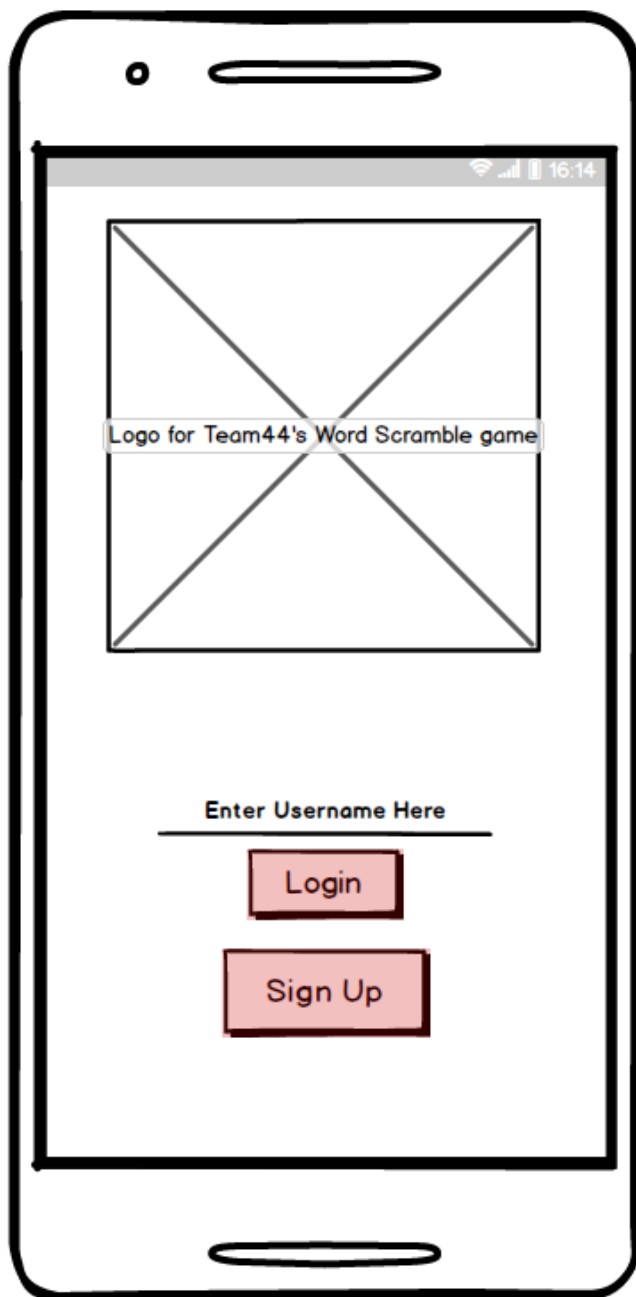


Login Screen



This mockup is of the login screen outlined in requirement 1. Here we can log in to a Player account by providing the system with the Player's username and clicking the 'Login' button, or create a new Player through the 'Sign Up' button. If the provided username is not in the system, an error should pop up saying so.

New Player Creation



New Player Creation

First Name

Last Name

Email

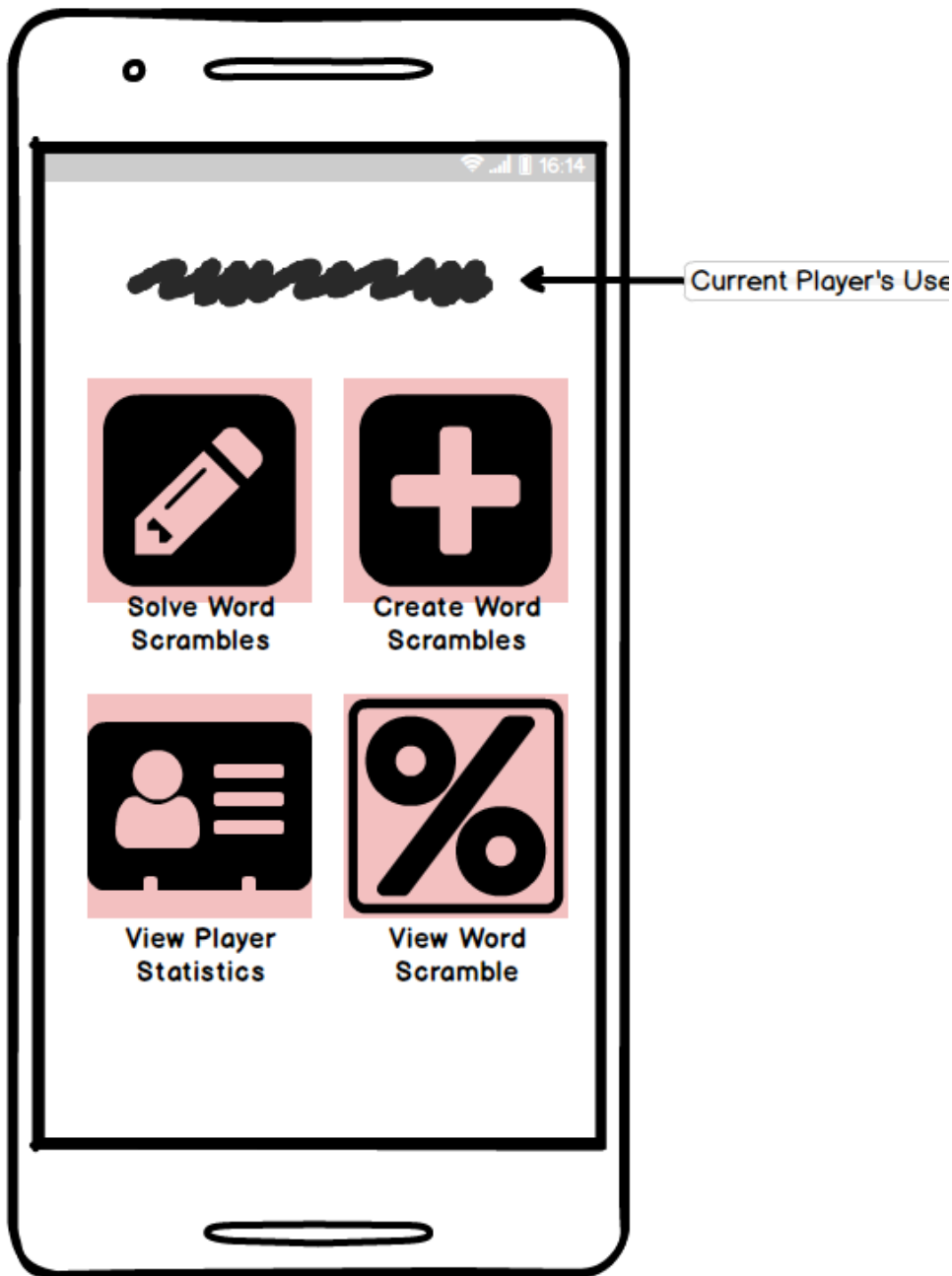
Desired Username*

*If your desired username is already taken, we will assign a random number to the end of your username to make it unique.

Submit

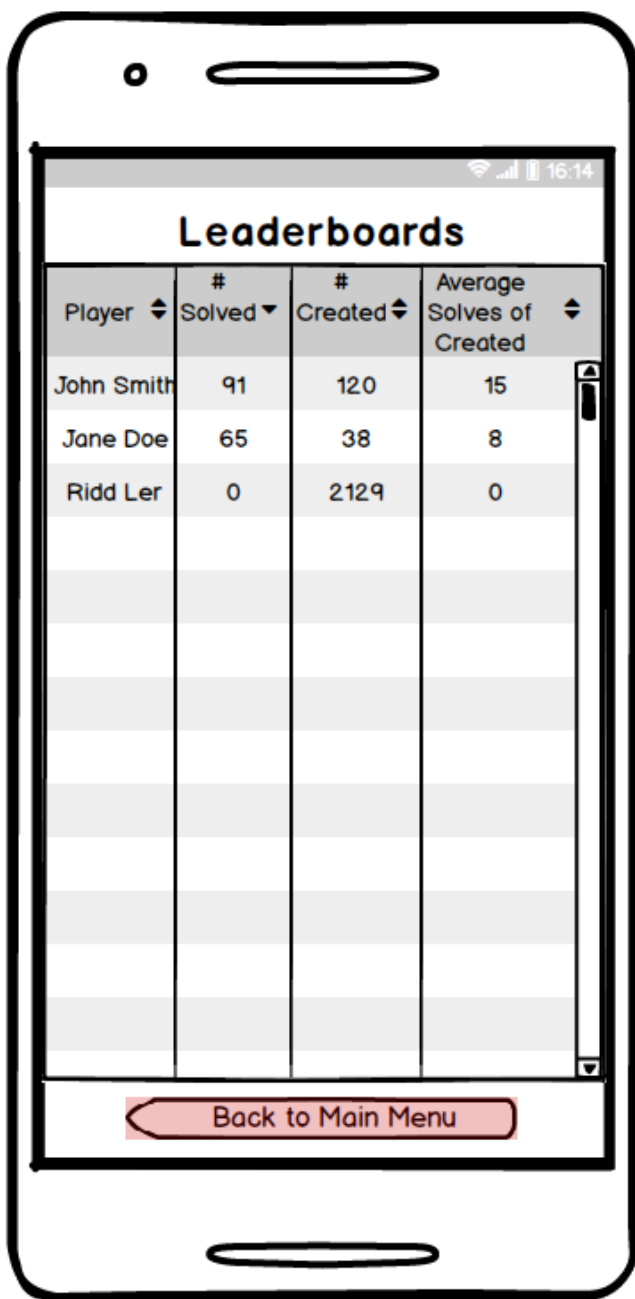
When a User selects 'Sign Up' from the login screen, they are taken here. The process of creating a new Player that we show here is outlined in requirement 5. The user provides a First Name, Last Name, Email, and Desired Username. We call this 'Desired' Username since if the username is already being used by another Player, then the system will append numbers to the end of the provided username to make it unique.

Main Menu



This is the main menu of the system. The user will initially come here after successfully logging in or creating a new Player account. The options the user has from the main menu are outlined in requirement 2:(1) create a word scramble,(2) choose and solve word scrambles,(3) see statistics on their created and solved word scrambles, and(4) view the player statistics.

Player Statistics

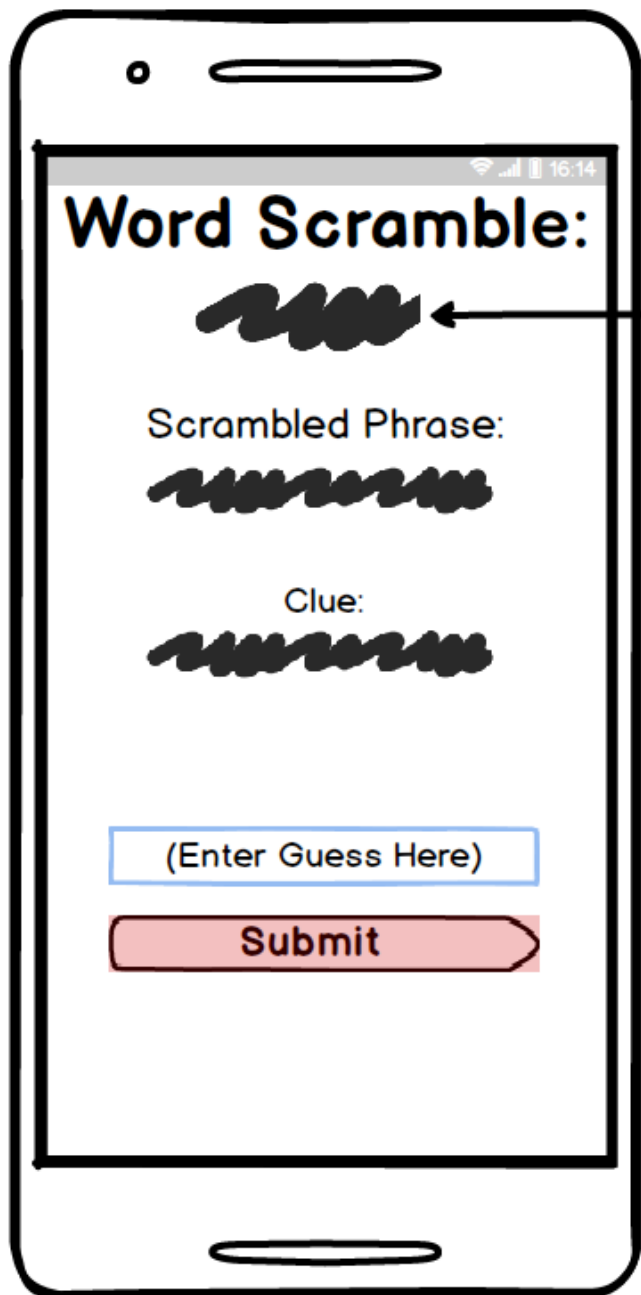


The user gets this view when they select 'View Player Statistics' from the Main Menu. This view helps satisfy requirement 12 by:- Listing player's first name & last name.- Listing the number of scrambles that the player has solved.- Listing the number of new scrambles created.- Listing the average number of times that the scrambles they created have been solved by other players.- Sorting by decreasing number of scrambles that the player has solved. (We also allow sorting on the other metrics shown here)



[illegible]

When a Player on the main menu chooses to view statistics on Word Scrambles, they will be taken to this page. Here we list the unique identifier, whether it was solved or created by the Player, and the total number of Players that have solved the WordScramble. This page helps satisfy requirements 2 and 11 of this system. Solved % is not particular outlined in the requirements, but it is a clean way of representing total number of players that have solved the WordScramble by keeping the stats in a limited range instead of letting them continously increase as the player base grows. Solved % can be calculated by Number of Players that have solved the WordScramble divided by the total number of unique players in the whole system - 1 (the creator).



Current Word Scramble

New Word Scramble Creator

Word Scramble Creator

Phrase

Clue

Scramble Phrase

Scramble Output:

If you do not like the given Scramble, click
Scramble Phrase again to generate a new one.

Submit

Cancel

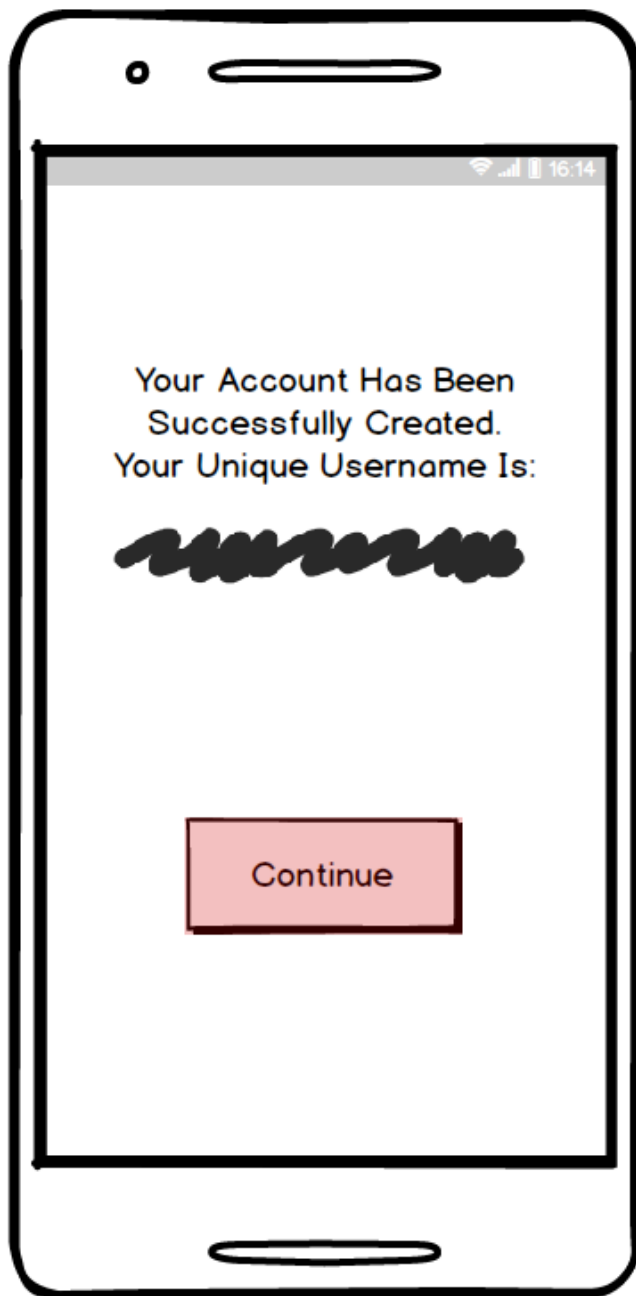
This view is for creating a new Word Scramble and is gotten to by selecting 'Create Word Scramble' on the Main Menu. Here we fulfill requirement 6 which states 'To add a word scramble, the player will:- Enter a phrase (not scrambled).- Enter a clue.- View the phrase scrambled by the system. If the player does not like the result, they may choose for the system to re-scramble it until they are satisfied.- Accept the results or return to previous steps.- View the returned unique identifier for the word scramble. (This is done in the follow up screen after selecting submit)'

Word Scramble Creation



After the Player has created a Word Scramble, the system will show the unique identifier that it has assigned the new Word Scramble.

Player Creation



After a new Player has been created, the system will show the username, with possibly a number appended to it to ensure that it is unique as outlined in requirement 5.

Word Scramble Creator

Phrase

Clue

Scramble Output:

If you do not like the given Scramble, click
Scramble Phrase again to generate a new one.