UI Specification

# Main Window

1 – Place board panel to the left on the main window

2 – Place Game Info panel to the right of the main window

## Board Panel:

1 – Place player properties panel at the top of the board window

2 – Place player status panel on the right-hand side of the board window

3 – Place the board window inside the board panel

### Board Window

1 – Add board tiles around the board background image

2 – Implement a method to display player tokens in text form on top of the board tile representing their current location.

### Game Info Panel

1 – Link game log output to relevant methods to display the games current information

2 – Link player options drop down to the appropriate available options for the current player on their turn. ‘Auction’ option will open the auction UI, ‘Trade’ option will open the Trade UI

3 – Link user message label to method which outputs information for the current player

4 – Link up player/ auto player amount drop down boxes to the appropriate method in game initialising method

5 – Implement some form of validation to ensure the total number of players + ai players does not exceed 6

6 – Link ‘abridged game’ checkbox to appropriate variable in the game initialising method

7 – Link ‘allow trading’ checkbox to appropriate variable in the game initialising method

8 – Add player display panel showing current players in the game.

### Auction

1 – Add drop down to select a player

2 – Link bid amount input box to the current players bid

### Player properties

1 – For each player, add the player image and 10 colour boxes representing each colour property on the board

2 – Link corresponding colour button to open property window displaying the selected players properties of the chosen colour

3 – Link text on the colour buttons to display the number of properties of that colour the respective player owns.

### Player status

1 – For each player, add the player token image and a text box

2 – Link the text box for each player to updateUI method, which will display the value of the players current balance

## Property Window

1 – For each property owned by selected player of the selected colour, display property info

2 – Link property info to corresponding methods returning; property name, number of houses, number of hotels and whether the property is mortgaged

### Trade

1 – Add three drop downs buttons: Your property to trade, their property to trade and who to trade with.

2 – Link trade button to the trade method to validate the trade: If the trade is invalid, display a notice to the user.

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