Software Architecture

Lecture 11
Mockups/Wireframes

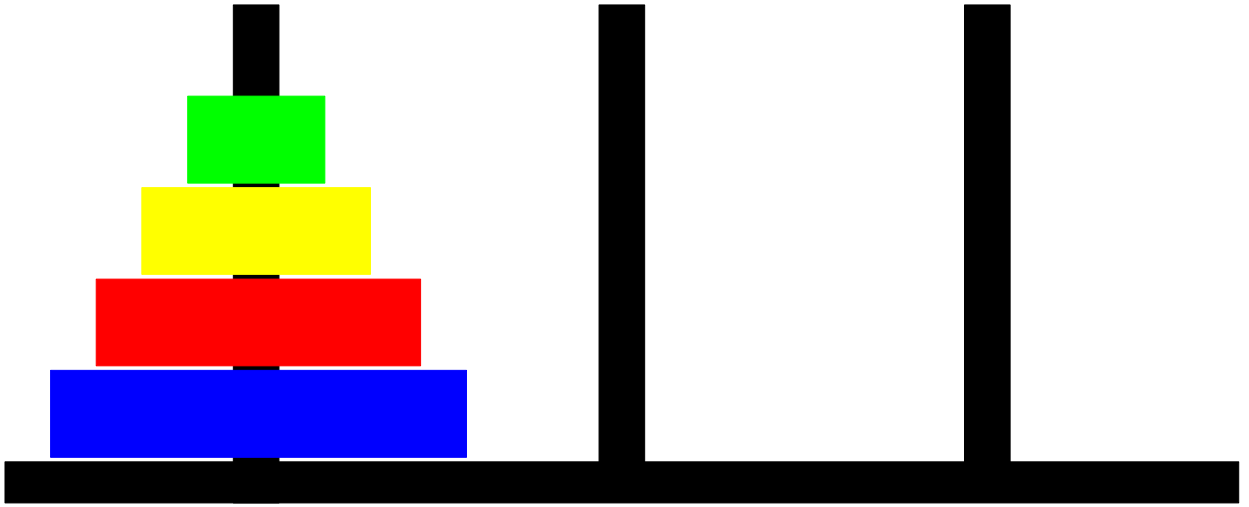
Design your own mobile: Tower of Hanoi Game

Image taken form Wikipedia.

Towers of Hanoi

Adapt scenario to one long “play”, so you could present game.

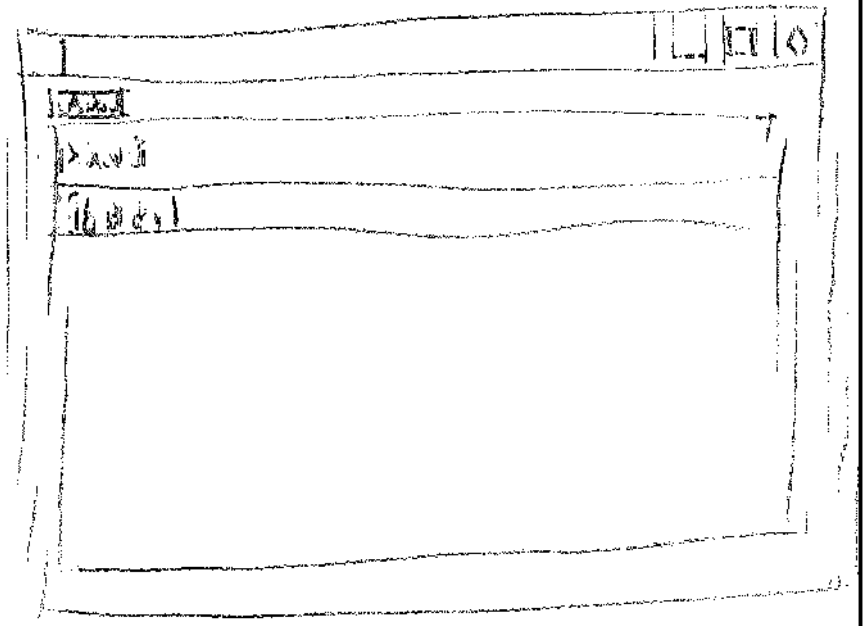
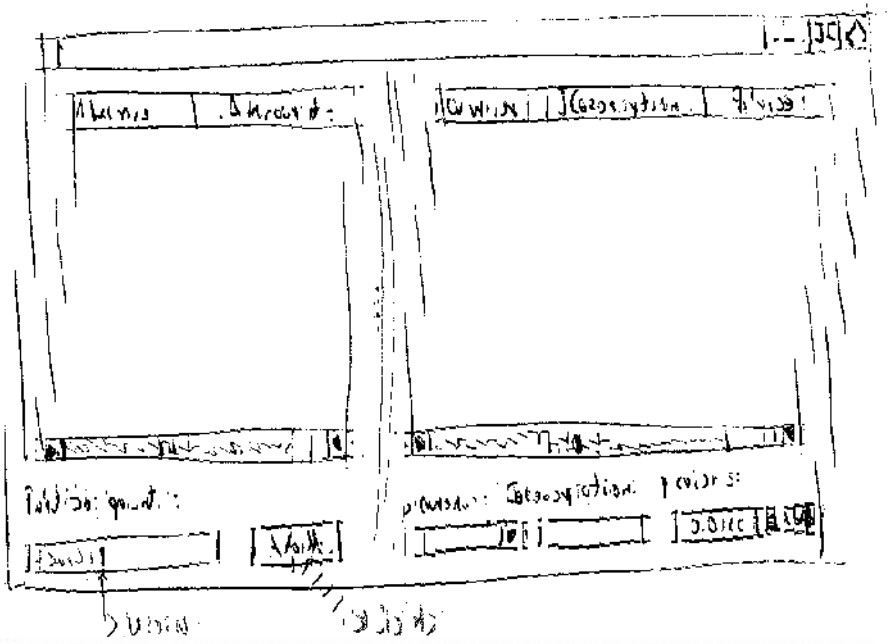
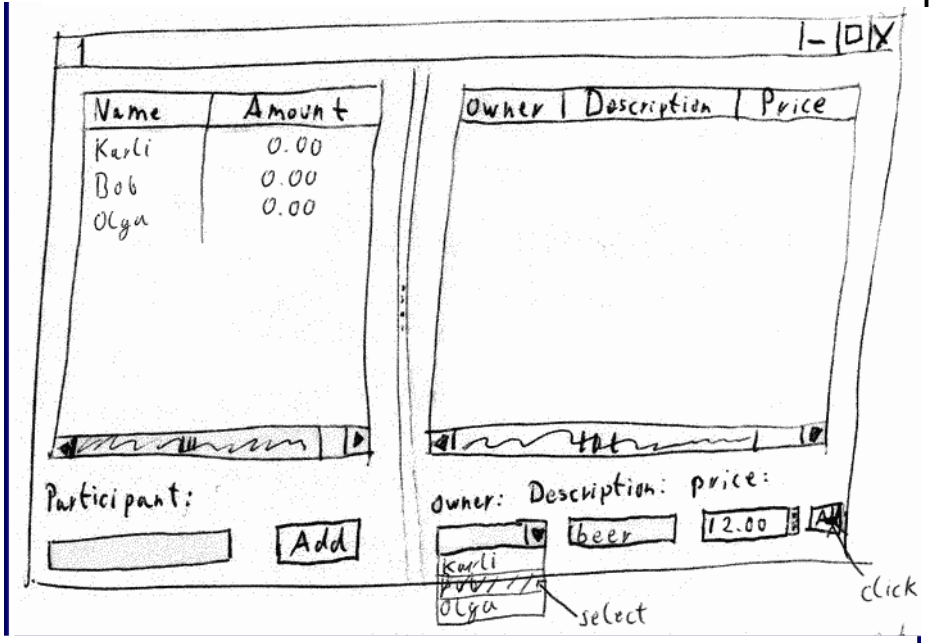
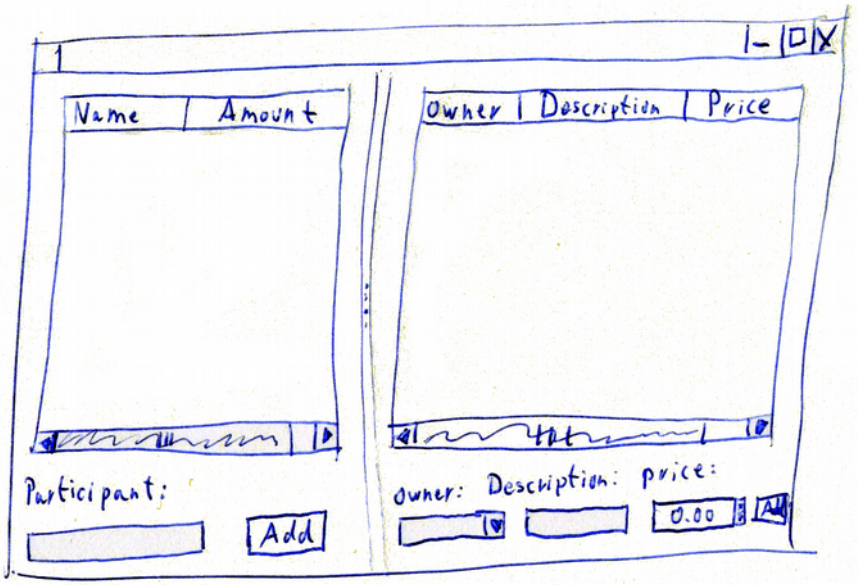
Don’t forget, startscreen, playscren, help screen, illegal move dialogs, winning notification, timer, ….



And use GUI drawings

- For augmenting the scenario
- Practice playing through it

Balsamiq

Button
Checkbox
Radio Button
ComboBox
Some text
a link
A paragraph of text.
A second row of text.
One
Two
Three
List Title
Item One
Item Two
Item Three
FEB 2008
search
A comment
A Big Title
Home
Home >
Some text
A second line of text
Some text
A Web Page
Name
Last Name
Age
Nickname
Giacomo
Guilizzoni
32
Peldi
Guido Jack
Guilizzoni
2
The Guids
Mariah
Maclachlan
33
Patata
Item One
Item Two
Item Three
Item Four
Window Name
File
Edit
Open
Save
Exit

GroupRegister Example