# Game Board

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.

Buttons

Save Game	Exit Game	⚙ Settings

Settings button will open a window with configurations like: key bindings, tool tips, help menu / rule book

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

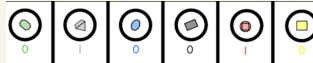Orient expansion decks with same display characteristics as regular decks

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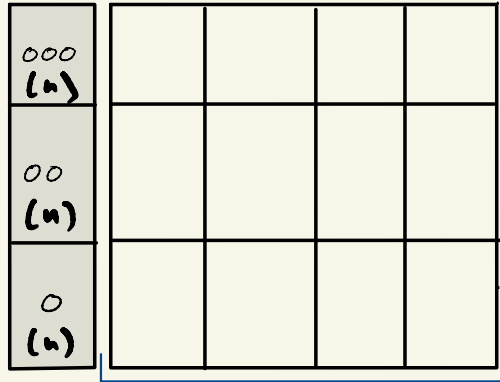
Orient Expansion
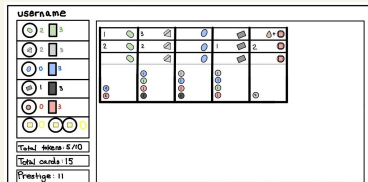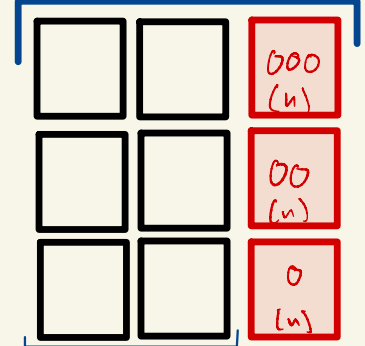
The deck piles will show their level: 1,2, or 3 as well as how many cards remain in the deck within the brackets where "n" is.

```
000
(n)

00
(n)

0
(n)
```

```
000
(n)

00
(n)

0
(n)
```

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.

Actionable cards (ones that the user can afford) will be highlighted. Actionable cards are purchased when left clicked by user and corresponding tokens automatically debited from users inventory. Bind configurations can be changed via settings button. Cards will be slightly dimmed in lighting if it isn't the users turn.

"Six distinct token piles"

"User inventory"

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

Finalizes the users actions (buy card, take tokens, etc) and updates the game state for all users. It is then the next players turn

Undo Action Btn	End Turn Btn

Game Board

Noble Tiles

000
(n)

00
(n)

0
(n)

000
(n)

00
(n)

0
(n)

0   I   0   0   I   0

username

Total tokens: 5/10
Total cards: 15
Prestige: 11

username

Total tokens: 5/10
Total cards: 15
Prestige: 11

username

Total tokens: 5/10
Total cards: 15
Prestige: 11

username

Total tokens: 5/10
Total cards: 15
Prestige: 11

Undo Action Btn   End Turn Btn
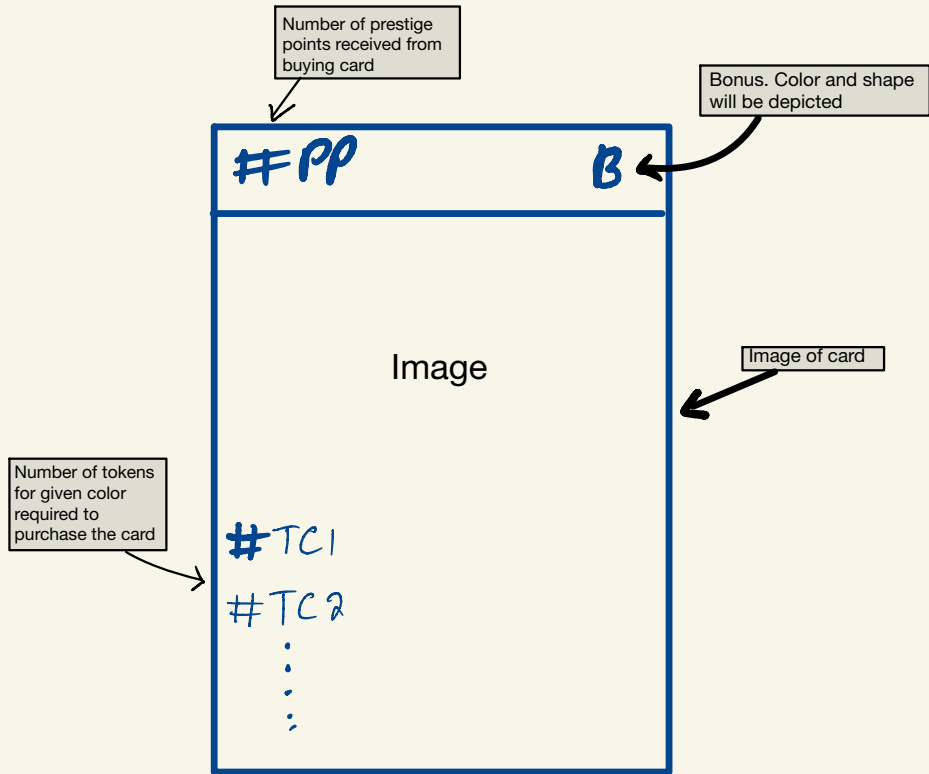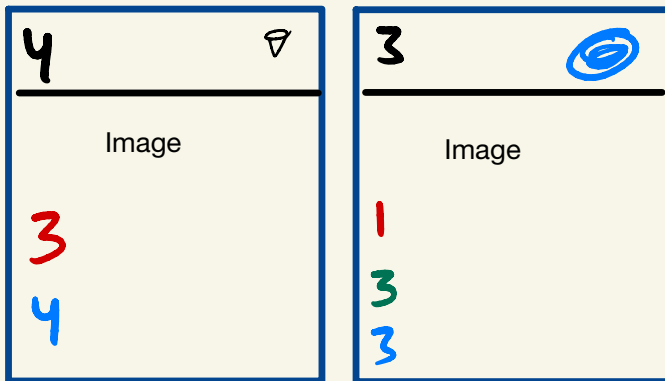
Development Cards

Number of prestige points received from buying card

Bonus. Color and shape will be depicted

#PP   B

Image

Image of card

Number of tokens for given color required to purchase the card

#TC1

#TC2

:

Ex:

4   ▽

Image

3

4

3   ⬭

Image

1

3

3

Noble Tiles

Number of prestige points gained by acquiring the noble tile.
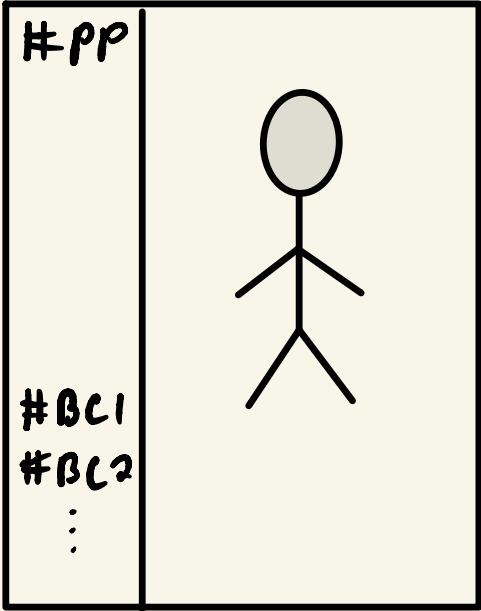
Image of the noble tile

PP

Number of bonuses for each respective color required to receive a visit from the noble

BC1
BC2
:

Ex:

3

3
3
3

Tokens

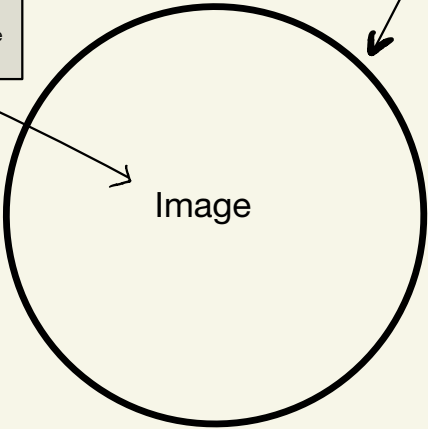Tokens will be outlined in their respective color: green, blue, red, white, black, yellow
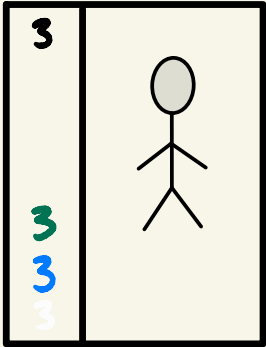
Image depicting the token's item which corresponds to the tokens color

Image

Ex:

A sapphire token