Kontroller: App design

Version: 1.0
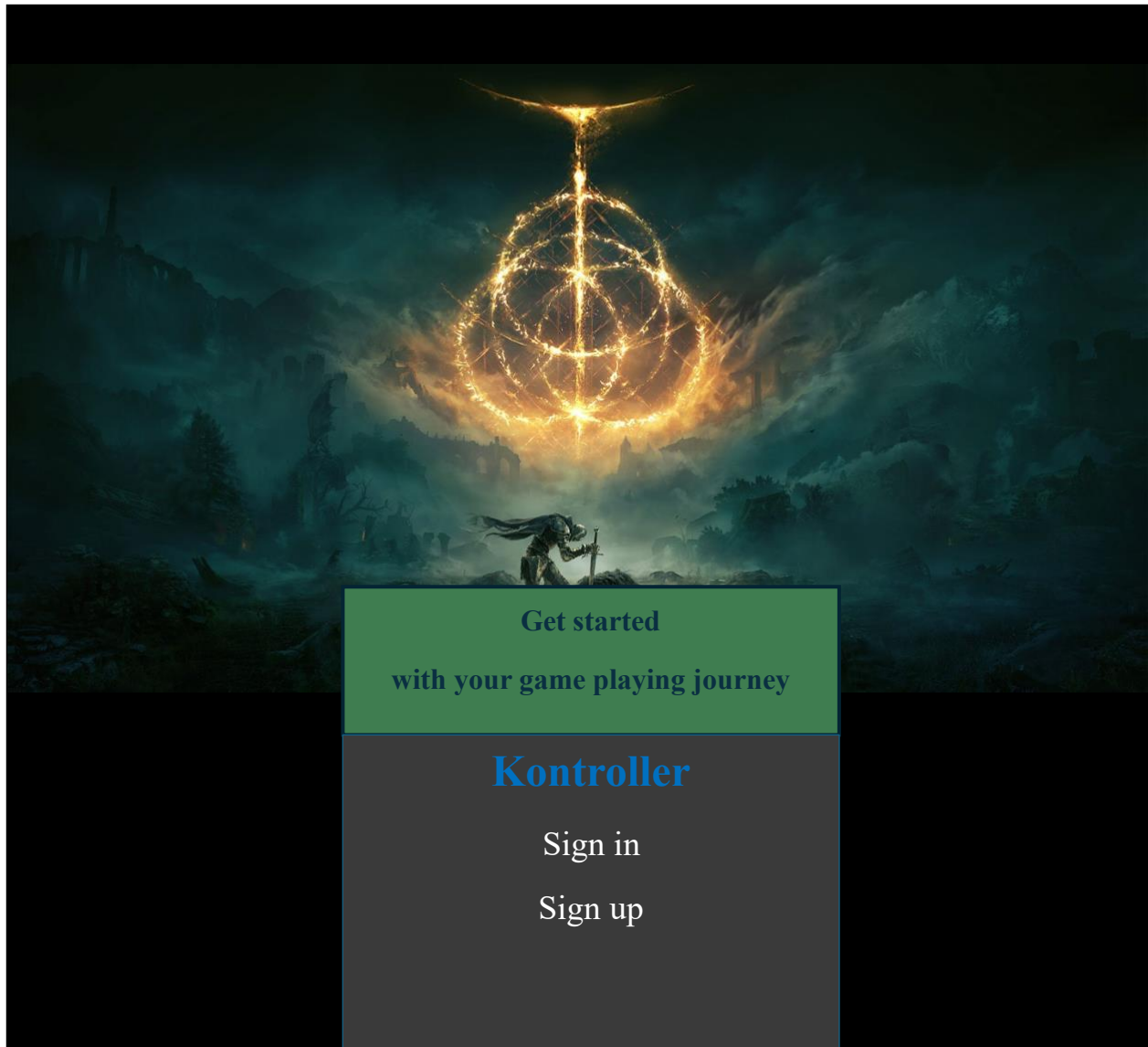
Date: July 2025

Table of Contents

1. **Menu interface to sign in or sign up**

Description
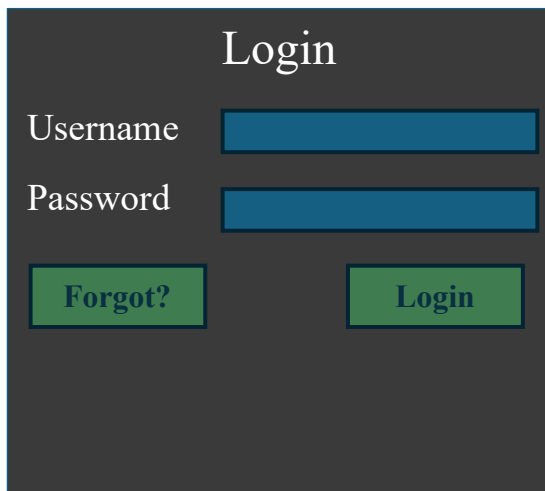
Purpose: This is the initial landing screen of the **Kontroller** web application.

Design:

At the center, there's a semi-transparent UI card with the following layout:

- **Main CTA header:** "Get started with your game playing journey" (styled in bold blue text).

- **App name:** "Kontroller" is displayed prominently underneath the header.

- **Action Buttons:**
  - **Sign In** (links to the login screen)
  - **Sign Up** (links to the registration screen

2. **Sign in and sign up interface**

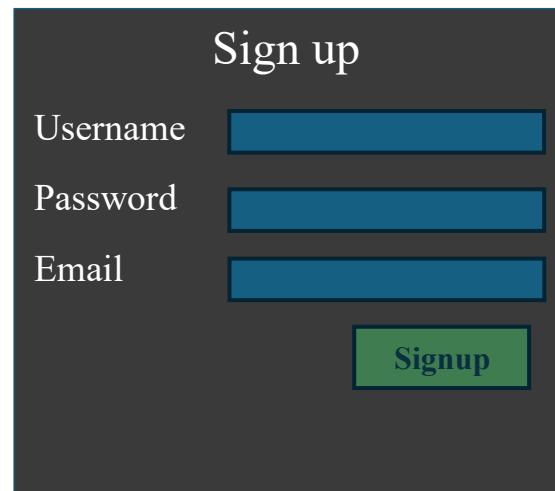
Description

Purpose: This screen provides a side-by-side layout for **Login** (left panel) and **Sign Up** (right panel).

Design:

Login Section
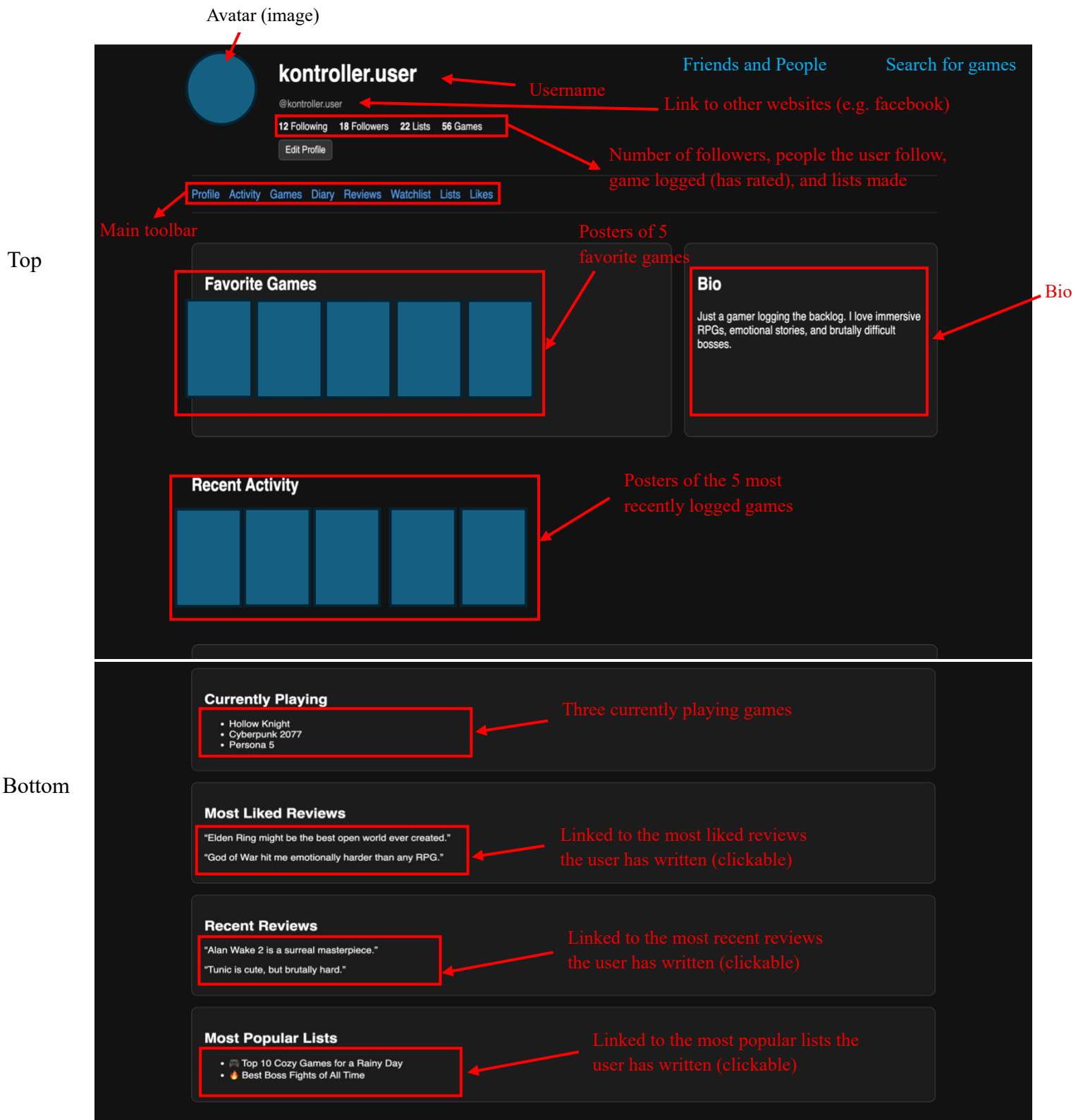
- **Header:** Large "Login" title
- **Fields:**
  - **Username**: Text input
  - **Password**: Password input
- **Buttons:**
  - **Forgot?**: Link-style button for password recovery
  - **Login**: Main login button, green on blue

Sign Up Section

- **Header:** "Sign up"
- **Fields:**
  - **Username**
  - **Password**
  - **Email**
- **Buttons:**
  - **Signup**: Main register button

3. Main (profile) interface

Avatar (image)

Top

kontroller.user

@kontroller.user

Username

Friends and People   Search for games

Link to other websites (e.g. facebook)

12 Following   18 Followers   22 Lists   56 Games

Edit Profile

Number of followers, people the user follow, game logged (has rated), and lists made

Profile   Activity   Games   Diary   Reviews   Watchlist   Lists   Likes

Main toolbar

Posters of 5 favorite games

Favorite Games

Bio

Just a gamer logging the backlog. I love immersive RPGs, emotional stories, and brutally difficult bosses.

Bio

Recent Activity

Posters of the 5 most recently logged games

Bottom

Currently Playing

- Hollow Knight
- Cyberpunk 2077
- Persona 5

Three currently playing games

Most Liked Reviews

"Elden Ring might be the best open world ever created."

"God of War hit me emotionally harder than any RPG."

Linked to the most liked reviews the user has written (clickable)

Recent Reviews

"Alan Wake 2 is a surreal masterpiece."

"Tunic is cute, but brutally hard."

Linked to the most recent reviews the user has written (clickable)

Most Popular Lists

- 🎮 Top 10 Cozy Games for a Rainy Day
- 🔥 Best Boss Fights of All Time

Linked to the most popular lists the user has written (clickable)

Description

Purpose: This is the screen for users to manage their profiles

Design:

Profile Header

- **Avatar**: A picture selected by the user
- **Username**
- **External Links**: Icons linking to external websites (e.g. Facebook, Discord). When clicked onto will transfer the user to the Facebook or Discord sites
- **Displaying stats**:
    o Number of Followers
    o Number of Following
    o Number of Games Logged (Rated)
    o Number of Lists Made

Main Toolbar

- Navigation buttons:
    o Profile
    o Activity
    o Reviews
    o Games
    o Lists
    o Watchlist
    o Likes

The main toolbar along with the avatar and the username will be displayed on the top of every window of all the features included in the toolbar.

Activities

- 5 Favorite Games (displayed with large posters)
- 5 Most Recently Logged Games (posters)
- **Bio:** allows users to write their bios
- **Games that users are in the process of playing:** displays 3 names, picked by users
- **Most Liked Reviews** (clickable): when clicked, transfer to the window of the reviews
- **Most Recent Reviews** (clickable): when clicked, transer to the window of the reviews
- **Most Popular Lists** (clickable): when clicked, transfer to the window of the list

4. Interface of Games, Playlist and inside a List

Description

Purpose: This is the screen used for displaying games users log, in their PlayLaterList or any list.
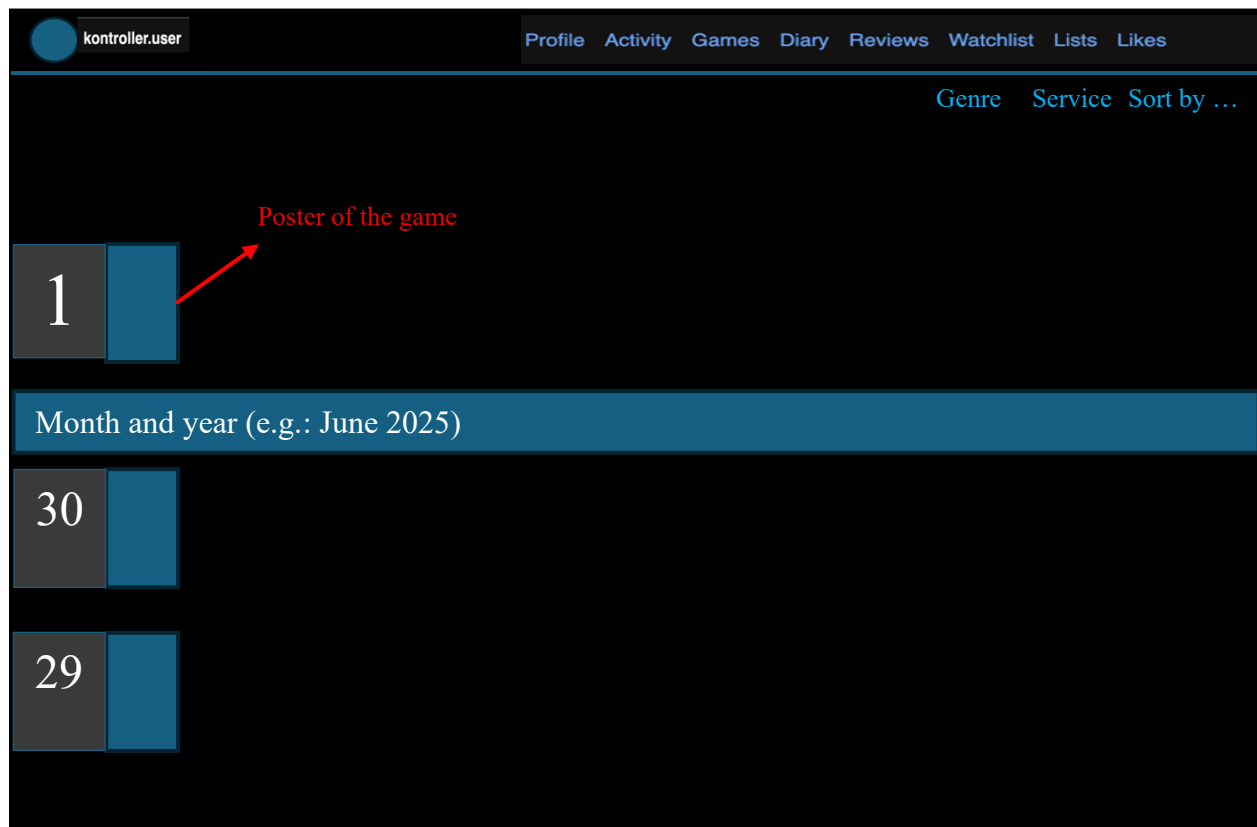
Design:

Grid Layout

- Games displayed as **posters** in a flexible grid.
- Each poster shows below them:
  - Star rating (1–5)
  - Heart icon if liked
  - Comment/review icon if review exists

Filter Bar

- Genre
- Platform/Service
- Sort by (this will include by date published, by rating (average and users' rating))

Note: Watchlist does not use the reviewed filter to sort out games that have reviews and also the ratings.
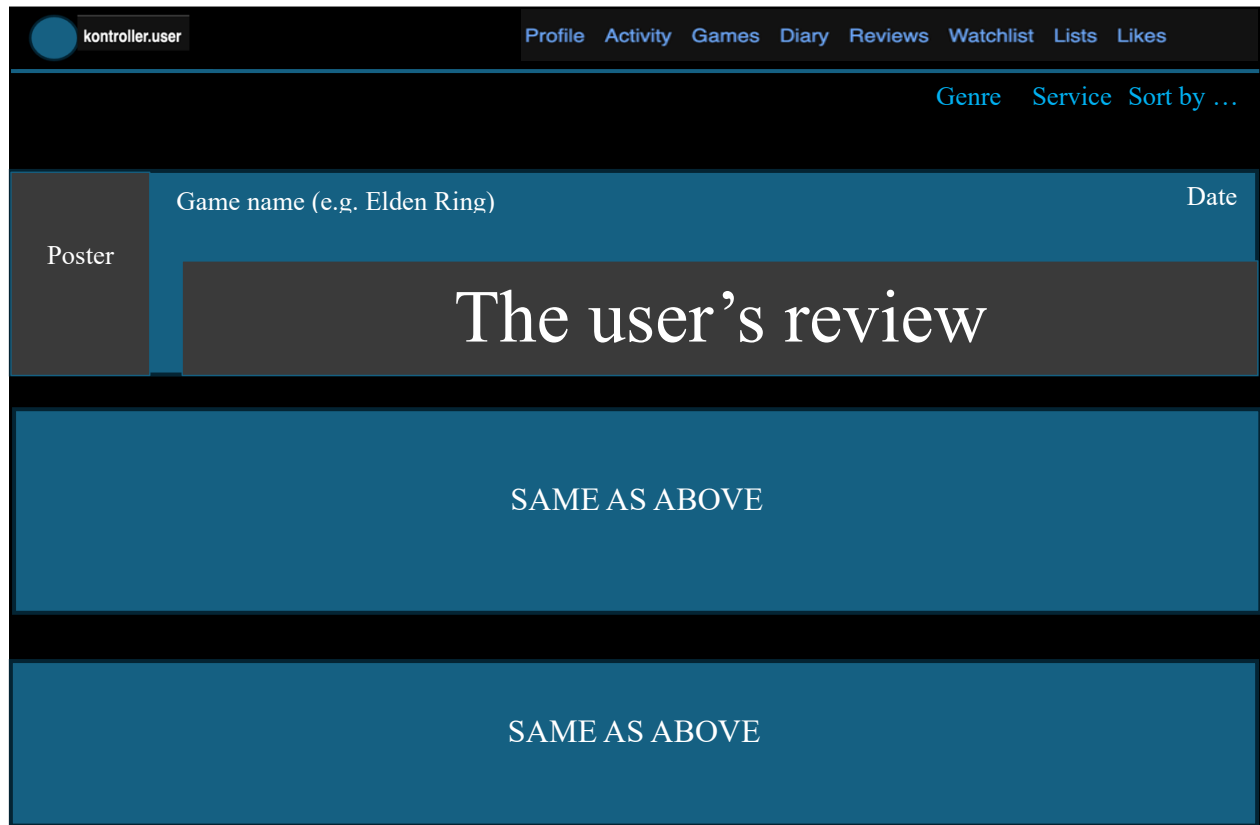
5. **Interface of Diary**

Description

Purpose: This is the screen to view users' diaries

Design:

Monthly Timeline

- Displayed by month (e.g., "June 2025").
- Calendar view: days of the month shown.
- Posters of games logged on each day (put right next to the day).
- Filter bar (like Games and watchlist)

6. Interface for Reviews

Description

Purpose: This screen is to display all of the users' reviews.

Design:

- Game poster
- Game name
- User review (text)
- Date
- Filter bar (like Games and watchlist)

7. **Interface of Likes (including reviews, comments and games)**

Description

Purpose: This screen is to display everything users like.

Design:

What Users Have Liked

- Includes:
  - **Reviews (made by other users)**
  - **Comments (made by other users)**
  - **Games**

Display Format

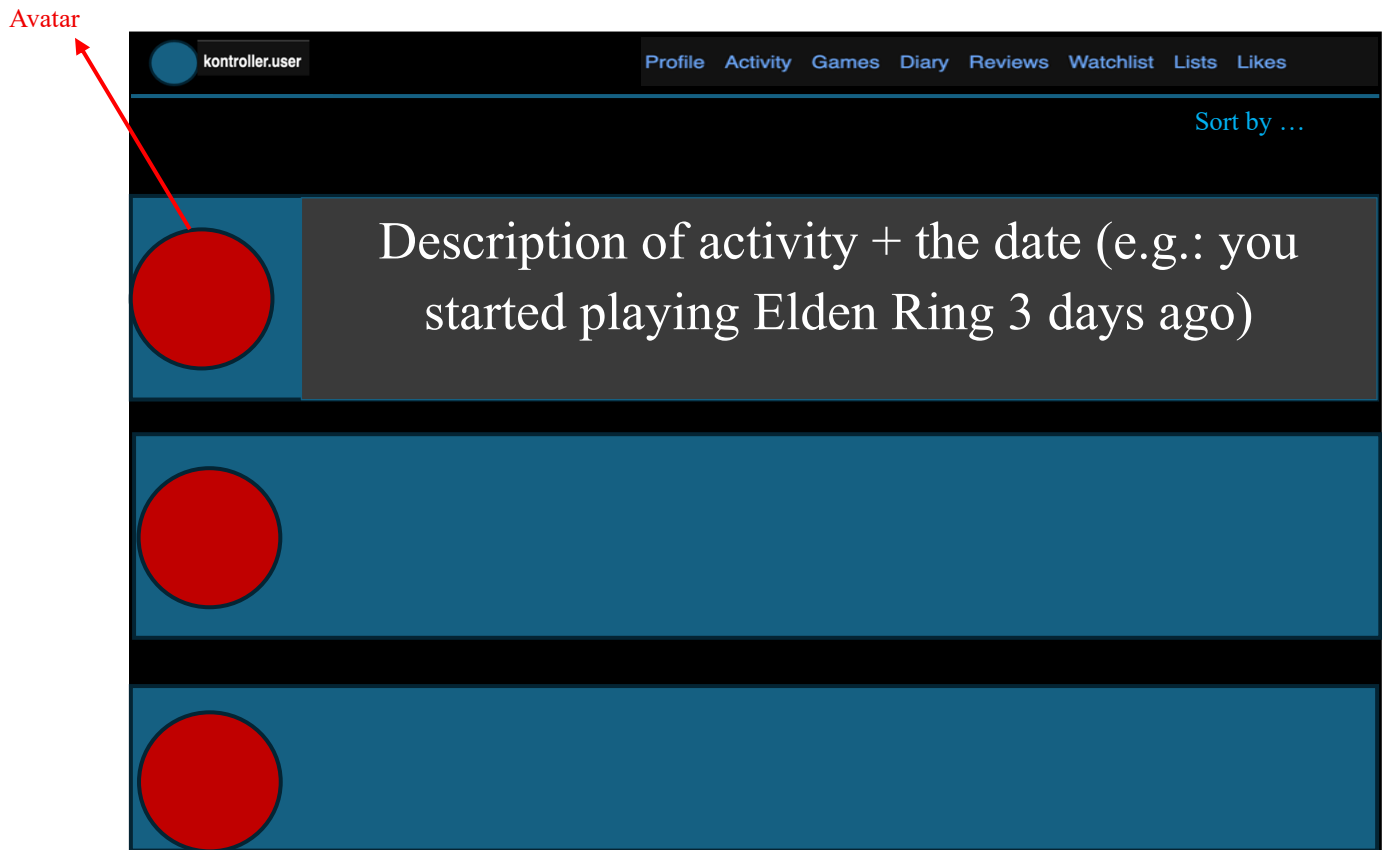**1. If it's a game**

- Poster
- Game name
- The review (if there's one)

2. If it's review or a comment (Can be sorted by date)

- Show the text (of the review or the comment)
- Filter bar (like Games and watchlist)

8. **Interface of Activity**

Avatar

| | Profile Activity Games Diary Reviews Watchlist Lists Likes |
| | Sort by … |

Description of activity + the date (e.g.: you started playing Elden Ring 3 days ago)

Description

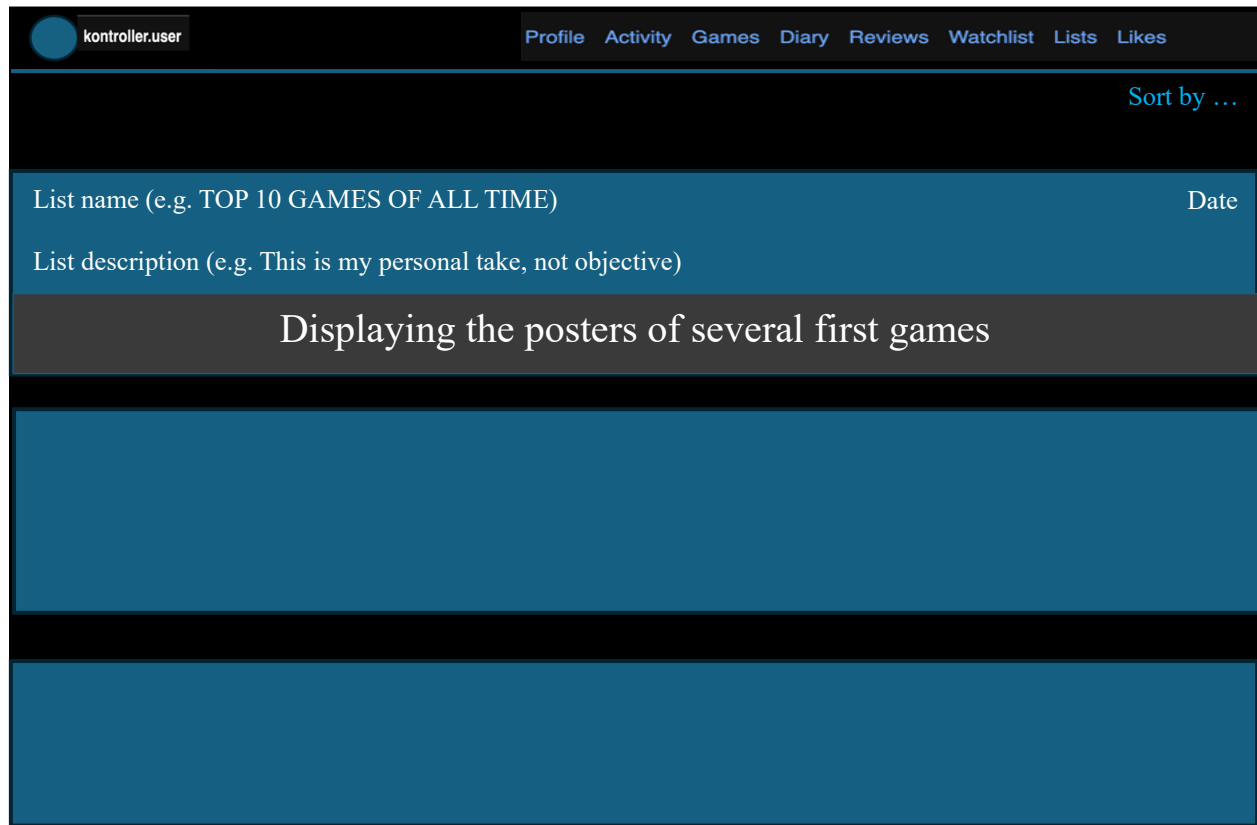**Purpose: This screen is to display all activities of users.**

Design:

Activity Feed

- User actions listed with timestamps, such as:
    - "You started playing Elden Ring 3 days ago"
    - "You liked a review from Daniel"
- Includes avatar of acting user (shown on the left of the activity)

Can be sorted by date

9. **Interface of Lists**

Description

Purpose: This screen is to display all the lists made by users
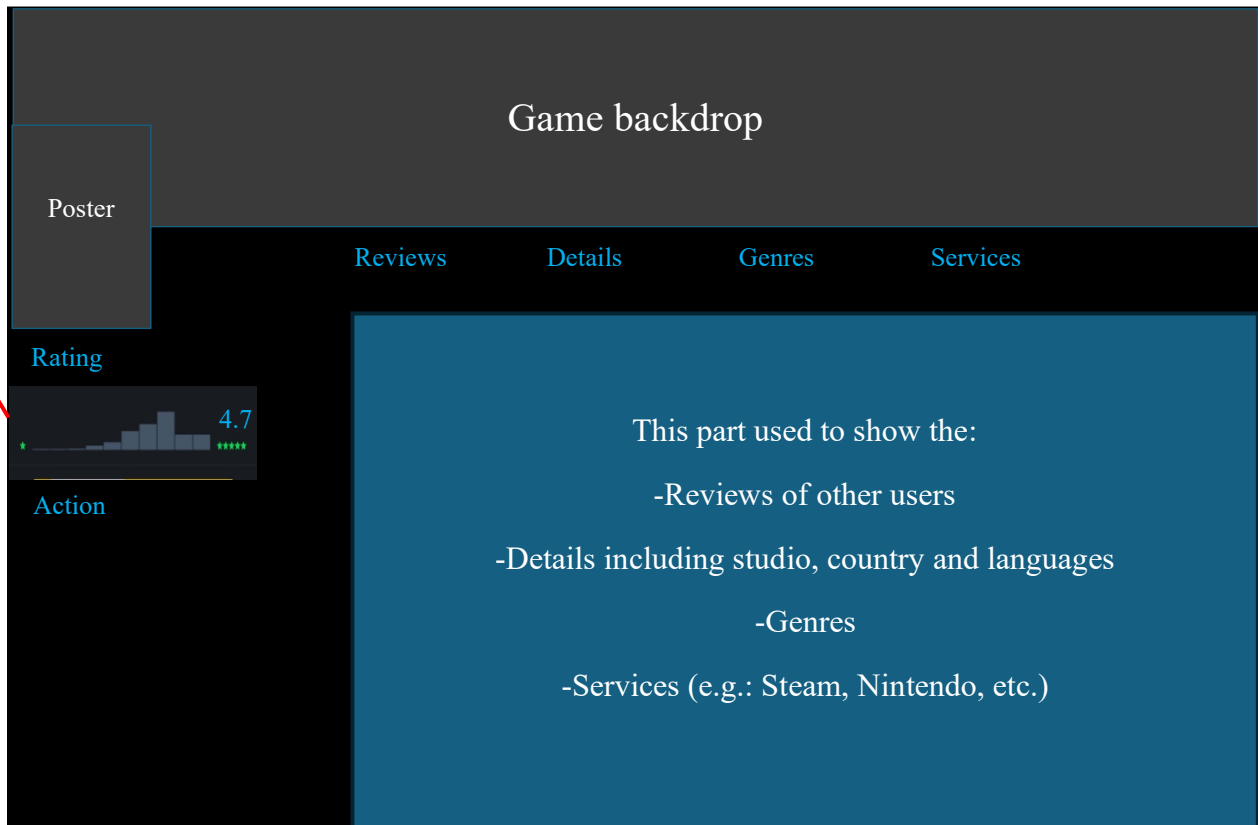
Design:

List Overview

- Each list includes:
    - Cover/posters of first few games the user adds to that list
    - List title (e.g. "Top 10 Games of All Time")
    - List description
    - Date created

Can be sorted by date

10. Interface of a game

Rating curve (example from Letterboxd)

Game backdrop

Poster

Reviews   Details   Genres   Services

Rating

4.7

Action

This part used to show the:

-Reviews of other users

-Details including studio, country and languages

-Genres

-Services (e.g.: Steam, Nintendo, etc.)

Description

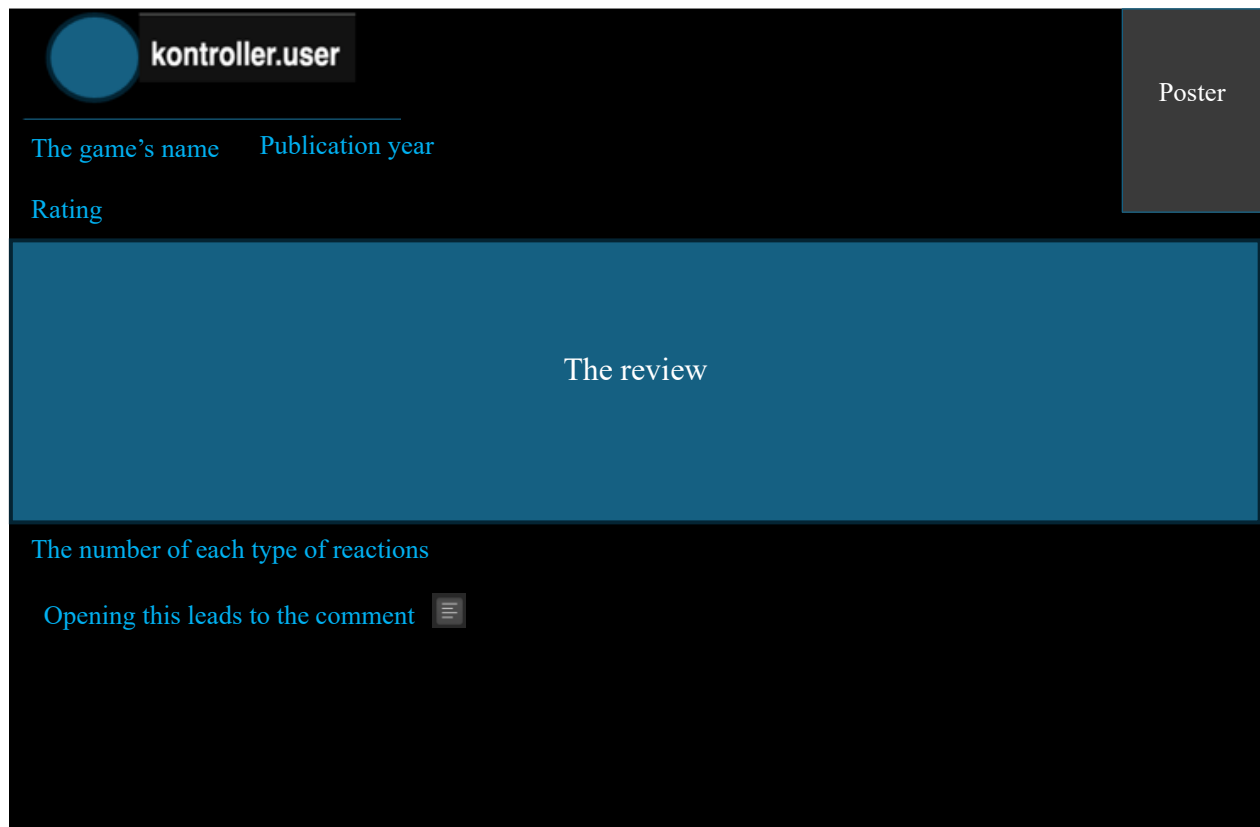**Purpose:** This screen is to display a game's rating and interactions

Design:

Game Card Features:

- **Poster**
- **Backdrop (a picture from the game)**
- **Rating Score** (e.g., 4.7) with a rating curve graph (like Letterboxd)
- **Action Button** (including log, like, review, add to list)
- **Tabs**:
  - Reviews (by others)
  - Details (studio, country, languages)
  - Genres
  - Platforms/Services (e.g., Steam, Nintendo Switch)

Note: The action will be a pop-up showing all the actions you could do with a game on this platform.

11. Interface of a game review

Descrption

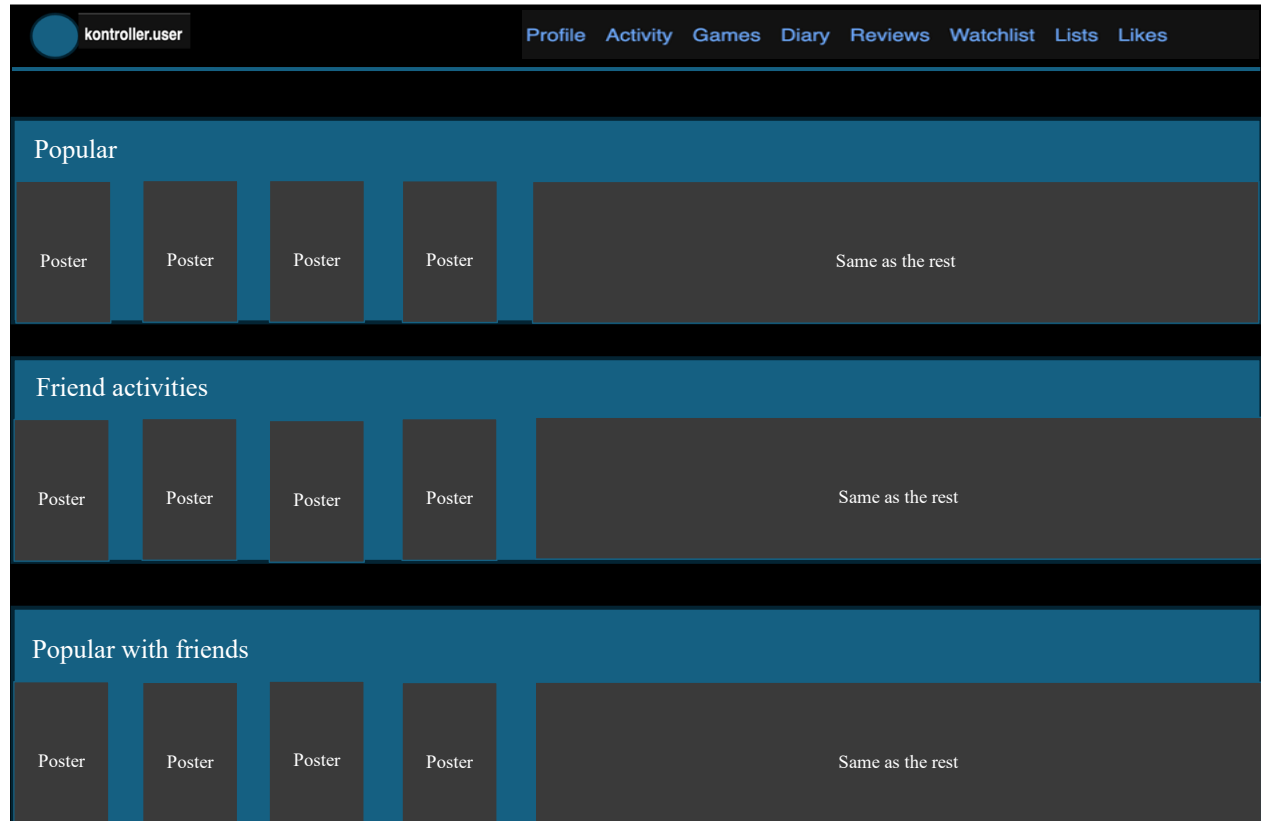**Purpose:** This screen is to display a game review

Design:

Each review includes:

- Poster
- Avatar and username
- Game Title
- Rating
- Publication Year
- Review Text
- Reaction Count
- The tags (added by users)
- **Comment section:** includes a list of comments (with avatars and reactions)

12. Interface of Friends and people

Description

Purpose: This screen displays curated content from across the community and from the user's friend network.

Design:

The interface is divided into **three horizontal sections**, each headed with a bold title on a dark blue background.

Each section shows a scrollable row of **game posters (thumbnails)** with labels underneath:

- **Popular**: Trending games among all users.

- **Friend Activities**: Recently rated or reviewed games from the user's friends.

- **Popular with Friends**: Games that are widely liked by the user's friend group.