



Milestone 2 - Presentation

Software Praktikum FS21

MAP GUESSЯ

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Introduction of Project

- Similar to GeoGuessr
- Assesses your geographical knowledge and intuition
 - Google Maps API (non-dynamic)
- Single & Multiplayer available
- Different modes: Time, Pixel, Clouds
- Leaderboards for competitiveness



User Stories & Mockup - The Home Screen

MAPGUESSR

Welcome to Mapguessr
start a game as a singleplayer or play with friends

SINGLE PLAYER

MULTI PLAYER

LOG OUT

CLOUDS	PIXEL	TIME
1.	👑 GeoProf	1000 Points
2.	David	3041 Points
3.	Ben	3040 Points
4.	Jerome	3031 Points
5.	Claudio	3021 Points
6.	Ben	3011 Points
7.	Tim	2041 Points
8.	Philip	1041 Points
9.	Claudio	1031 Points
10.	Ben	1021 Points
11.	Tim	1011 Points

As an authenticated User

I want to be able to see all the important information in place. From here the user can change his profile, log out, start a game or check out the scoreboard.

so that I can see all the available Information and options and venture into the application

User Stories & Mockup - The Lobby Screen

MAPGUESSЯ

BACK

Lobby - Multiplayer - Host

Tim	Host
GeoProf	
2/3	

Invite Code

#350921



Start Game

As an authenticated user, who selected the multiplayer mode and already created or joined a room.

I want to be able to see the names of all the players who joined the room, a start button and the invite code

so that I can share the invite code and so I know who I am playing against. Also so the room host can start the game session by clicking on the start button

User Stories & Mockup - The Game Screen

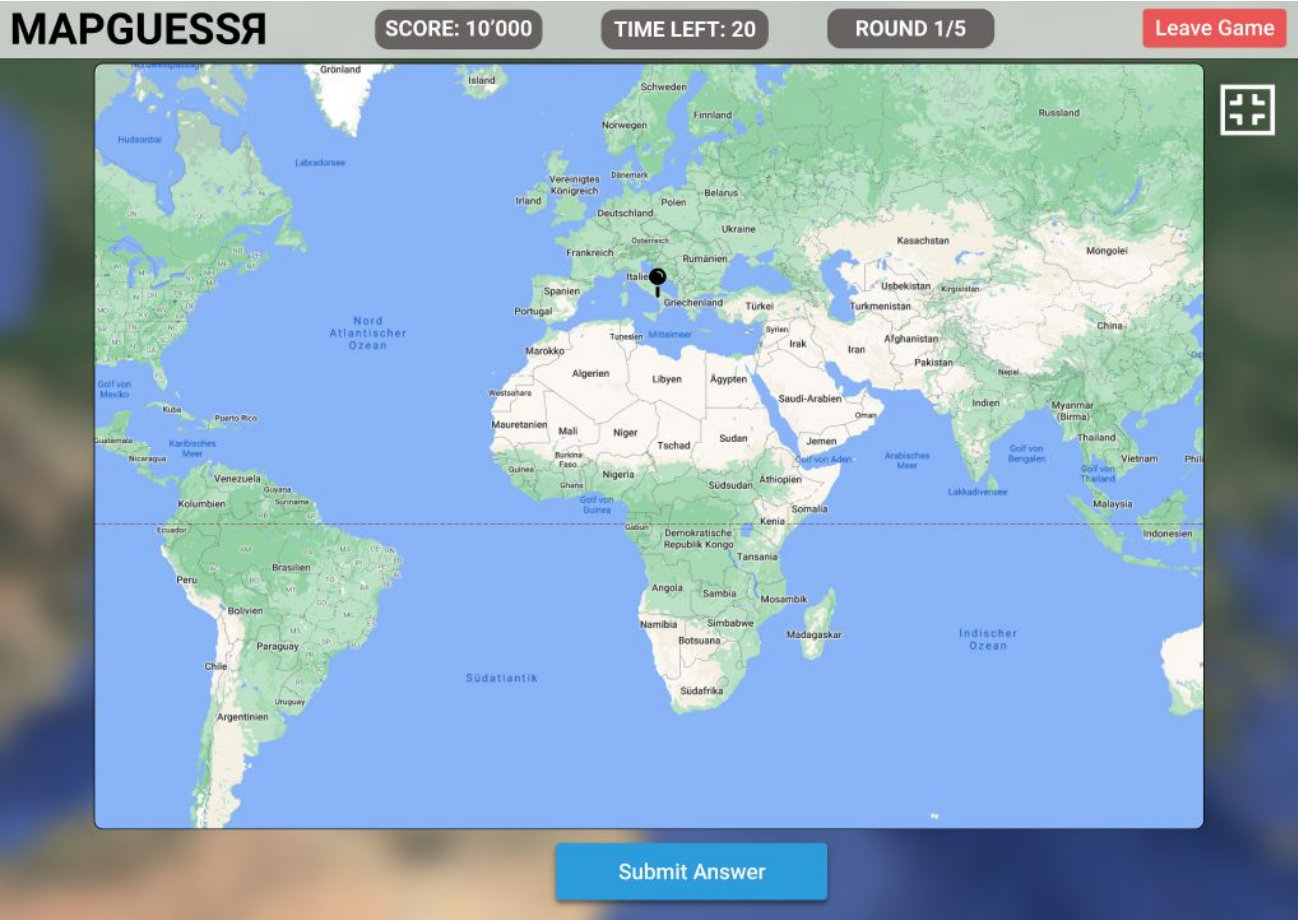


As an authenticated user playing the game

I want to be able to see all the important information in place. From here I can see the mini-map, header and satellite image.

so that I can see all the available Information and play the game.

User Stories & Mockup - The Game Screen

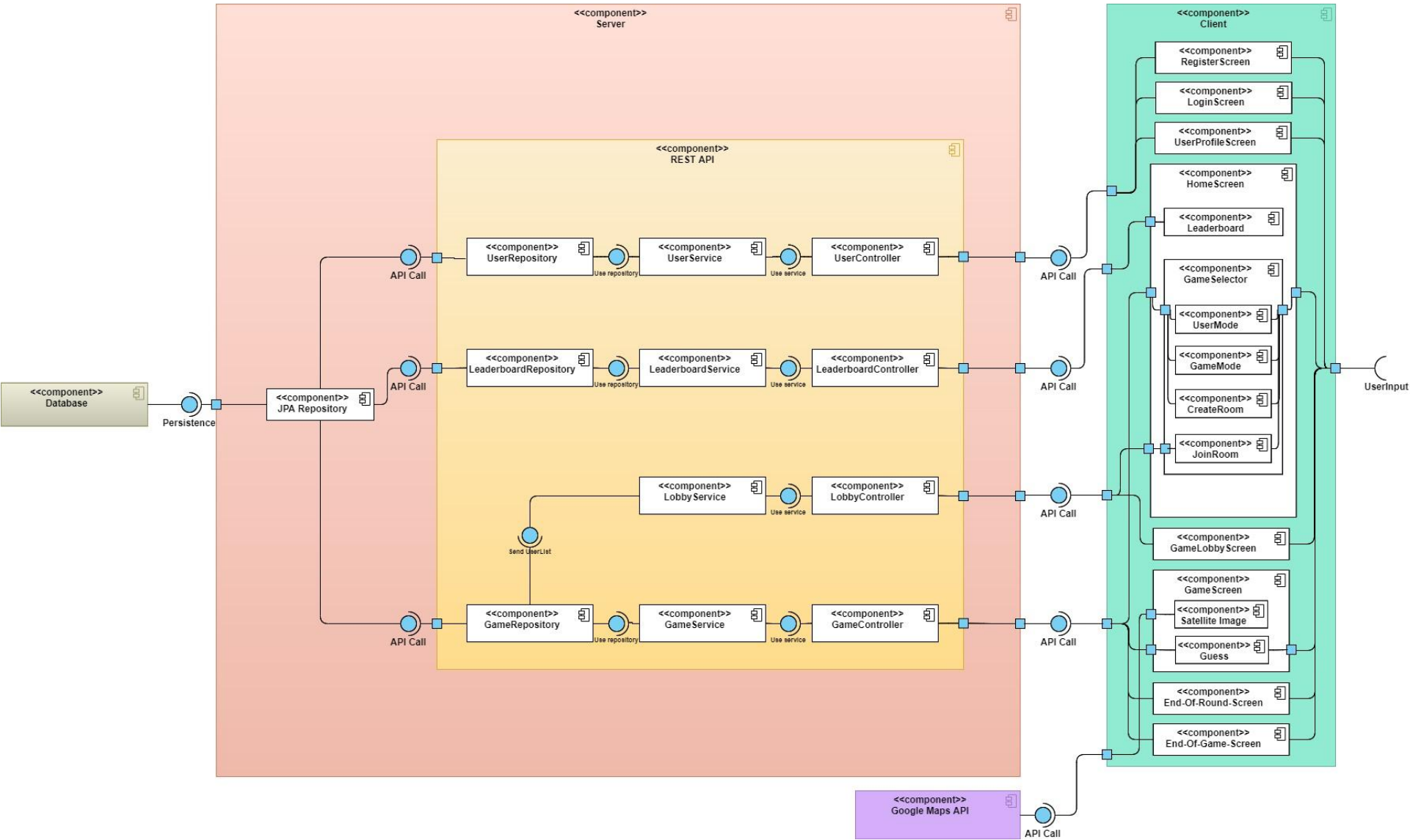


As a logged in user who is in an ongoing game session.

I want to be able to see my current score, the amount of rounds, a countdown and a mini-map of the world.

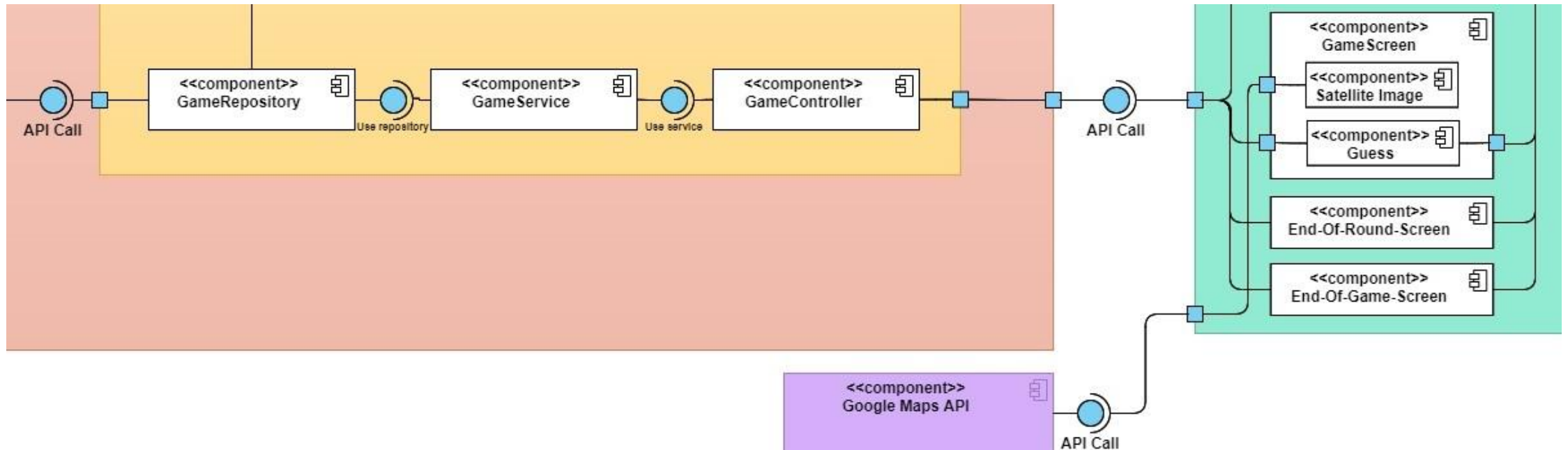
so that I know my score, how many rounds I have already played and how many rounds are left to play. Also so that I know how much time I have left to submit my guess. Furthermore, I should be able to click on the mini-map where I can drop off a pin to mark my guess.

Component Diagram

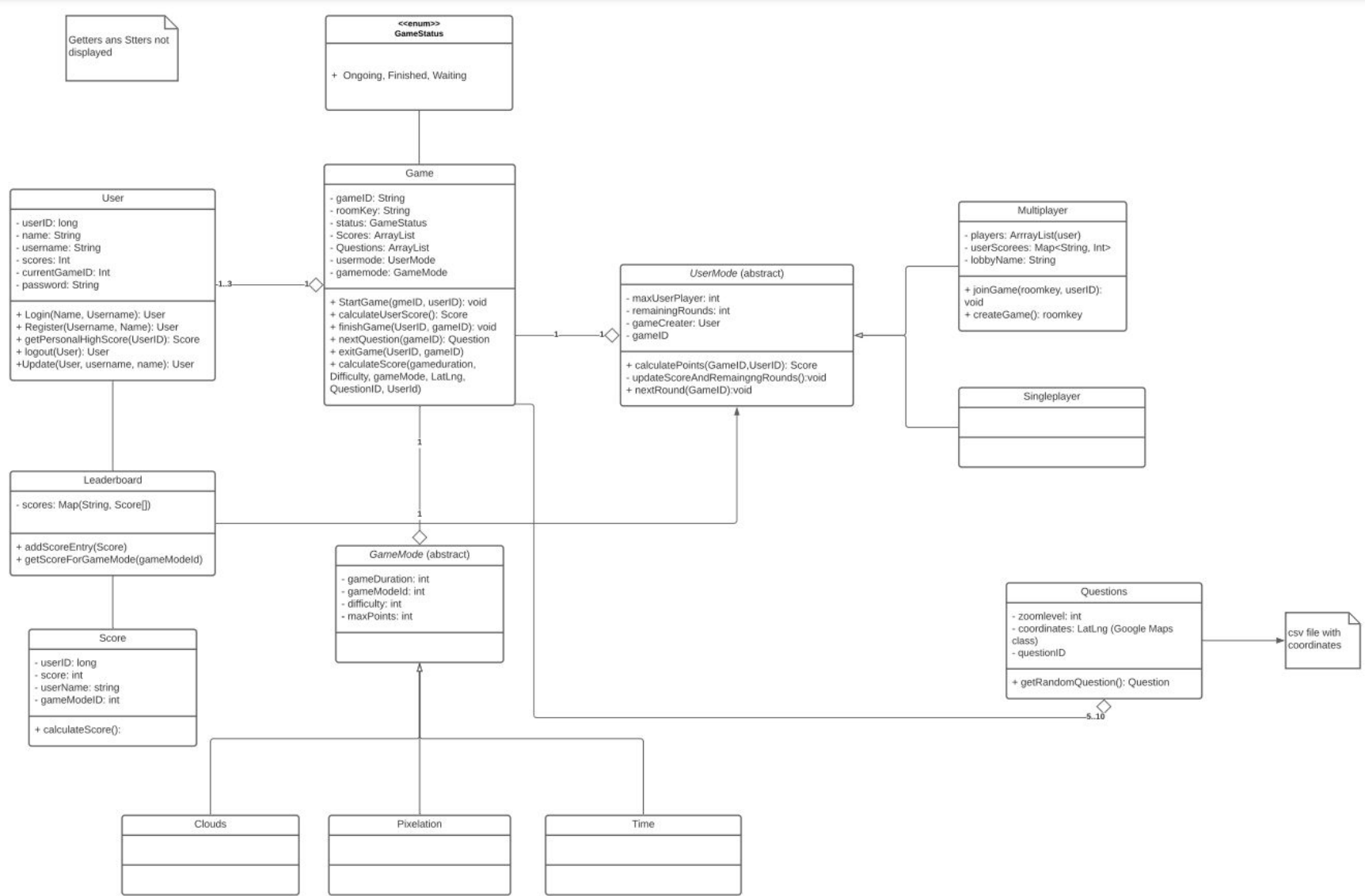


Component Diagram

- Server sends five coordinates to client
- Fetch satellite image using Google Maps API
- Display satellite image
- Send user's guess to server for evaluation

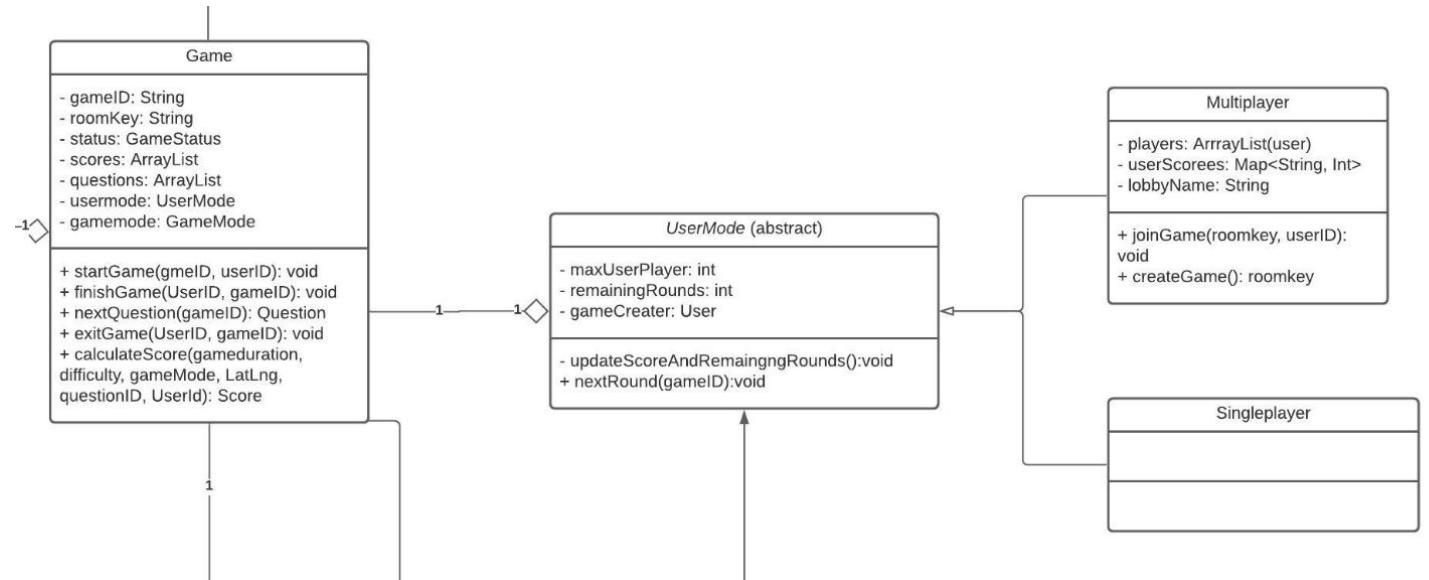


Class Diagram

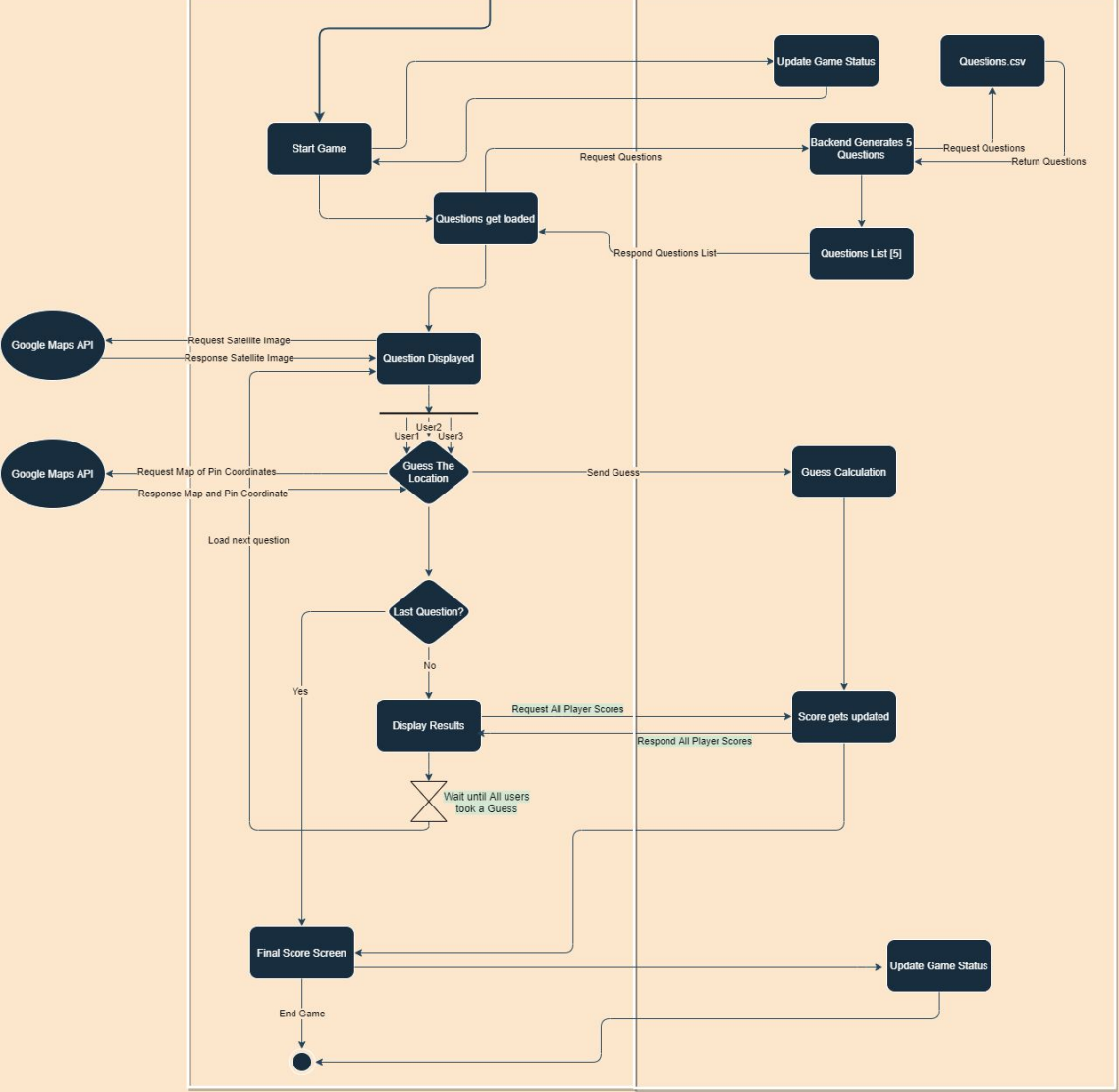
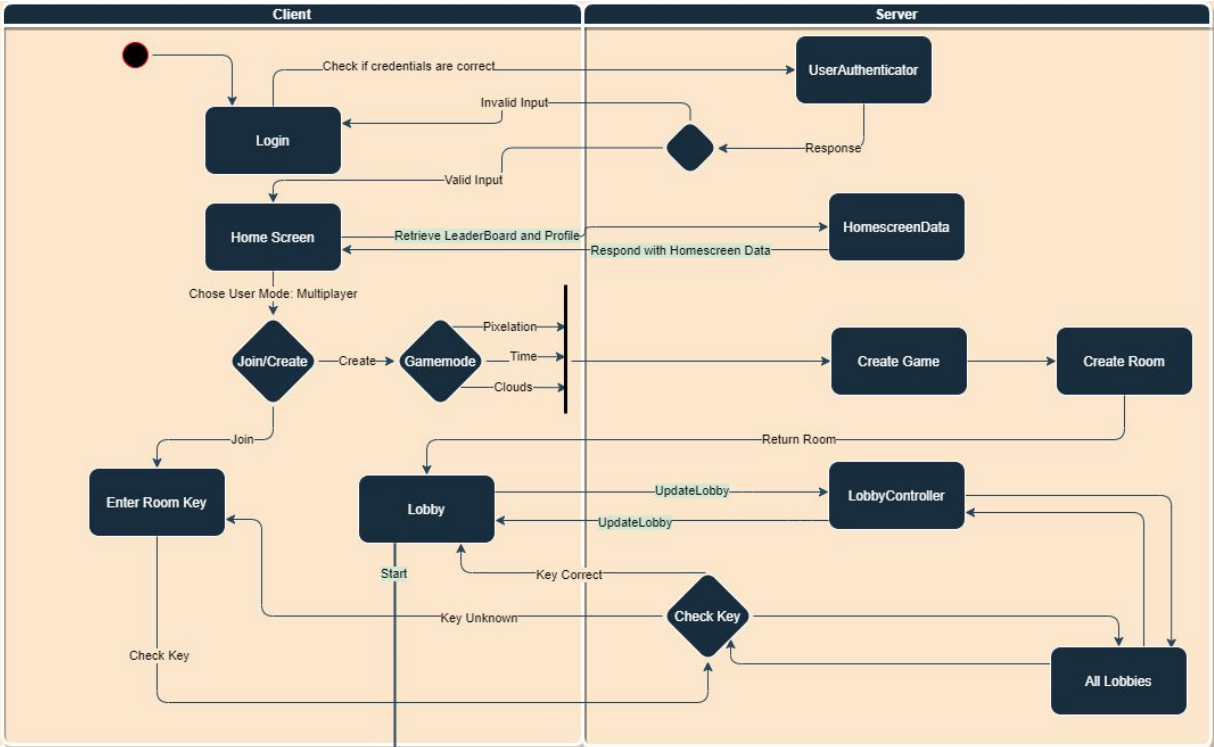


Class Diagram

- Main Game class with unique ID
- UserMode *abstract*
- Calculating the score
 - Updates the Scoreboard



Activity Diagram



Activity Diagram

Activity steps for guess by the user

- Users submit their guess
 - Google Maps Request
 - Backend call for score
 - Calculate difference
- Results of question
- Loop starts again

