

## Gui Pages

### Login Page



The login page features a dark grey sidebar on the left and a vibrant, pixel-art cityscape background. The sidebar contains the 'Upward Mobility' logo at the top, followed by the text 'Please Log In:'. Below this are three input fields: 'Username', 'Password', and a 'Login' button. Further down are links for 'Forgot Password?', 'Don't have an account?', and 'Click Here'. The background is a stylized city at night with various buildings, some with lit windows, and a large, colorful 'Upward Mobility' logo in the center. A small icon of a trash can is visible on the left side of the background.

**Upward Mobility**

Please Log In:

Username

Password

Login

[Forgot Password?](#)

[Don't have an account?](#)

[Click Here](#)

### Sign Up Page



The sign up page has the same layout and background as the login page. The sidebar contains the 'Upward Mobility' logo at the top, followed by the text 'Create your account:'. Below this are four input fields: 'Username', 'Email', 'Password', and 'Repeat Password', followed by a 'Sign Up' button. Further down are links for 'Already have an account?' and 'Click here'. The background is identical to the login page, featuring a pixel-art cityscape and a large 'Upward Mobility' logo.

**Upward Mobility**

Create your account:

Username

Email

Password

Repeat Password

[Sign Up](#)

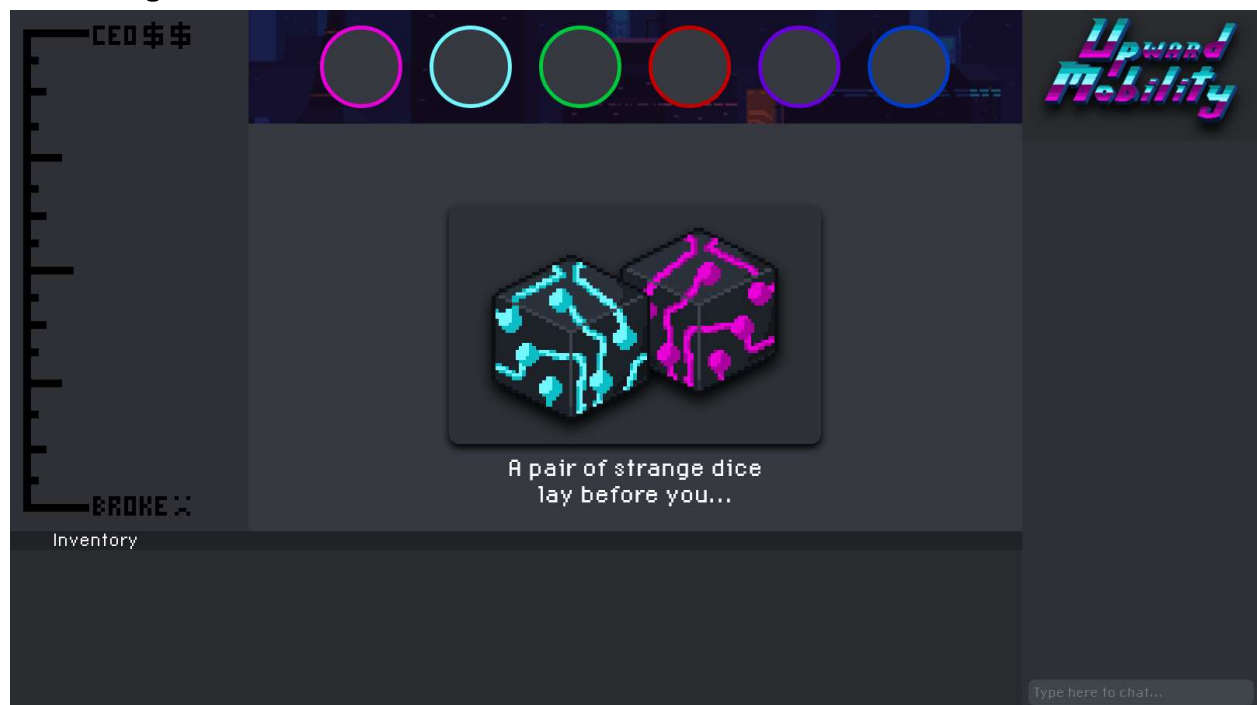
[Already have an account?](#)

[Click here](#)

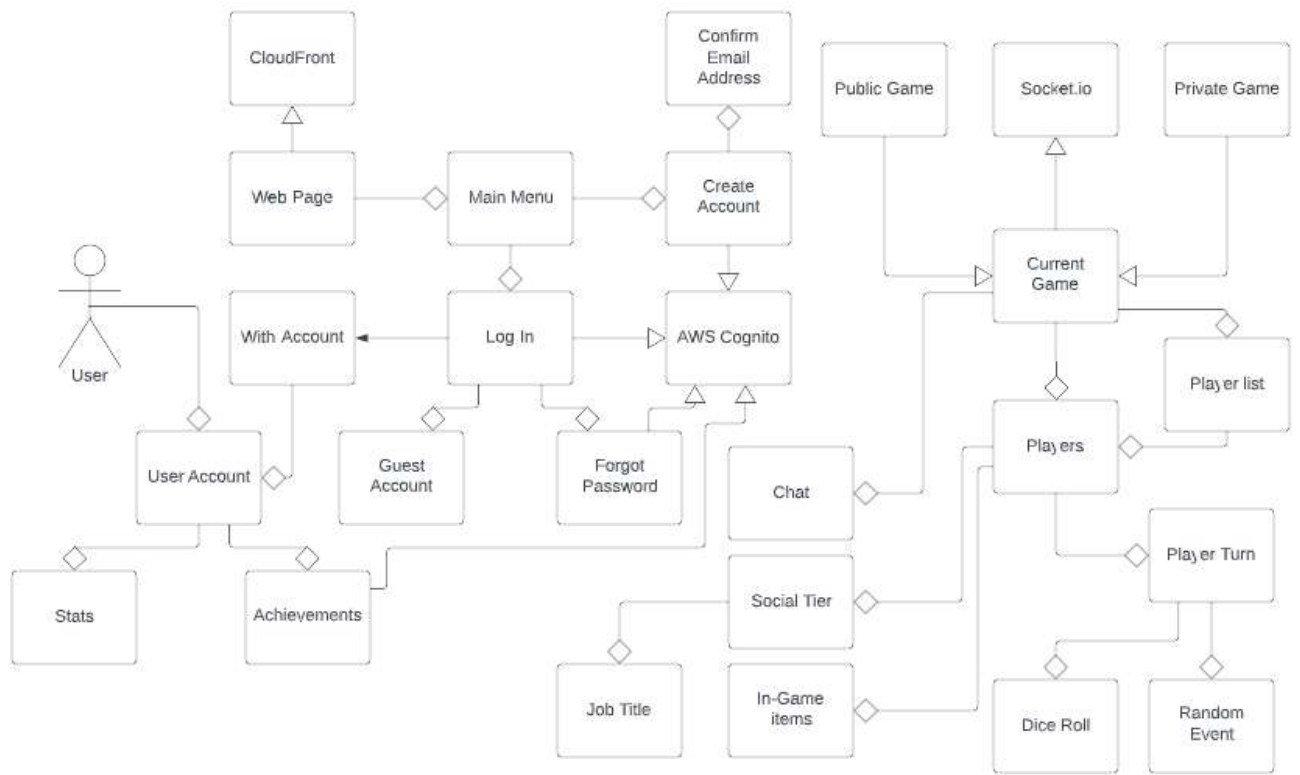
## Home Page



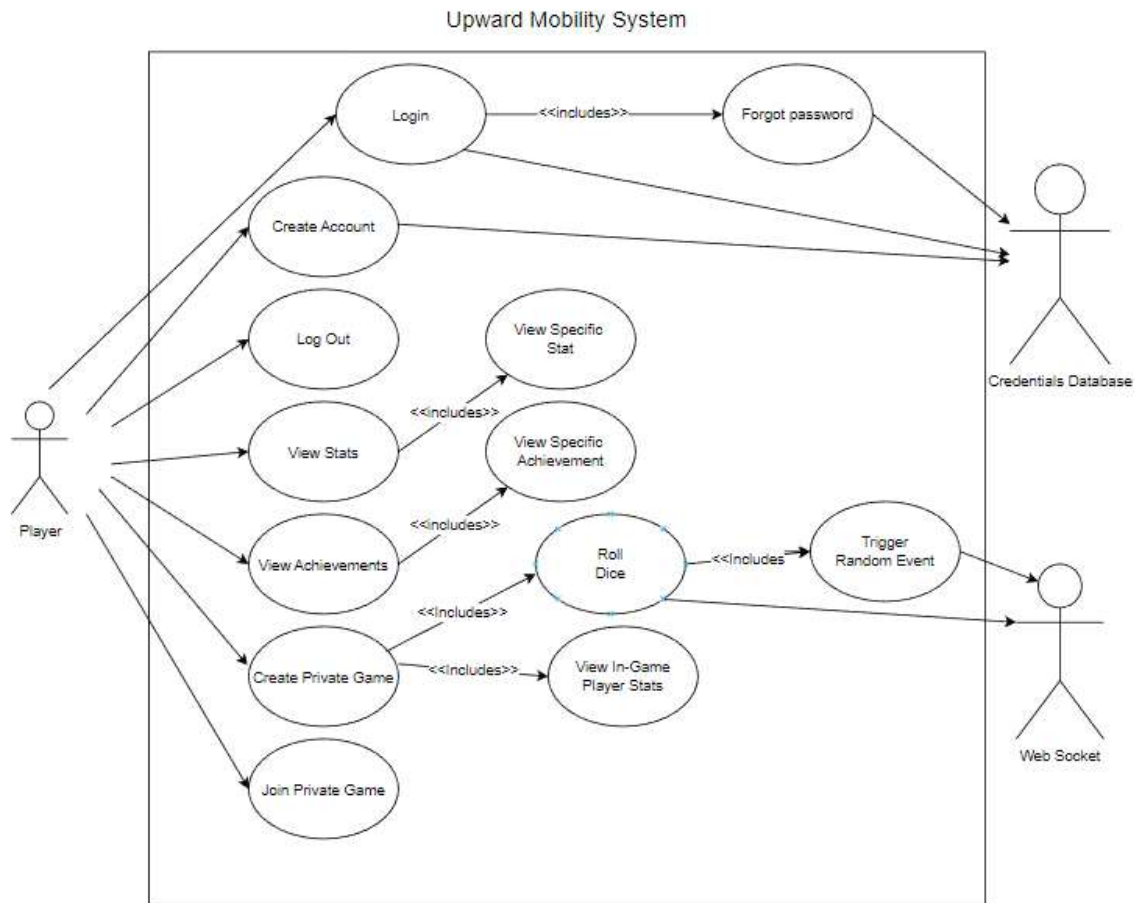
## Game Page



# Domain Model



## Use Case Diagram



## Use Case Text

### Creating a Game

**Base Case:** After the user logs into their account, they will be taken to their homepage where they have the option to create a game. Once they click the “Create Game” button, they will be taken to a game lobby where they can send a link to their friends to join their game lobby or send the unique id of the game that the host is creating to their friends for them to join. When one of their friends clicks on the link, the system will connect them to the game lobby started by the host. The game settings include the round duration and the number of players for the game will be set to default. Once the host of the game clicks the “Start game” button, the system will connect everyone in the lobby to the game and the game will start.

### **Alternate Case:**

**Network error when creating a game:** When someone tries to create a game and the system takes too long to create a game, an error message will display saying “Problem creating game, please try again later” and the game lobby will not be created.

**A user tries to create a game when they are already in one:** If a user is currently playing a game and goes to create another game, an error message will be displayed saying “Can not create game while game is in progress” and the game lobby will not be created.

### **Joining a Game**

**Base Case:** After this user has a successful authentication logging into their account, the user will have an option to join another player's existing game. Upon choosing to join a user's game, the user will need to provide a unique game ID. If the ID is correct, the system will then connect the user with all other players within the lobby enabling the user to chat and interact with other players.

### **Alternate Case:**

**Incorrect ID or Game does not exist:** The game ID provided is incorrect or no longer exists. If the game ID is incorrect or does not exist, an error message will be provided stating that that the ID is incorrect or does not exist and will be taken back to their home page.

**Network timeout:** If the user attempting to join a game has a server timeout, the user will be provided an error message saying there was an error attempting to connect to the users lobby. They will then be taken back to their homepage where they can try to attempt the process again.