The ping pong schdeuler
PingMe

Presented by Michael Kosmatka

Summary
PingMe is a mobile application that schedules matches of ping pong with your friends and allows you to record, track win / losses and follow leaderboards.

What is does
- Enables a player to find someone to play with
- Play a match
- Record the win / loss
- View a leaderboard and compare your progress to others

What's Covered in this proposal?
1) User flows
2) Wireframes
3) Visual Design

By Michael Kosmatka
Presented on 04/02/2015
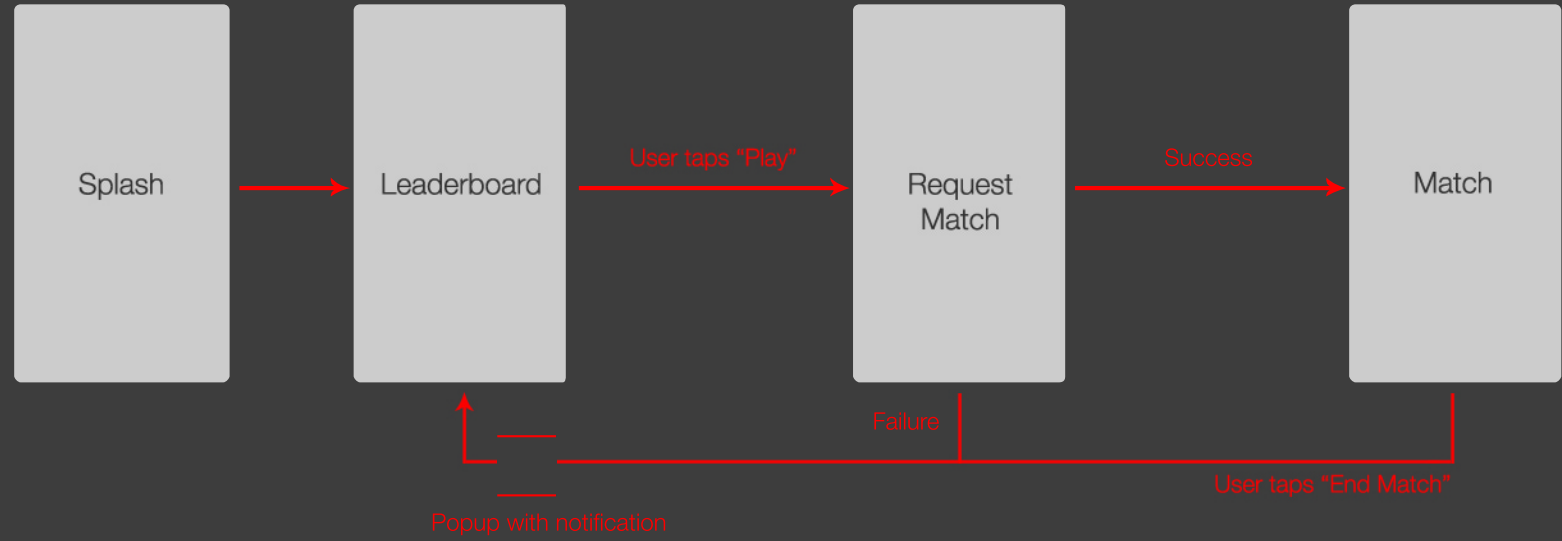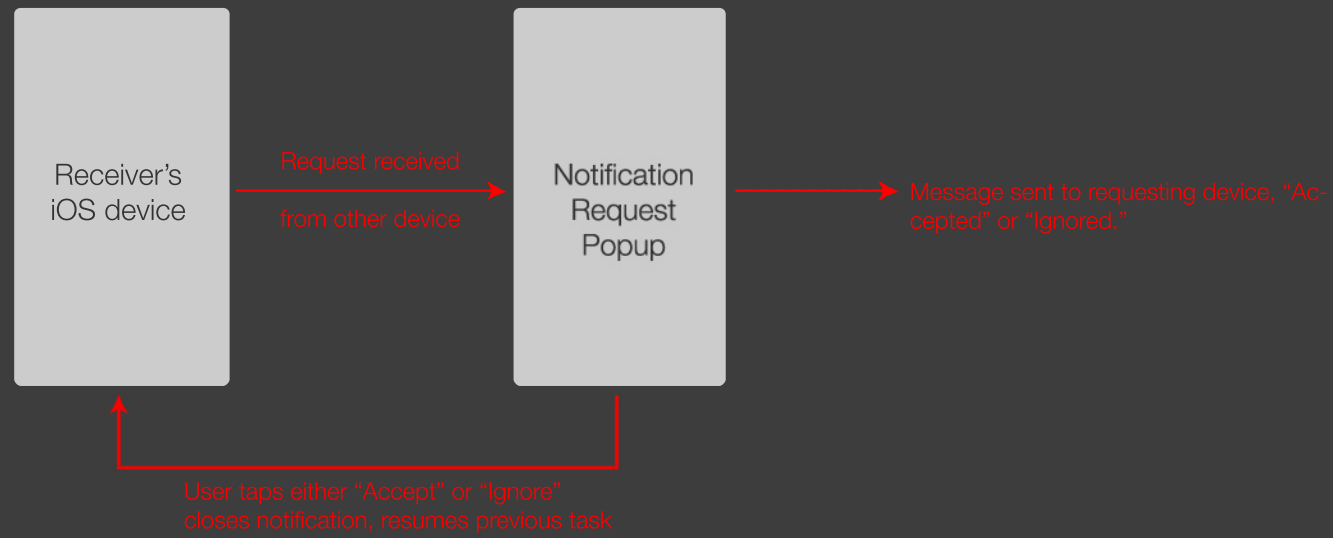Completed in 7 hours
    -4.5 hours Interaction
    -2.5 hours Visual

Disclaimer: Proof of concept. Quality is representative, not final. Layered files available upon request.
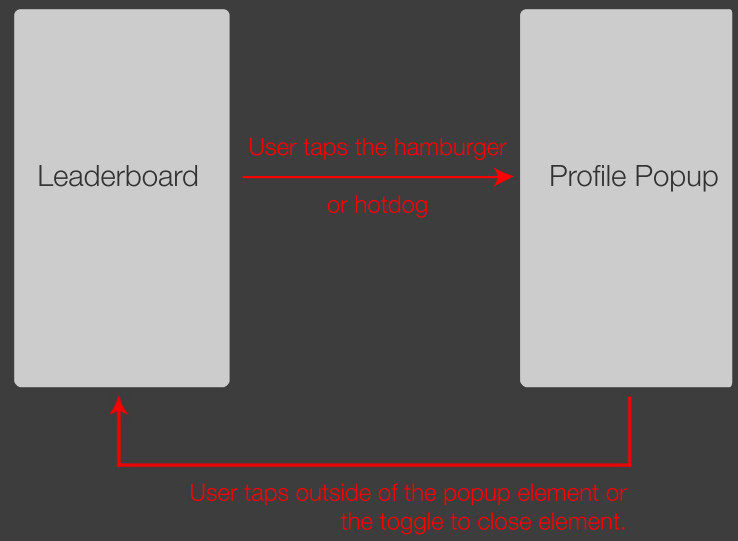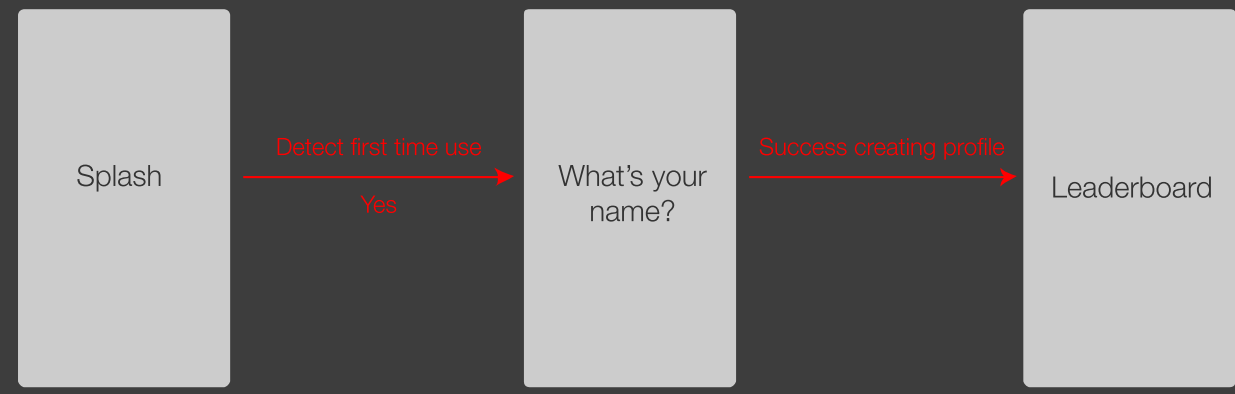
User Flows

Request Match

Splash → Leaderboard → User taps "Play" → Request Match → Success → Match

Failure

Popup with notification

User taps "End Match"

Receive Match Request

Receiver's iOS device → Request received from other device → Notification Request Popup → Message sent to requesting device, "Accepted" or "Ignored."

User taps either "Accept" or "Ignore" closes notification, resumes previous task

View Profile & Statistics

Leaderboard → User taps the hamburger or hotdog → Profile Popup

User taps outside of the popup element or the toggle to close element.

First Time User Experience

Splash → Detect first time use / Yes → What's your name? → Success creating profile → Leaderboard

Wireframes

Splash

Notes:
On return use the callsign is used with the welcome message.

"Welcome to PingMe, Maverick."

First Time Use

Notes:
Once the user taps "Next" they are taken to the Leaderboard.

This could be an opportunity to have a quick walkthrough of the key areas and workings of the application.

Let's get started.
What should I call you?

Maverick

Next

keyboard

Leaderboard

Notes:
Tap "Play" to iniate request for a match.
Items with the "Play" action indicate the player is available.
Tap the hamburger to show profile stats and ping pong rules.

☰   Leaderboard

Callsign	Record	
Maverick	29/8	You
Iceman	26/12	Play
Goose	21/13	Play
Viper	19/15	
Jester	16/20	
Cougar	8/22	Play
Wolfman	5/23	
Slider	3/23	Play
Stinger	3/25	

Popup Element

Hello Maverick
You are ranked #1. You have won 29 games but lost 8. Awesome!

Ping Pong Rules

Notes:
This is a popup element that displays itself over the leaderboard when triggered via hamburger.

Tapping "Ping Pong Rules" takes the user to a rules screen.

The use of natural language here is intentional.

Play Request

Requesting a match

Maverick

vs

Iceman

Waiting on a response from challenger …

Invite Notification

Maverick has requested a PingMe match with you.

Accept   Ignore

Notes:
Both actions close the notification window.

By pressing "Accept" that status is sent to PingMe which then creates a match.

By pressing "Ignore" that status is sent to PingMe denying the request for a match.

Match

Who won?
(Tap a name)

Maverick ✓

or

Iceman

End Match

Notes:
On failure to create a match (timeout, user denied request, connectivity issue) the user is taken back to the leaderboard screen and shown a notification with the error.

On successful match, the user selects the winner and taps "End Match" to close out the match, record the score and take the user back to the leaderboard.

Leaderboard

●●●○○ BELL 📶   4:21 PM   ✳ 22% 🔋

☰   Leaderboard

#	Callsign	Win / Loss	Availability
1	Maverick	29/8	You
2	Iceman	26/12	Play
3	Goose	21/13	Play
4	Viper	19/15	
5	Jester	16/20	
6	Cougar	8/22	Play
7	Wolfman	5/23	
8	Slider	3/23	Play
9	Stinger	3/25	
10	Merlin	1/8	
11	Hollywood	1/1	Play
12	Sundown	0/0	

Profile Popup

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☰   Hello Maverick

You are ranked #1. You have won 29 matches but lost 8. Awesome!

📗 Rules of Ping Pong

3	Goose	21/13	Play
4	Viper	19/15	
5	Jester	16/20	
6	Cougar	8/22	Play
7	Wolfman	5/23	
8	Slider	3/23	Play
9	Stinger	3/25	
10	Merlin	1/8	
11	Hollywood	1/1	Play
12	Sundown	0/0	

Match

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☰   Match

Who won the game?

Maverick ✓   Iceman ✓

End Match
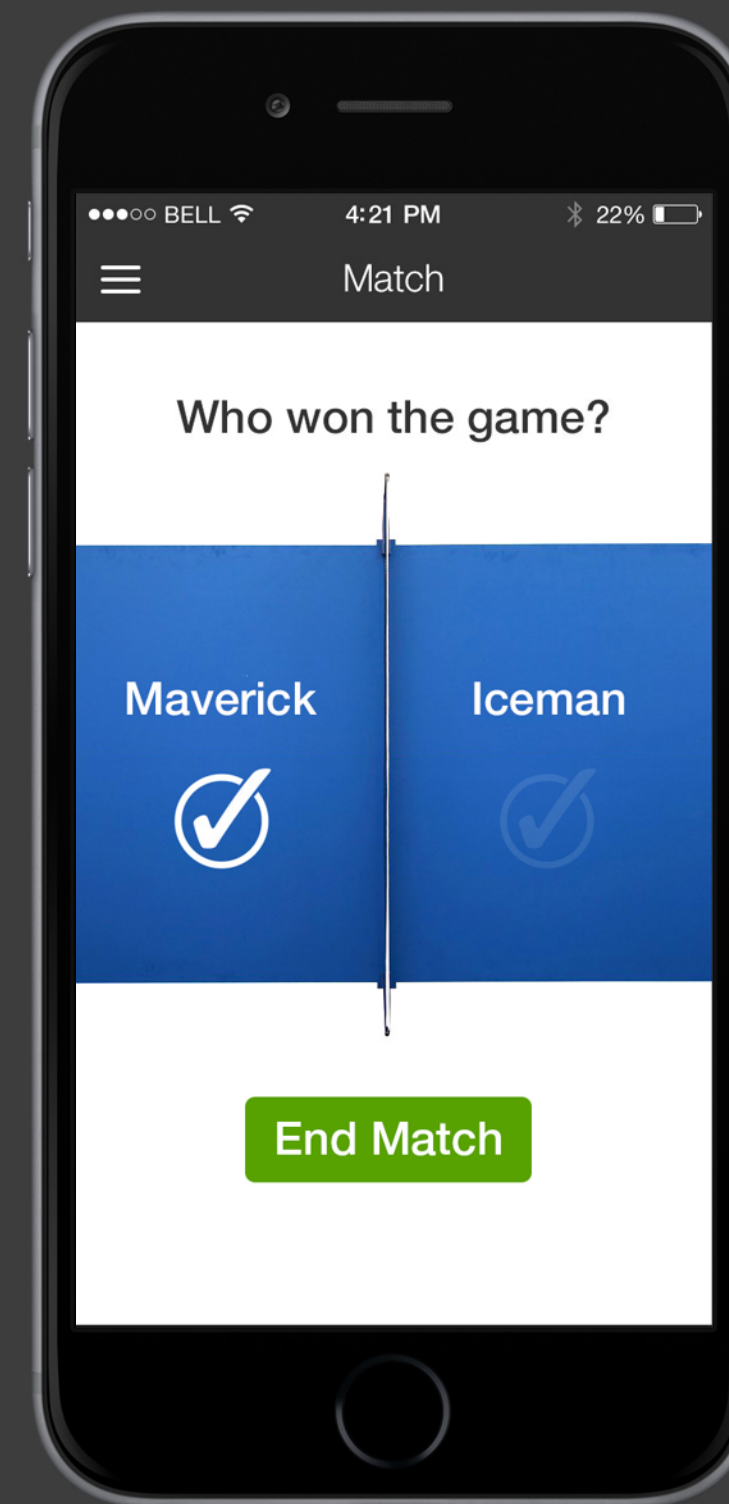
Opportunities for delight:
1) Personalized Photo or avatar
2) Display a personalized quote with callsign; e.g. "This is what I call a target rich environment."
3) Achievements