"Set Up a Game" UI Prototype Sketch

main screen

Setup a game.

Screen #2

KINGDOMINO TITLE

Plug a Game

Load a Game

Settings

Quit

Help

List of game Modes with a short description of each.

Title

Select Game Mode

Back

Help

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

Tankee

Screen # 3

TITLE

Game Mode Selected

Select # of players

| 1 | 2 | 3 | 4 |

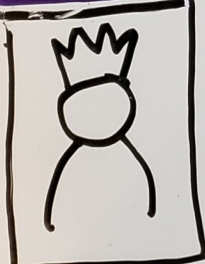Select # of AI

| 0 | 1 | 2 | 3 |

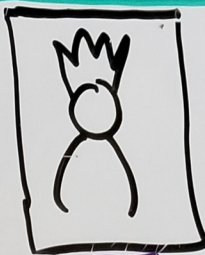AI Difficulty

| 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.