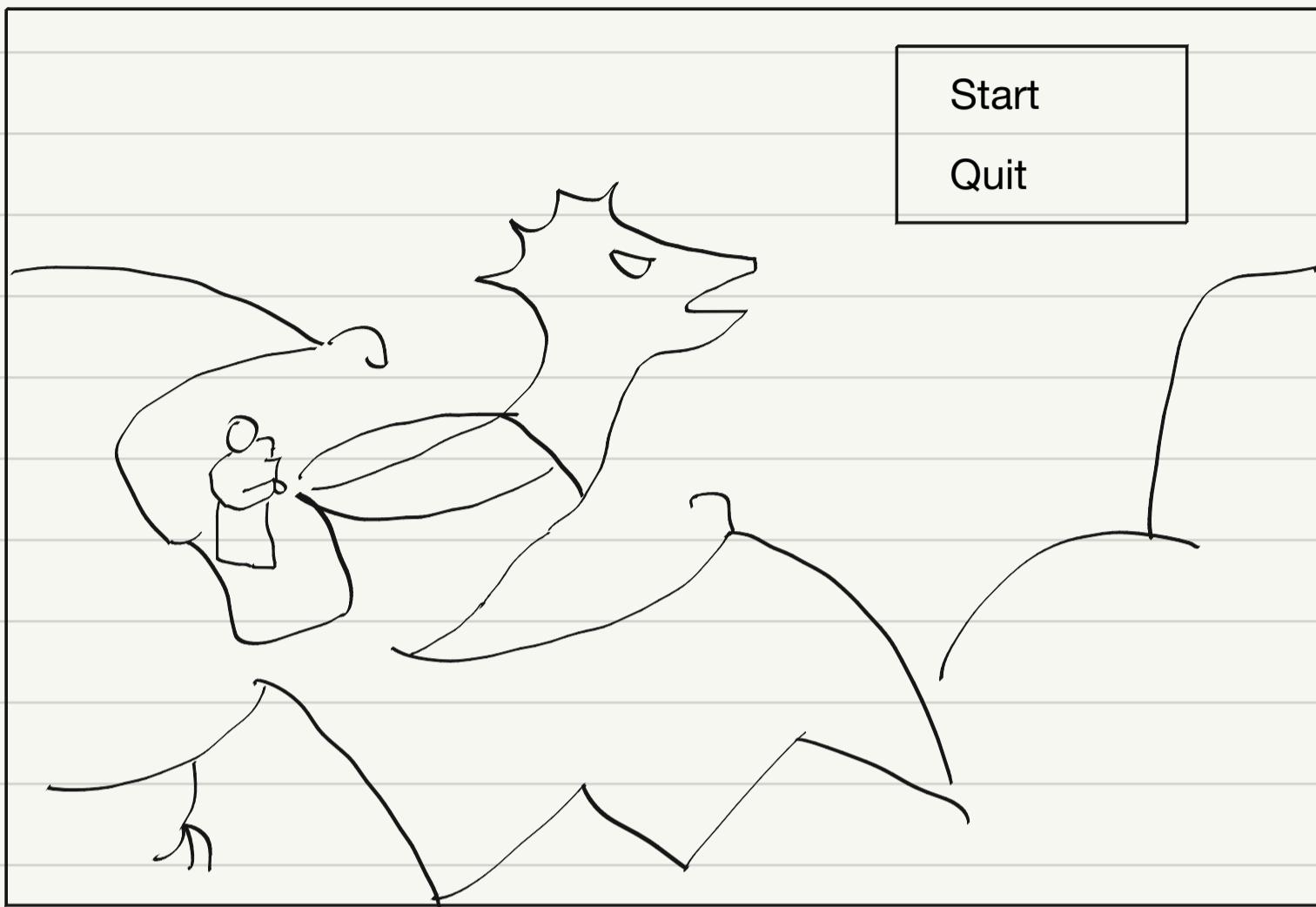


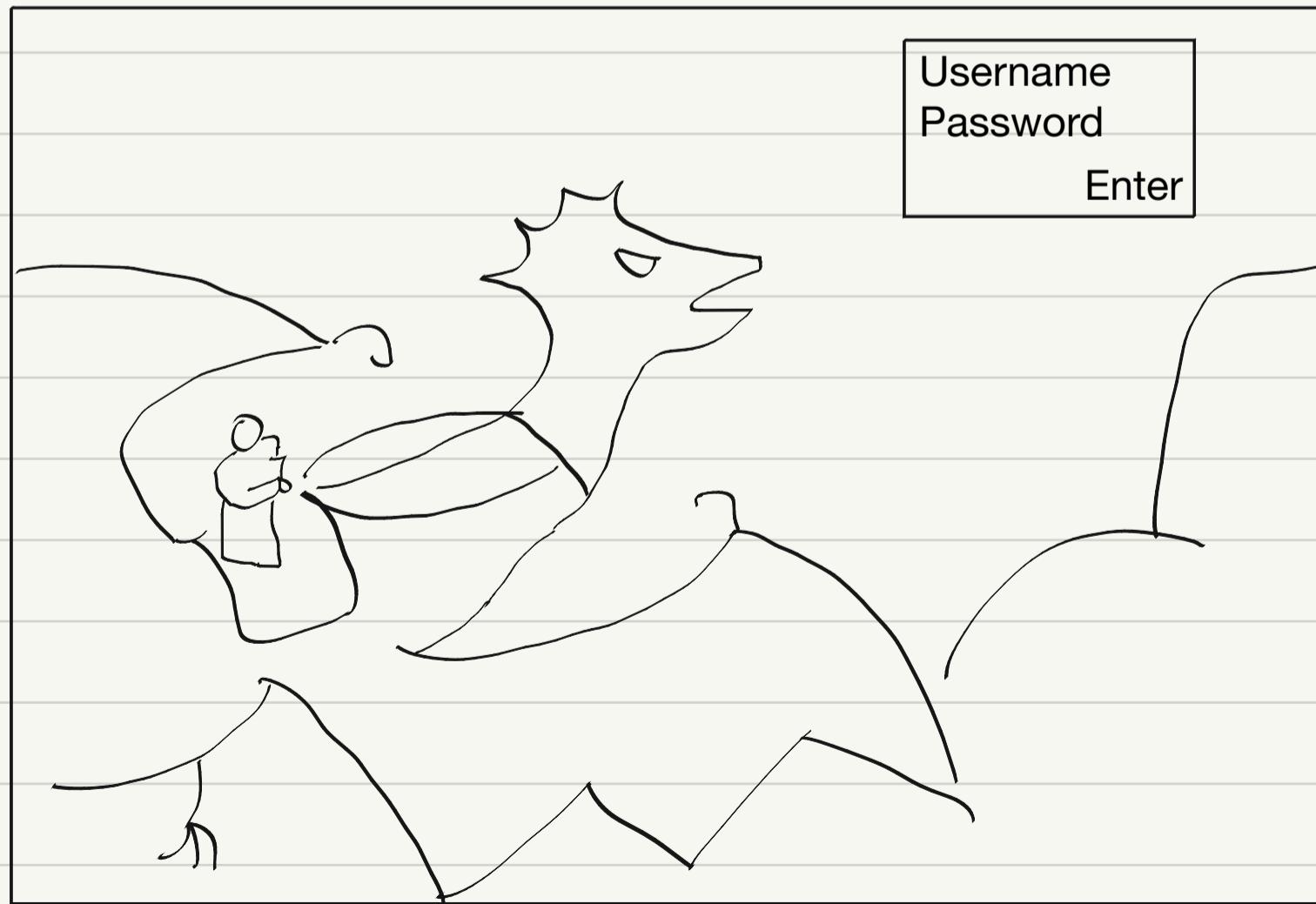
Milestone 1

Start



Pressing start on the start menu will take the user to log-in page

Log - in



Pressing enter will let the user log-in

Lobby



Create New Session

Name	Create	Load ▾
------	--------	--------

Available Sessions

Name	Creator	Players	
Game 1	Luis	2/6	Delete Launch
Game 2	Chris	5/6	Delete Launch

Admin Zone Settings Log Out

Create New Session:

You can press create after putting the name to create a new lobby.

If the user wishes to continue where they left off, the load drop down menu will give the user an option to pick the save file.

Available Session:

Launch button shown will be replaced with join for the users that are not the admin/creator.

You can join the available sessions by pressing the join button.

If you are an admin/creator will have a launch button for when there are more than two people.

Launch button will take the players directly to phase 3, with everything set up.

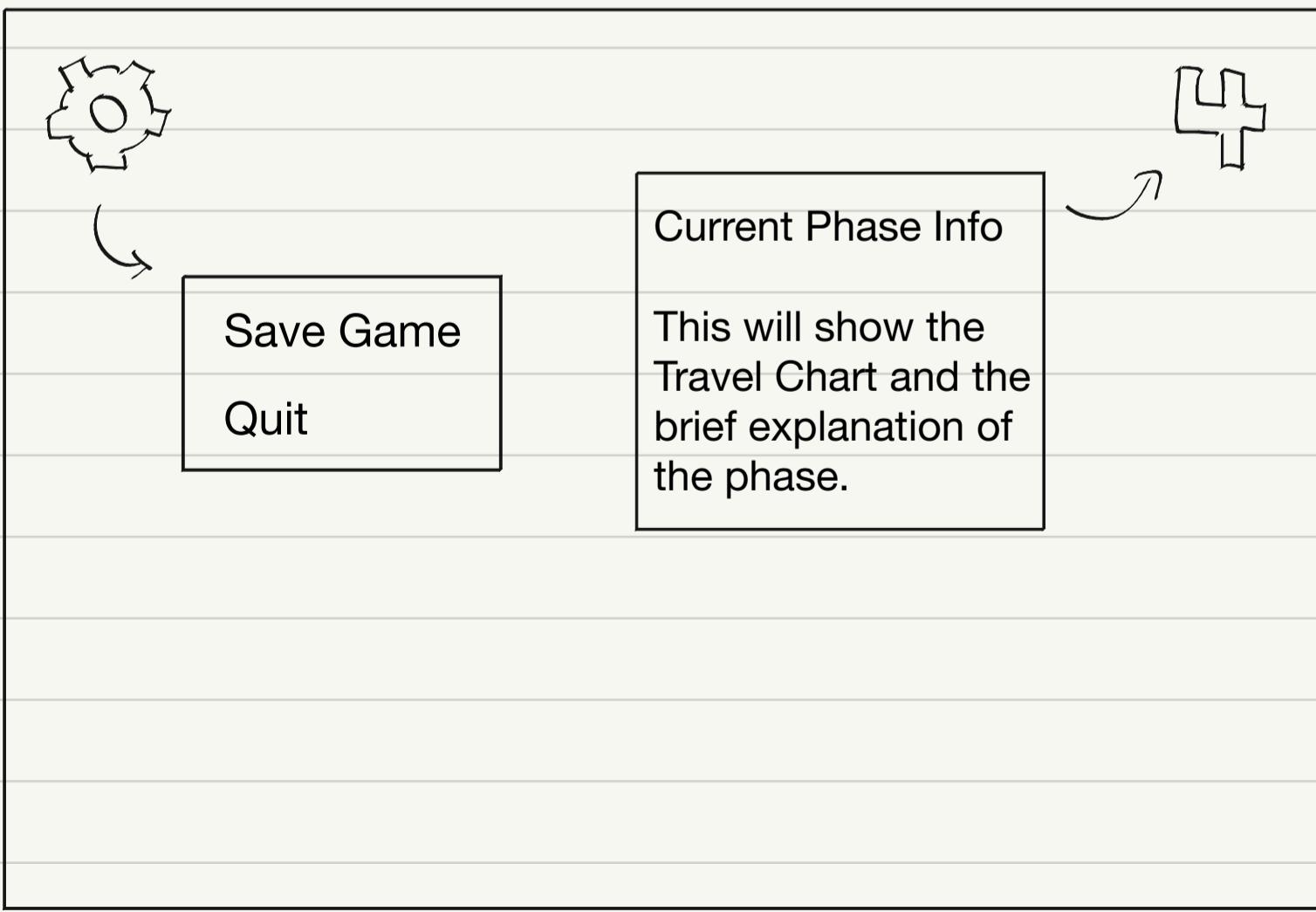
A user can delete the session if logged in as an admin/creator.

End

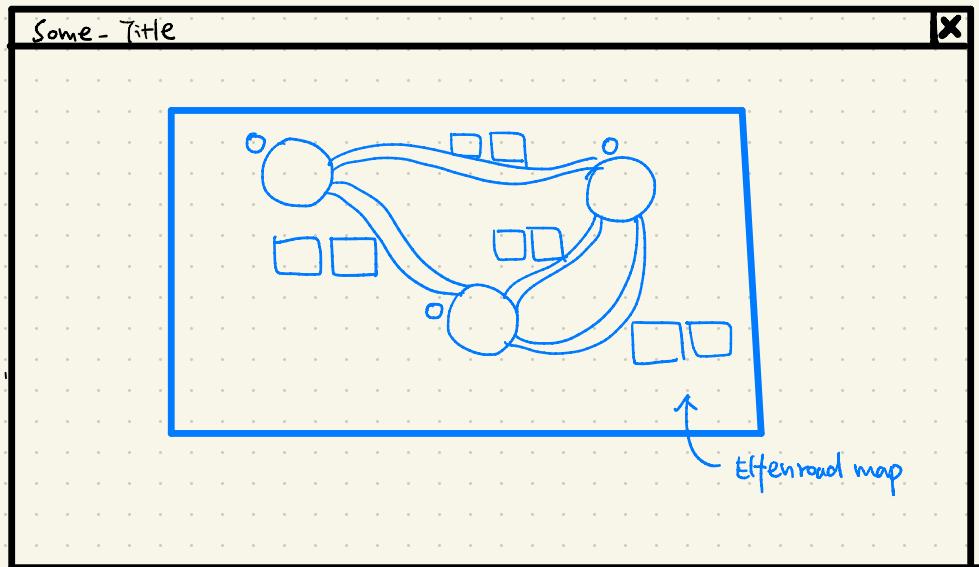


Play again will bring the user back to the lobby.
Pressing exit will end the game.

Setting



Game Board UI Sketch



- The Elfenroad Map is located in the middle of the window.
 - O : cities
 - ⟩⟩ : roads
 - : each road has two rectangles next to it to indicate whether a transportation counter / obstacle is placed on it or not. If no transportation counter / obstacle is placed; the corresponding rectangle will be blank.
 - ° : each city has a small circle next to it showing that how much gold you can get by visiting this city.
 - The elfenroad map plays the part of storing regional info.
 - Depending on the (finally) size of the GameBoard, we might implement extra functions to enable panning & zooming.
- we might need separate model(s) for the t.c and obstacles to simultaneously reflect changes in t.c and obstacles on the map.*

GameBoard Interactions

• Before the game starts

- The number of gold assigned to each city is reflected in the GameBoard and won't be changed throughout the game.
- Initialize all elfen boots to be at the starting city and all rectangles blank.

• Setup phase

- The GameBoard holds the following info from last turn:
 - i) transportation counter / obstacles placed
 - ii) the location of each elfen boot

• phase I (Deal Travel Cards) fully

- The GameBoard may not be visible in this phase due to canvas overlay / window popping out

• phase II (Distribute Golds) fully

- The GameBoard may not be visible in this phase due to canvas overlay / window popping out

• phase III (Draw transportation counters and tokens)

- The GameBoard may not be visible in this phase due to canvas overlay / window popping out

• phase IV. (Auction) fully

- The GameBoard may not be visible in this phase due to canvas overlay / window popping out

• phase V (plan the travel routes)

- Every city / road has its own highlighting mask. Whenever a player selects a transportation counter / obstacle / travel card, the road / city that is compatible with the selected object will "light up". (shining / color shading / animations /...)
- Transportation counter / obstacles are placed on compatible routes. (blank rectangle → rectangle that contains a mini image of T.C. / obstacle)

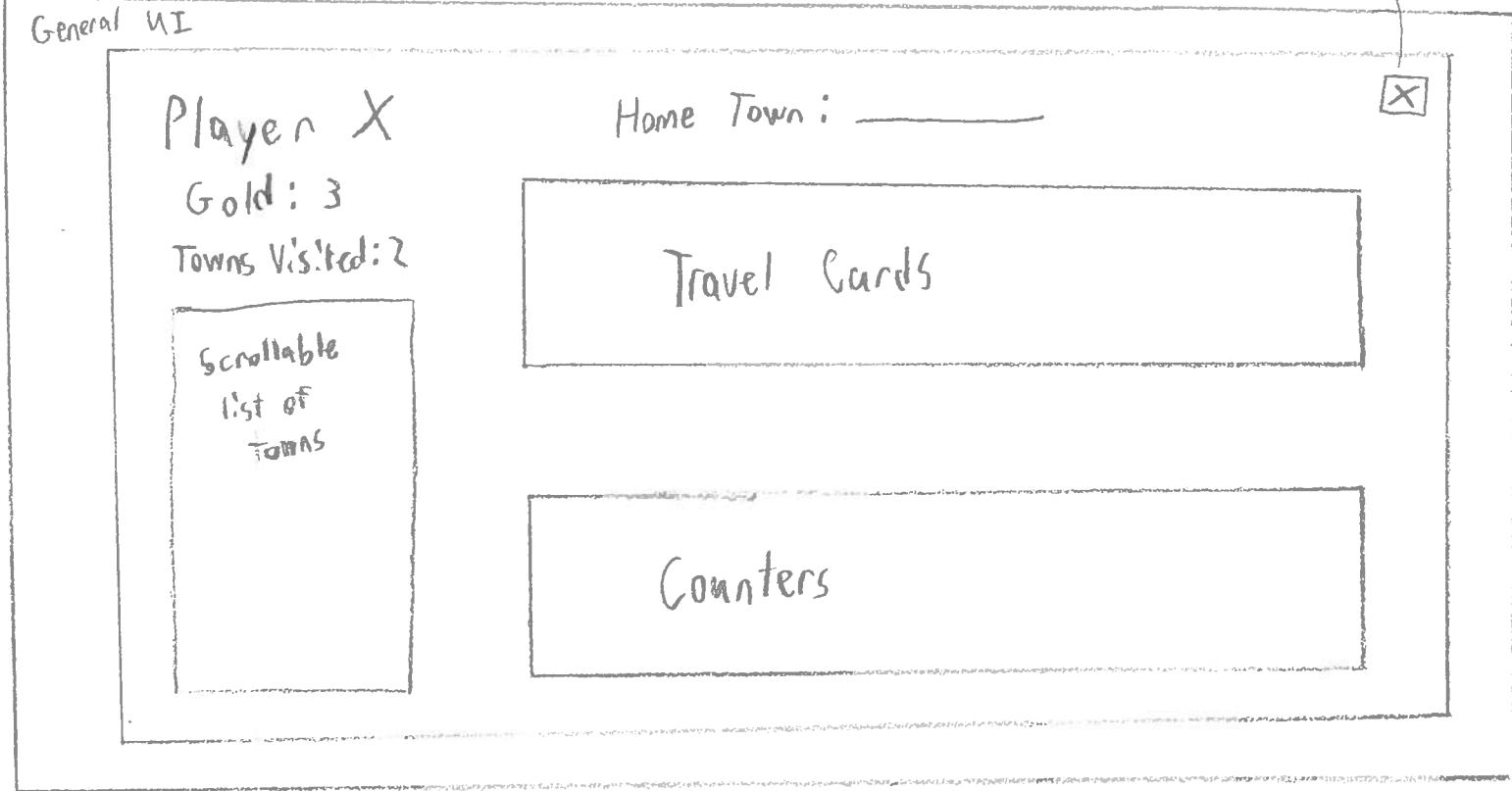
cont.

GameBoard Interactions

- **phase VI** (Move the elfen boots)
 - The elfen boot (of the current player) is moved to its destination.
 - There might be animations / special effects implemented.
- **phase VII** (Finish the round) fully
 - The GameBoard may not be visible in this phase due to canvas overlay / window popping out
- **End phase**
 - The GameBoard may not be visible in this phase due to canvas overlay / window popping out

Player Info

General UI

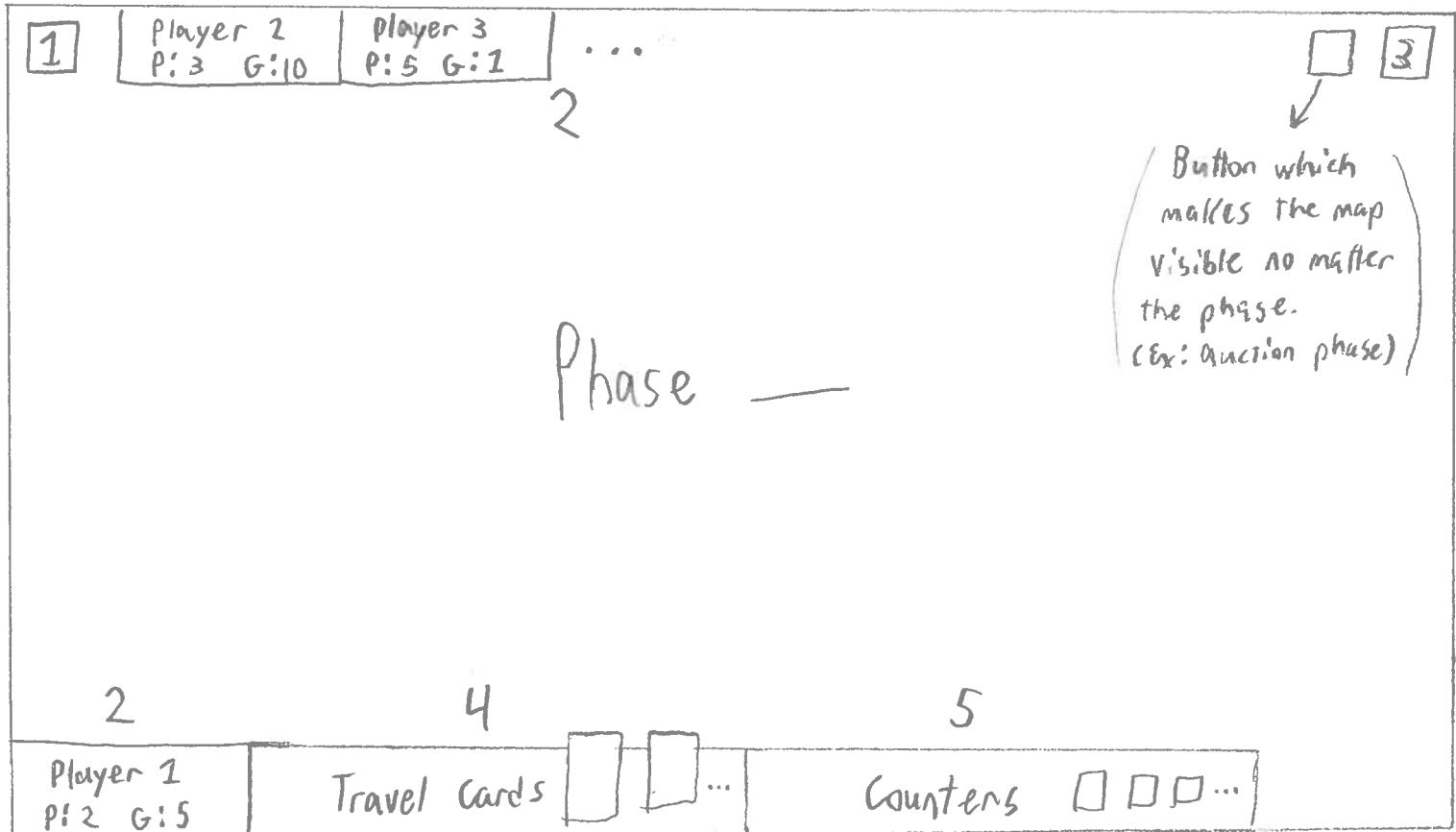


This sketch represents the player info popup, which appears over all other UI when a player hits a player tab (see General UI sketch)

It contains all info a player would be able to see about an opponent were they playing physically. The only thing to keep in mind is that when looking at other players, things like the Home Town will not be present, and travel cards would be face-down.

The player presses the "x" to return to whatever screen they were previously on.

General UI Interface



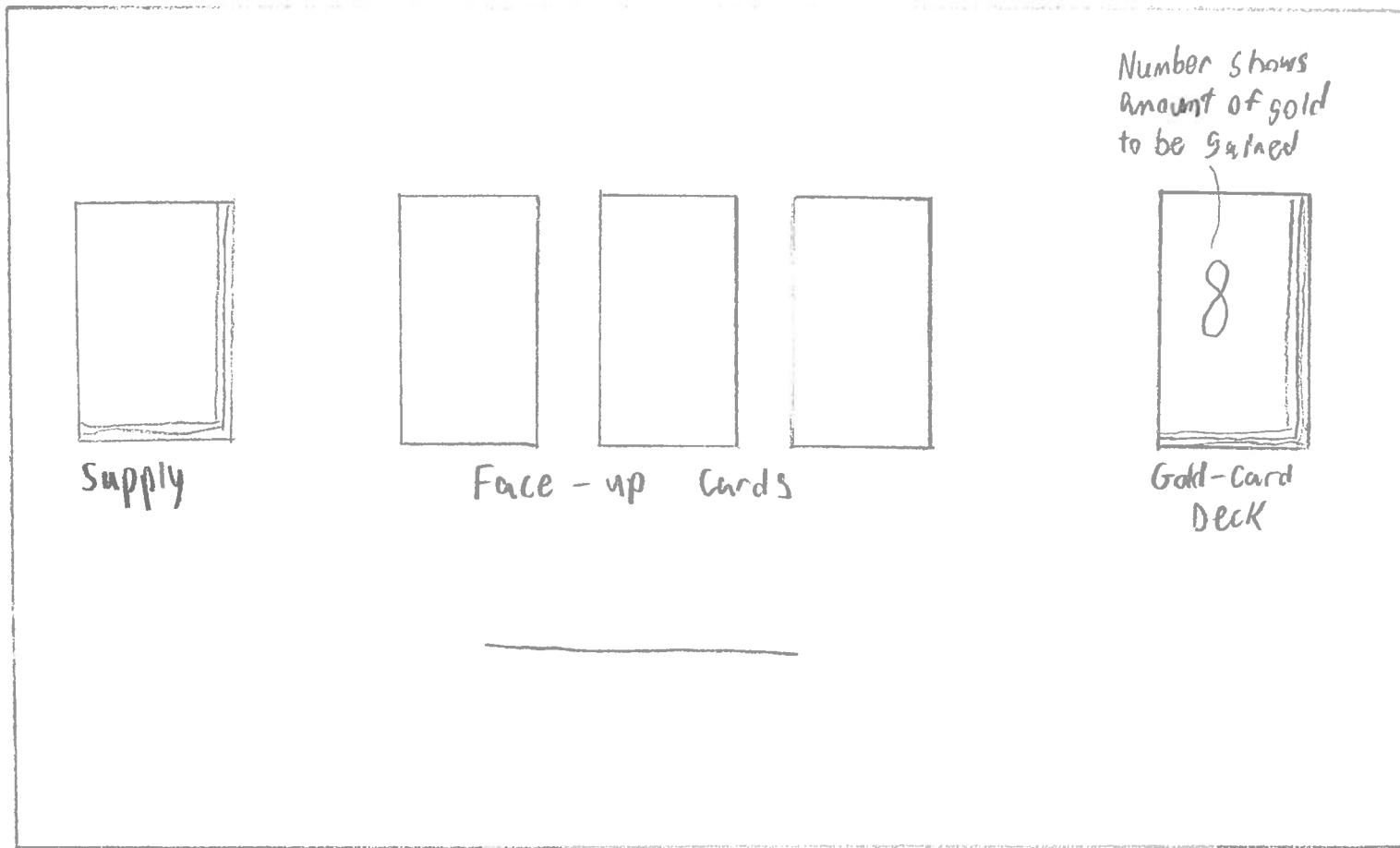
This drawing represents a general UI "Overlay", which will be laid over each "Phase" of the game (see Elvengold rulebook). Phases will be the main focus, and are in the middle (see other sketches).

Here are more detailed explanations of the numbered areas:

- 1: The "Settings" button, which will open another window (See settings/save sketch)
- 2: Player info tabs, which can be clicked to show player info (their items, towns, etc...)
More detail on player info screens in another sketch. Up to 6 tabs can be present!
- 3: The "Information" button, which opens a window containing help and info specific to the current phase. See its specific sketch for more info.
- 4: This tab contains the player's travel cards, which can be scrolled/dragged through to view a player's hand. Cards may be selectable depending on the phase.
- 5: This tab is identical to #4, but for counters (travel, spells, obstacles, etc..)

The bottom-right space is left for phase-specific "pass" buttons,

Phase I (Deal travel cards):



In this phase, each player draws three times, where each time they can take from the supply, from the face-up cards, or the Gold-Card deck.

The blank line below these will give player info (e.g. It's x player's turn!) and cards can be drawn by clicking on them.

Whenever a card is moved (drawn by player, sent to discard pile, etc...) a simple animation will play where the card slides to the appropriate location (ex: player info tab) before disappearing.

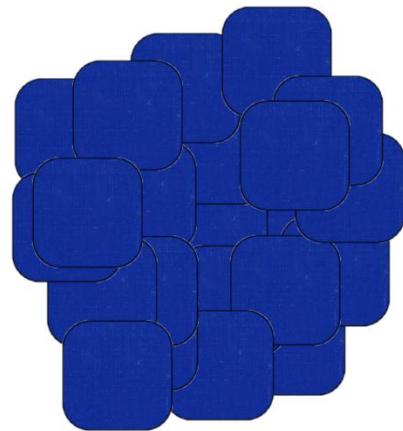
(Note: For discarded cards, they simply go off-screen as there is no need for on-screen discard piles).

After all players have drawn three times, we move to Phase 3 (Phase 2 of the rules only gives two gold to all players, so it is done between phases)

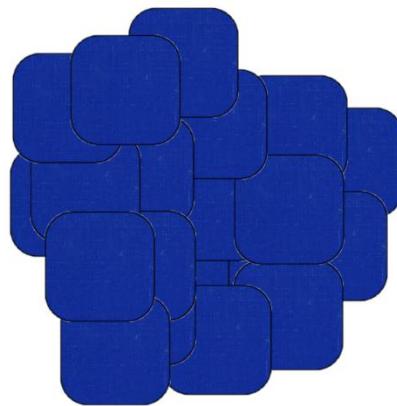
Phase 3

(Transportation Counters, Obstacles, Gold Pieces, and Magic Spells)

Pile of these guys (48)



And after a player selects
the cards will be removed



Beginning with first person, each player draws two items.



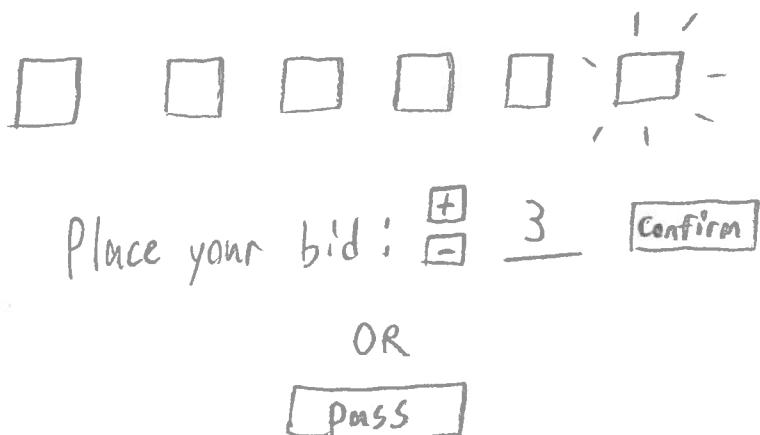


While other players are waiting



Round ends after every player goes.

Phase IV (Auction Phase)

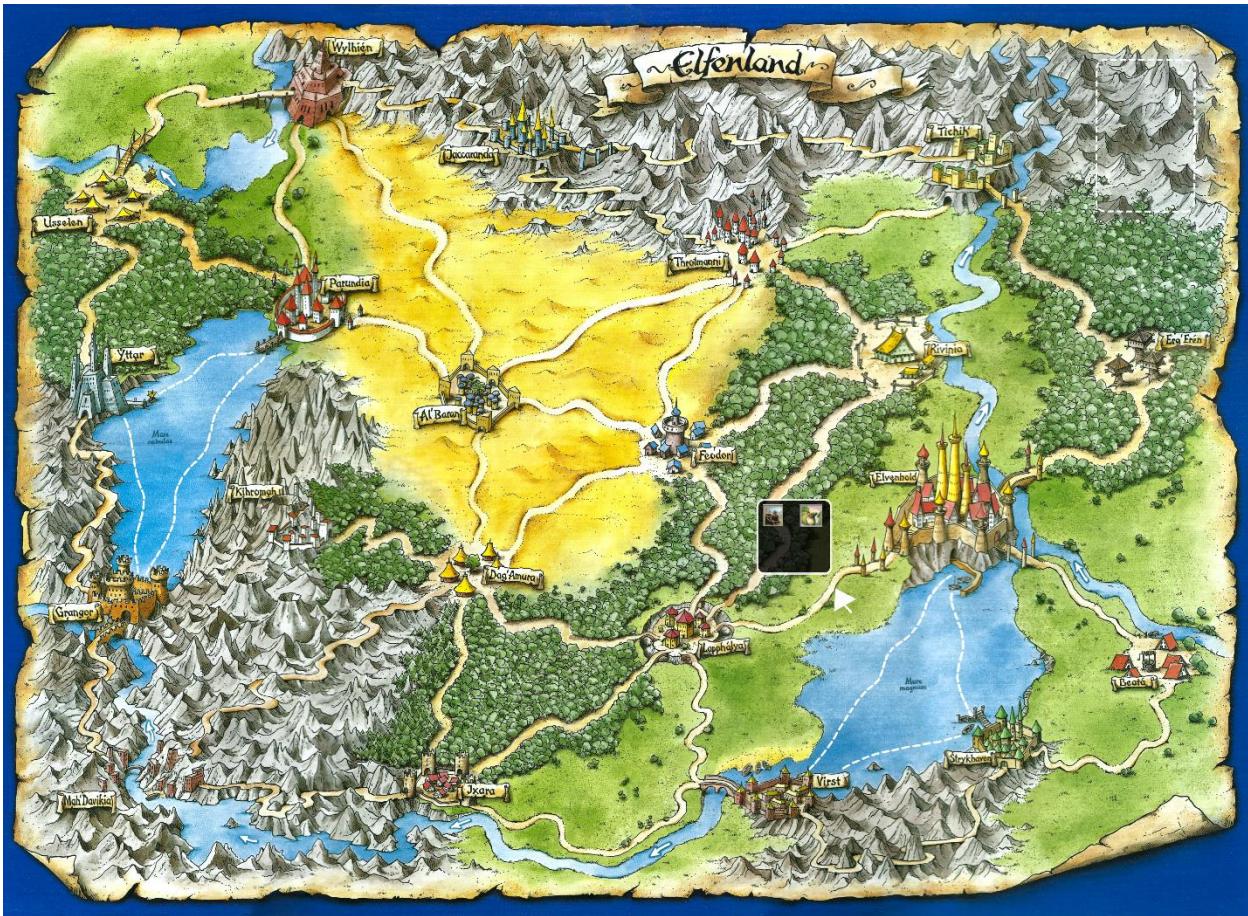


This sketch represents the auction phase. The blank line on top will contain text saying who has the current highest bid and what that bid is, as well as which player's turn it is. Below that are the counters to buy (with the current one being highlighted). When a counter is bought, an animation plays where it slides to the player who bought it or off-screen to be discarded. Finally, there is a section where players can adjust their bid when it is their turn using + and - buttons (preventing negatives). A bid of 0 is treated as a pass, but there is also a pass button.

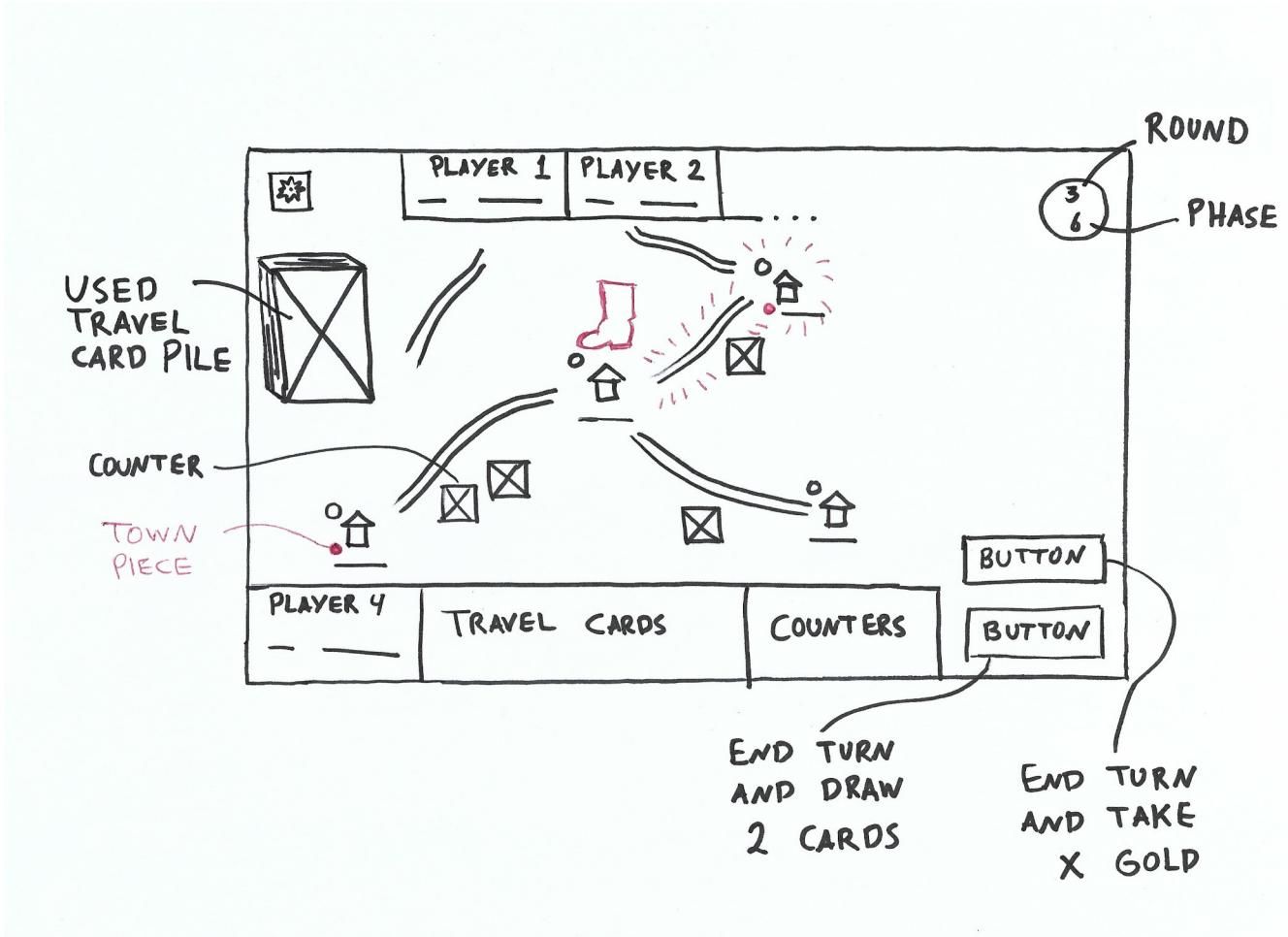
When this phase ends, we move on to phase V (Travel planning).

Phase 5

Upon selecting a road player may choose a single transportation counter, obstacle, gold piece, or spell from their inventory. Exchange spells will prompt a popup from which the player chooses the exchange.



Other players have a turn screen as they wait. Round ends when all players pass consecutively.

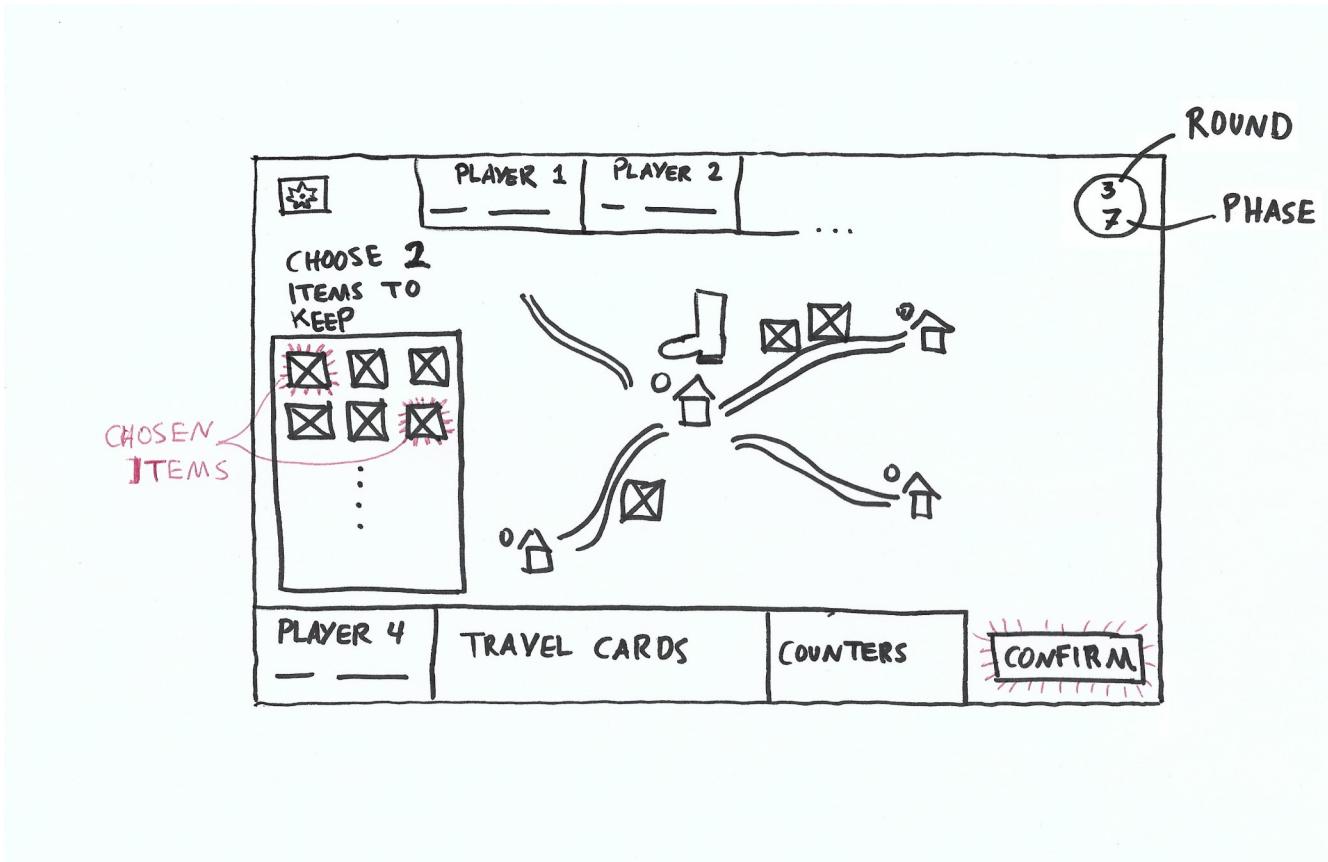


Phase VI

The player can play Travel Cards by dragging and dropping onto the game-board. The Travel Cards played are shown in the top-left corner on a pile for all to see. If the player wishes to take back the cards before moving the Elf Boot, he can do so by clicking on the pile. After playing Travel Cards, roads and towns which can be visited are highlighted.* Clicking on a highlighted road or town moves the Elf Boot.

The player ends the turn at any point (as long as he holds no more than 4 cards) by clicking one of the two “End turn” buttons on the right side of the screen. The amount of gold received at the end of the player’s turn is indicated on one of the buttons and updated after every move. The game transitions to Phase VII when all player finish their turn, unless a game-ending condition is met (in which case a Win/Lose screen is shown instead). The name of the current active player is highlighted at top of the screen.

* In The Elven Witch expansion, the player can also play a Witch card along with Travel Cards (if he has at least 1 Gold Coin), enabling him to go past Obstacles without having to play an additional Travel Card. The player can also use the Witch card to perform a Magic Flight (if he has at least 3 Gold Coins). If he meets conditions for a Magic Flight, every town on the game-board is highlighted, with a conspicuous message on top of the screen notifying the player of the cost of his action.



Phase VII

The player chooses 2 items to keep by selecting them in the panel on the left, and clicks “Confirm” to finalize the decision. If the player has fewer than 3 items, the items are selected automatically and the confirm button is greyed out. Once all players make their choice, the game transitions to Phase I again.