

Strategic Web Based Management Game

Group 12

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Per Strand

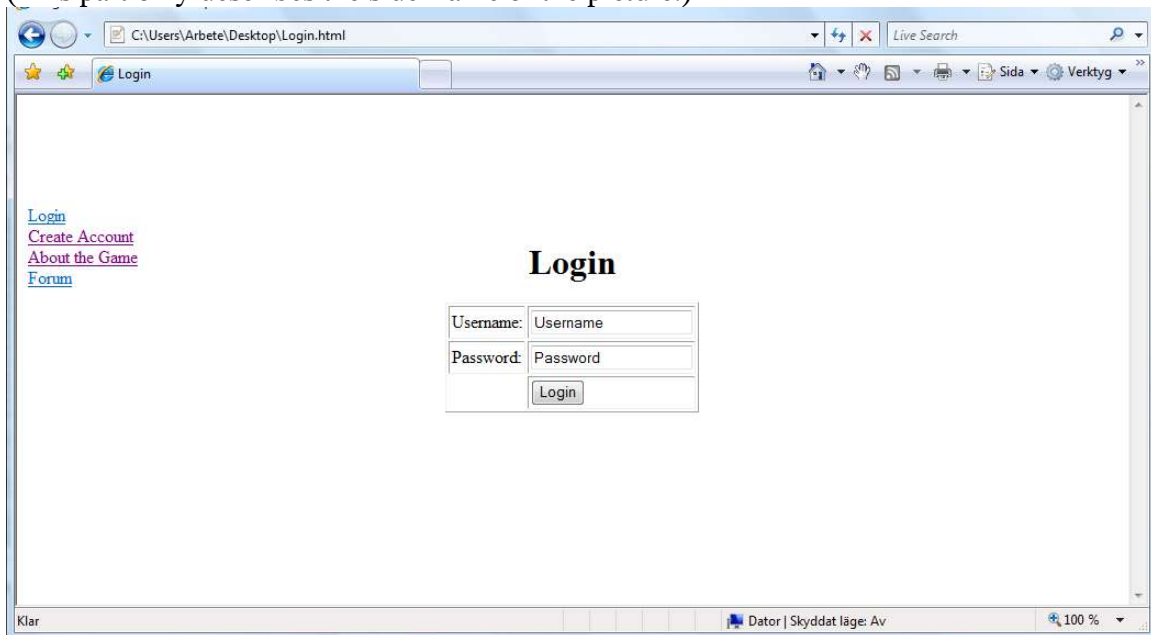
Simon Ragnar

Ingemar Markström

Max Walter

Form 1: Side field, not logged in.

(This part only describes the side frame of the picture.)



List of references to RD:

- Create an account, section 7.1.1.1
- Log in, section 7.1.1.2
- Game instructions, section 7.1.1.3
- Forum, section 7.1.1.4

The names of the controls and fields:

Links:

- Login
- Create account
- About the game
- Forum

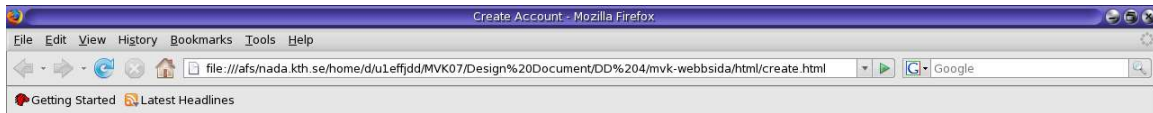
The names of the events, methods, or procedures that cause this form to be displayed:

This form describes the side fields that are always displayed in all Forms when not logged in.

The names of the events, methods, or procedures triggered by each control:

- | | |
|-----------------|-------------------------------|
| Login: | Calls Hyperlink logIn |
| Create account: | Calls Hyperlink createAccount |
| About the game: | Calls Hyperlink aboutTheGame |
| Forum: | Calls Hyperlink forum |

Form 2: Create account



[Login](#)
[Create Account](#)
[About the Game](#)
[Forum](#)

Create account

Choose username and password:

Username:	<input type="text" value="Username"/>
Password:	<input type="password" value="*****"/>
Verify Password:	<input type="password" value="*****"/>
Email:	<input type="text" value="email@bestemail.com"/>
<input type="button" value="Create"/>	



List of references to RD:

Create an account, section 7.1.1.1

The names of the controls and fields:

Text fields:

Username
Password
Confirm Password

Buttons

Create Account

The names of the events, methods, or procedures that cause this form to be displayed:

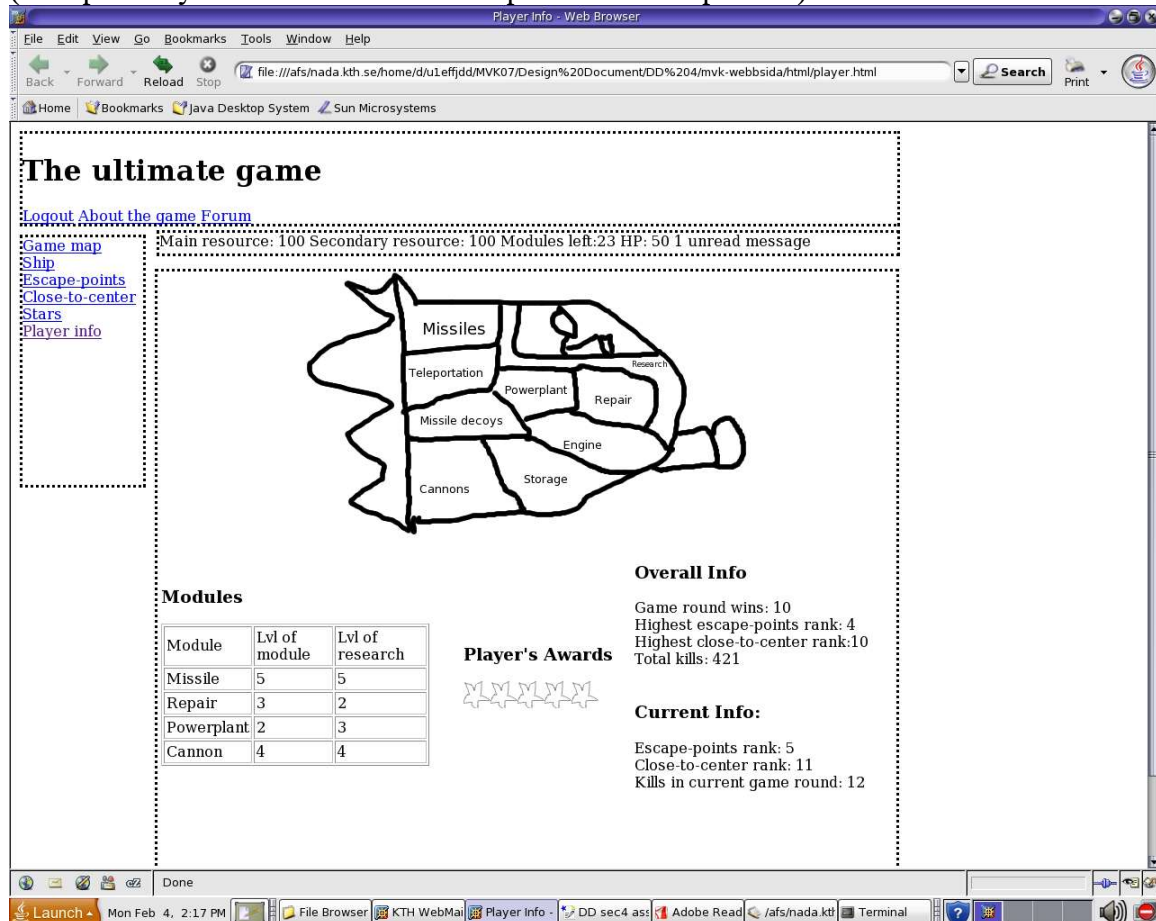
Click "create new account" on the Form 1: Side field, not logged in.

The names of the events, methods, or procedures triggered by each control:

Create Account: Calls function createAccount()

Form 3: Side fields, logged in.

(This part only describes the side and top frames of the picture.)



List of references to RD:

- Game instructions, section 7.1.1.3
- Forum, section 7.1.1.4
- Game map, section 7.1.2
- The ship, section 7.1.4
- High-score list, section 7.1.6
- Main resource, section 7.1.3.1
- Secondary resource, section 7.1.3.2
- Text messages, section 7.1.8.1

Names of controls and fields:

Links:

- Log out
- About the game
- Forum
- Game map
- The Ship

Escape points Highscore list
Close-to-centre Highscore list
Player info

Information fields:

Main resource
Secondary resource
Remaining module slots
Ship condition status
Messages

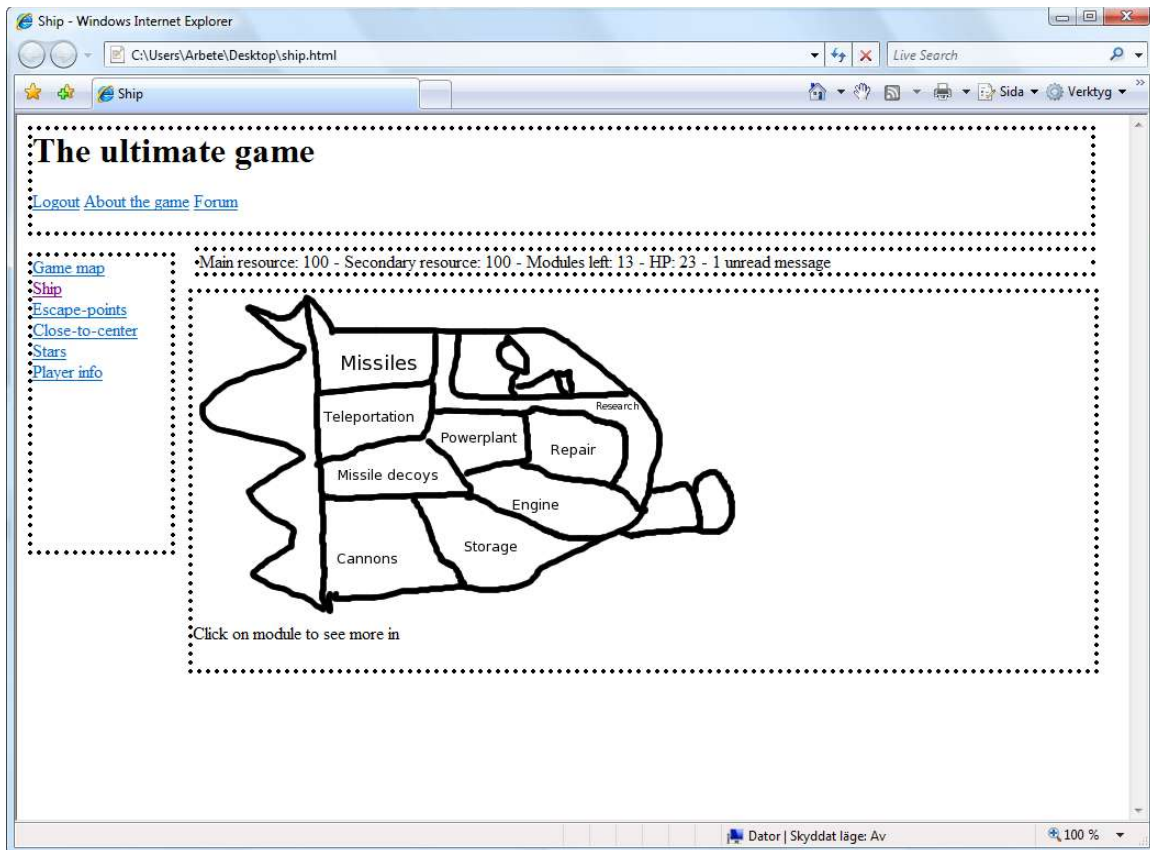
The names of the events, methods, or procedures that cause this form to be displayed:

This form describes the side fields that are always displayed in all Forms when logged in.

The names of the events, methods, or procedures triggered by each control:

Log out:	Calls function logOut()
About the game:	Calls Hyperlink aboutTheGame
Forum:	Calls Hyperlink forum
Game map:	Calls Hyperlink gameMap
The Ship:	Calls Hyperlink theShip
Escape points Highscore list:	Calls Hyperlink escapePointsHighScoreList
Close-to-centre Highscore list:	Calls Hyperlink closeToHighScoreList
Player info:	Calls Hyperlink playerInfo
Main resource:	Calls function getMainResource()
Secondary resource:	Calls function getSecondaryResource()
Remaining module slots:	Calls function getRemainingModuleSlots()
Ship condition status:	Calls function getConditionStatus()
Messages:	Calls function getNewMessages()

Form 4: The Ship



List of references to RD:

- Modules, section 7.1.5
- Research, section 7.1.9

Names of the controls and fields:

Links:

- Missile Batteries Module
- Teleportation Module
- Missile Decoys Module
- Cannons Module
- Storage Module
- Engine Module
- Power Plant Module
- Repair Module
- Research

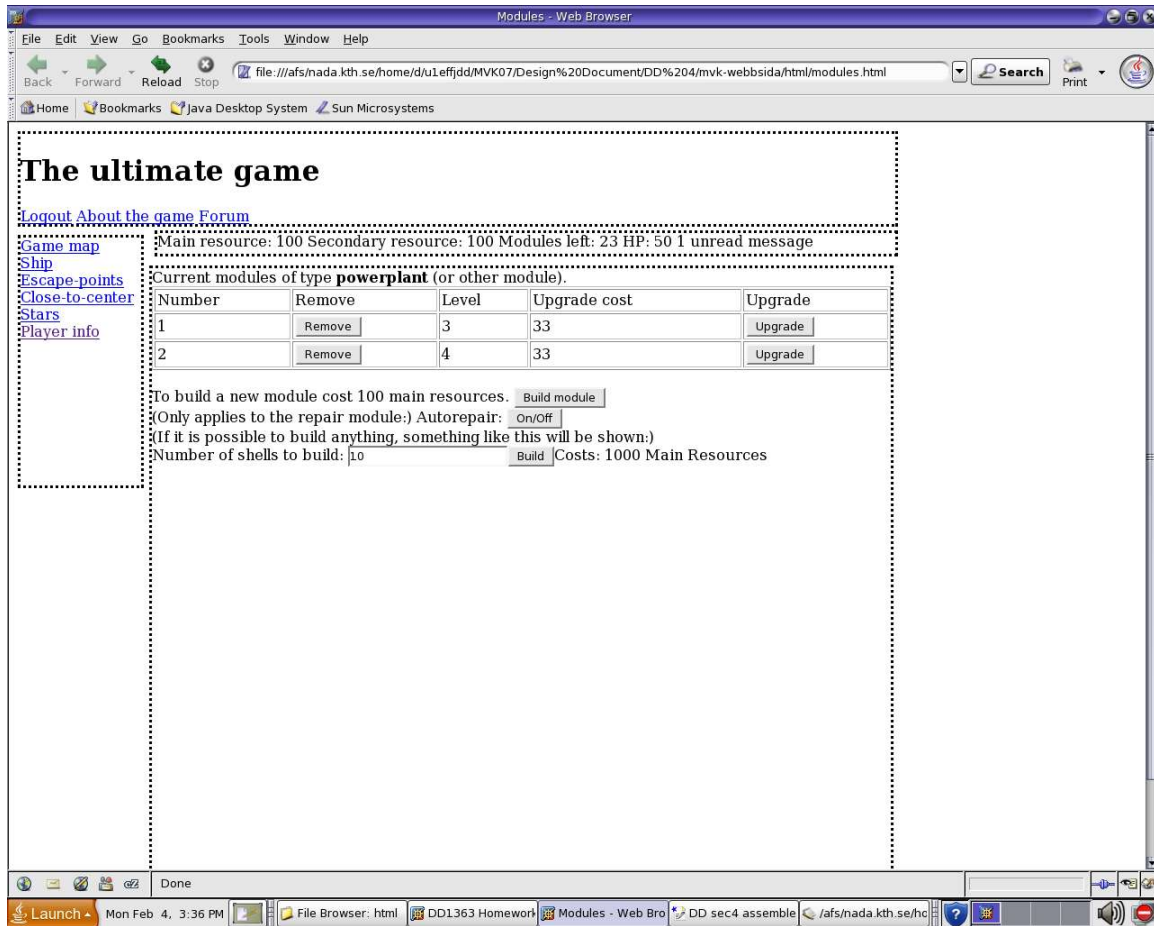
The names of the events, methods, or procedures that cause this form to be displayed:

- Clicking on the playerShip Hyperlink located in the side field, logged in (form 3).

The names of the events, methods, or procedures triggered by each control:

Missile Batteries Module	Calls Hyperlink missileBatteriesModule
Teleportation Module	Calls Hyperlink teleportationModule
Missile Decoys Module	Calls Hyperlink missileDecoysModule
Cannons Module	Calls Hyperlink cannonsModule
Storage Module	Calls Hyperlink storageModule
Engine Module	Calls Hyperlink engineModule
Power Plant Module	Calls Hyperlink powerPlantModule
Repair Module	Calls Hyperlink repairModule
Research	Calls Hyperlink research

Form 5: All module forms.



List of references to RD:

Modules, section 7.1.5

Names of controls and fields:

Information fields:

List modules
Upgrade module cost
New module cost
Destruct module cost

Buttons:

Build new module
Upgrade module
Destruct module

Text fields:

(Missile module) Amount of missiles to be built
(Cannon module) Amount of missiles to be built
(Missile decoy module) Amount of missiles to be built

Information fields:

(Missile module) Cost to build missiles
(Cannon module) Cost to build shells
(Missile decoy module) Cost to build missile decoys

Buttons:

(Missile module) Build missiles
(Cannon module) Build shells
(Missile decoy module) Build missile decoys
(Repair module) Auto repair ON/OFF

The names of the events, methods, or procedures that cause this form to be displayed:

Clicking on the respective links inside the “The Ship” form (form nr 4) for each module.

The names of the events, methods, or procedures triggered by each control:

List modules:	Calls function listModules()
Upgrade module cost:	Calls function getUpgradeModuleCost()
New module cost:	Calls function getNewModuleCost()
Destruct module cost:	Calls function getDestructModuleCost()
Build new module:	Calls function buildNewModule()
Upgrade module:	Calls function upgradeModule()
Destruct module:	Calls function destructModule()
(Missile module):	
Cost to build missiles:	Calls function getBuildMissilesCost()
Build missiles:	Calls function buildMissiles()
(Cannon module):	
Cost to build shells:	Calls function getBuildShellsCost()
Build shells:	Calls function buildShells()
(Missile decoy module):	
Cost to build missile decoys:	Calls function getBuildMissilesDecoysCost()
Build missile decoys:	Calls function buildMissilesDecoys()
(Repair module):	
Auto repair ON/OFF:	Calls function autoRepairONOFF()

Form 6: Player Info

The ultimate game

[Logout](#) [About the game](#) [Forum](#)

[Game map](#)
[Ship](#)
[Escape points](#)
[Close-to-center](#)
[Stars](#)
[Player info](#)

Main resource: 100 Secondary resource: 100 Modules left: 23 HP: 50 1 unread message

Modules

Module	Lvl of module	Lvl of research
Missile	5	5
Repair	3	2
Powerplant	2	3
Cannon	4	4

Overall Info

Game round wins: 10
Highest escape-points rank: 4
Highest close-to-center rank: 10
Total kills: 421

Player's Awards

☆☆☆☆☆

Current Info:

Escape-points rank: 5
Close-to-center rank: 11
Kills in current game round: 12

List of references to RD:

None

The names of the controls and fields:

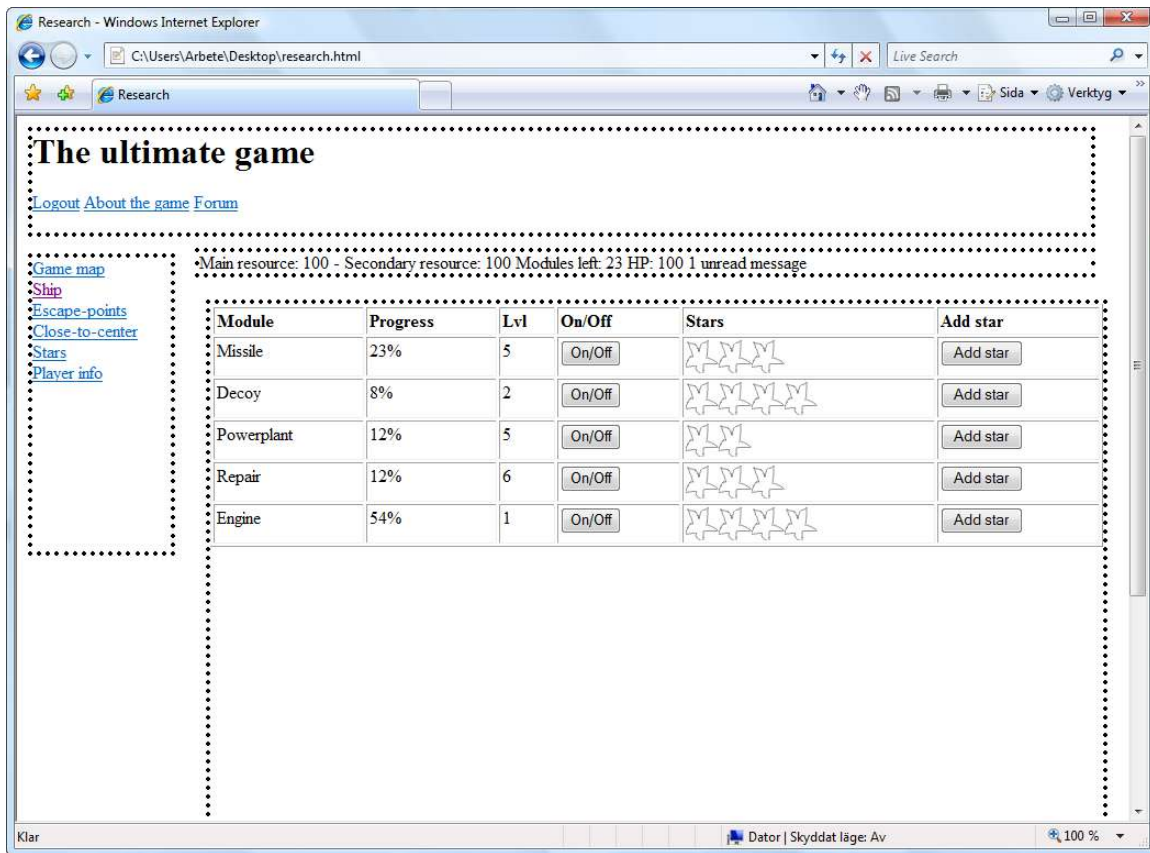
Information fields:

- Player's Module Information
- Player's Award Information
- Player's Overall Information
- Player's Current Information

The names of the events, methods, or procedures that cause this form to be displayed:

Clicking the playerInfo Hyperlink in form 3; "Side field, logged in".

Form 7: Research page



List of references to RD:

Research, section 7.1.9

The names of the controls and fields:

Information fields:

Available Stars
Research Type
Progress bar
Level box
Number of Stars

Buttons:

Research On
Research Off
Add Star

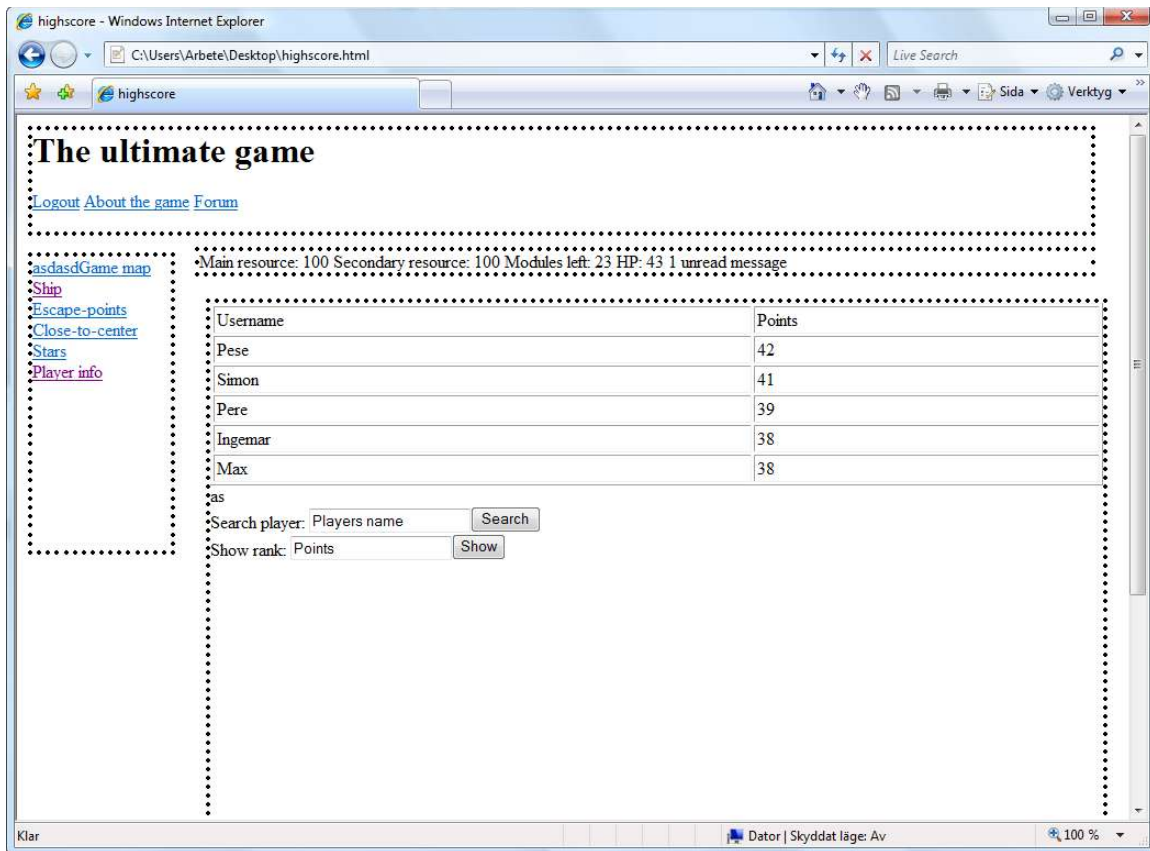
The names of the events, methods, or procedures that cause this form to be displayed:

Clicking the research Hyperlink in form 3; "Side field, logged in".

The names of the events, methods, or procedures triggered by each control:

Available Stars	Calls function getAvailableStars()
Research Type	Calls function getResearchType()
Progress bar	Calls function getResearchProgressBar()
Level box	Calls function getResearchLevel()
Number of Stars	Calls function getNumberOfStars ()
Research On	Calls function activateResearch()
Research Off	Calls function deactivateResearch()
Add Star	Calls function addStar()

Form 8: Escape Points-/Close To- High Score List



List of references to RD:

High-score list, section 7.1.6

We are here describing two different pages, the Escape Points High Score List and the Close To High Score List, this due to that they will be almost identical.

The names of the controls and fields:

Information field:

Display ranks

Buttons:

Search

Show

The names of the events, methods, or procedures that cause this form to be displayed:

escapePointsHighScoreList or closeToHighScoreList Hyperlink located in form 3;
“Side field, logged in”.

The names of the events, methods, or procedures triggered by each control:

(Escape List) Display ranks

Calls function getEscapeList()

(Escape List) Search

Calls function searchPlayerByEscape()

(Escape List) Show

Calls function showRankByEscape()

(Close to List) Display ranks

Calls function getCloseList()

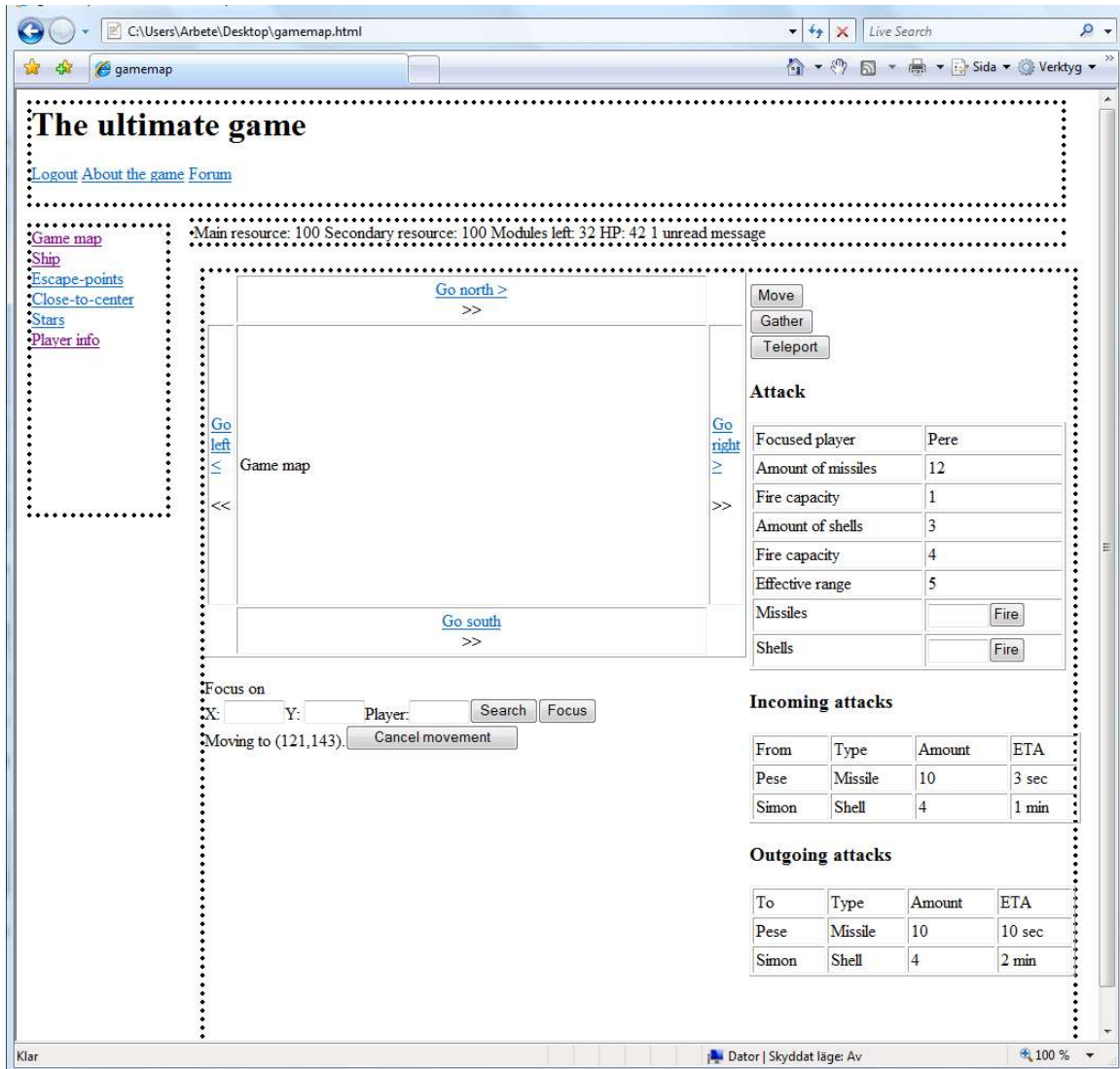
(Close to List) Search

Calls function searchPlayerByCloseTo()

(Close to List) Show

Calls function showRankByCloseTo()

Form 9: Game Map



List of references to RD:

- Game Map, section 7.1.2.1
- Movement of Ship, section 7.1.4.5
- Launch Missiles, section 7.1.5.1.1.3
- Firing Cannons, section 7.1.5.1.2.3

The names of the controls and fields:

Buttons:

- Move ship
- Move ship cancel
- Fire missiles
- Fire cannons
- Move View of Map North: Short(displayed by a single arrow)

Move View of Map North: Far(displayed by a double arrow)
Move View of Map South: Short(displayed by a single arrow)
Move View of Map South: Far(displayed by a double arrow)
Move View of Map East: Short(displayed by a single arrow)
Move View of Map East: Far(displayed by a double arrow)
Move View of Map West: Short(displayed by a single arrow)
Move View of Map West: Far(displayed by a double arrow)
map Focus
map Search

Information fields:

Focused Player
Amount of Missiles
Fire CapacityMissiles
Amount of Shells
Fire CapacityShells
Effective RangeCannon
Incomig Attacks
Outgoing Attacks

Text fields:

Missiles to fire
Shells to fire
Map X coordinate
Map Y coordinate
Map focus on player

Complex Type:

Map frame

The names of the events, methods, or procedures that cause this form to be displayed:

Pushing the "Game Map" Hyperlink in form 3; "Side field, logged in"

The names of the events, methods, or procedures triggered by each control:

Move ship	Calls function triggerMoveShip()
Move ship cancel	Calls function stopMovingShip()
Fire missiles	Calls function fireMissiles()
Fire cannons	Calls function fireShells()
Move View of Map North: Short	Calls function moveMapViewNorthShort()
Move View of Map North: Far	Calls function moveMapViewNorthFar()
Move View of Map South: Short	Calls function moveMapViewSouthShort()
Move View of Map South: Far	Calls function moveMapViewSouthFar()
Move View of Map East: Short	Calls function moveMapViewEastShort()
Move View of Map East: Far	Calls function moveMapViewEastFar()
Move View of Map West: Short	Calls function moveMapViewWestShort()
Move View of Map West: Far	Calls function moveMapViewWestFar()
map Focus	Calls function mapFocus()
map Search	Calls function mapSearch()
Focused Player	Calls function getFocusedPlayer()
Amount of Missiles	Calls function getAmountOfMissiles()
Fire CapacityMissiles	Calls function getMissileFireCapacity()

Amount of Shells	Calls function getAmountOfMissiles()
Fire CapacityShells	Calls function getShellFireCapacity()
Effective RangeCannon	Calls function getEffectiveCannonRange()
Incomig Attacks	Calls function getIncomingAttacks()
Outgoing Attacks	Calls function getOutgoingAttacks()
Map frame	if triggerMoveShip() has been called, call moveShip(), else call focusCoordinates()

Form 10: About The Game



List of references to RD:

Game instructions, section 7.1.1.3

The names of the controls and fields:

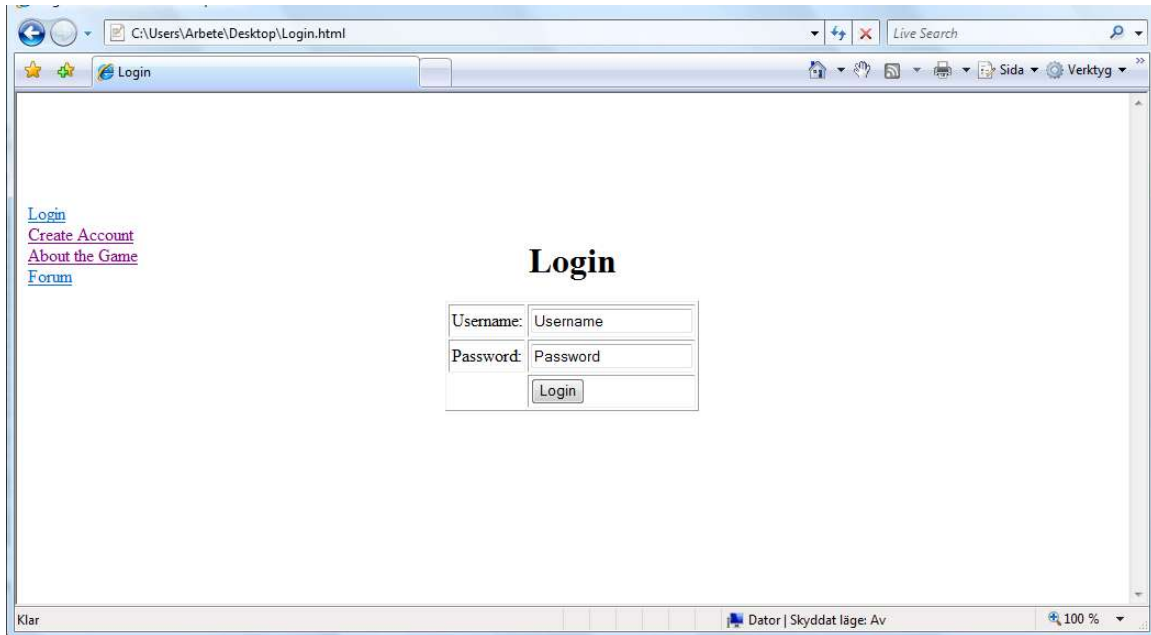
Information field:

About The Game

The names of the events, methods, or procedures that cause this form to be displayed:

Clicking the aboutTheGame Hyperlink in form 3; “Side field, logged in”.

Form 11: Login



The screenshot shows a web browser window with the address bar displaying "C:\Users\Arbete\Desktop\Login.html". The browser's title bar is "Login". The page content includes a navigation menu on the left with links: [Login](#), [Create Account](#), [About the Game](#), and [Forum](#). In the center, the word "Login" is displayed in a large, bold font. Below it is a form with two text input fields: "Username:" and "Password:". A "Login" button is positioned below the "Password:" field. The browser's status bar at the bottom shows "Klar" on the left and "Dator | Skyddat läge: Av" and "100 %" on the right.

List of references to RD:

Log in, section 7.1.1.2

The names of the controls and fields:

Buttons:

Login

Text fields:

Username

Password

The names of the events, methods, or procedures that cause this form to be displayed:

Clicking the logIn Hyperlink in form 1; "Side field, not logged in".

The names of the events, methods, or procedures triggered by each control:

Login

Calls function logIn()