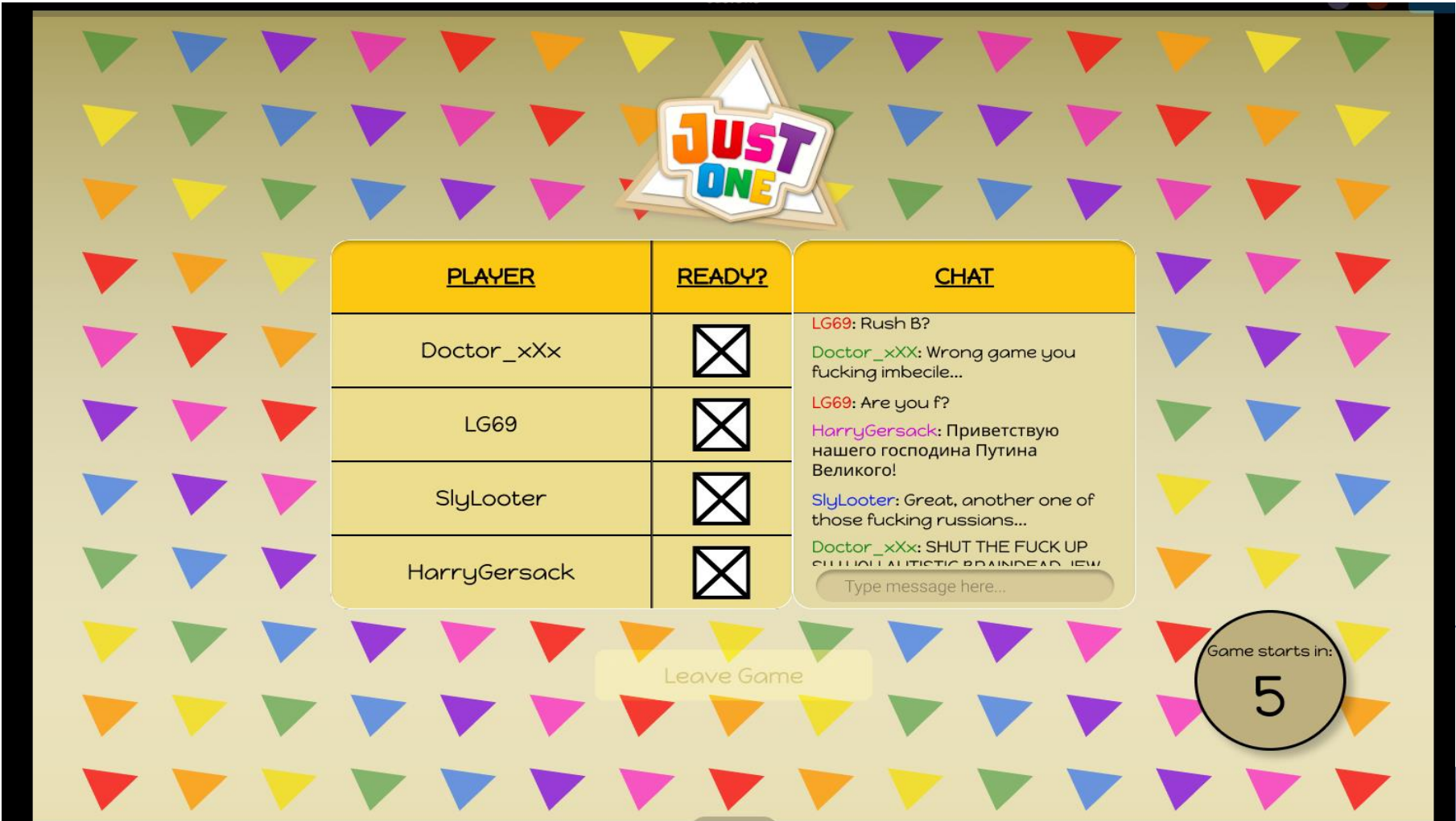
<u>GAME NAME</u>	<input type="text" value="Game Name"/>
<u>MAX. NUMBER OF PLAYERS</u>	3 ▼
<u>ADD ANGELS</u>	− 0 +
<u>ADD DEVILS</u>	− 0 +
<u>PASSWORD (OPTIONAL)</u>	<input type="text" value="Password"/>

Create Game

Cancel

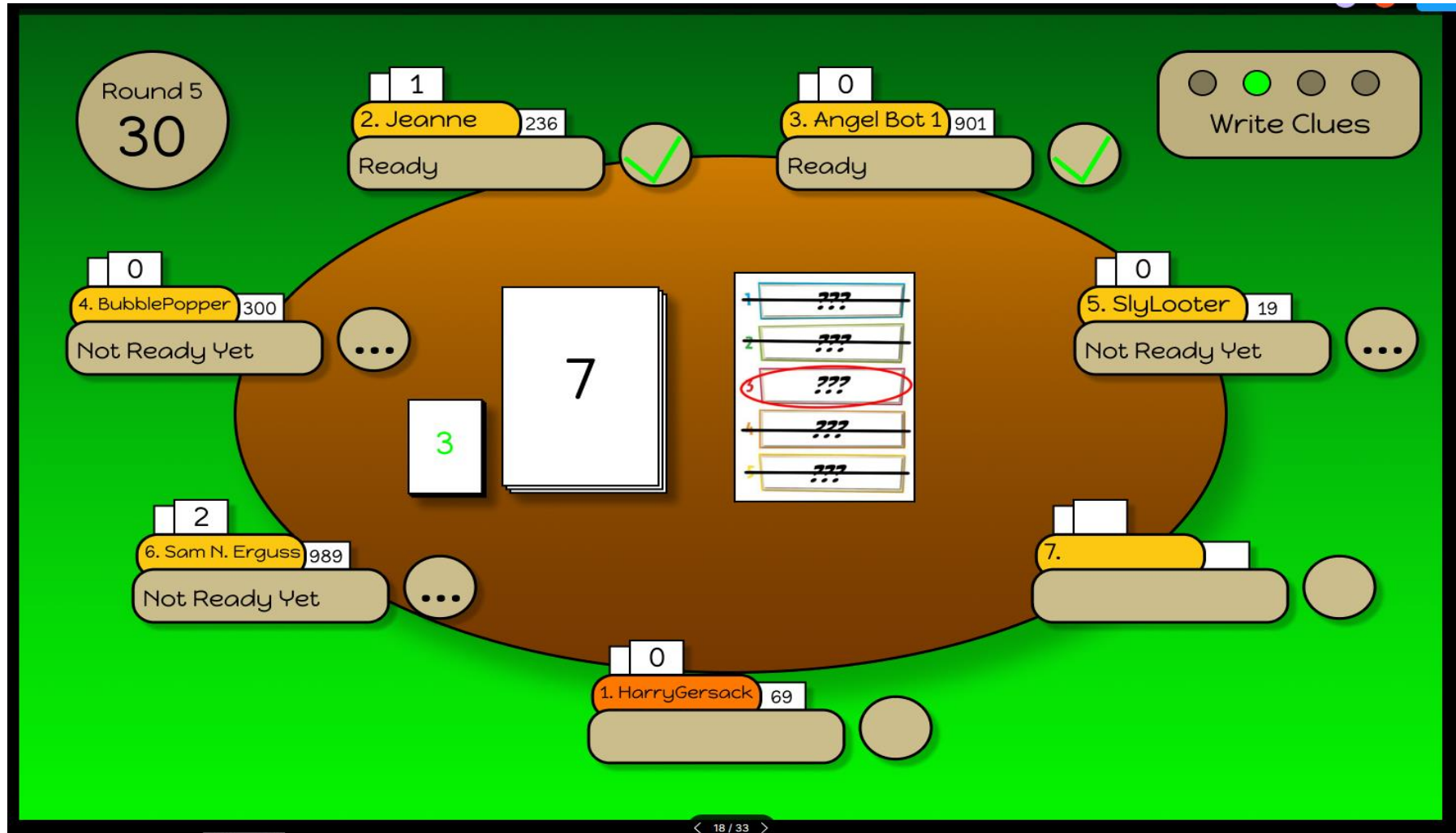
User Interface Design Mock-ups

Game Lobby Page



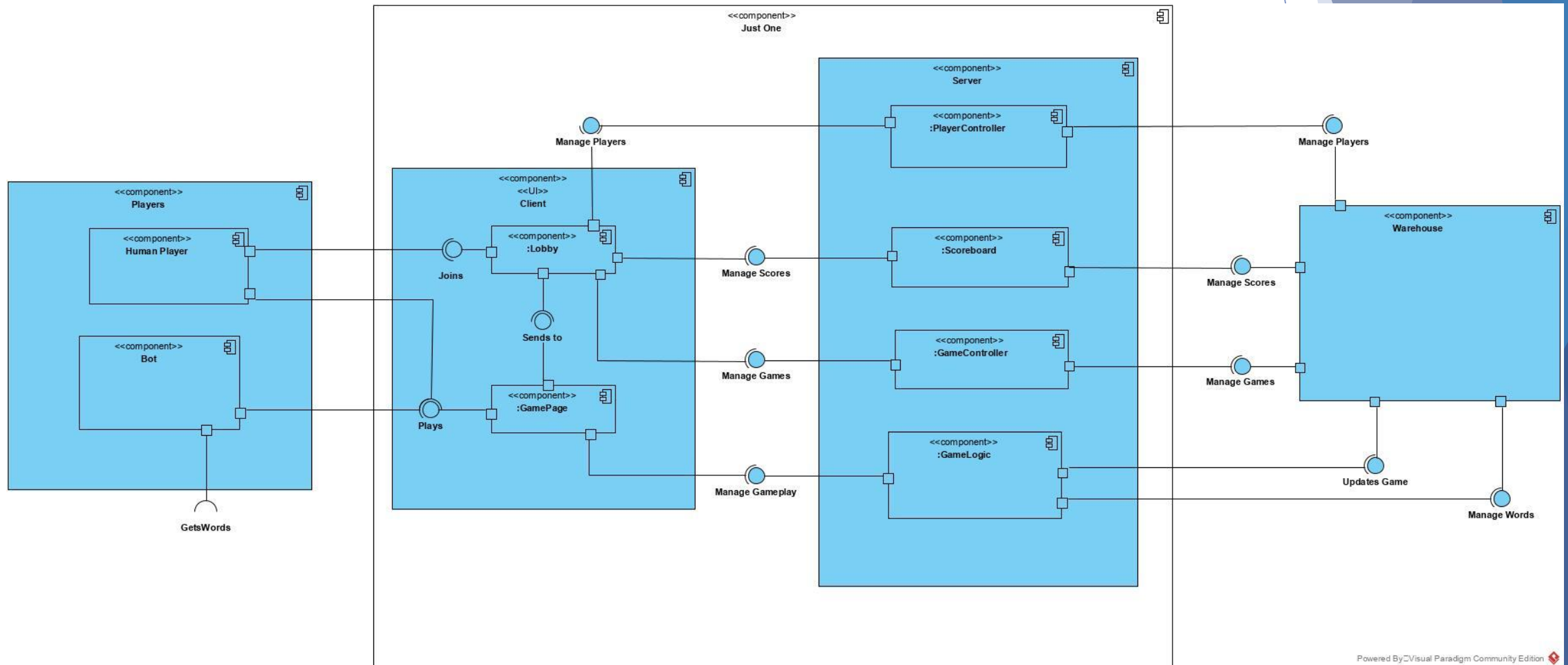
User Interface Design Mock-ups

Game Page: Write Clues



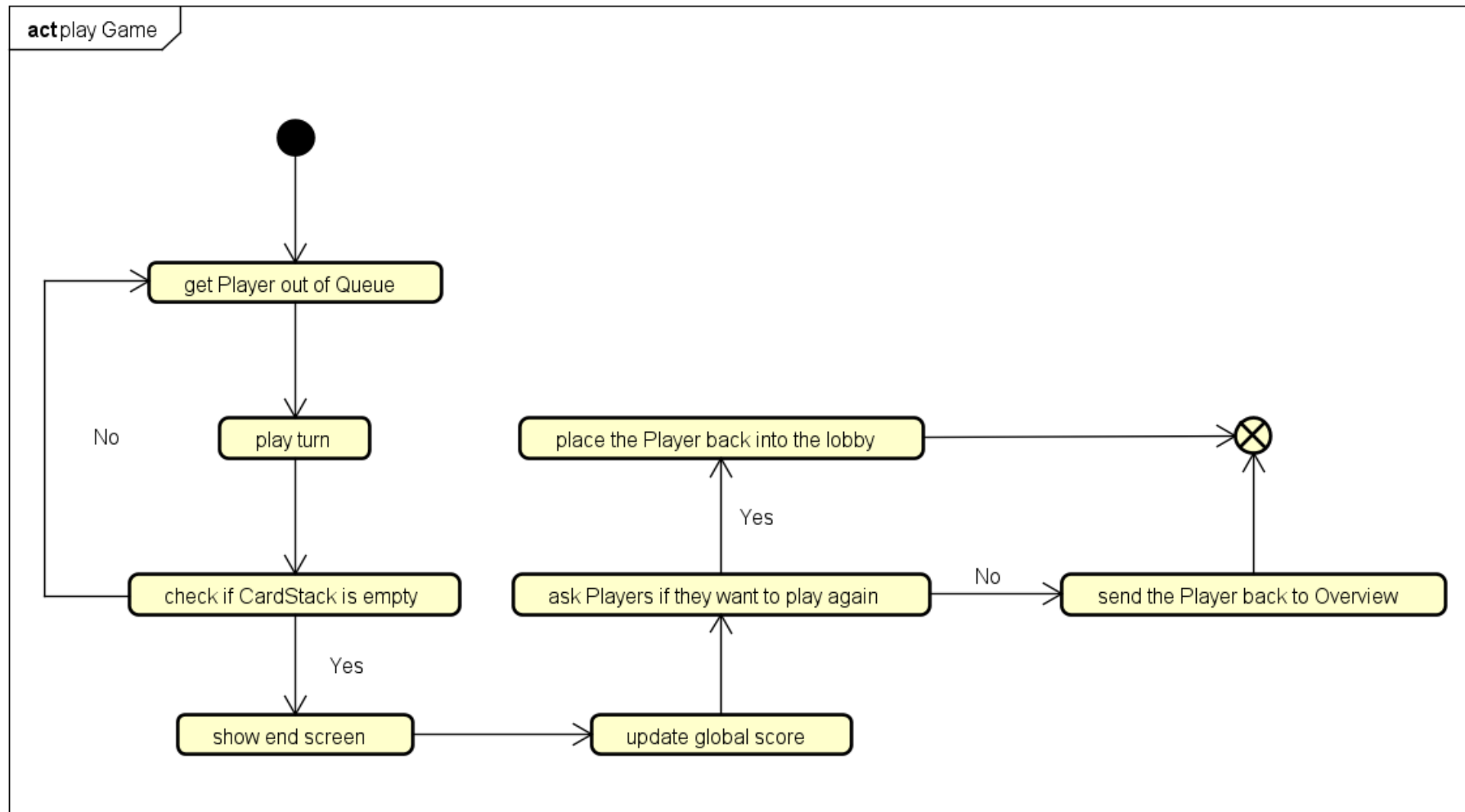
Diagrams

Component Diagram



Diagrams

Activity Diagram (Game)

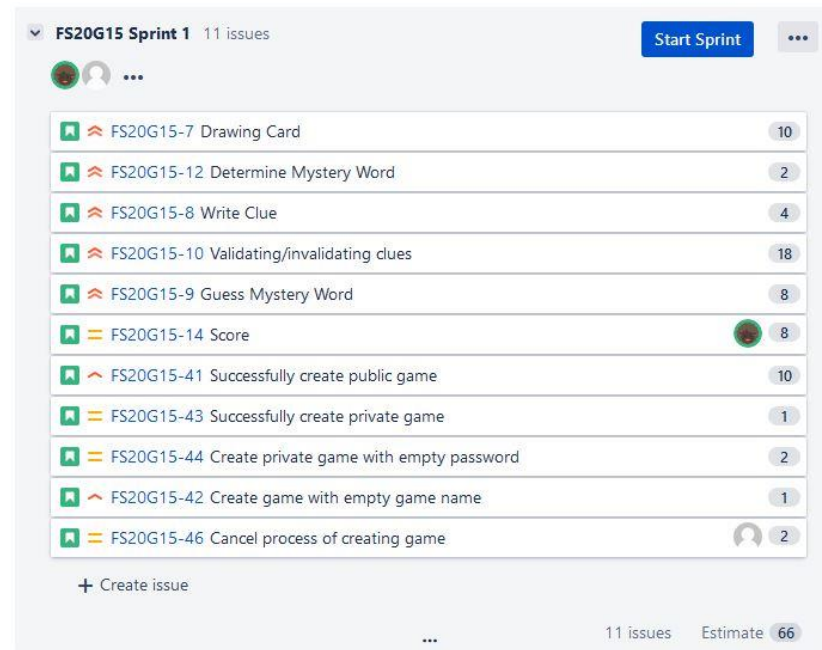


User Stories and Sprints

- ▶ 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



Rest Specifications

Mapping	Method	Parameter	Parameter Type	Status Code	Returned Value	Description
/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/{gameld}	PUT	playerId<long>	Query	204	-	Add user to a game
/games/{gameld}	PUT	playerId<long>	Query	409	Error:reason<String>	Game already started or full
/games/{gameld}	PUT	playerId<long>	Query	404	Error:reason<String>	Zb. The game Id or Player Id does not exist
/games/{gameld}	GET	playerId<long>	Query	200	-	Add user to a game
/games/{gameld}	GET	playerId<long>	Query	404	Error:reason<String>	The game Id or Player Id does not exist
/games/{gameld} /cards	GET	-	Query	200	Card: Words: List<String>	Get a card with words
/games/{gameld} /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