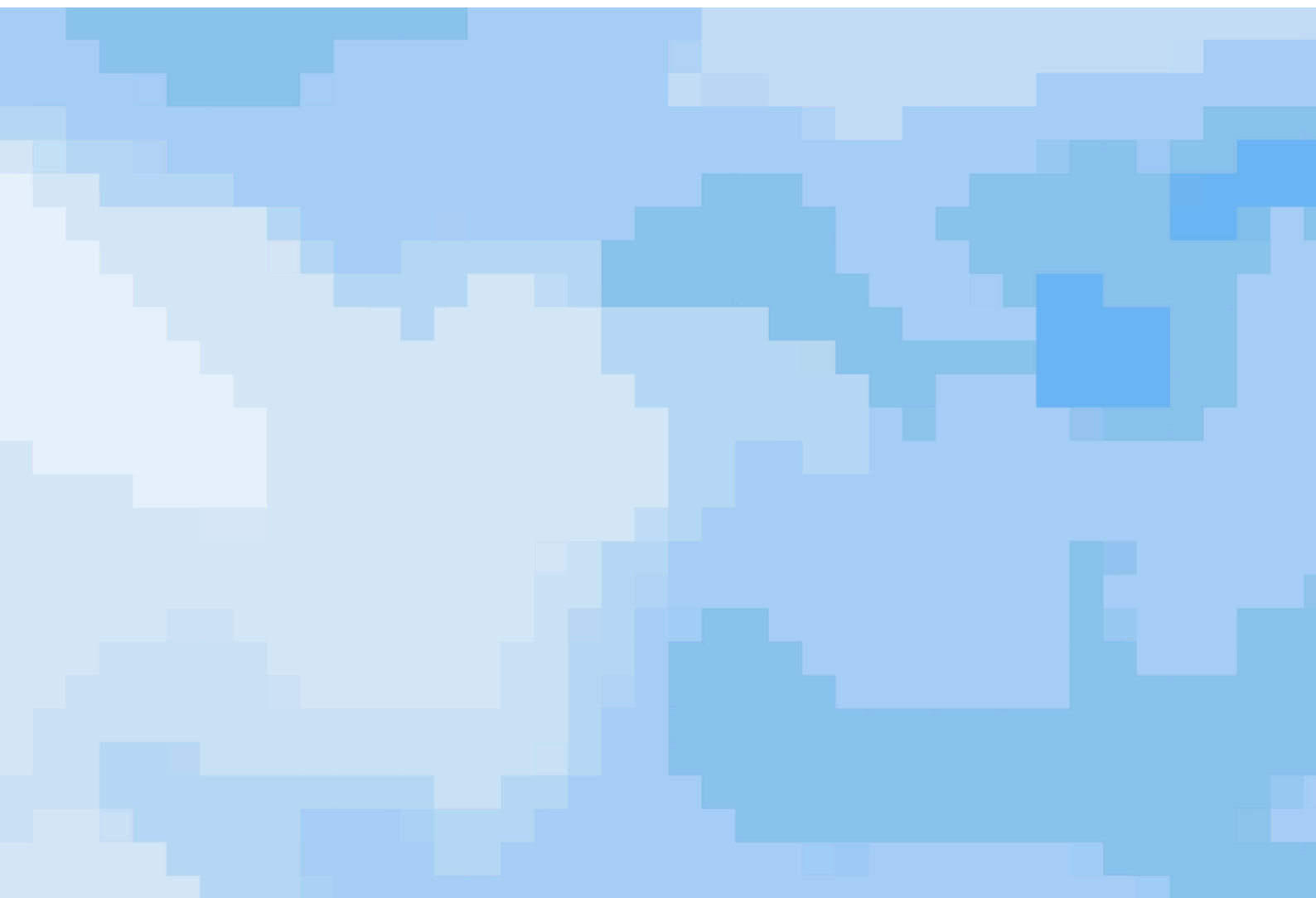# User Interface (UI) Document

Group: JARS with an E

Project: Napoelon's Adventures

1. Introduction

This sprint focused on implementing the core functionality of the web application, ensuring alignment with agile methodology and MVP requirements for the prototype submission. The UI prioritizes simplicity and navigation, with aesthetic enhancements planned for Sprint 2. Currently designed for desktop, mobile optimizations will also follow next sprint.This document outlines the application's structure, wireframes, and UI designs.
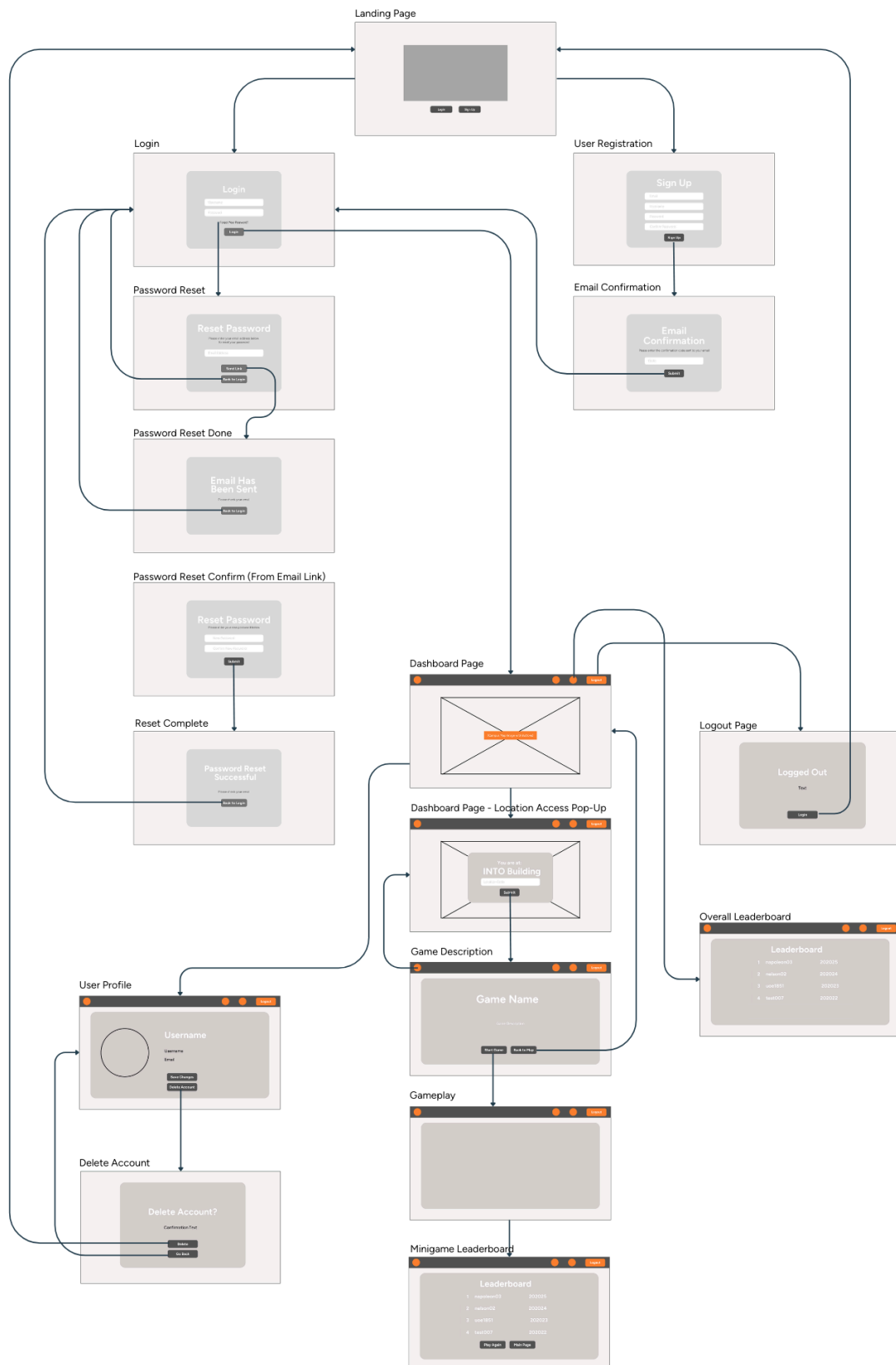
2. Web Page Structure

The prototype includes the following web pages:

Page	URL Paths	Remarks
Welcome	/	Default Landing Page
User Registration	/register/	
Login	/my-login/	
Dashboard	/dashboard/	Requires an authenticated session
Logout	/user-logout/	Requires an authenticated session
User Profile	/user-profile/	Requires an authenticated session
Delete Account	/delete-account/	Requires an authenticated session
Password Reset	/password_reset/	
Password Reset Done	/password_reset/done/	
Password Reset Confirm	/reset/<uidb64>/<token>/	Requires an authenticated session
Password Reset Complete	/reset/done/	Requires an authenticated session
Game Description	/game/description/<location>/	Dynamic path based on game location
Gameplay Page	*To be implemented*	
Minigame Leaderboard	*To be implemented*	
Email Confirmation	*To be implemented*	
Overall Leaderboard	*To be implemented*	

3. Wireframes

Wireframing was conducted to guide front-end development by mapping out the functionality of each page and establishing a common understanding of user navigation within the web application.

4. User Interface (UI) Designs

Screenshots of the prototype's current UI are included in the submission under:
Product Document > UI > Screenshot

5. Specific Pages

a) Welcome Page (/)
Description: Displays the game title and provides two buttons for users to either log in or sign up.
Interactions: Links to the User Registration and Login pages.

b) **User Registration (/register/)**
Description: Users enter their username, email, password, and confirm their password. Email verification is required but will be implemented in the second sprint.
Interactions: Upon successful registration, it directs users to the Email Confirmation page (once implemented).

c) **Login (/my-login/)**
Description: Users log in with their username and password. Includes a link to the Password Reset page for forgotten passwords.
Interactions: Redirects to the Dashboard upon successful login.

d) Dashboard (/dashboard/)
Description: Features a map of the campus with location markers. Users can click on markers to enter location-specific access codes obtained by scanning QR codes.
Interactions: Links to the Game Description page and communicates with the Gameplay page.

e) User Profile (/user-profile/)
Description: Users can view and edit their username and email. Future plans include displaying gameplay history or stats in the second sprint.
Interactions: Connects to the Delete Account page and potentially the Dashboard for accessing personal data.

f) Delete Account (/delete-account/)
Description: Prompts users to confirm account deletion. This action is not reversible.
Interactions: Leads back to the User Profile or Dashboard depending on user confirmation.

g) Password Reset (/password_reset/)
Description: Users can initiate a password reset. An email will be sent immediately, although it may go to the junk folder.
Interactions: Links to Password Reset Done page upon email request.

h) Password Reset Done (/password_reset/done/)
Description: Confirms to users that the password reset email has been sent.
Interactions: Redirects users to the Login page for further action.

i) Password Reset Confirm (/reset/<uidb64>/<token>/)
Description: Allows users to enter a new password using a secure link.
Interactions: Redirects to Password Reset Complete upon successful password change.

j) Password Reset Complete (/reset/done/)
Description: Confirms to users that their password has been successfully changed.
Interactions: Redirects to the Login page.

k) Game Description (/game/description/<location>/)
Description: Provides a description of the game, how to play, and its relation to sustainability. Each minigame will have its own leaderboard.
Interactions: Links to the Gameplay page for users to start playing.

l) Gameplay Page (To be implemented)
Description: An interactive game interface where users can play the game. Initially, they can only play each minigame once. After completing all games, users can revisit for higher scores.
Interactions: Communicates with individual minigame leaderboards and the overall leaderboard.

m) Minigame Leaderboard (To be implemented)
Description: Displays points for each specific minigame.
Interactions: Points from minigames feed into the Overall Leaderboard.

n) Overall Leaderboard (To be implemented)
Description: Aggregates scores from all minigames into a single leaderboard.
Interactions: Updates based on points collected from each minigame.

o) Email Confirmation (To be implemented)
Description: Users confirm their email upon registration through a secure link that does not expire.
Interactions: Links back to the Login page once confirmation is successful.