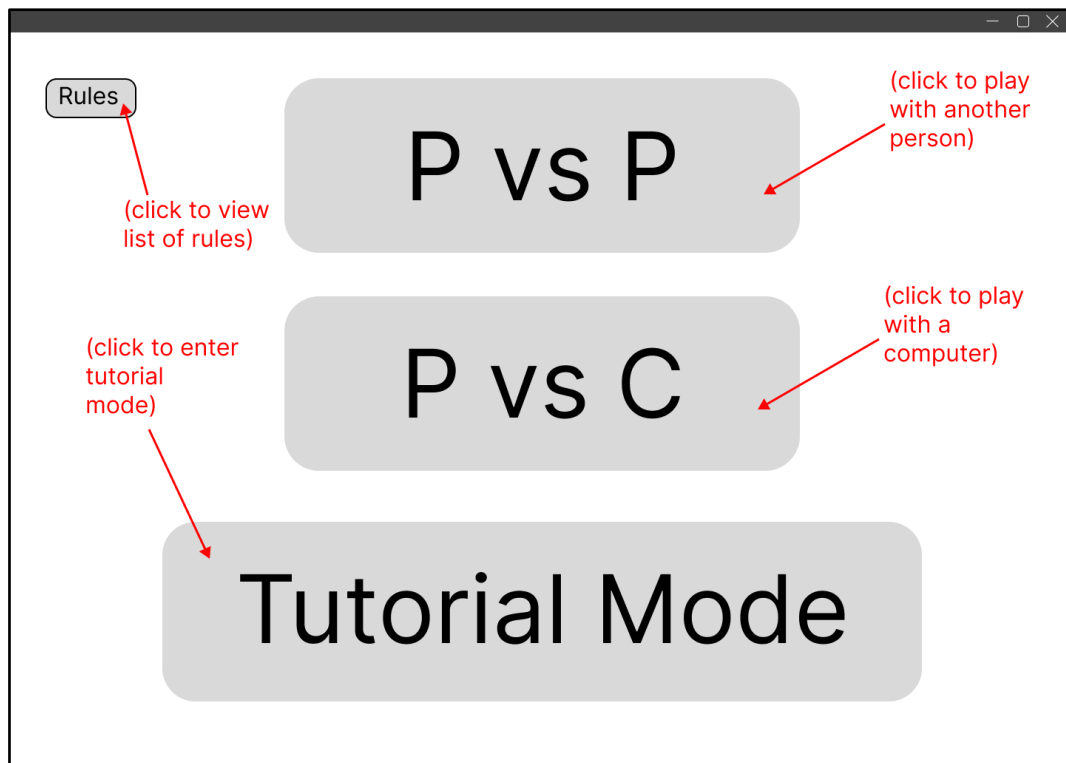
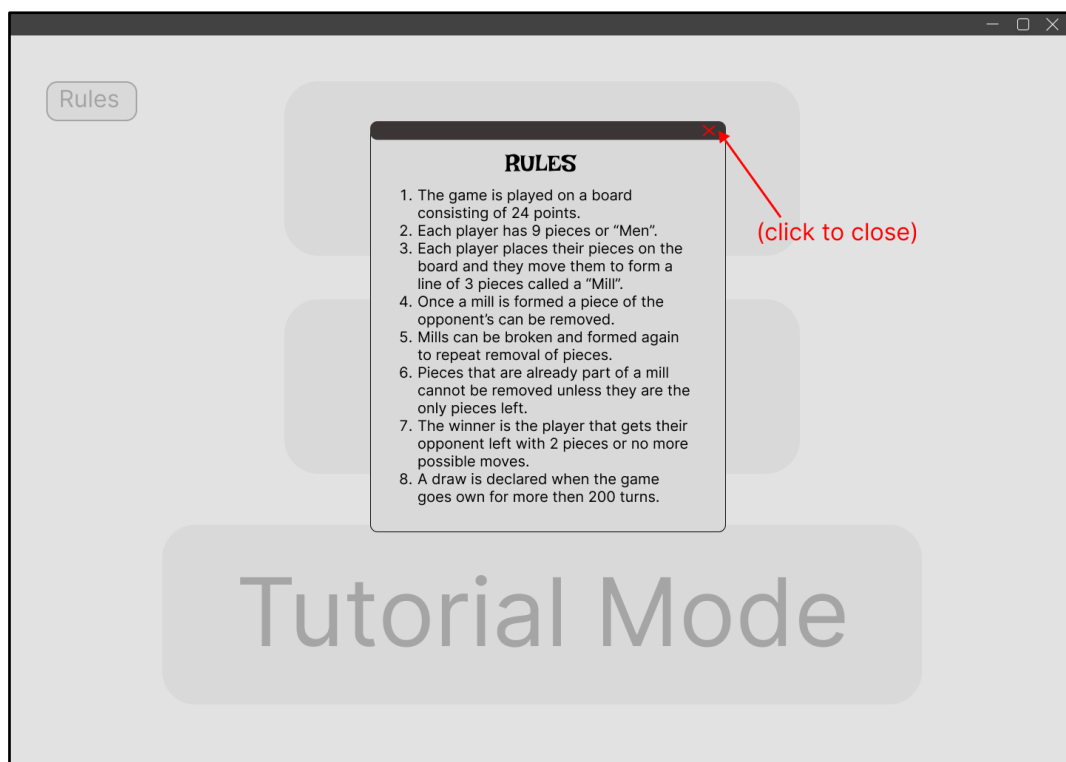


Lo-Fi UI Prototype Design

Main Menu

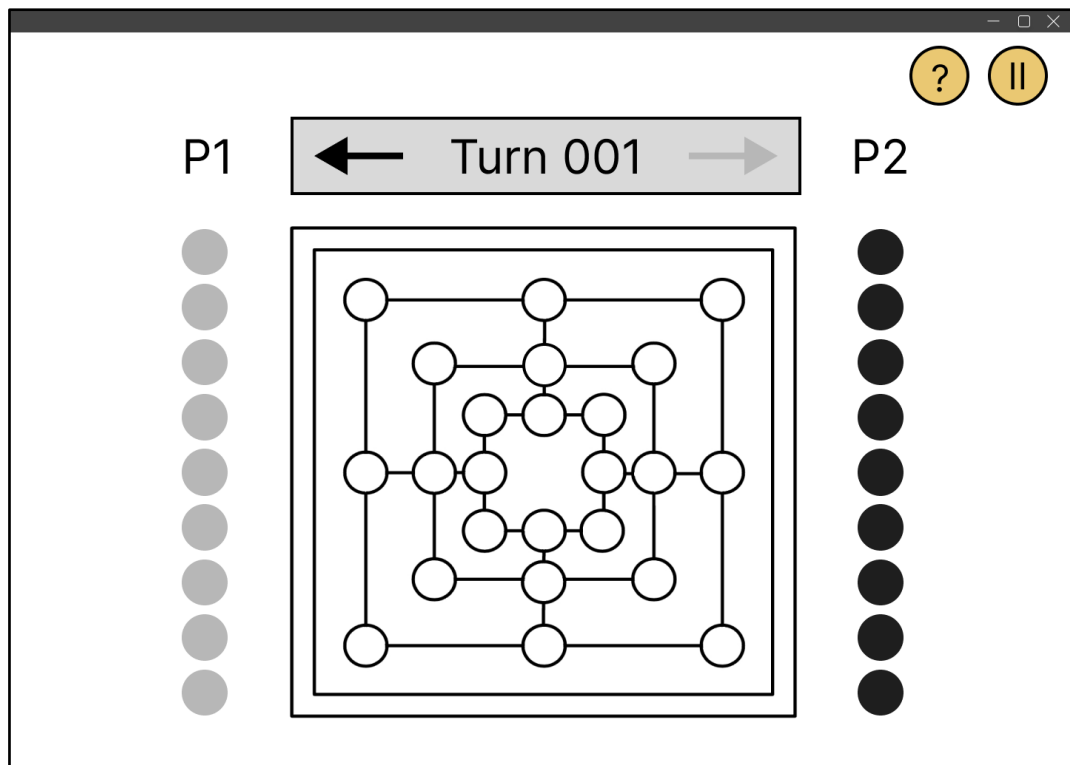


The Main Menu of the game that is shown when the game client is launched.



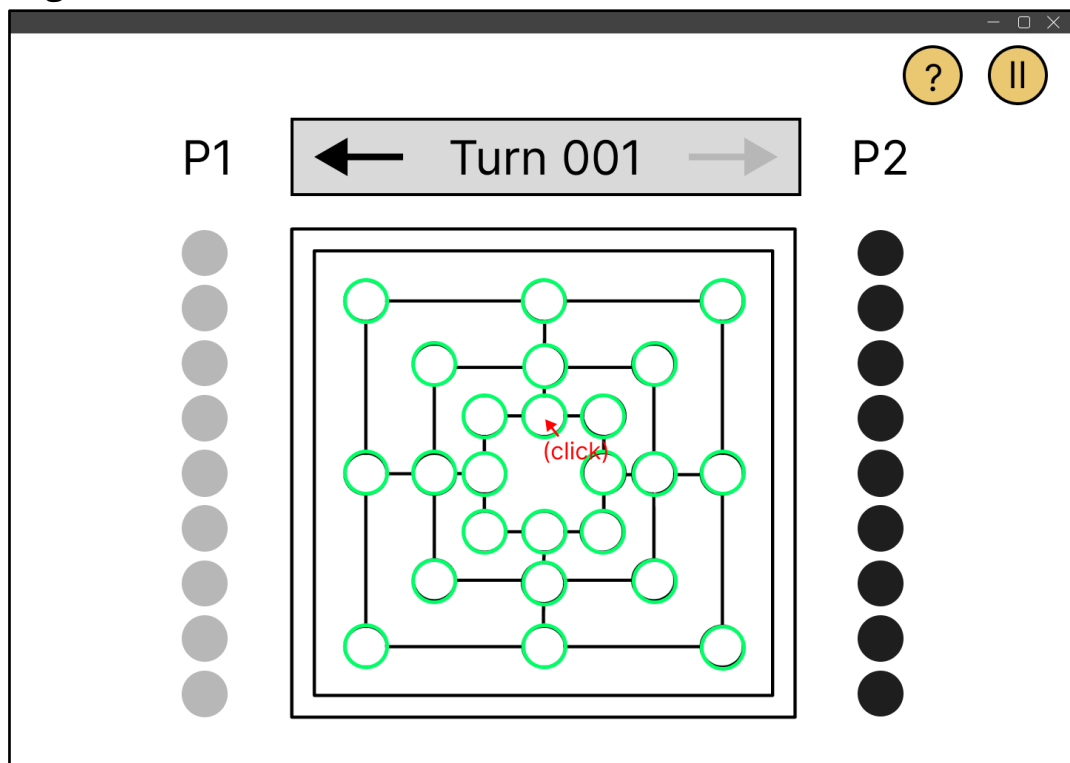
A list of Nine Men's Morris game rules that can be viewed in at the main menu.

Main Game UI

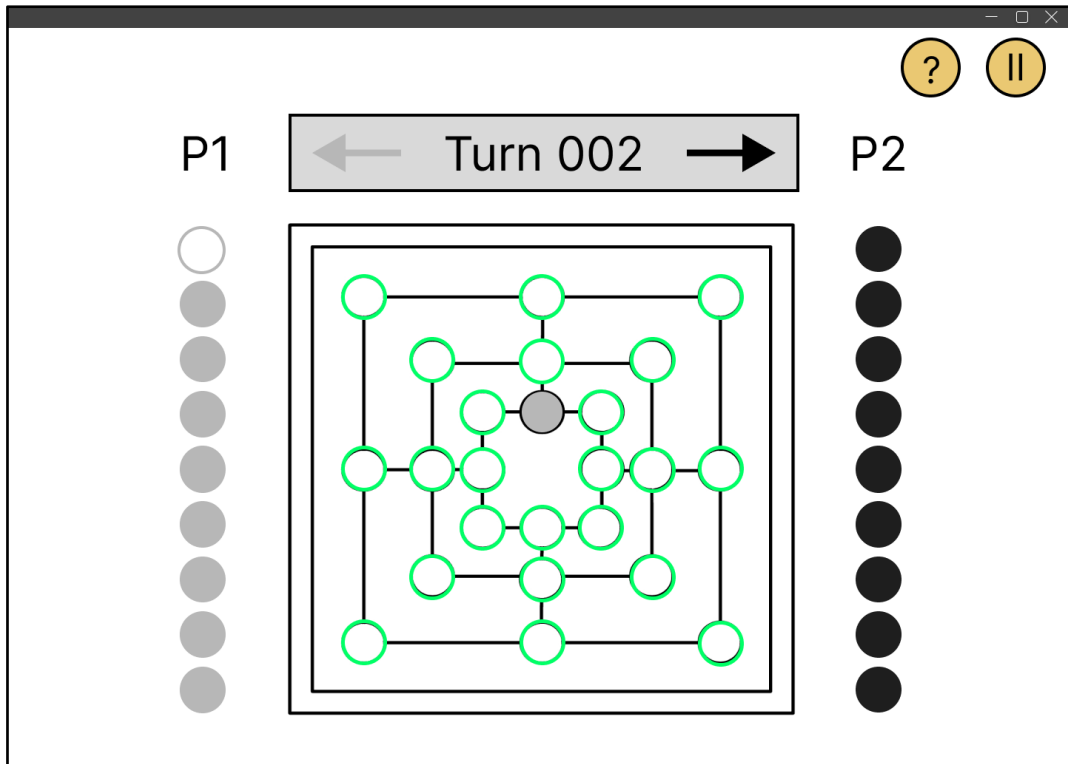


The UI of the game that is shown when the game starts.

Placing Phase

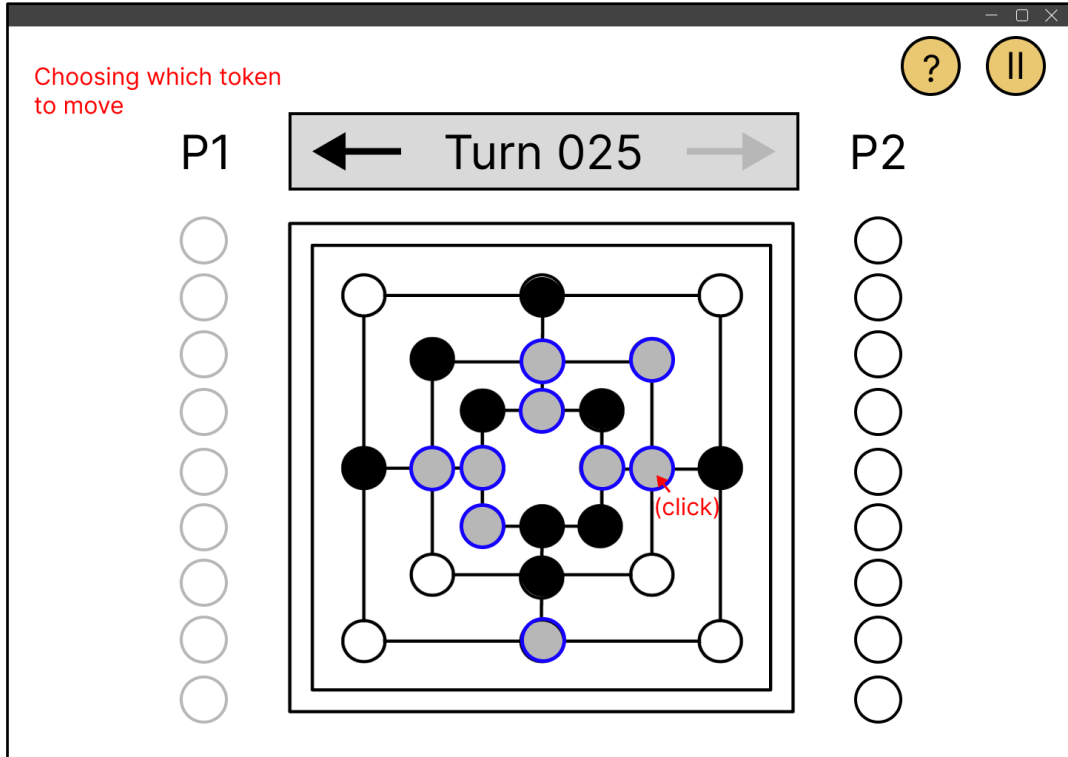


Frame 1: Green highlights indicate available position at the placing phase. Then a player can click on any of the position available.

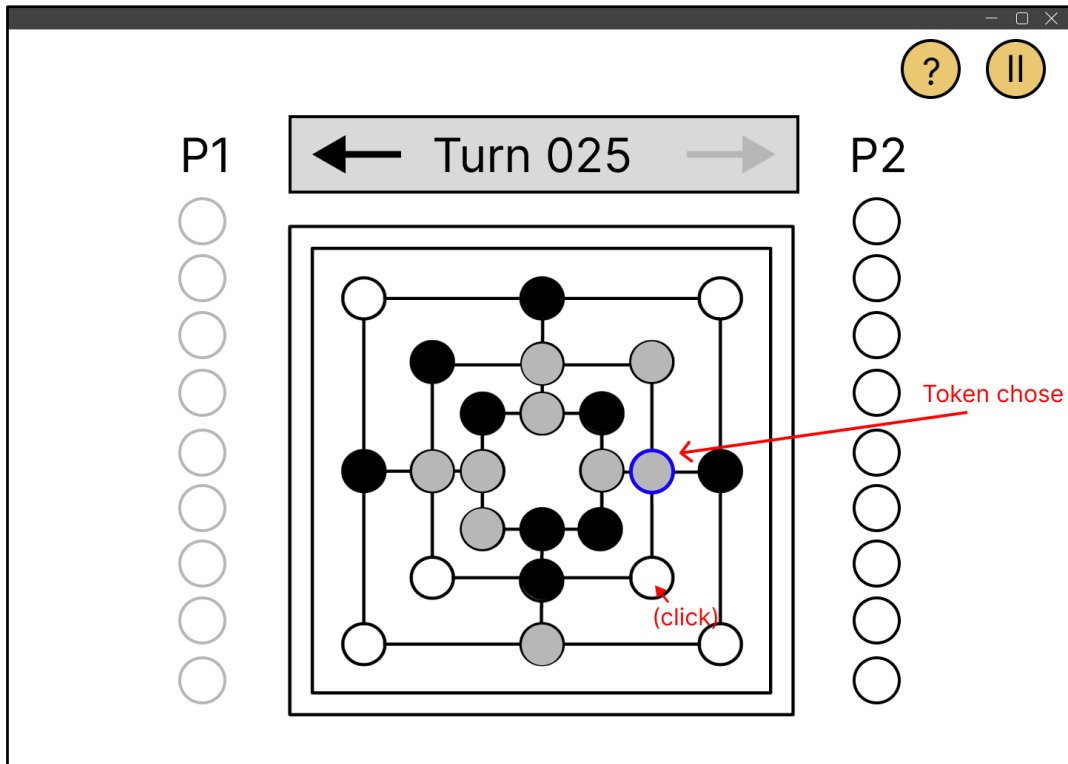


Frame 2: When a position is clicked, the player's piece is automatically placed.

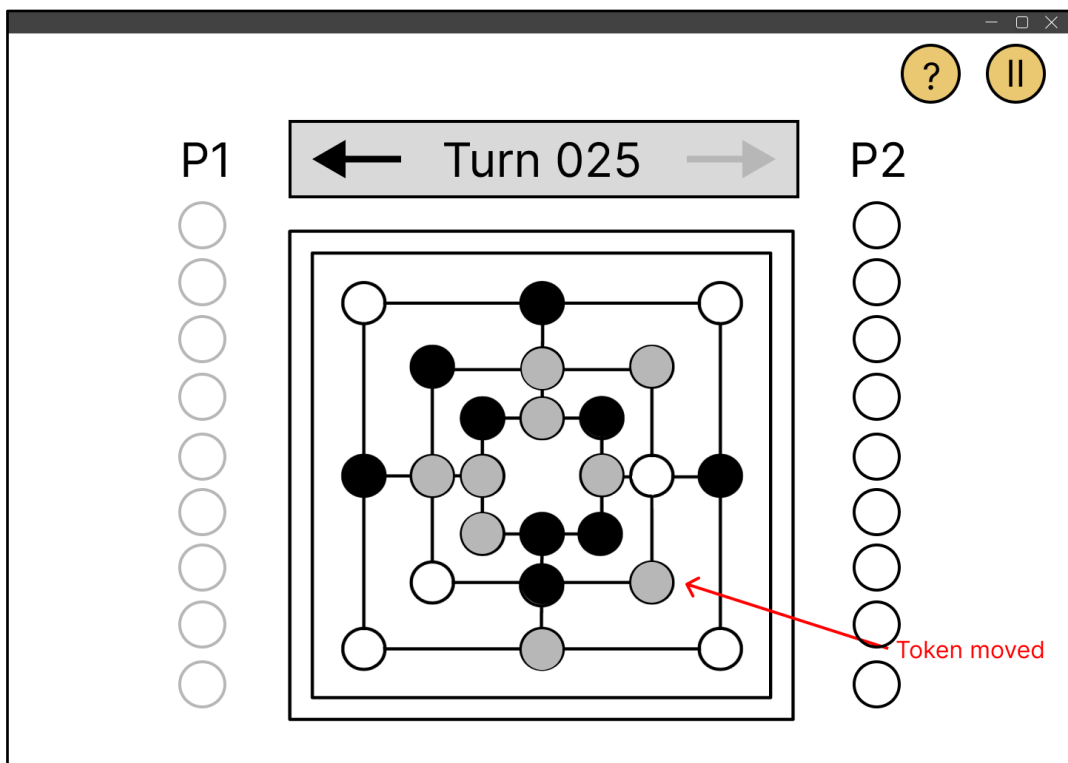
Moving Phase



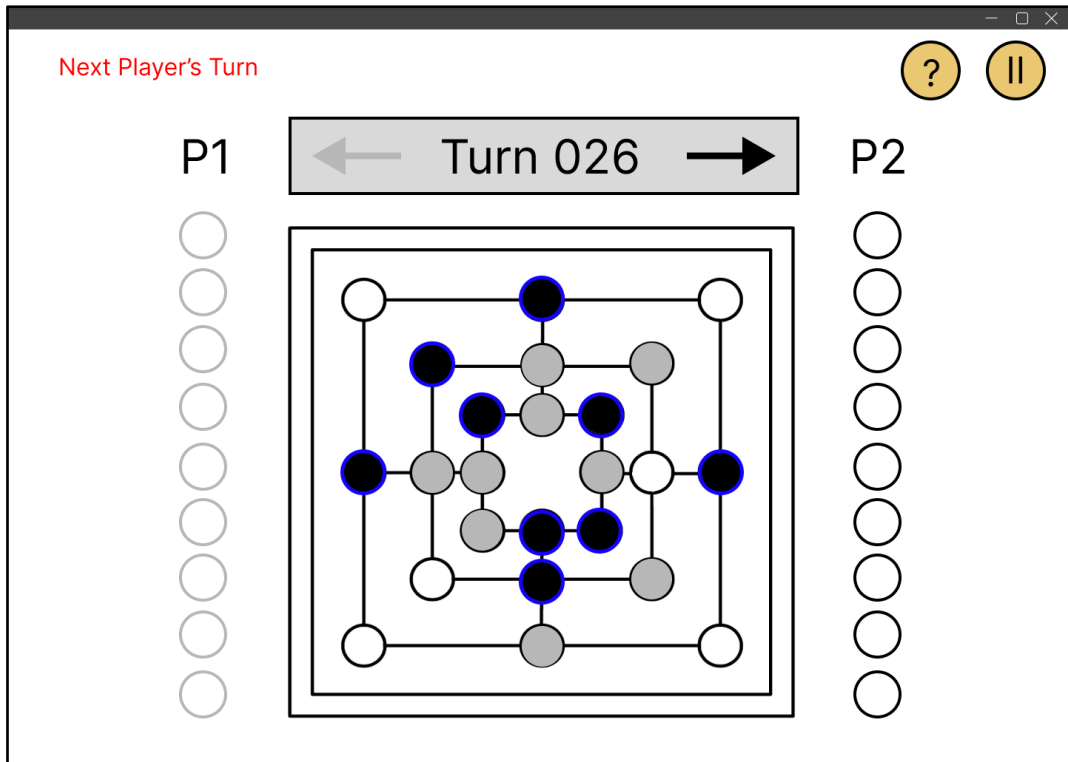
Frame 1: Blue highlights indicate available tokens to be chose. Then a player can click on the chosen token.



Frame 2: After choosing a token, the blue highlight on that token stays to indicate which token has been chosen. Then the player can click to choose a position for the token to be moved to.

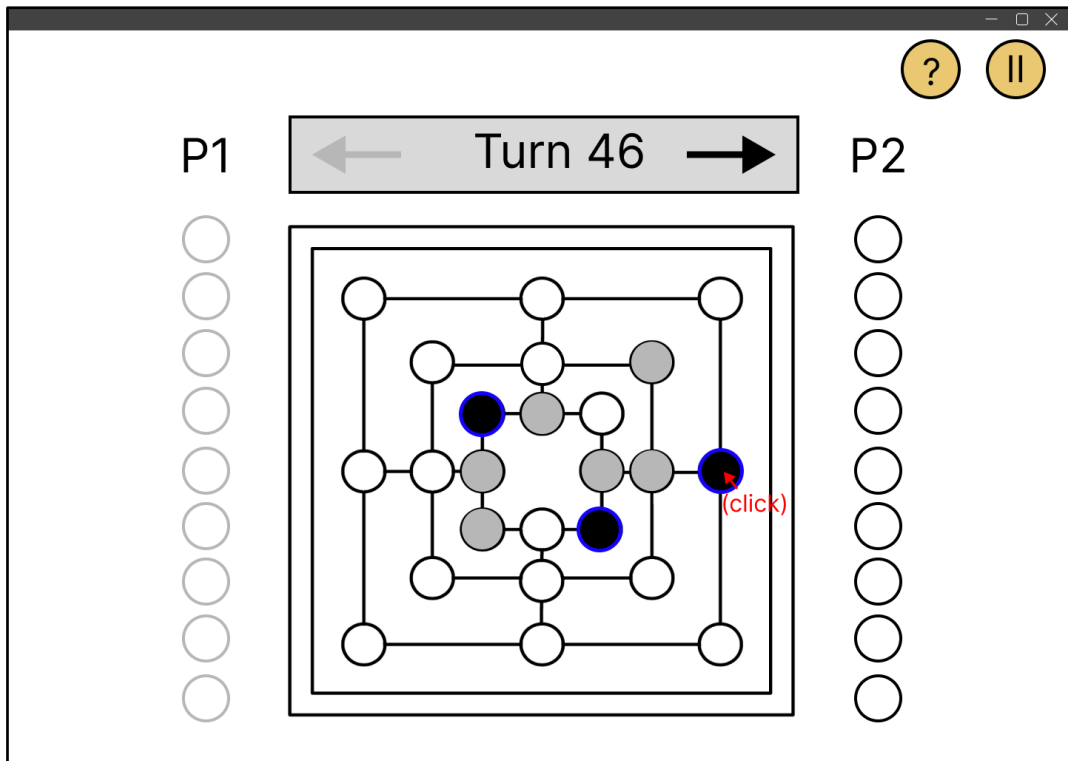


Frame 3: When a player has clicked on the position, the token will be automatically moved.

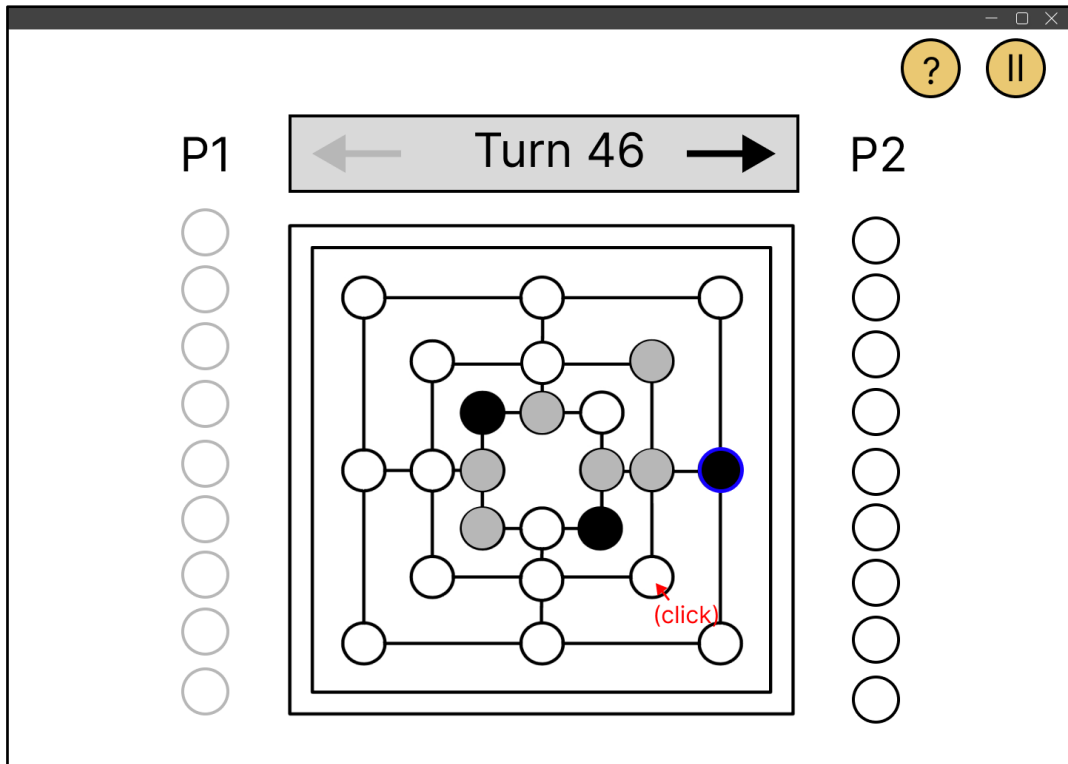


Frame 4: Then the turn changes and the same process repeats itself on the next player's turn.

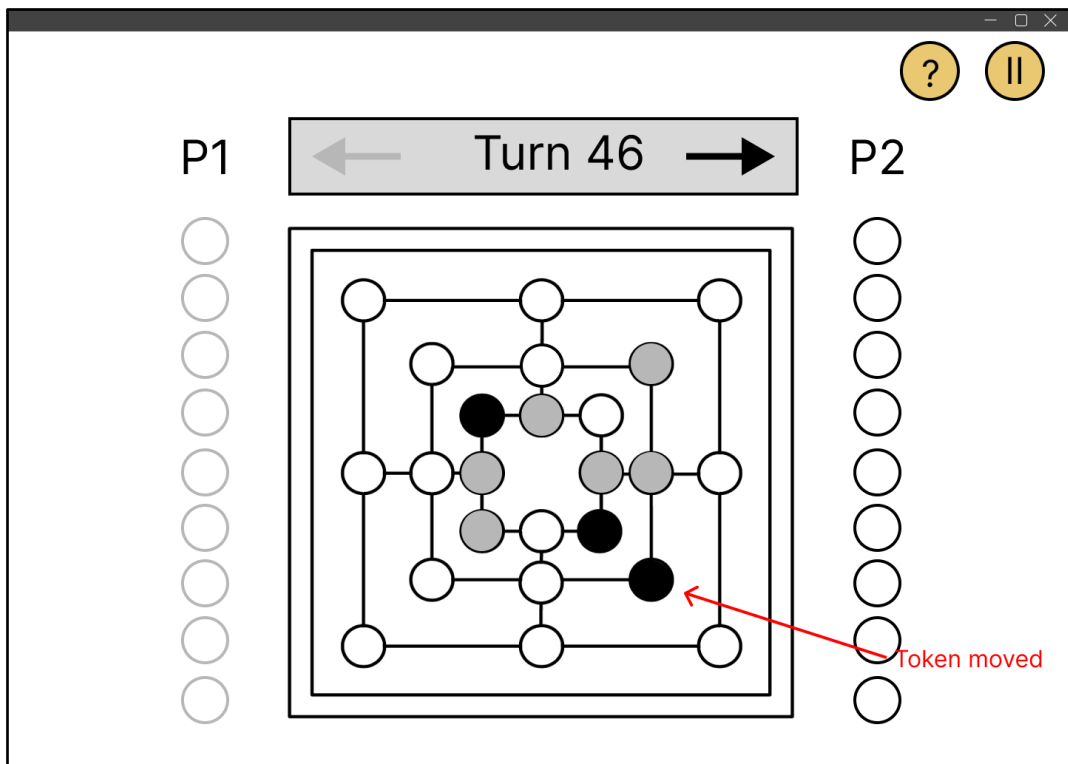
Flying Phase



Frame 1: Blue highlights indicate available tokens to be chose. Then a player can click on the chosen token.

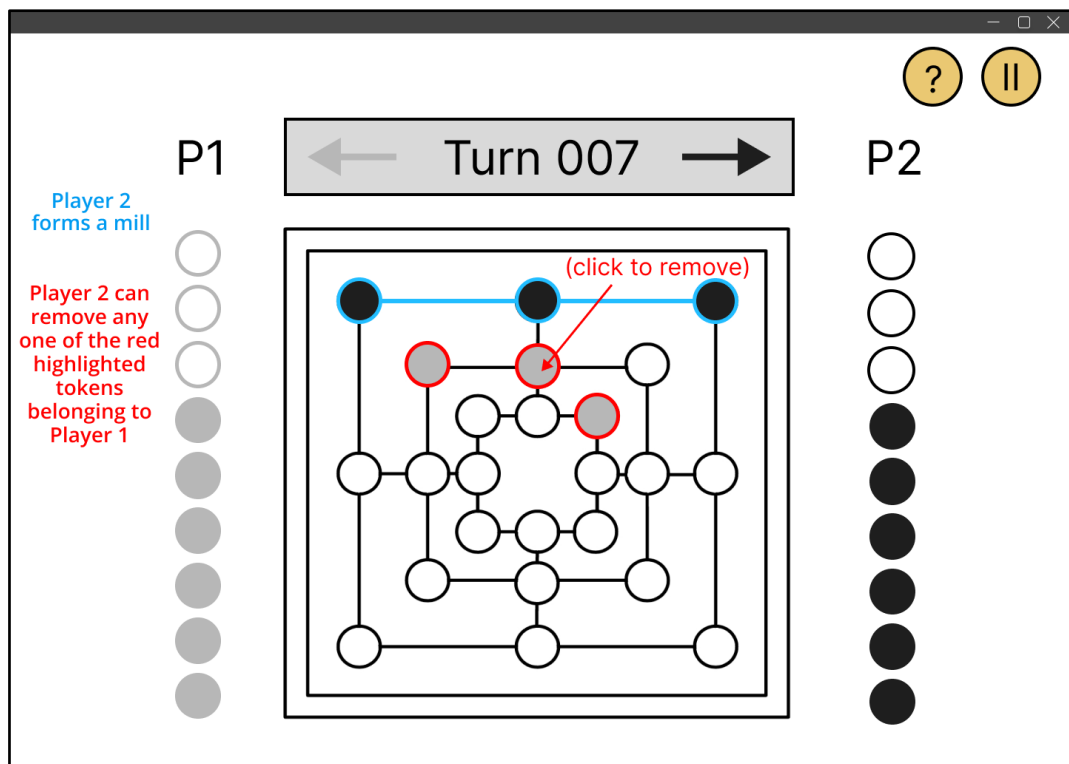


Frame 2: After choosing a token, the blue highlight on that token stays to indicate which token has been chosen. Then the player can click to choose a position for the token to be moved to.

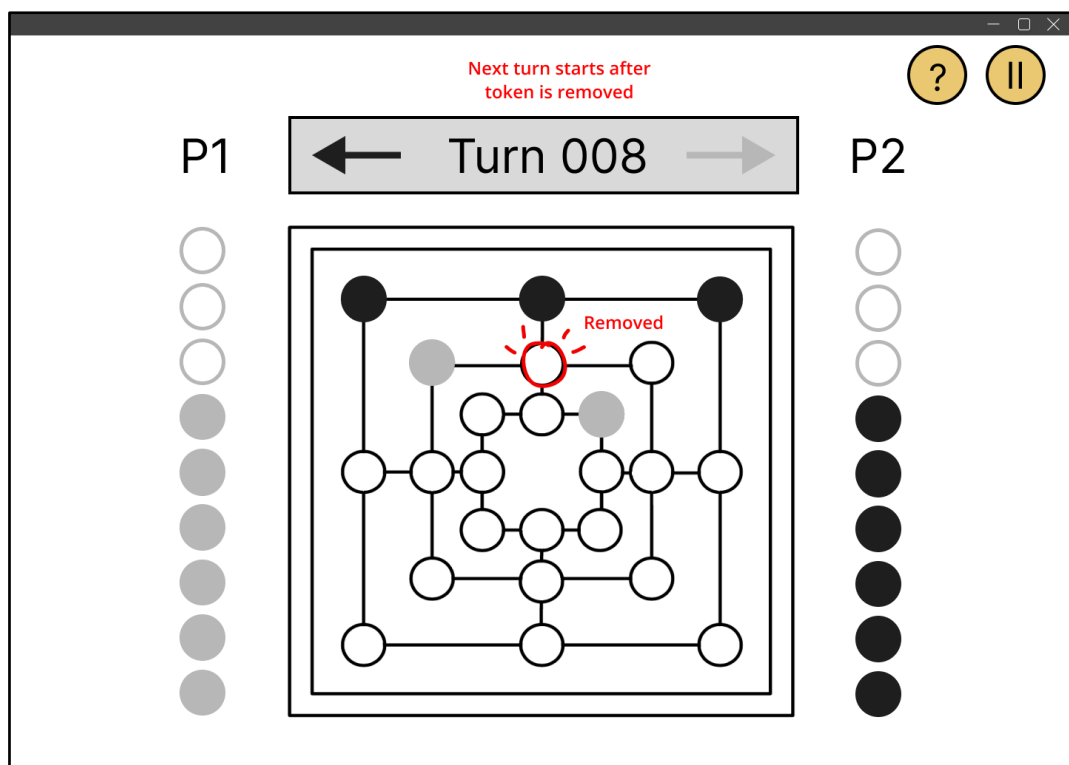


Frame 3: When a player has clicked on the position, the token will be automatically moved.

Forming a Mill and taking opponent's token

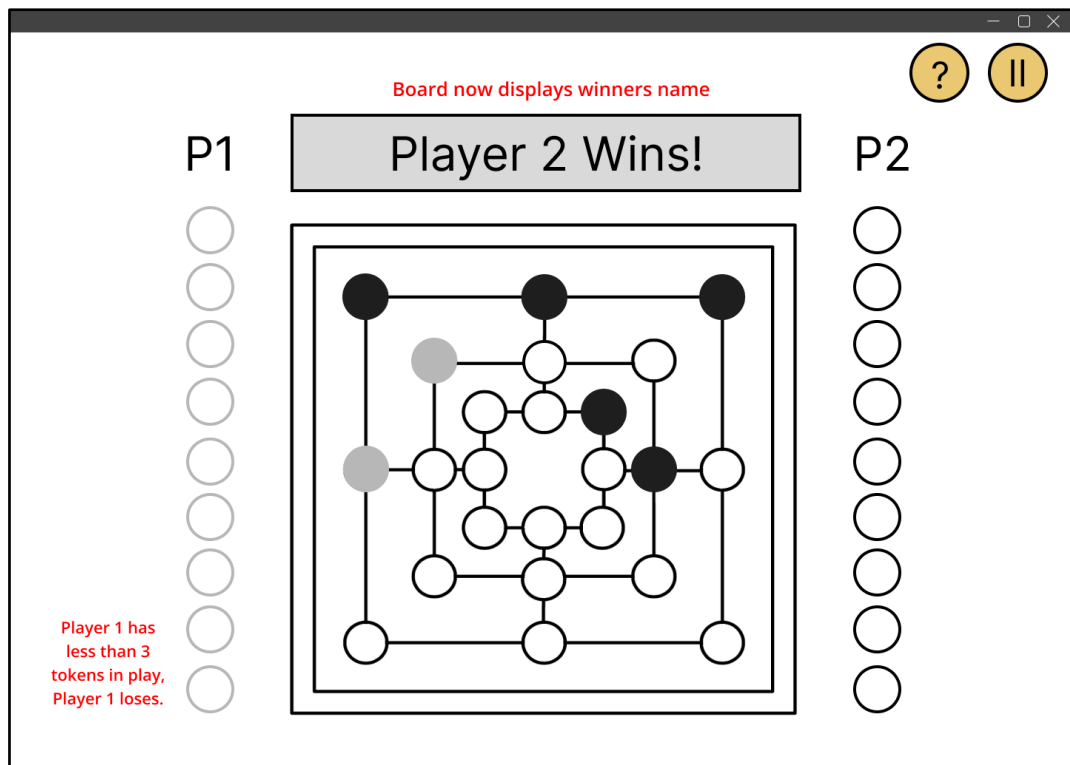


Frame 1: Player 2 forms a mill (shown in blue) since he has 3 tokens in a row.

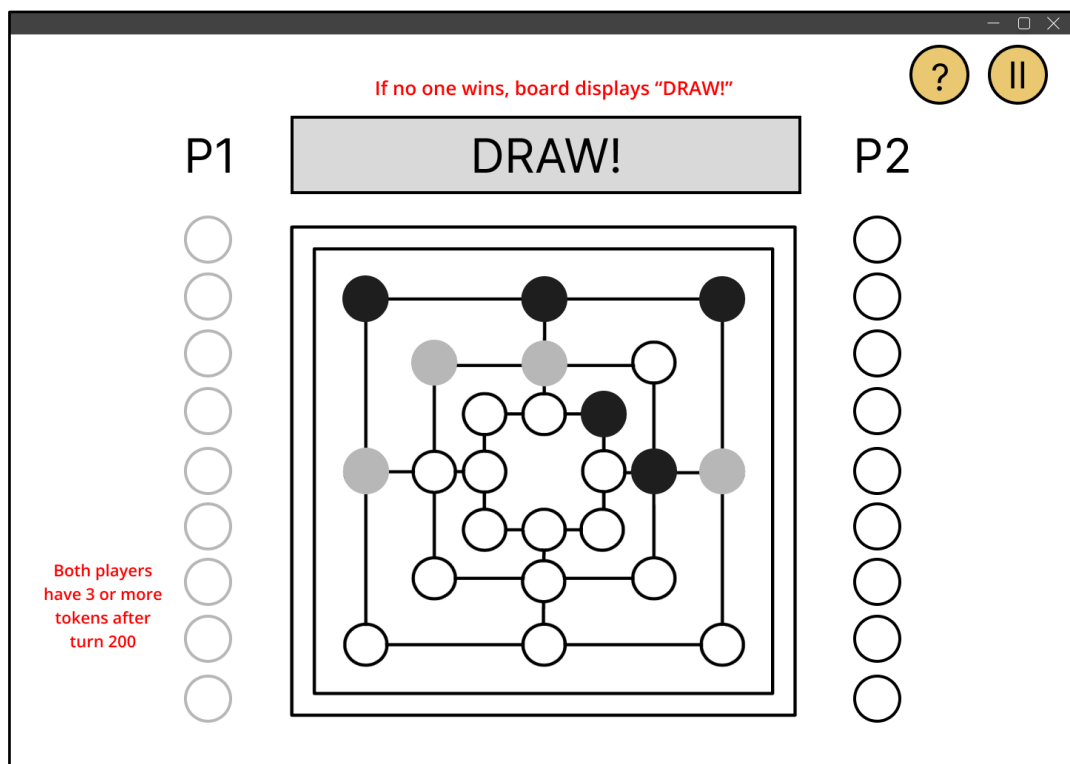


Frame 2: Player 2 removes one of Player 1's tokens (shown in red) from the board by clicking on it. Removing the token ends Player 2's turn.

Win/Loss and Game Draw

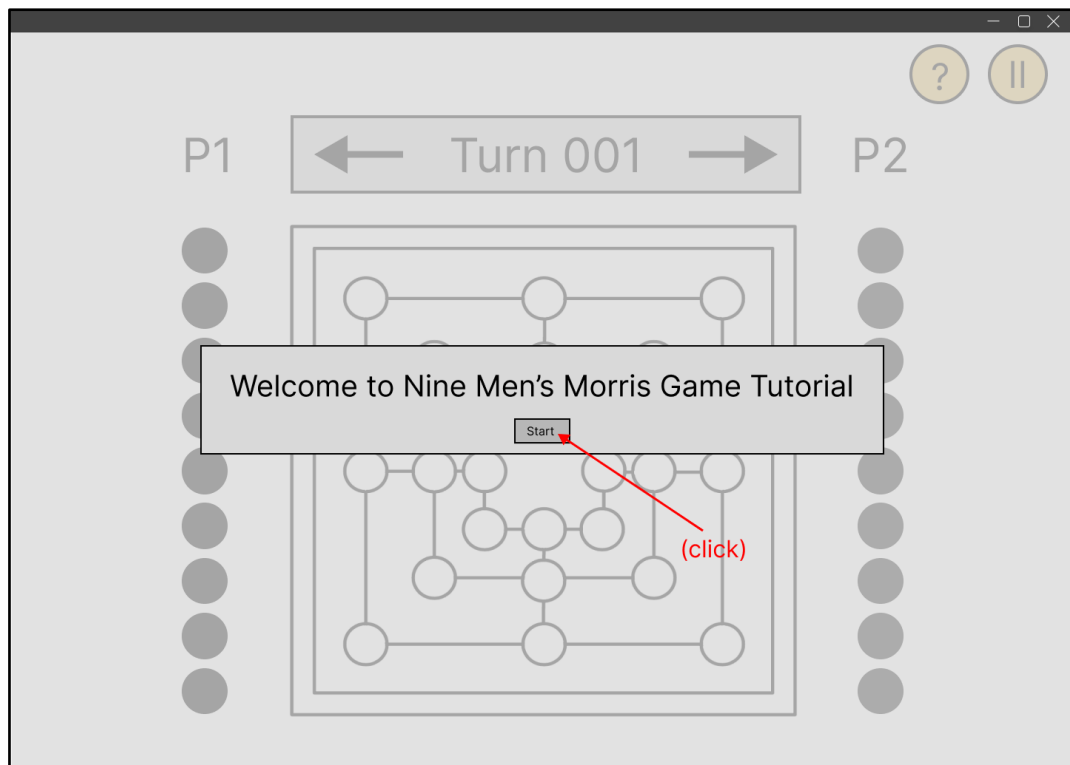


Frame 1: When any player has two tokens in play, it triggers the game to end. The turn indicator displays the name of the victor to indicate that the game has concluded.

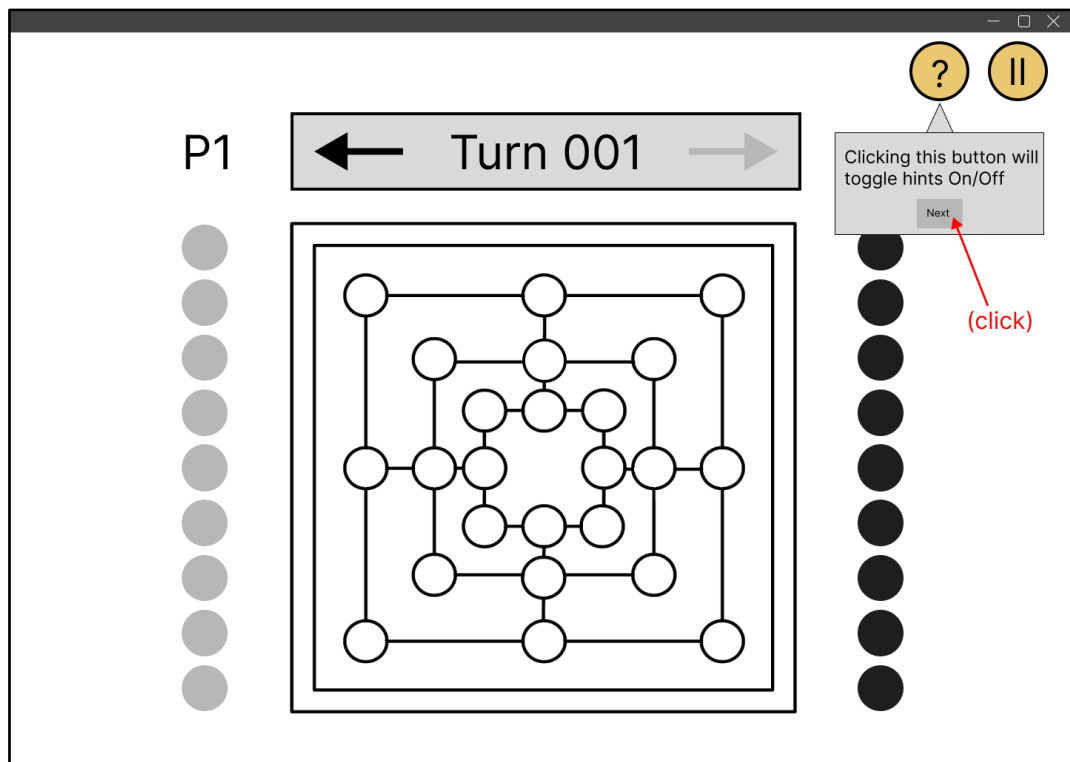


Frame 2: If both players have 3 or more tokens after turn 200, the game results in a draw. The turn indicator displays "DRAW!" to notify the players that the game has ended.

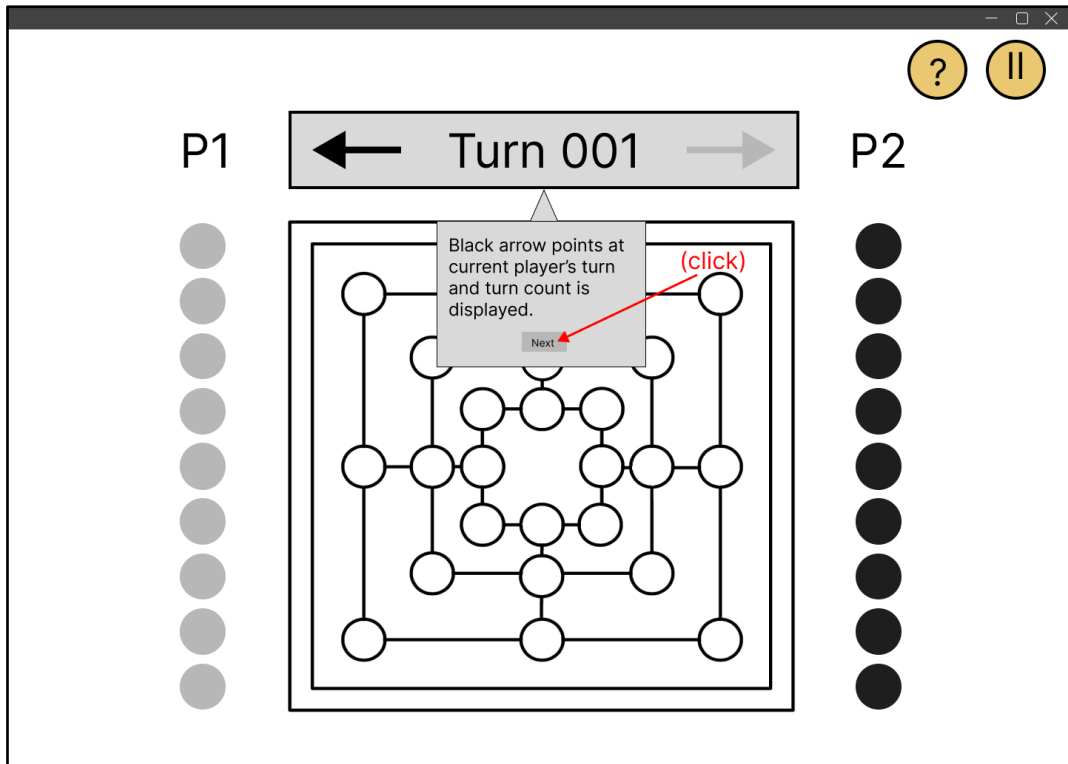
Tutorial Mode (Advanced Requirement(a))



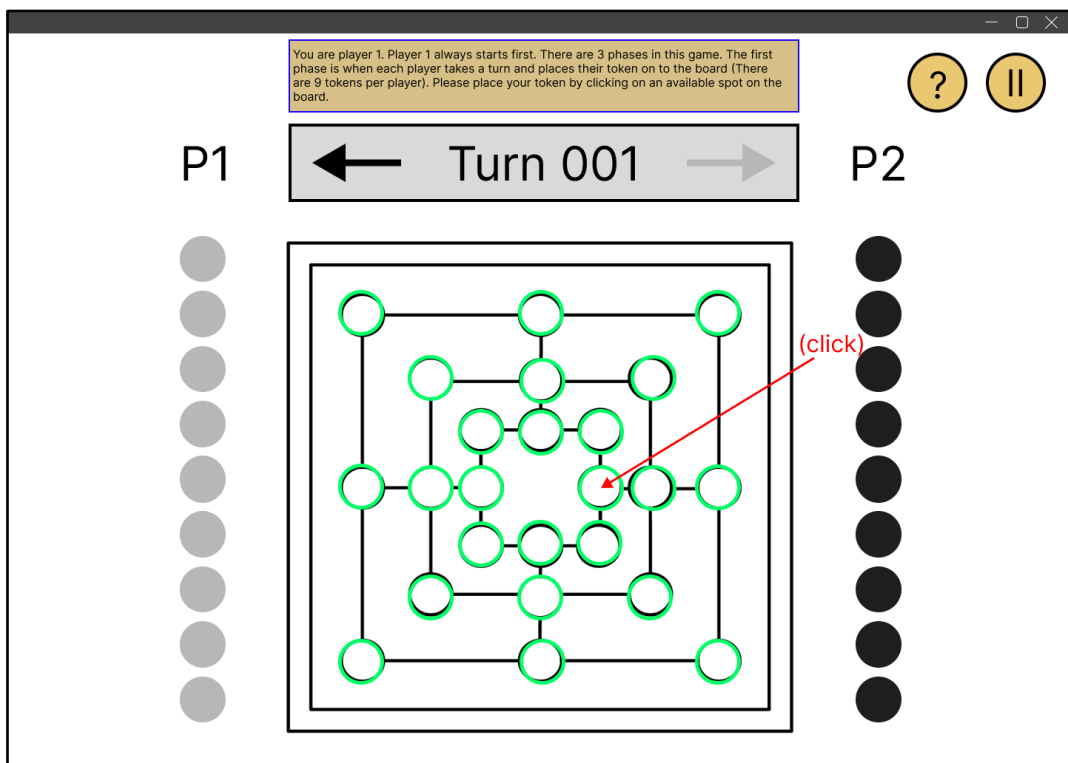
Frame 1: When a player clicks on the tutorial mode in the main menu, they are greeted with this screen and message to start the tutorial. The player clicks start.



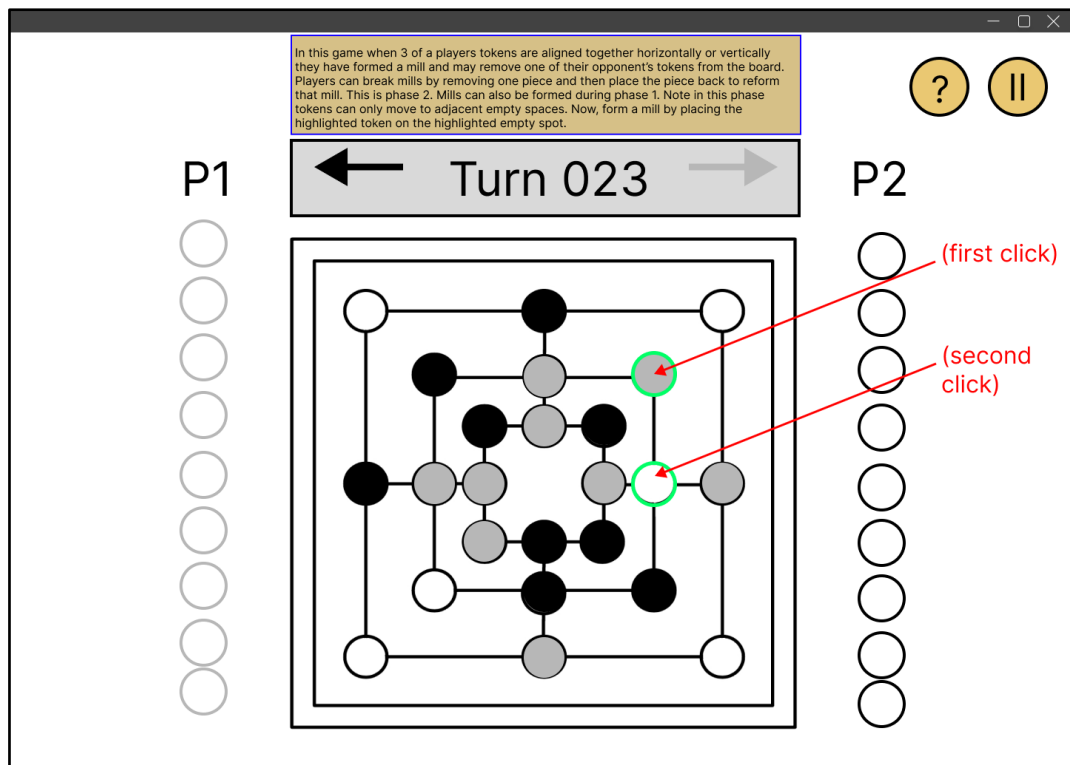
Frame 2: At the beginning of the tutorial a prompt box appears showing the player how to toggle hints on/off. The player clicks next.



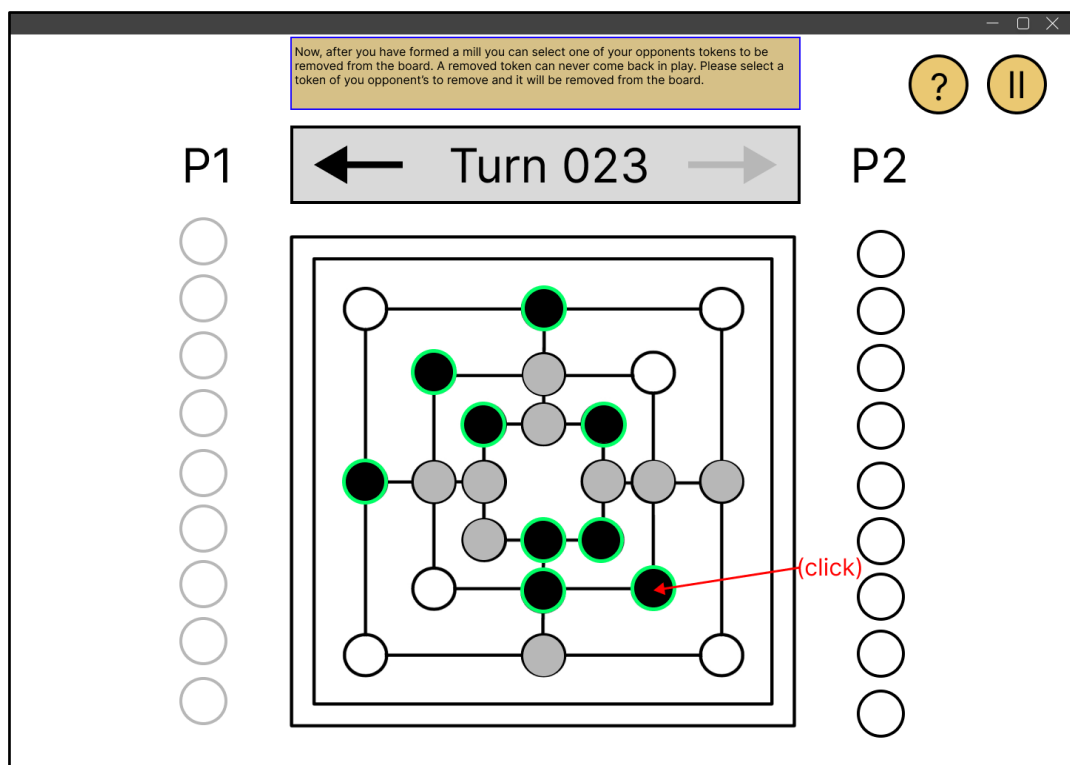
Frame 3: Next the prompt box explains the player what the rectangular box on top of the board indicates. The player clicks next.



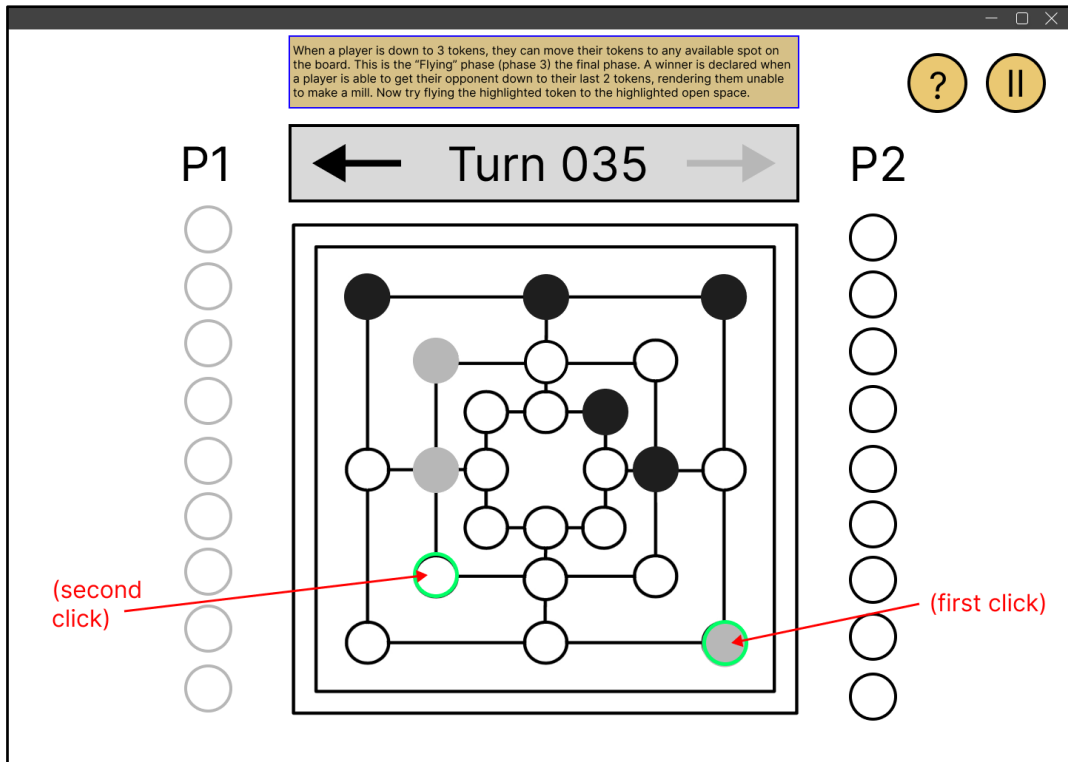
Frame 4: A note box at the top explains the rules gradually. For this instance, the player is told how to place a token. Player follows and places on the board by clicking.



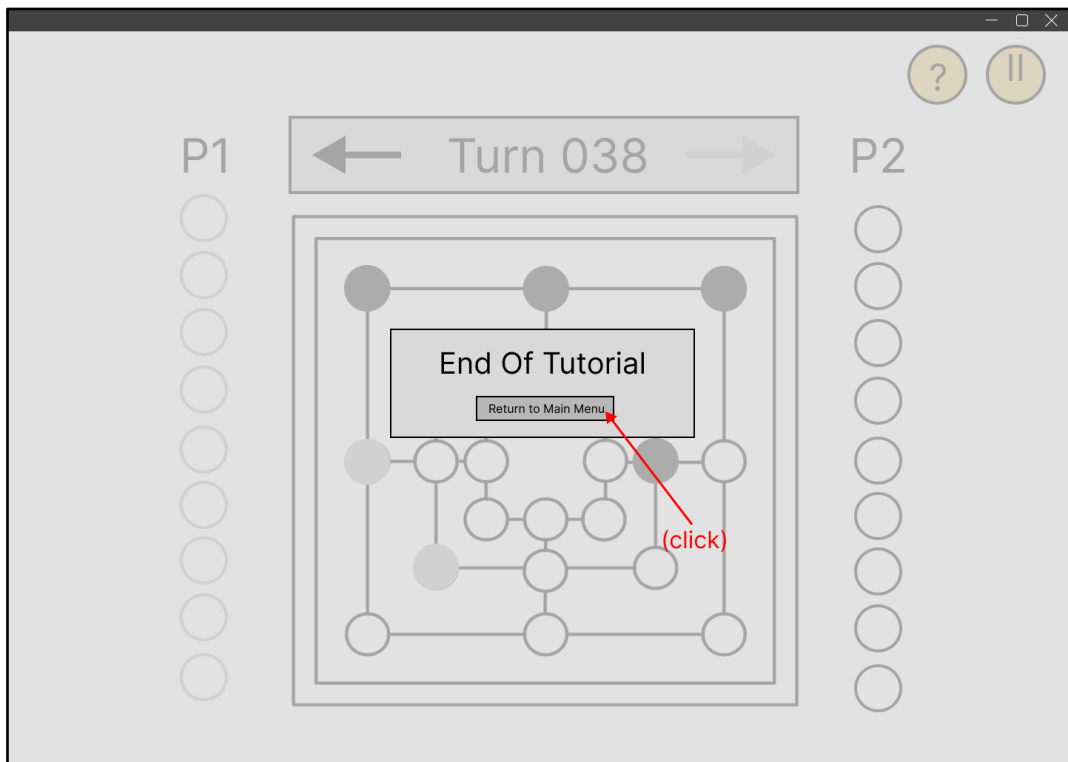
Frame 5: Player is taught how to move a piece to an available adjacent intersection and form a mill. Player follows clicks on the piece to move and clicks on the intersection for it to go on.



Frame 6: Player is taught how to remove an opponent's piece from the board after forming a mill. The player follows and clicks on the opponent's piece that is to be removed.

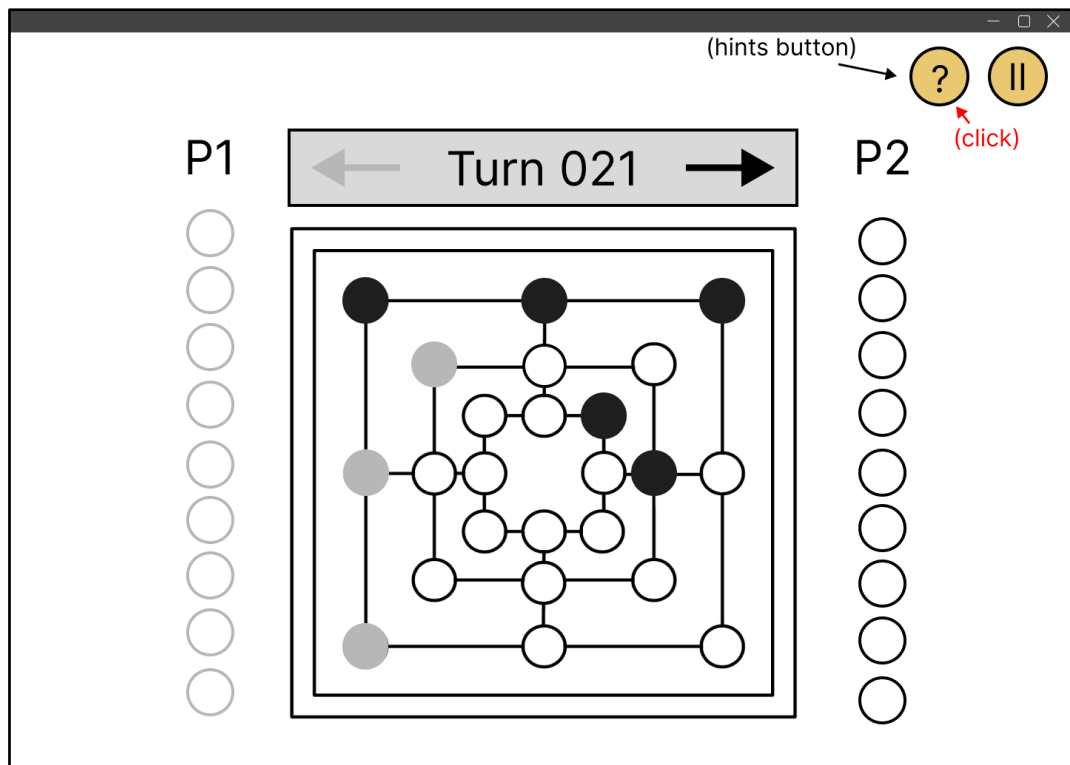


Frame 7: Player is taught how to fly a piece when they are down to three pieces. Player flies the piece by clicking an intersection on the other side of the board as highlighted by the tutorial.

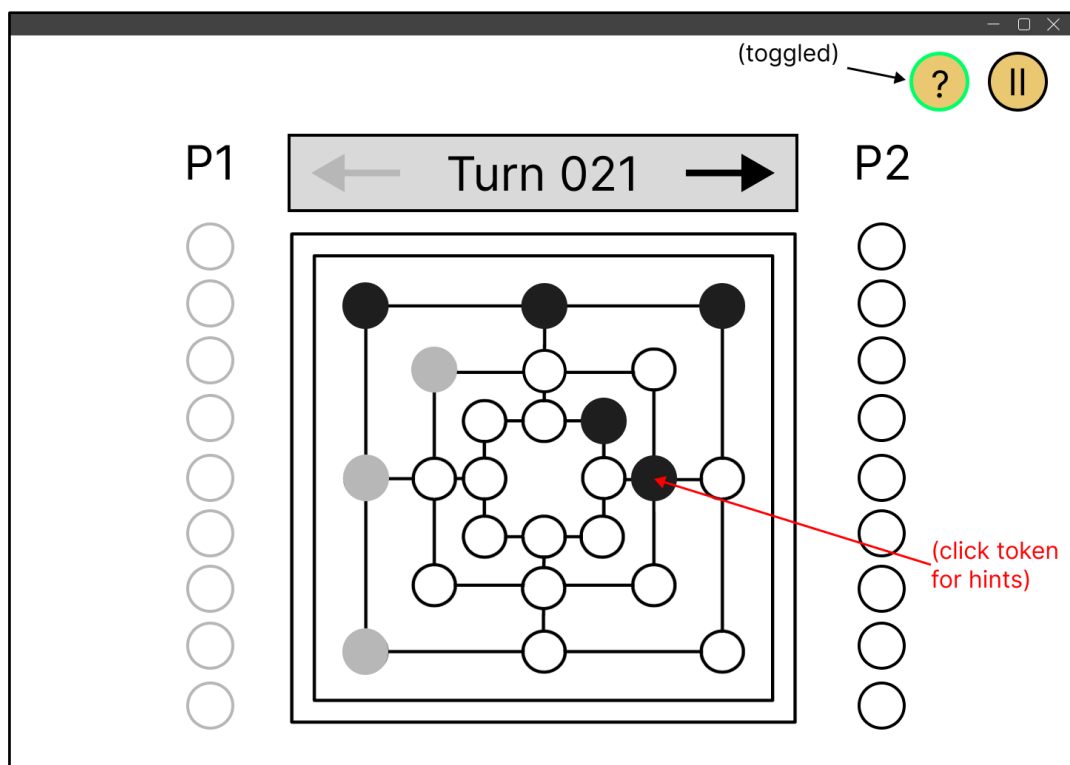


Frame 8: This concludes the tutorial and player returns to the main menu.

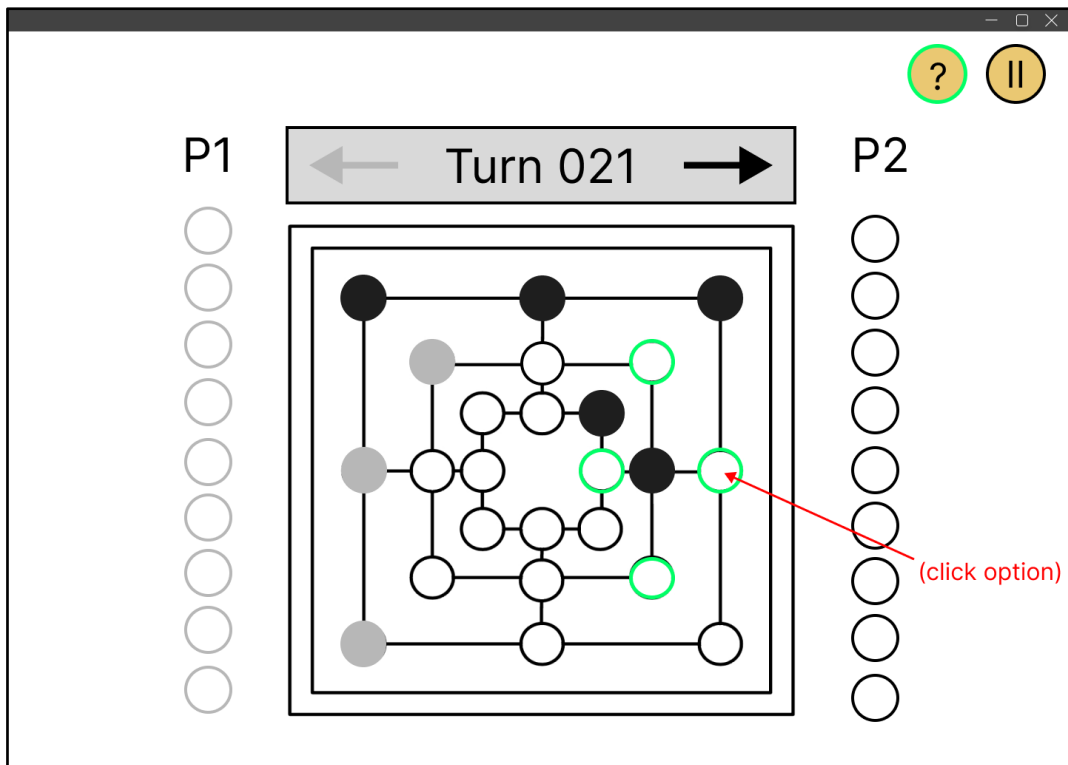
Toggle Hints (Advanced Requirement(a))



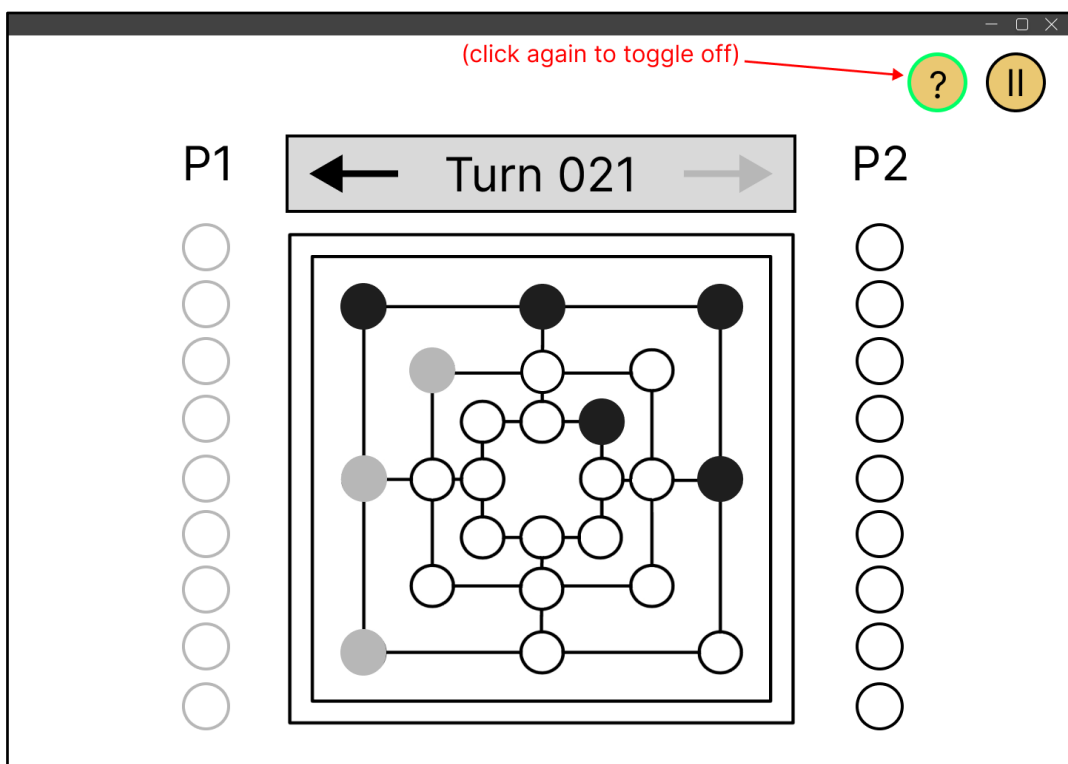
Frame 1: A button with a question mark toggles the hints on/off.



Frame 2: After toggling hints on the player whose turn is it can view all the legal moves of a piece by clicking them.

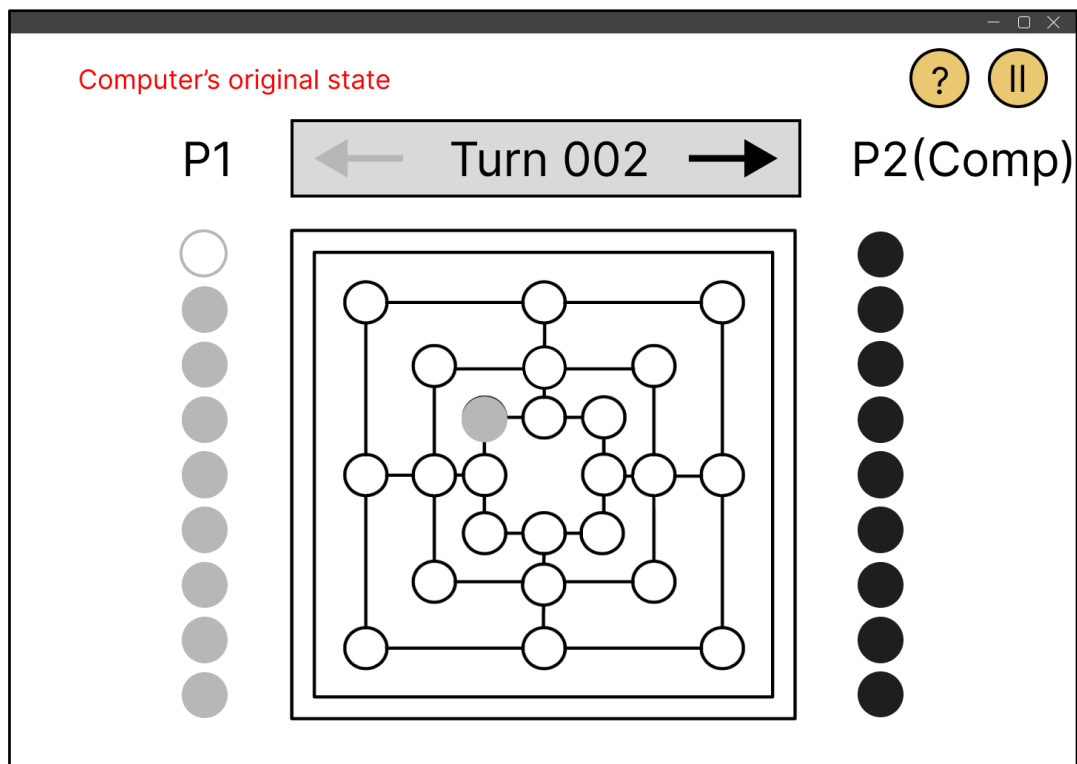


Frame 3: After the player clicks the piece the legal intersections that the piece can be moved to will be highlighted.

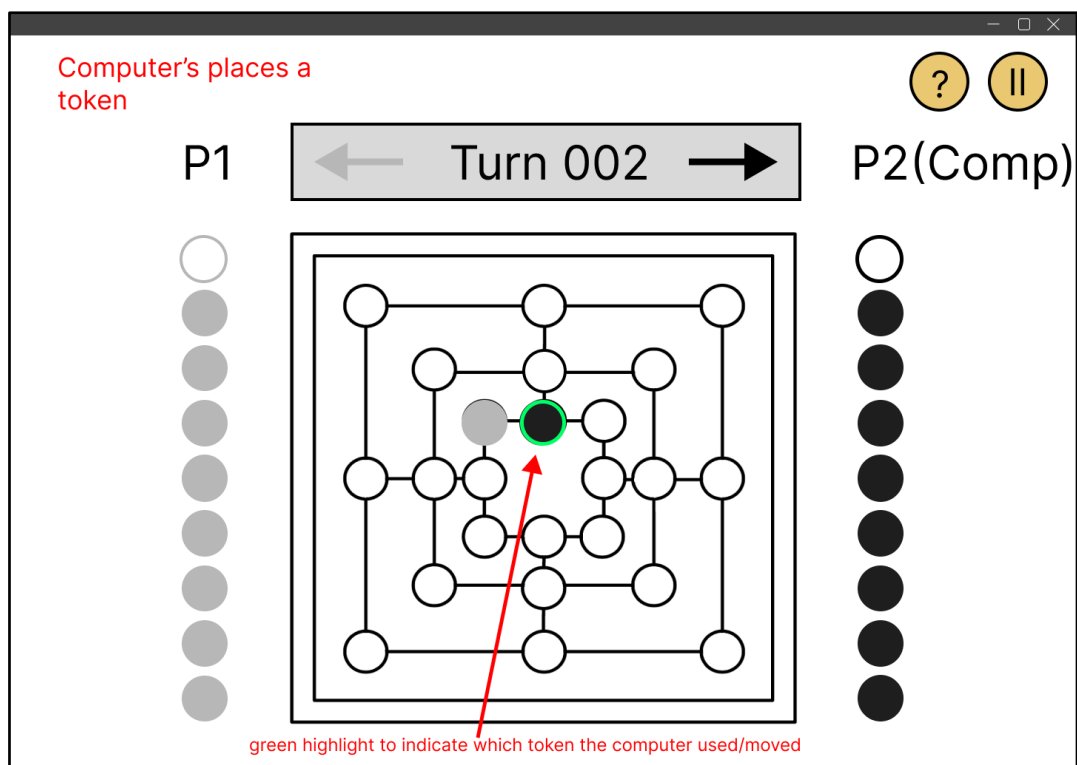


Frame 4: Clicking on the hints button again will toggle the hints off.

Computer Player (Advanced Requirement(c))



Frame 1: Player can play against computer by just clicking on P VS C in the main menu.



Frame 2: After human player plays their turn the computer automatically makes its move (legal) like a normal player.