

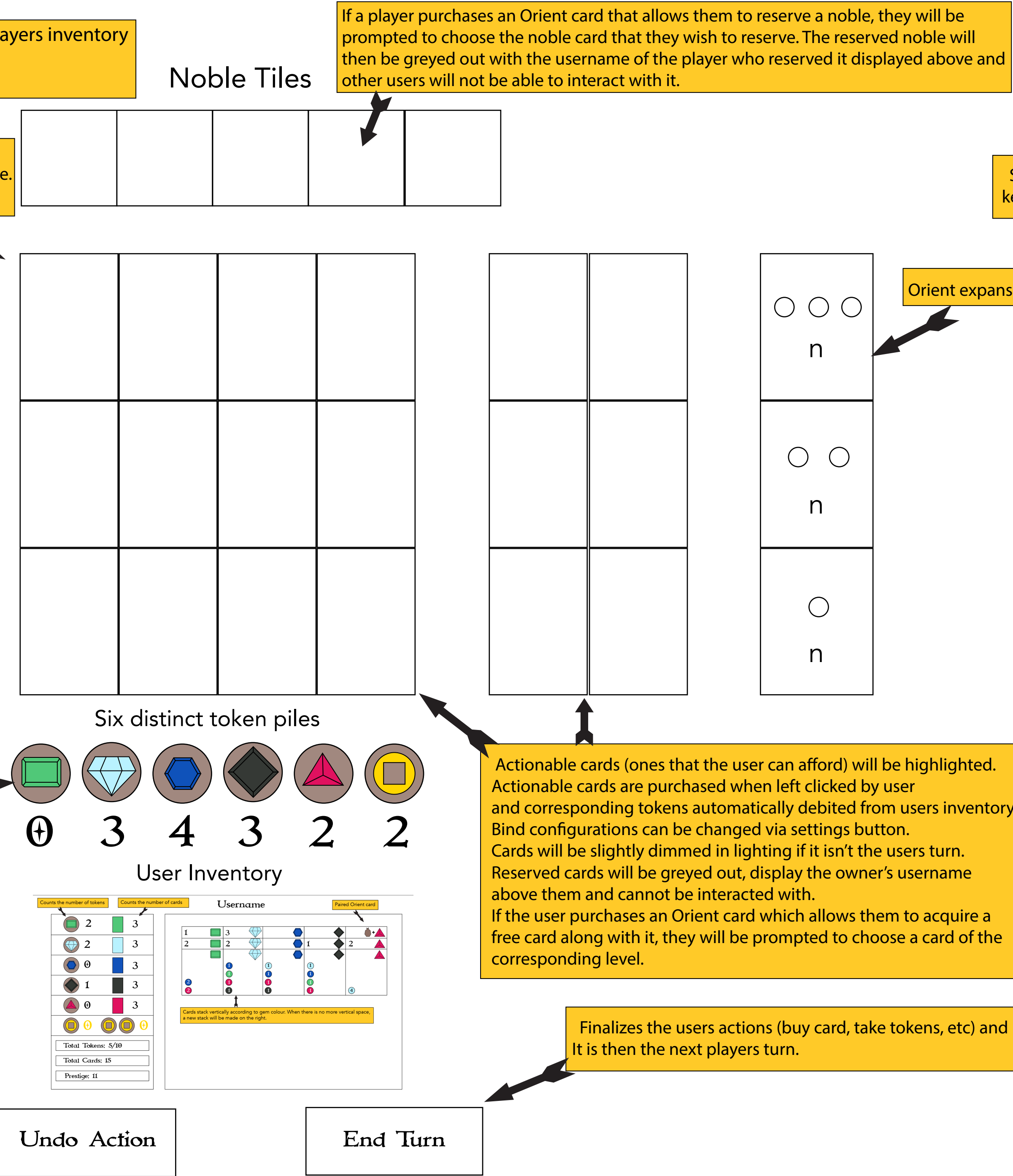
This sketch depicts what the user sees while playing but without the other players inventory so that space may be available for annotations describing game interactions. A sketch including other players inventory will follow.

Development cards (face-up and face-down) can be reserved by right clicking. One gold token automatically deposited into users inventory if they're are more available. Binding can be configured later by user via settings button

The deck piles will show their level: 1,2, or 3 as well as how many cards remain in the deck within the brackets where "n" is.

If user decides to take tokens as: their turn, they can left click their choice. After two tokens have been selected: if the two are the same then the system ensures there are at least four tokens of the chosen color left when user takes them, if yes then user can end their turn, else system will display a directive message; if the two are different then the system check that the third token choice is unique and display a directive message if not. If users token count exceeds 10 then they will be promoted to return enough tokens by left clicking them until back to 10.

Undoes most recent player action. If she just took a token, it's returned; if she just bought a card, card is placed back on table and she's refunded tokens



Noble Tiles

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○ ○ ○

n

○ ○

n

○

n

○ ○ ○

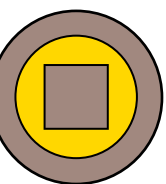
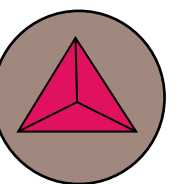
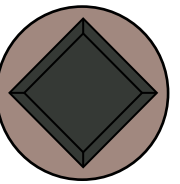
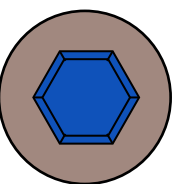
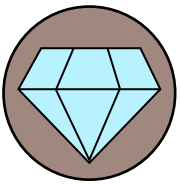
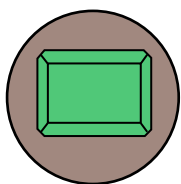
n

○ ○

n

○

n



0

3

4

3

2


2


Counts the number of tokens


Counts the number of cards


Username


Paired Orient card


 2


 2


 0


 1


 0


 0


 3

 3

 3

 3

 3

 3

Total Tokens: 5/10

Total Cards: 15

Prestige: 11

1

 3







 + 

2

 2



 1

 2



2

1

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4

Cards stack vertically according to gem colour. When there is no more vertical space, a new stack will be made on the right.

Undo Action

End Turn

Game Board (other players)

Hexanome 15

Save Game

Exit Game


Settings


Counts the number of tokens


Counts the number of cards


Username


Paired Orient card


 2


 2


 0


 1


 0


 0


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
 3


Total Tokens: 5/10


Total Cards: 15


Prestige: 11



1

 3











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4


Cards stack vertically according to gem colour. When there is no more vertical space, a new stack will be made on the right.


Counts the number of tokens


Counts the number of cards


Username


Paired Orient card


 2


 2


 0


 1


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
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
Total Tokens: 5/10


Total Cards: 15


Prestige: 11



1

 3











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2

 2



 1

 2



2

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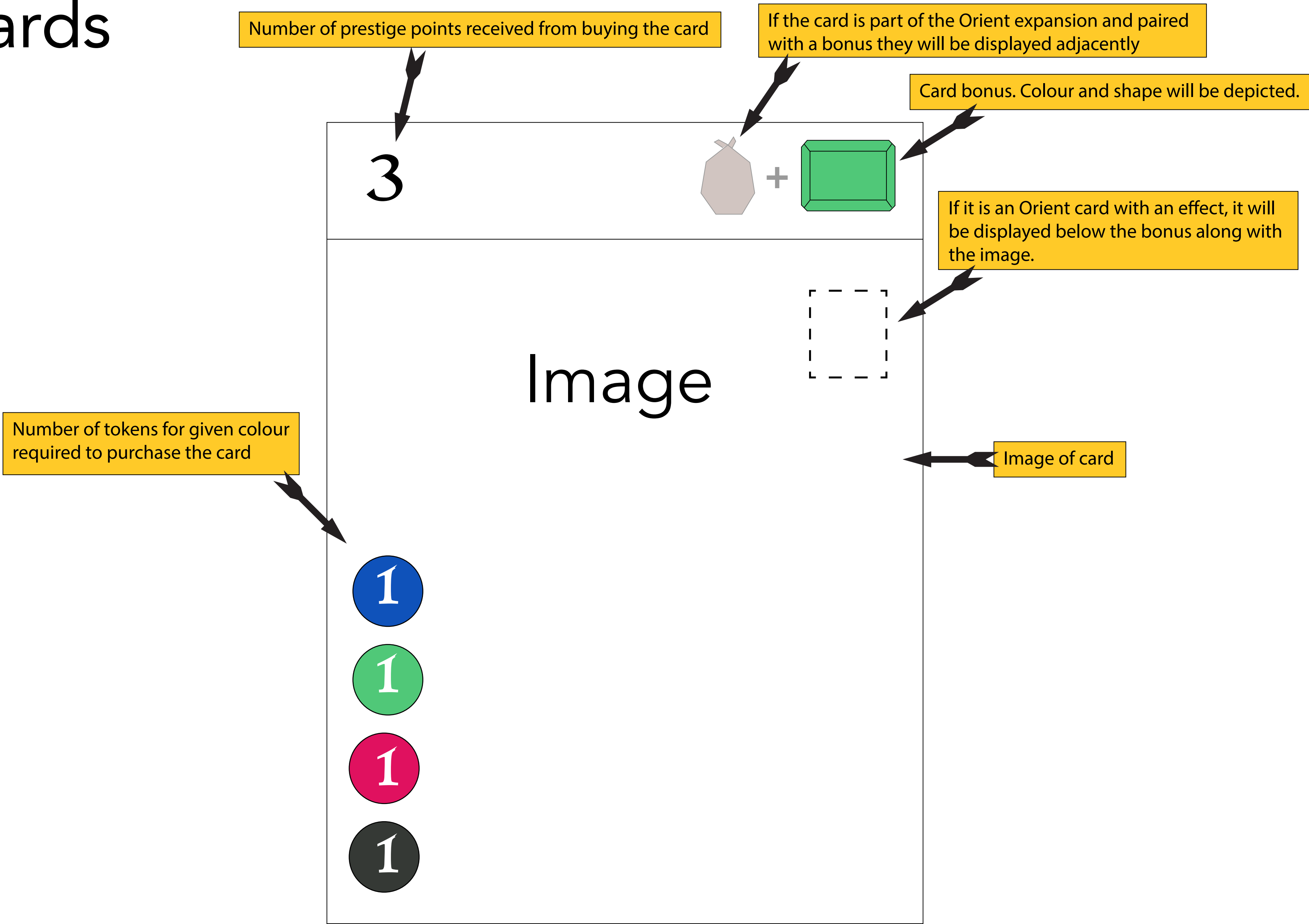
1

4

Cards stack vertically according to gem colour. When there is no more vertical space, a new stack will be made on the right.

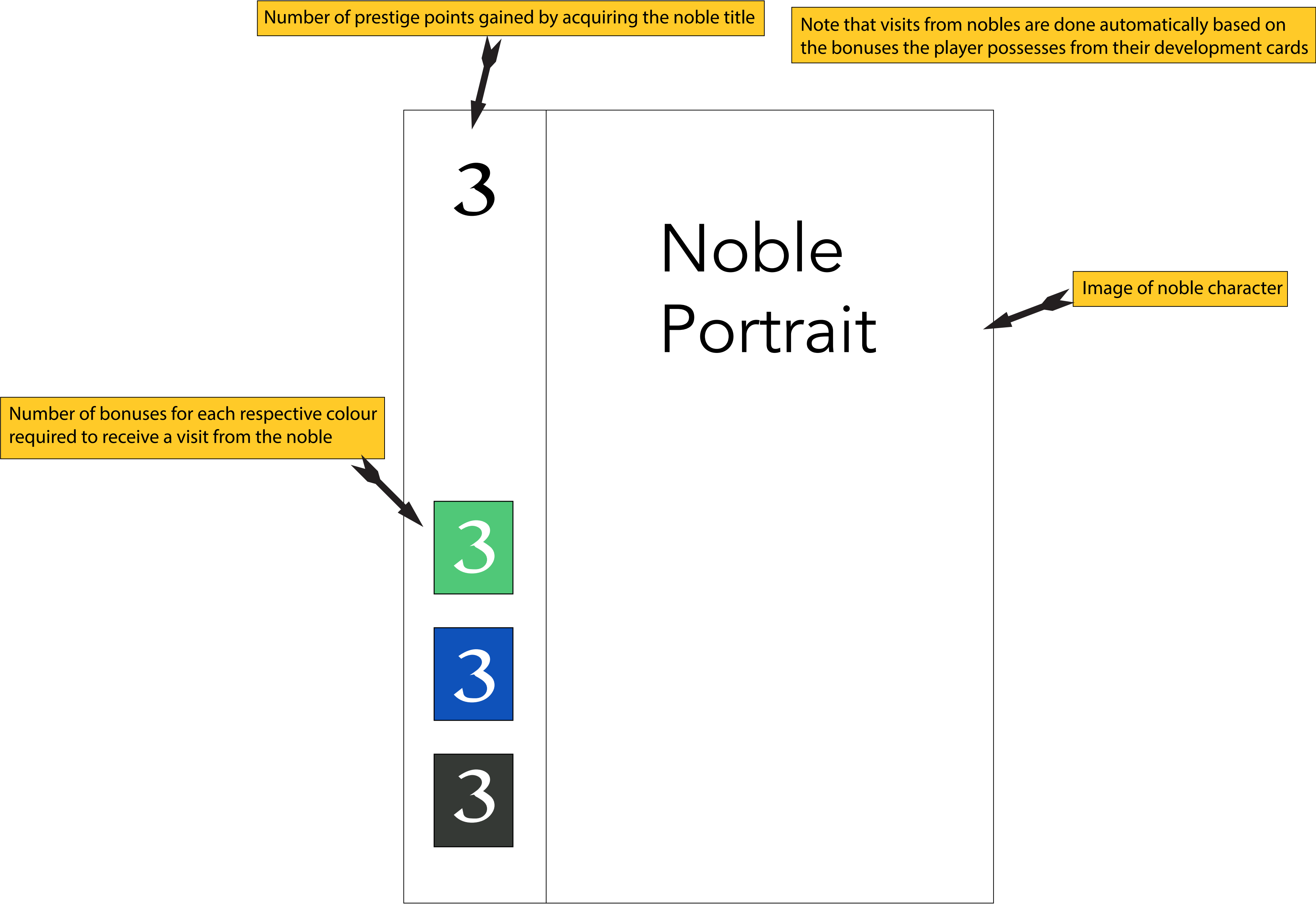
Development Cards

Hexanome 15



Noble Tiles

Hexanome 15

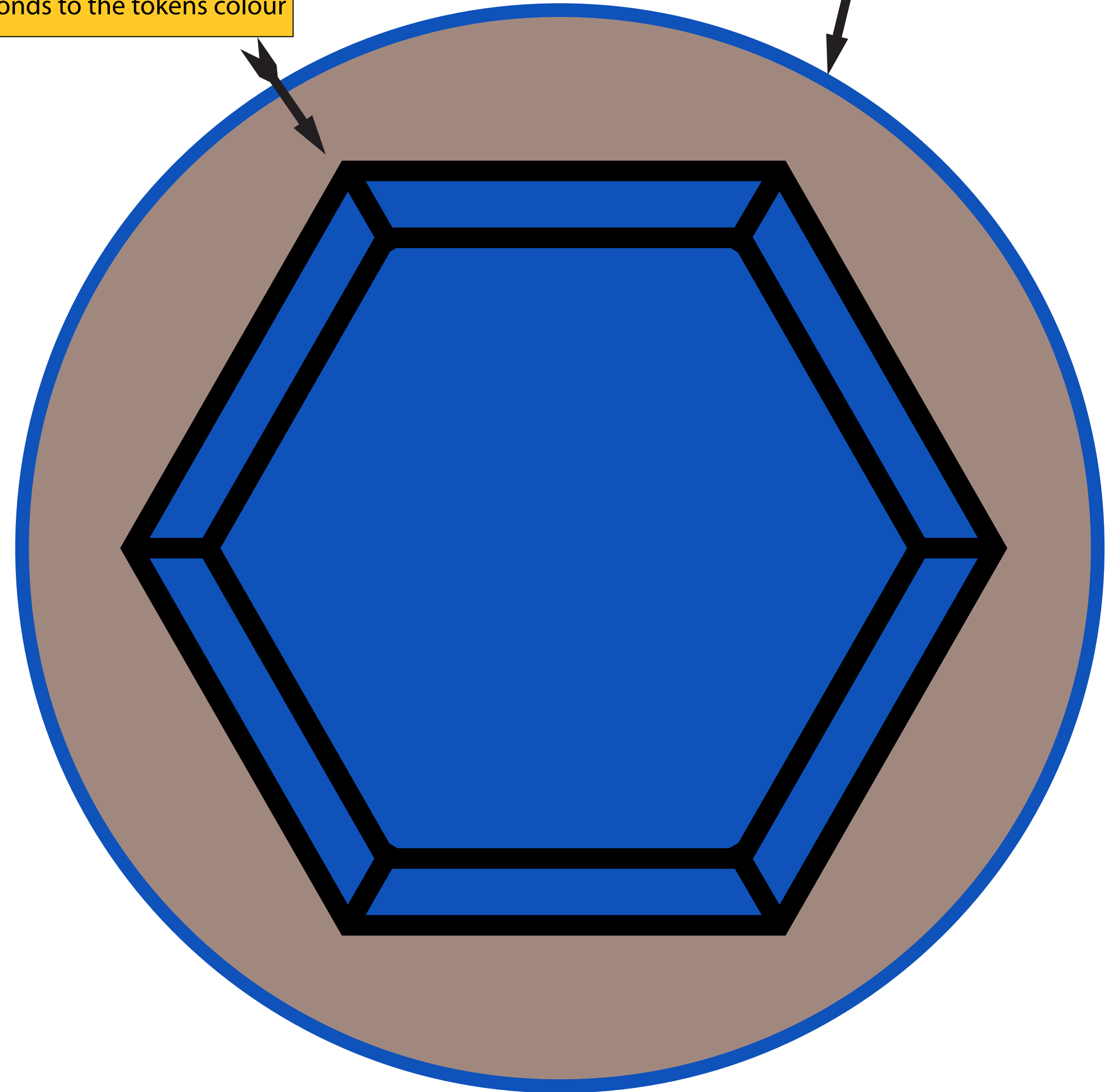


Tokens

Hexanome 15

Image depicting the token's item which corresponds to the tokens colour

Tokens will be outlined in their respective color:
green, blue, red, white, black, yellow



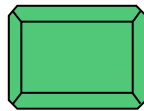
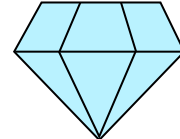


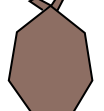

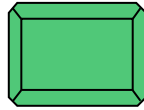
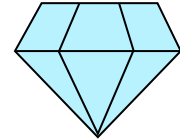



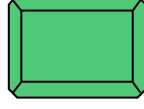
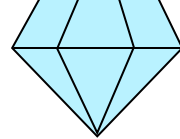
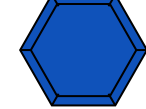

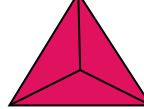















Counts the number of tokens

Counts the number of cards

	2		3	
	2		3	
	0		3	
	1		3	
	0		3	
				
Total Tokens: 5/10				
Total Cards: 15				
Prestige: 11				

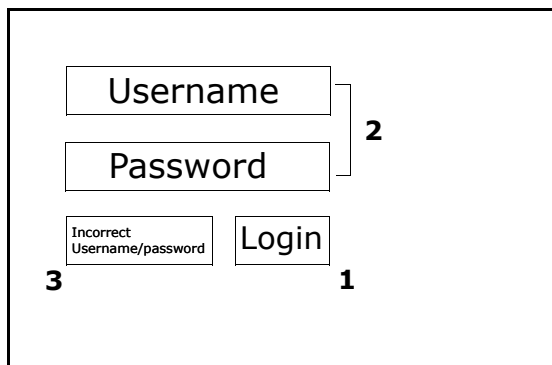
Username

Paired Orient card

1		3				 + 		
2		2			1		2	
								
								
								
								
								

Cards stack vertically according to gem colour. When there is no more vertical space, a new stack will be made on the right.

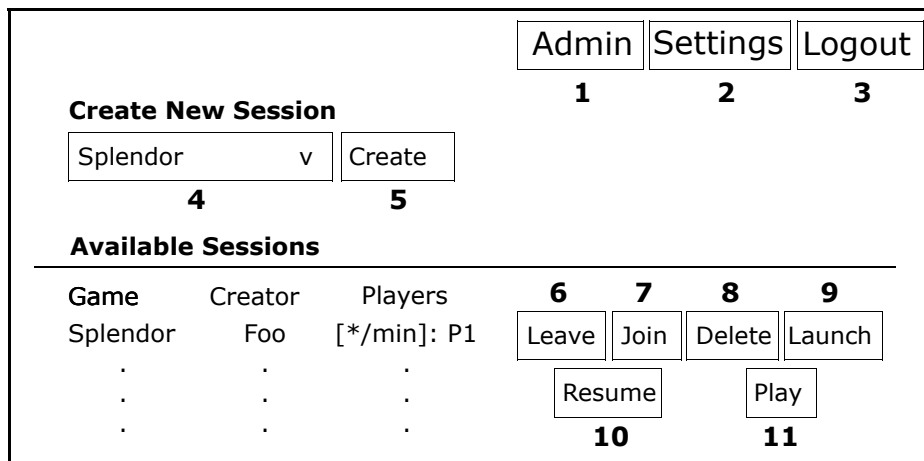
The Login Screen



The diagram shows a login screen with three main components: a 'Username' text field, a 'Password' text field, and a 'Login' button. A bracket labeled '2' groups the Username and Password fields. Below the Password field is a small box containing the text 'Incorrect Username/password', labeled '3'. The 'Login' button is labeled '1'.

1. On click transition to Lobby Service Screen if able to authenticate user
2. These are editable text fields. User clicks on them to start editing.
On click default text is erased.
3. Displayed when unable to authenticate user (see 1)

The Lobby Screen



The diagram shows a lobby screen with several sections and buttons. At the top right are three buttons: 'Admin' (1), 'Settings' (2), and 'Logout' (3). Below them is the 'Create New Session' section, which includes a text field 'Splendor' (4) with a dropdown arrow 'v', and a 'Create' button (5). Below this is the 'Available Sessions' section, which is a table with columns: Game, Creator, Players, and four action buttons (6, 7, 8, 9). The table has three rows of data. The first row shows 'Splendor' as the game, 'Foo' as the creator, and '[*/min]: P1' as the player count. The action buttons for this row are 'Leave' (6), 'Join' (7), 'Delete' (8), and 'Launch' (9). The second row shows three dots for the game, creator, and player count. The action buttons for this row are 'Resume' (10) and 'Play' (11). The third row also shows three dots for the game, creator, and player count.

Game	Creator	Players	6	7	8	9
Splendor	Foo	[*/min]: P1	Leave	Join	Delete	Launch
.	.	.		Resume		Play
.	.	.				

1. Only visible to users with admin privileges. On click transition to Admin Screen
2. On click transition to Settings Screen
3. On click transition to Login Screen
4. On click drop down list into available game services
5. On click create a new line in available sessions section as in the provided example
6. Only visible if current user is not creator, session is not launched, and user has joined the session.
On click decrement player count, expose join button and hide leave button.
7. Only visible if current is is not creator of game session, session is not launched, and user has not joined the session.
On click increment player count, expose leave button and hide join button.
8. Only visible if current user is creator. On click remove game session from available sessions.
Button also visible if session is a save game and user is admin who registered game server.
Button is also visible after launch in case of admin or player who created the session.
9. Only clickable when there are enough players. On click expose play button and hide launch button
10. Only visible when game session has been saved by current user. On click expose play button and hide resume button
11. Only visible when the session creator has launched the session. On click transition to gameplay screen.

Settings Screen

		Admin	Lobby	Logout
		6	3	4
Account Settings				
Name: Foo	7	8	1	
Password: Current	<input type="text"/>	New	<input type="text"/>	<input type="button" value="Update Password"/>
Incorrect! 7a			Must Comply with Password Policy!	
Preferred Colour:	<input type="text" value="RGB"/>	2a	<input type="button" value="Update Colour"/>	
Role:	Admin/Player		2	
<input type="button" value="Delete Account"/>		5		

1. On click attempts to change password for this user.
 - a) Only visible if attempt to change password fails due to non-compliant password
2. On click changes colour preference to selected rgb value in 2.a
 - a) On click opens a colour palette to select rgb colour
3. On click transition to Lobby Screen
4. On click transition to Login Screen
5. On click transition to Login Screen
6. Only visible if user has admin privileges. On click transition to admin screen
7. Editable text field
 - a) Only visible when user attempts to update password with incorrect previous password
8. Editable text field

Admin Screen

Lobby

Settings

Logout

12

13

14

Add User

Name

1

Can't be empty

3

Password

2

Can't be empty

Violated Password Policy!

6

Role

2

Player

v

Colour

4

Add USers

5

Registered Users

Name

Foo

Password

8

Update

Violated

7

Password Policy!

Role

Bar

Colour

9

Update

10

Delete

Registered Game Servers

Name

Display Name

Location

Player (min/max)

FOO

BAR

URL

x/y

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11

Delete

1. Editable text fields
2. On click dropdown into selected roles menu
3. Only visible when empty and tried to add user
4. On click opens rgb colour palette
5. On click attempt to add user with selected settings
6. Only visible when attempted to add user with non-compliant password
7. Only visible when attempted to update user password with non-compliant password
8. On click attempt to update password for user
9. Same as 2 and 2.a in Settings Screen
10. On click delete user from lobby service database, remove entry from list
11. Deletes game server from lobby service database on click.
12. On click transition to lobby screen
13. On click transition to settings screen
14. On click transition to Login screen.