

# Automated Commentaries for Simulated Soccer

## Lo-fi Prototype

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## **Sign-off sheet**

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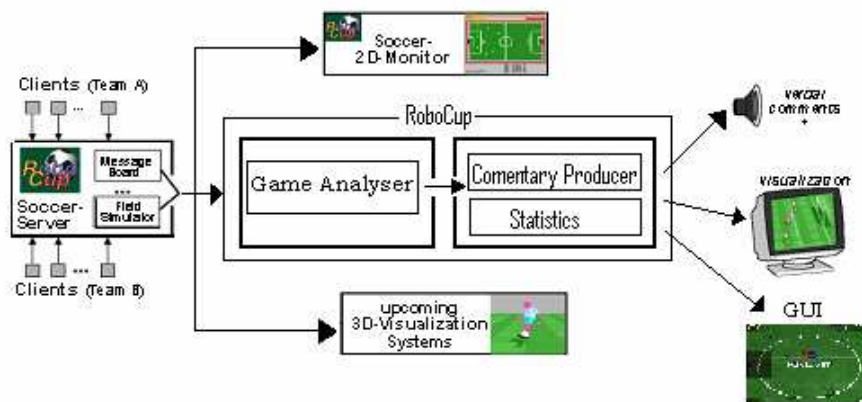
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## Lo-fi Prototype

A lo-fi model was constructed early in the design phase so that a working prototype can be evaluated. The lo-fi model is a paper and pencil implementation that can be constructed quickly and cheaply. Use of such a model promotes iterative user centered design.

### Overall System



Connecting Soccer Server and Our system

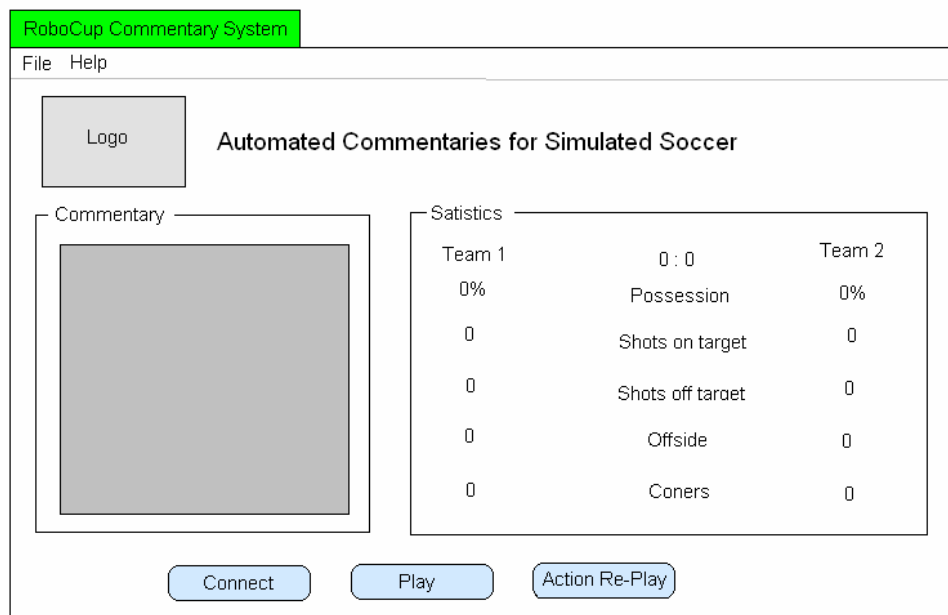
### User Interaction – GUI

The main form of user interaction with our system is through the visual function by the use of the GUI, which is the high-level component of the entire system as this is the main to start and use our system.

There are three main ways a user can interact with our system, the first being using the connect button to establish a connection with the soccer server, monitor and the player, the second using the play button to start the match and third using the action-replay button to view details of the goals throughout the match.

There is also the menu bar which allows a user to quit the application and help functions where the user can gain help on using our system by the aid of the user guide. The interactivity of our system is very simple to understand and requires hardly any additional technical knowledge to use.

The diagram below shows the GUI, where the commentary spoken and statistical information on the both teams is automatically displayed as you start the match. The interactivity is in sequence that a user will have to click on Connect first, enter the IP/Hostname of server which is either 'localhost' or '127.0.0.1'. Then click on Play to start the match. The action-replay will only occur when a goal has been scored in the match, where the user will have the ability to view all the goals, who scored them and the distance of shot into goal.



GUI for the RoboCup system