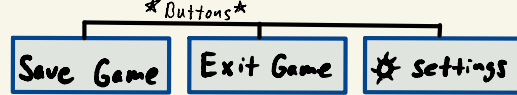# Game Board

| 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. Binding can be configured later by user via settings button

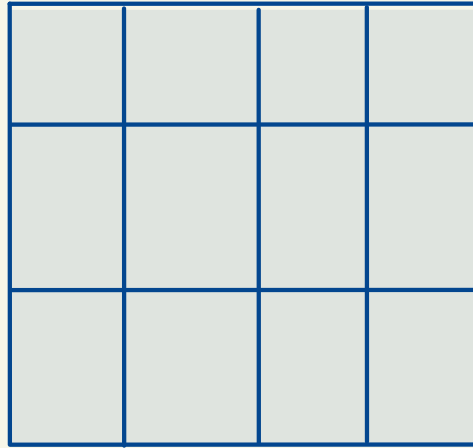Orient expansion decks with same display characteristics as regular decks

## Noble Tiles

Development Decks

Development Cards

OOO
(n)

OO
(n)

O
(n)

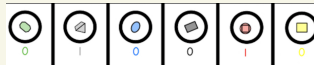The deck piles will show their level: 1,2, or 3 as well as how many cards remain in the deck within the brackets where "n" is.

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.
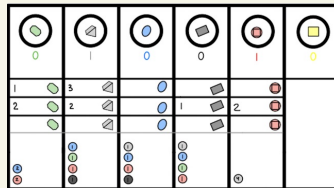
"Six distinct token piles"

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
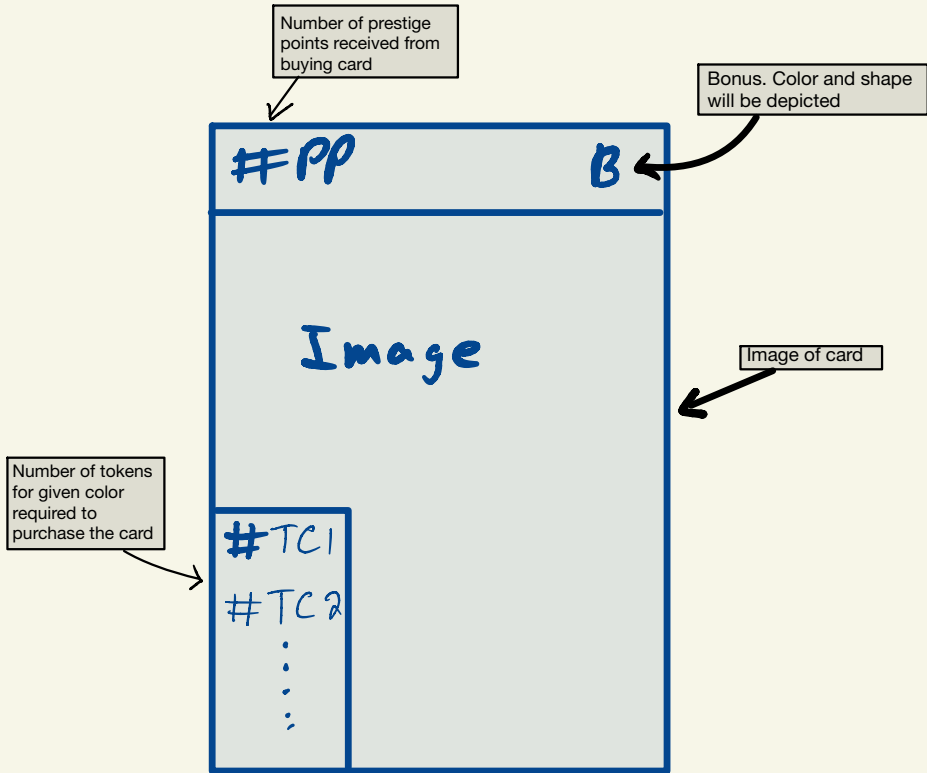
"User inventory"

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

| 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

3

Image

3
4

1
3
3

Image