

Electra

Group 14

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4.1 Overview of the User Interface

Please note that this part of the Design Document (DD) does most definitively not present the systems final design. The figures should be viewed as guidelines when describing the functionality when a user interacts with the system through the system's different web pages that is explained below.

Users will interact with the system via the user's web browser. In the user's web browser the system will be available through several web pages. These web pages will share some similar sections and have other sections that are unique for just that web page.



Figure 4.1.1

All of the system's web pages will include the menu shown in figure 4.1.1. This menu will provide the functionality to:

- (1) Direct the user to the "About" web pages which will let the user know who has created the system and which version of the system that is currently used.
- (2) Direct the user to the "Help" web pages which will teach the user how to use the system and help the user to get passed difficulties.

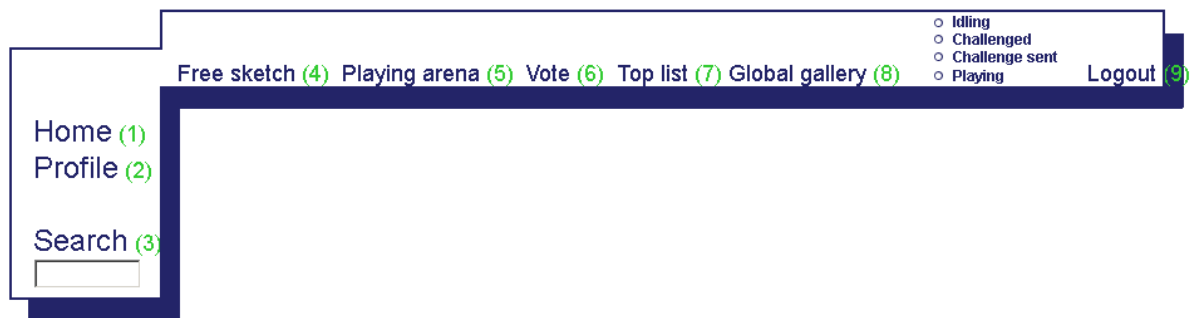


Figure 4.1.1

With the exception of the web pages concerning Login and Sign up (which are explained in DD section 4.2...) all other web pages contained the menu shown in figure 4.1.2. This menu will provide the functionality to:

- (1) Direct the user to the "Home" web pages. For more information see 4.2.3
- (2) Direct the user to the "Profile" web pages. For more information see 4.2.5
- (3) Search for a user in the system by specifying it's username.
- (4) Direct the user to the "Free Sketch" web pages. For more information see 4.2.1
- (5) Direct the user to the "Playing Arena" web pages. For more information see 4.2.6
- (6) Direct the user to the "Vote" web pages. For more information see 4.2.10
- (7) Direct the user to the "Top list" web pages. For more information see 4.2.9
- (8) Direct the user to the "Global gallery" web pages. For more information see 4.2.2
- (9) Log out from the system.

4.2 Graphical user interface forms

4.2.1 Free Sketch

Functional requirements (FR) that are covered by everything written here are 4.1.4.1 – 4.1.5.1.



Please note that this is just a guideline of what the implementation will look like. What you see in the picture is on the left a few tools and colors that can be used while painting. To the right is the canvas upon which a user will draw pictures.

4.2.2 Global gallery

Date	Combatants	Winner	Looser	#Votes	Topic	
<input type="text"/>	<input type="text"/>	<input type="text" value="P1"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="button" value="Filter"/>
2008-03-01	P1, P2	P1	P2	30	Clueless dog	-
Name: P1		Name: P2				
Total AP: 200		Total AP: 143				
<i>Picture of P1</i>		<i>Picture of P2</i>				
#Comp. 76		#Comp. 27				
#Won comp. 58		#Won comp. 10				
2008-02-10	P1, P3	P1	P3	20	Summer	+

FR: 4.1.7.2

This is the global gallery page where all pictures ever made are posted for all users to view.

This page consists of a list of competitions. The list can be sorted with respect to any of the six subjects at the top and it can also be filtered by entering a string in one or more of the text fields below the corresponding subject. For example, the list above is filtered to only show competitions where user P1 is the winner.

More information about the competition can be shown by clicking on the plus-sign at the right of each competition as shown in the picture above. There you can see the two pictures and some statistics about the two competitors.

4.2.3 Home

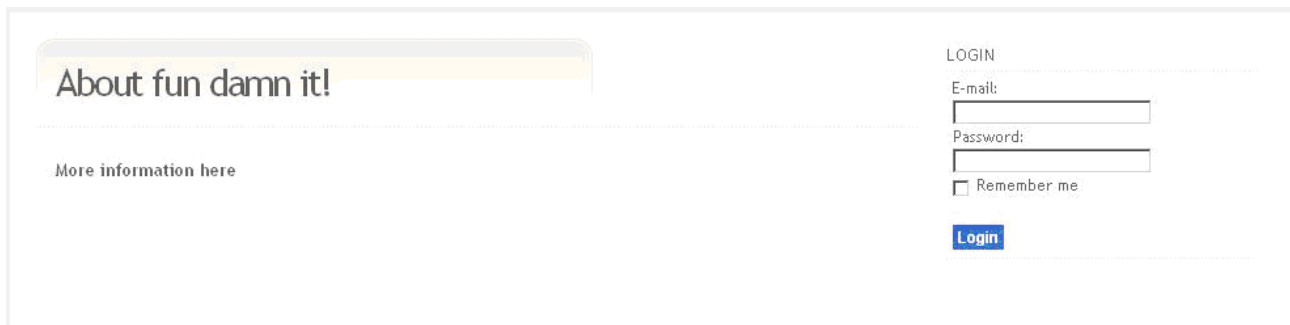
Welcome to Project Electra!

News	Upcoming Events
NewsDateLbl	EventDateLbl
NewsHeaderLbl	EventHeaderLbl
NewsMessageLbl	EventMessageLbl
NewsDateLbl	EventDateLbl
NewsHeaderLbl	EventHeaderLbl
NewsMessageLbl	EventMessageLbl

On the start page news and upcoming events are posted for the users to view. This page is only available to users that are logged in.

4.2.4 Login

The login page is quite self explanatory. All users are required to login to be able to use the system. As mentioned before this isn't the final design, but more of a guide line.



The screenshot shows a web page layout. On the left, there is a navigation menu with a highlighted item "About fun damn it!". Below it is a link "More information here". On the right, there is a "LOGIN" section containing an "E-mail:" label with a text input field, a "Password:" label with a text input field, a checkbox labeled "Remember me", and a blue "Login" button.

The page covers the following functional requirements: 4.1.1.2

4.2.5 Profile

ProfilePictureArea	UsernameLbl	userStatsArea
	PersonalMessageLbl	Total AP: totAPLbl Participated in totCompLbl competitions Reserved AP: resAPLbl

<p>Guestbook</p> <hr/> <p>MessageDateLbl</p> <p>MessageLbl</p> <p>//SenderLbl</p> <hr/> <p>MessageDateLbl</p> <p>MessageLbl</p> <p>//SenderLbl</p> <p>New message:</p> <div style="border: 1px solid gray; height: 40px; width: 100%;"></div> <p style="text-align: center;">SubmitMessageBtn</p>	<p>Personal Gallery</p> <table border="1"> <tr> <td>PictureArea</td> <td>Topic: topicLbl Won_LostLbl Opponent: opponentLbl</td> </tr> <tr> <td>PictureArea</td> <td>Topic: topicLbl Won_LostLbl Opponent: opponentLbl</td> </tr> </table>	PictureArea	Topic: topicLbl Won_LostLbl Opponent: opponentLbl	PictureArea	Topic: topicLbl Won_LostLbl Opponent: opponentLbl
PictureArea	Topic: topicLbl Won_LostLbl Opponent: opponentLbl				
PictureArea	Topic: topicLbl Won_LostLbl Opponent: opponentLbl				

Functional requirements that are covered by everything written here are 4.1.2.1-4.1.2.4. At the top we have the actual profile, where various information about the user is shown. Here we find game statistics, a user avatar, the user's name and a personal message written by the user. Next we have the user's guestbook, where the latest messages written to the user are displayed. Here we also have a form where other users can post a new message into the guestbook. At the right we have the personal gallery where the user's latest pictures are displayed along with information about the battle, e.g. if the user won or lost, what topic they was supposed to draw and against who the user battled.

4.2.6 Playing arena

FR that are covered by everything written here are 4.1.3.1 – 4.1.3.2.



To the left we have the game options area. This is where a user will specify the game options that will be sent to another user upon challenge. Time limit is chosen from a few predetermined options presented in the tList. The bet (1-100 %) is written in the betTextField. In the anteLabel the actual AP that the user will bet is shown.

FR: 4.1.3.7, 4.1.6.2.1, 4.1.6.2.3

At the top is the signupBtn. To interact with the rest of the controls on this page you must click on this button.

FR: 4.1.3.3

In the middle is the chat room. This comprise 3 parts: chatArea, competitorsArea and chatInputTextField. In general, to post a message a user types the message into the chatInputField and then clicks on the chatPostBtn. The message should then pop up in the chatArea. In the competitorsArea all users that are signed up and not participating in a battle at the moment are shown.

FR: 4.1.3.4 - 4.1.3.5

The competitorsArea also has a second use that are intertwined with the compInfoArea at the right. When a username in the competitorsArea is selected the compInfoArea will change.

The compInfoArea is used to present statistics about the selected user. These labels will be changed when a new username is selected in the competitorsArea:

totAPLbl – the total AP that the user currently has.

nCompLbl – the total number of competitions the user has participated in.

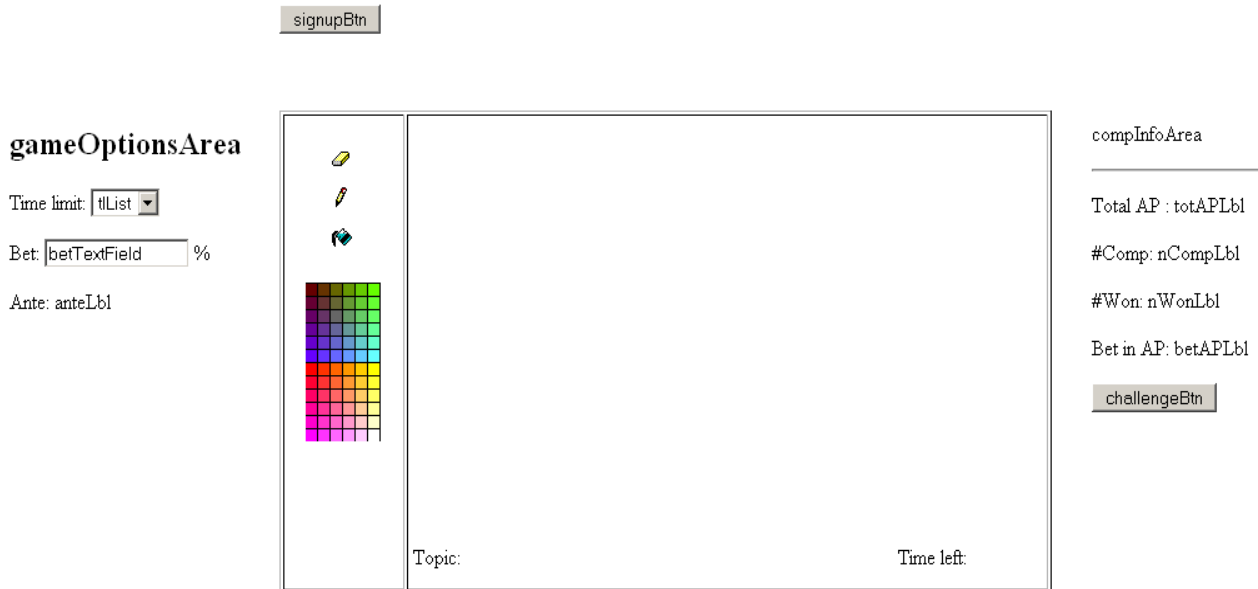
nWonLbl – the number of won competitions by the user.

The compInfoArea also has a button challengeBtn. When a user clicks on this the selected user will receive a challenge invitation using the selected battle options.

FR: 4.1.3.6 – 4.1.3.7

When a battle is commenced the chat room is replaced by a flash application that as depicted below (Note: just a guideline).

FR: 4.1.4.1 – 4.1.4.1, 4.1.6.3.1



4.2.7 Search

FR that are covered by everything written here are 4.1.7.3

Advanced search

The image shows an 'Advanced search' form and a table. The form is enclosed in a blue border and contains the following elements: a title 'Options', three search criteria: 'Search by name (1)' with an input field, 'Number of competitors (2)' with a '>' button and an input field, and 'Total AP (3)' with a '>' button and an input field; a fourth criterion 'Won competitions (4)' with a '>' button and an input field; and a 'Search (5)' button. Below the form is a table with a blue border. The table has a header row with columns: '(6) Name', 'v', 'Competitions', 'Won', and 'AP'.

Figure 4.2.2.1

The web pages shown in figure 4.2.2.1 covers the functional requirements... and is used when searching for other users in the system.

- (1) Search for other users with regards for their username. Takes characters as input.
- (2) Search for other users with regards for their number of participated competitions. Any of the comparators “>,” “≥,” “≤ and <” can be used. Takes digits as input.
- (3) Search for other users with regards for AP. Any of the comparators “>,” “≥,” “≤ and <” can be used. Takes digits as input.

- (4) Search for other users with regards for their number of won competitions. Any of the comparators “>,” “≥,” “≤” and “<” can be used. Takes digits as input.
- (5) This button performs the search for user given the options specified by (1) – (4).
- (6) This is a list of the results from a search. The result can be ordered by Name, Participated competitions”, Won competitions or Number of AP.

4.2.8 Sign up

As mentioned before, a user needs to be logged in to use the system. But before logging in they need to create an account once. The page where a new user can register and create an account is the following.

The page covers the following functional requirements: 4.1.1.1

4.2.9 Vote

Time left (DD:TT:MM)	Combatants	Topic	Golden vote	Filter
00:00:00	P1, P2	Clueless dog	<input checked="" type="checkbox"/>	-
<div style="display: flex; justify-content: space-between;"> <div style="width: 45%; border: 1px solid black; padding: 5px;"> <p><i>One of the pictures</i></p> <div style="border: 1px solid black; height: 100px; margin-top: 5px;"></div> <p style="text-align: right; margin-top: 5px;"><input type="button" value="Vote"/></p> </div> <div style="width: 45%; border: 1px solid black; padding: 5px;"> <p><i>The other picture</i></p> <div style="border: 1px solid black; height: 100px; margin-top: 5px;"></div> <p style="text-align: right; margin-top: 5px;"><input type="button" value="Vote"/></p> </div> </div>				
00:05:22	P1, P2	Clueless dog	<input type="checkbox"/>	-

FR: 4.1.6.4.1 – 4.1.5.4.8

The voting page is like the global gallery except that this page contains all competitions that are in the voting phase. When the user viewing the page has not yet voted for this competition and has not participated in the competition, the user will be able to vote. The user is shown the two pictures,

without knowing which belongs to which user, and a vote-button below each picture.

00:05:22	P1, P2	Clueless dog	-
Name: P1		Name: P2	
Total AP: 200 Picture of P1		Total AP: 167 Picture of P2	
Votes: 38%		Votes: 62%	

When the user viewing the page already has voted in the competition or the user is one of the combatants, this will be shown when the user views the competition. The user now sees some statistics about the combatants and also the development of the competition.