The Drawing Game
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4. Graphical User Interface
4.1 An Overview of the system from a user's perspective
4.2 Functional requirements

The Drawing Game Client
(Being used in the web browser)

When the user selects "Login" a new window will appear, given that the username and the password are correct, the main window of the system will appear. If the login fails, a red text indicates that the user has entered an incorrect login name or password. Login is required if the users wants their high-score to be stored and others to be able to view their profile.

While signed onto the main system, the user is able to chat with other players that also are signed in to the system, that still have not joined a specific game room yet.

After joining a game room a user can easily leave by clicking on the "Leave Room" or choose "Exit Game" to get back to the main menu.

Editing a profile is easily done by clicking on "Edit Profile" in the main window; by clicking that button a new window will be displayed.

Help for playing the game is easily provided by clicking on the "Tutorial" button.

Login screen
When starting the program, the main window appears in the user's web browser. The user has two options to choose between to get access to the system, either sign in with an already existing account or sign in as a guest.

Functional requirements:
Unauthorized users should not be able to login to others accounts.
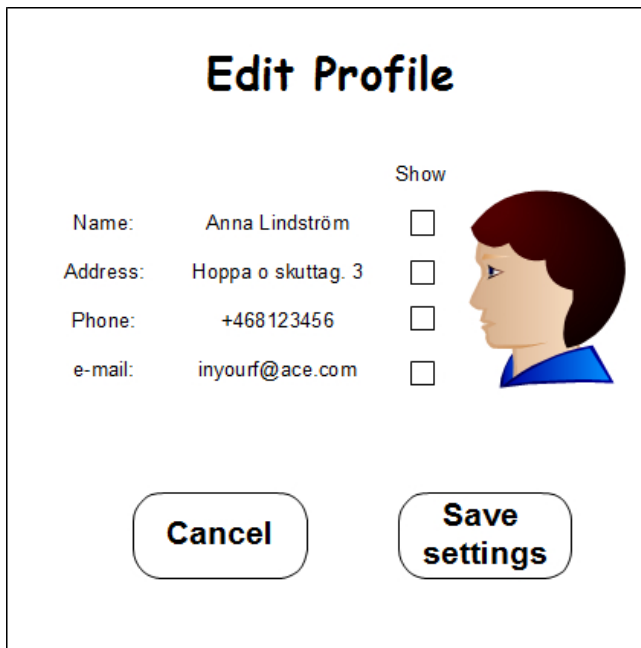

Form 1

Form 2

Edit Profile

Displays already registered profiles and enables the user to edit their information, which kind of information they want other to see, for example name, e-mail and much more. All the user has to do is to check on the boxed that they want to be show in public and then click on "Save Settings" or "Cancel" to go back to the main system window.

Functional requirements:
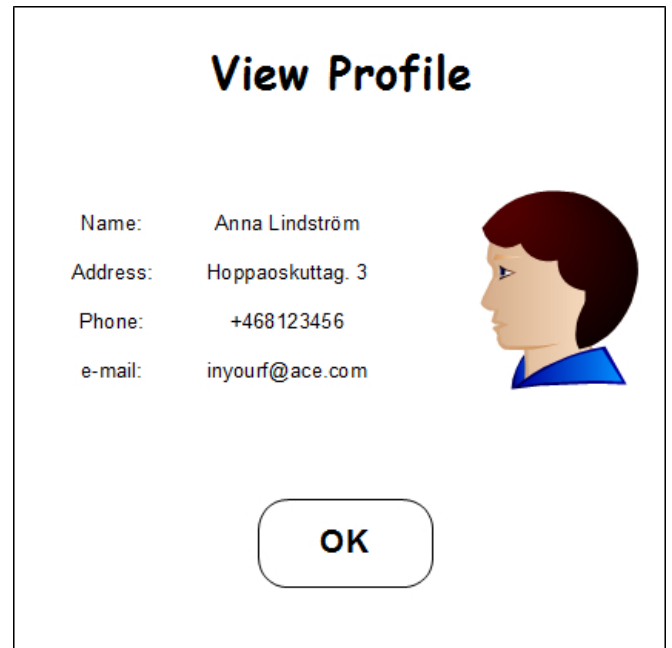Do not display unchecked information in public
Store changes to the profile

Form 3

Form 4

View Profile

By clicking on a user in the chat or during a game, that specific users profile will be displayed, given that the user is a registered user. The profile window enables the user to view more information about a registered user. The displayed information depends on the users settings, which is customizable through "Edit Profile" in the main window in the system.

Main window
This includes the tutorial, viewing of profiles, chatting with other players, joining and creating game rooms.

The Drawing Game

Game rooms list	User list	Chat
Game Room 1 Game Room 2 Game Room 3 Game Room 4	Player 1 Player 2 Player 3 Player 4	Player 1: Hi everyone! Player 3: Hi! Player 4: Good luck! ....

Message: *Type your message here*

Create Room   Join Room   Tutorial   Edit Profile

Form 5

Functional requirements:
Chat with other users
Join already existing Game Rooms
Create a new Game Room
Watch the tutorial
Edit profile

Create Game Room

When creating a new game room, one can choose name of the game, which makes it easier for friends and other players to join. The creator can also choose how many numbers of players he/she wants in the game. He/she also has the option to choose a password, which makes the game room private and leaves unwanted players out.

Form 6

Functional requirements:
Add name to the new game room
Choose number of players
Add a password (optional)
Create the new game room

View a Game room

You can only watch an game room as long as it is still active and waiting for players. Only the game room creator can choose "Start Game" to start the game. Unless the minimum numbers of players are 4 (including the creator), the "Start Game" button is disabled. The game room chat is located in the middle of the window. The user has the option to choose between the two different teams but clicking on the "Join" button to jump directly to a specific team. If the user picks the wrong team, it can easily be changed by clicking on the "Join" button located on the opposing teams "Join"-button. By clicking on the "Leave Room" button one can always go back to the main system window and choose another game room.
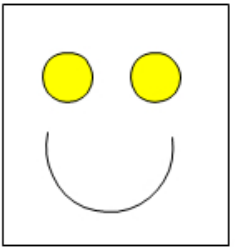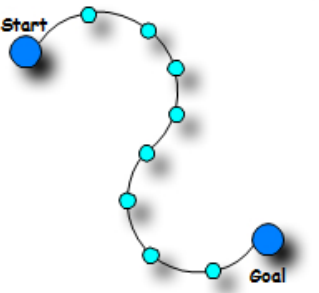

Form 7

Functional requirements:
Chat with other players
Change between the two teams
The game creator should be able to start the game
Be able to leave the game room

Playing the game

The game board is available in the lower right section, while the team chat and the game chat is located on the bottom left. The drawing section with an easy to use toolbox is located in the middle of the game window. At the top right window the current drawn word is show.

Depending on which role the user has during a game, some parts of the game windows is faded and unavailable. For example when it is the users turn to draw, both the game chat and the team chat will be disabled. The drawing section in the middle is faded when it is time to guess a word that one's teammate is drawing.

Form 8

Functional requirements:
Be able to chat with other players
Be able to guess on a drawing
Be able to draw when it is time to draw
Be able to exit

4.3 Names of controls and fields, methods/procedures and triggers for each form

The Drawing Game Client
Form 1
Names: The form has a login field called "Login" and "Password".
The form also has two buttons, called "Guest" and "Login"

Triggered by: The user clicks on the "login" button on the first window

Controls
Login Button: A login attempt is made with the data from "Login" and "Password".

Form 2
Names: The same as form 1

Triggered by: The data from "Username" or "Password" was incorrect

Controls
Login Button: A login attempt is made with the data from "Username" and "Password".

Form 3
Names: Checkboxes for showing information in public called "nameBox", "addressBox", "phoneBox" and "emailBox".
The form also has buttons called "Cancel" and "Save Settings"

Triggered by: The user clicks on the "Edit Profile" from the main window (form 5)

Controls
Save settings Button: updateProfile()
Cancel Button: Return back to the previous window

Form 4
Names: The form has one button "OK"

Triggered by: The user clicked on someone's name in the chat

Controls
OK Button: Returns the user to the main window

Form 5
Names: The form has one field called "mainChat".
The form also has four buttons "Create Room", "Join Room", "Tutorial" and "Edit Profile"

Triggered by: The user signed in either as a guest or as a registered user

Controls

Create Room Button:	createGameRoom(), form 6 displayed
Join Room Button:	joinGameRoom(*nameoftheroom*), form 7 displayed
Tutorial Button:	tutorial()
Edit Profile Button:	editprofile()

Form 6

Names: The form has three fields, name of the Game Room which is named "gameRoomName", numbers of players slots available in the game room "numberOfPlayers" and passwordfield which is optional, called "gameRoomPassword".
The form has also two buttons "Cancel", "Create Room"

Triggered by: The user clicked on "Create Room" in the main window (form 5)

Controls

| Create Room Button: | createGameRoom(name_of_choice) |
| Cancel Button: | Return back to the previous window |

Form 7

Names: The form has four fields, name of the Game Room which is named "gameRoomName", numbers of players slots available in the game room "numberOfPlayers" and passwordfield which is optional, called "gameRoomPassword" and "gameRoomChat".
The form has also four buttons "Leave Room", "Start Game" and two "Join" buttons.

Triggered by: The user clicked on "Create Room" in the window Create Game Room (form 6)

Controls

Start Game Button:	startGameRoom(name_of_the_game_room), form 8 displayed
Leave Room Button:	Return back to the previous window (main window form 5)
Join Button:	joinTeam1() or joinTeam2() depending on which one is being clicked.

Form 8

Names: The form has two fields, one field is called "gameChat", while the other one is called "teamChat".
The form has also one button "Leave Game"

Triggered by: The user clicked on "Start Game" in the window Create Game Room (form 7)

Controls

| Exit Game Button: | Return back to the main window (form 5) |