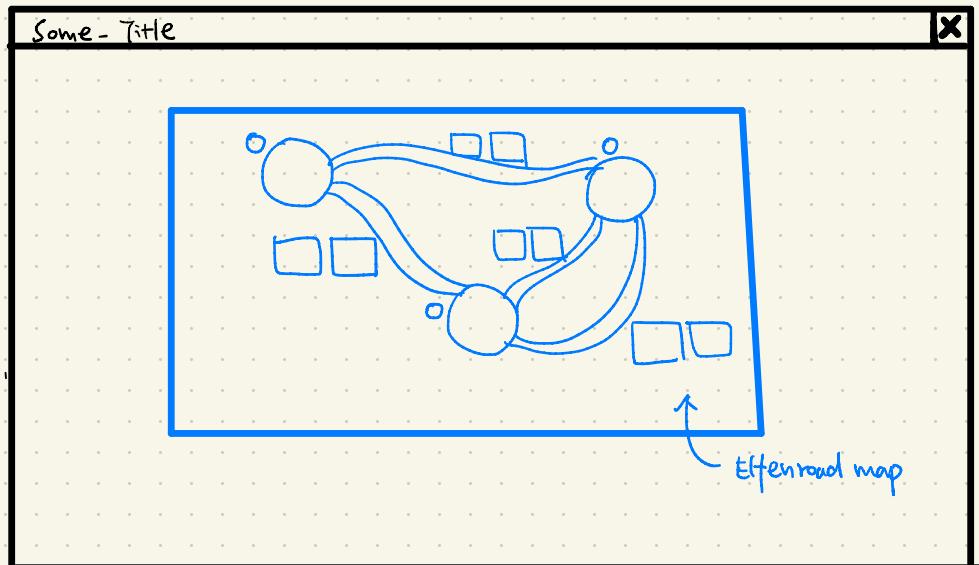


# Game Board UI Sketch



- The Elfenroad Map is located in the middle of the window.
- O : cities
  - we might need separate model(s) for the t.c and obstacles
- ⟩ : roads
  - to simultaneously reflect changes in t.c and obstacles on the map.
- : 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.
- There might be a switch that turns on "area view mode" which gives each type of region a different color shade (e.g. yellow for deserts)
- Depending on the (finally) size of the GameBoard, we might implement extra functions to enable panning & zooming. cont. →

# 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 capable with the selected object will "light up". (shining / color shading / animations /...)
- Transportation counter / obstacles are placed on capable 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