# CIT 261 Score Keeper

Dynamic Game Creation

Material Design Principles

Save Total Scores

Save Round Scores

Highes Score Wins

Lowest Score Wins

Add As Many Players As You Want With Names

Default Increment -10 -5 -1  +1 +5 +10

Player Colors Optional

Optional Background Image.

Sharing Feature (Email)

# CREATE GAME SCREEN

## NEW GAME

→ [□] NAME _____

BACKGROUND
IMAGE [−] 4 PLAYERS [+]

COLOR
PICKER → ○ PLAYER 1 _____

○ PLAYER 2 _____

○ PLAYER 3 _____

○ PLAYER 4 _____

[✓] HIGHEST SCORE WINS?

[ START ]

## HOME SCREEN

WHO WON?

[ START NEW GAME ]

SCRABBLE 👑 TYLER

GOLF 👑 TYLER

. . .          . . .

# PLAYING SCREEN    SWIPE

## GAME NAME

1. PLAYER NAME   97   TOTAL RANDOM
2. PLAYER NAME   78   4
3. PLAYER NAME   381  RANKED
4. PLAYER NAME   20  ○  SCORE

→ [ ENTER SCORE ]

| | 1 | 2 | 3 | 4 |
|---|---|---|---|---|
| TOTAL | 97 | 78 | 38 | 20 |
| ROUND 4 | 40 | 30 | 20 | 1 |
| ROUND 3 | 20 | 8 | 10 | 2 |
| . . . | . . . | | | |

SCORE
ENTRY

VIEWS ARE PRESENTED
AS CARDS THAT SLIDE
IN AND OUT OF VIEW