"Set Up a Game" Use Case UI Prototype Sketch
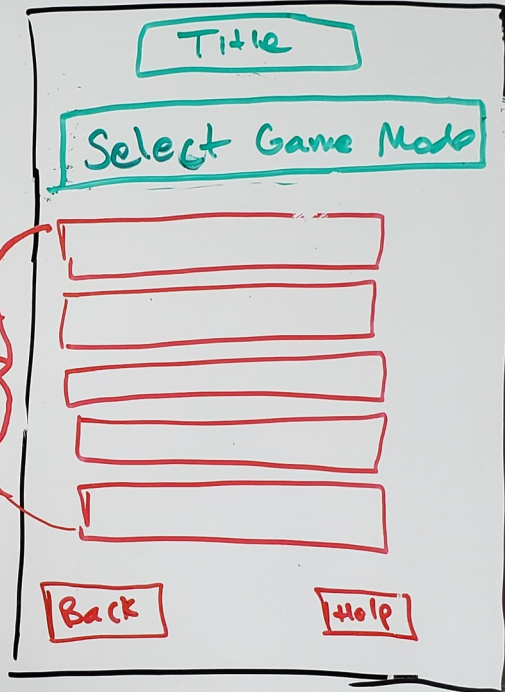

Handwritten whiteboard sketch.

main screen — Setup a game — **Screen #2**

Main screen:
- KINGDOMINO TITLE
- Play a Game
- Load a Game
- Settings
- Quit
- Help

Screen #2:
- Title
- Select Game Mode
- List of game modes with a short description of each.
- Back
- Help
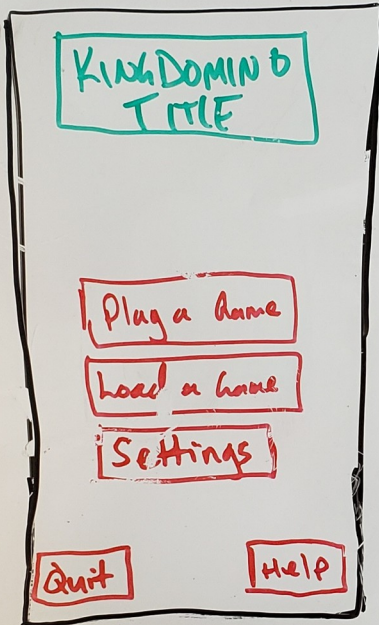
Legend:
- Red – action items
- Green – info only
- Purple – input items

Screen # 3

TITLE

Game Mode Selected

Select # of players

| 1 | 2 | 3 | 4 |

Select # of AI
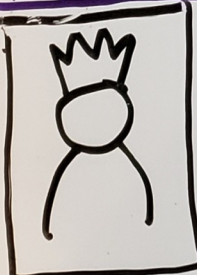
| 0 | 1 | 2 | 3 |

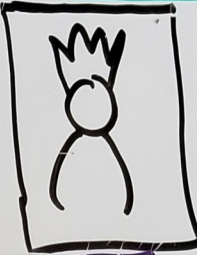AI Difficulty

| Easy | HARD |

| Player 1 Name | Random AI Name |

Colour:

Colour:

Difficulty: Normal

BACK   PLAY   Help

*items will appear on screen in a sequential order only after the previous question was answered.

i.e.- select # of AI will only appear after the # of players has been selected and so on.

Note- this screen assumes 2 players were selected and 1 normal difficulty AI.