

"Set Up a Game" UI Prototype Sketch

main screen

A hand-drawn sketch of a main screen. At the top, there is a green-bordered box containing the text "KingDOMINANT TITLE". Below this, there are three red-bordered boxes stacked vertically, containing the text "Play a Game", "Load a Game", and "Settings". At the bottom left is a red-bordered box labeled "Quit", and at the bottom right is a red-bordered box labeled "Help".

Red - action items
Green - info only
Purple - input items

Setup a game.

Screen #2

A hand-drawn sketch of a screen titled "Setup a game". At the top is a green-bordered box labeled "Title". Below it is a green-bordered box labeled "Select Game Mode". Underneath this is a list of five empty red-bordered rectangular boxes, intended for game mode selections. At the bottom left is a red-bordered box labeled "Back", and at the bottom right is a red-bordered box labeled "Help". A red bracket on the left side of the list of boxes points to the text "List of game modes with a short description of each." written in red.

Screen # 3

TITLE

Game Mode Selected

Select # of players

1 2 3 4

Select # of AI

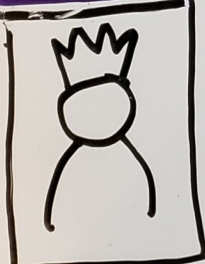
0 1 2 3

AI Difficulty

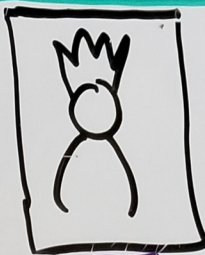
EASY HARD

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.