

U11:

Hand-drawn UI sketch for a hexagonal game interface, titled "Hexahessel".

Left Panel (Item Details):

- Name:
- Effects:
- Beschreibung:
- Dauer:
- Zutaten: ☐ ☐ ☐
- Temp:
- Konsistenz:
- Farbe:

Right Panel (Transaction):

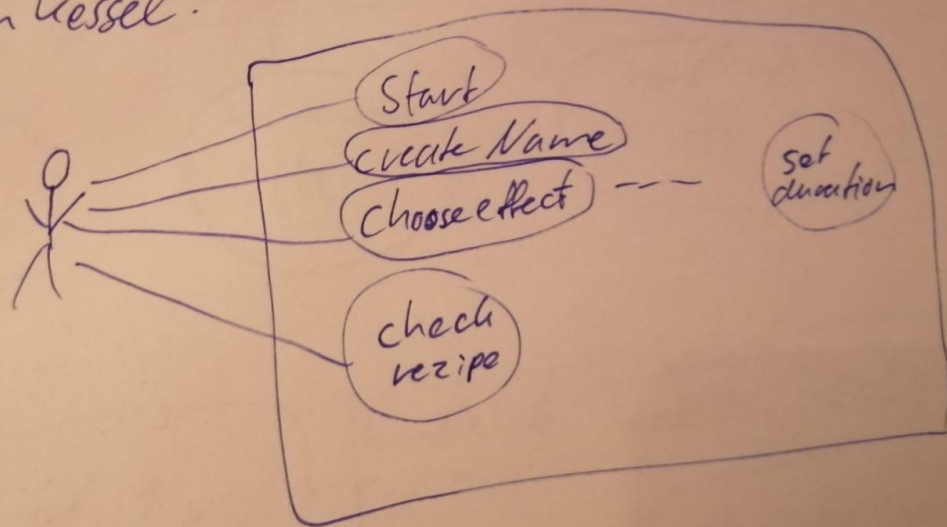
- Dein Frank:
- Price:
- pay:

Annotations:

- h2: points to the "Dein Frank" label.
- <div>: points to the "Dein Frank" input field.
- pay: points to the "pay" button.
- h2: points to the "pay" button.

Use - Case - Diagramme

Hexen Kessel:



AD

