

Screenshots of GUI

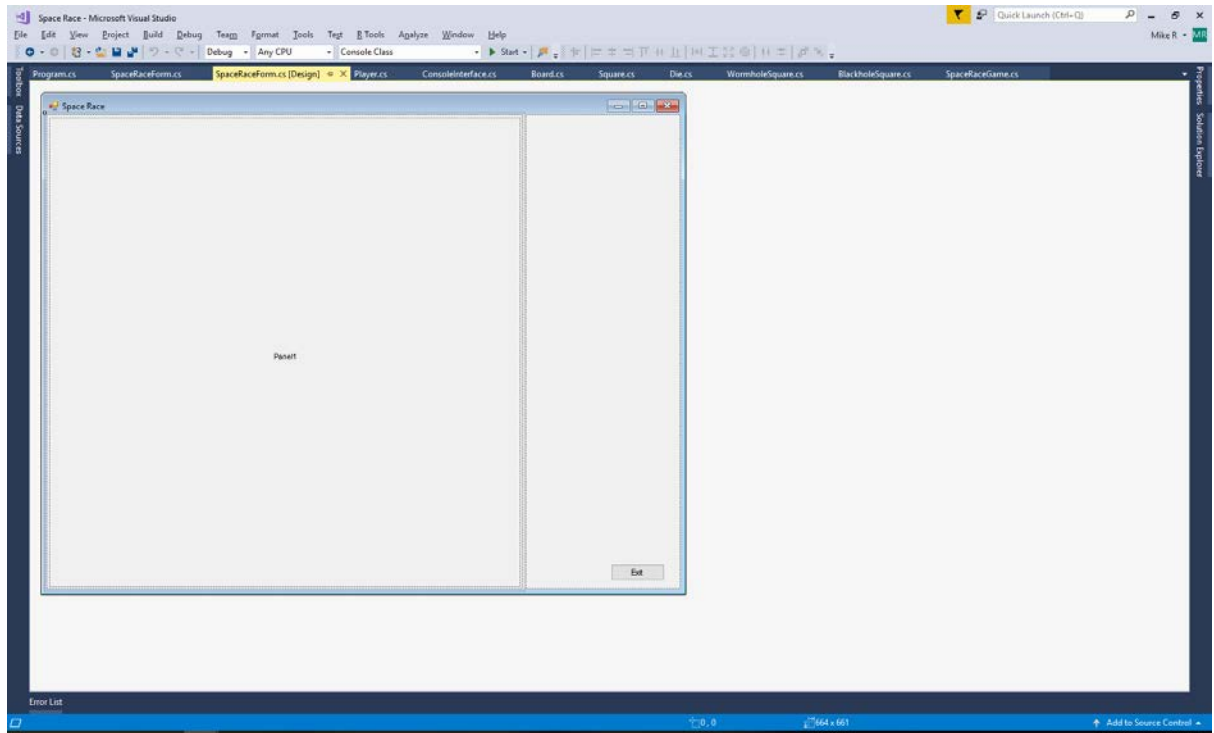


Fig 1: The form with its two panels of the SplitContainer and a button in the right-hand panel.

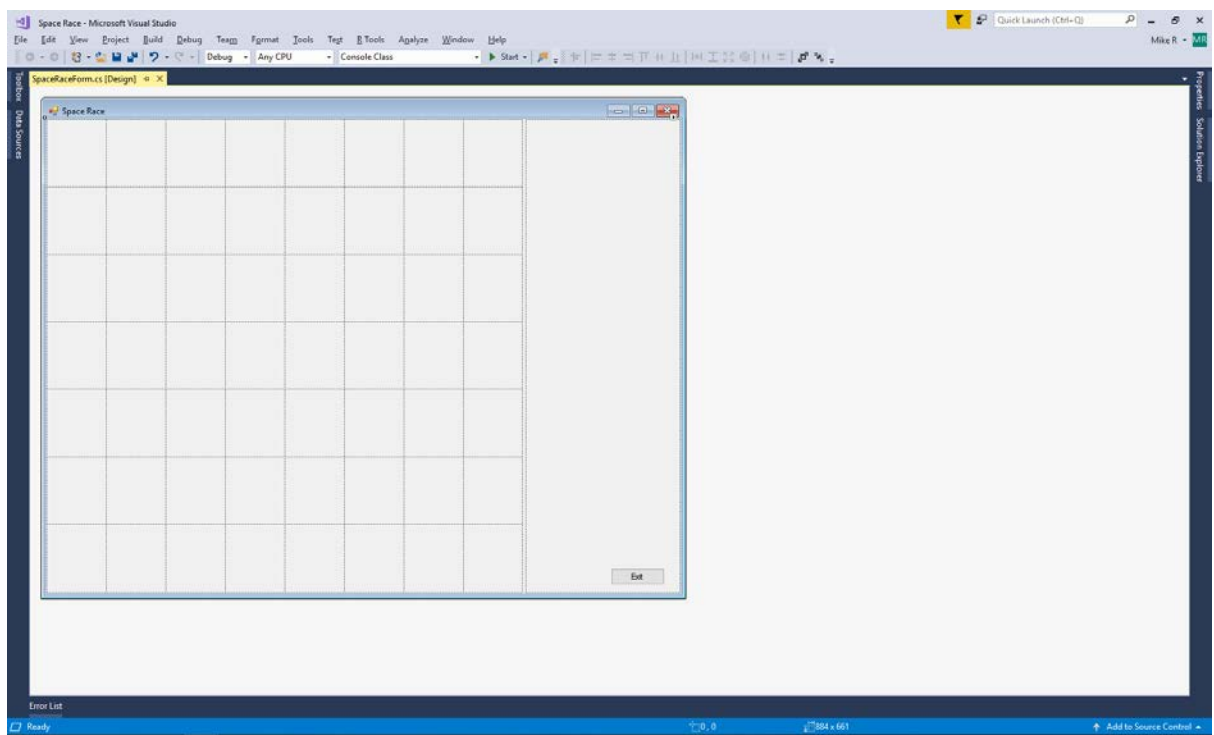


Fig 2: The form with the TableLayoutPanel with 7 rows and 8 columns in the left-hand panel.

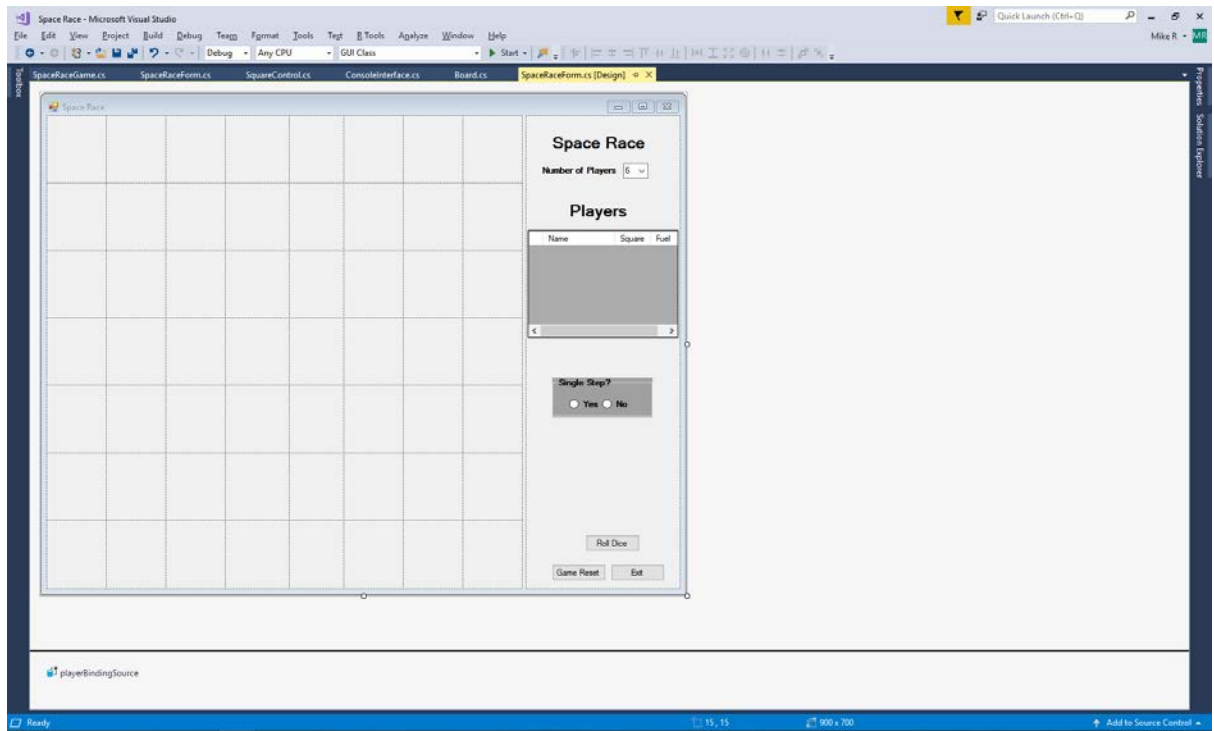


Fig 3: The form with additional controls in the right-hand panel

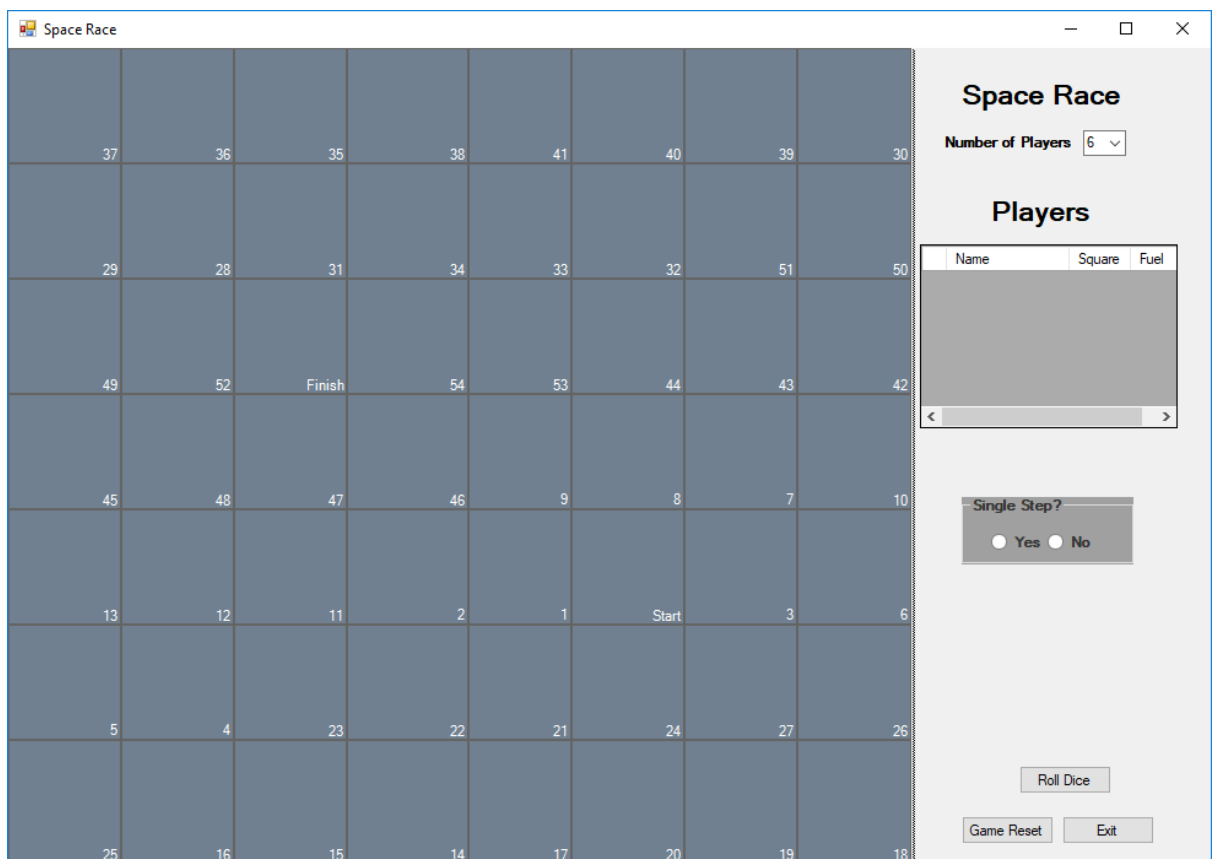


Fig 4: The form displaying 56 squares, though squares are not in correct position

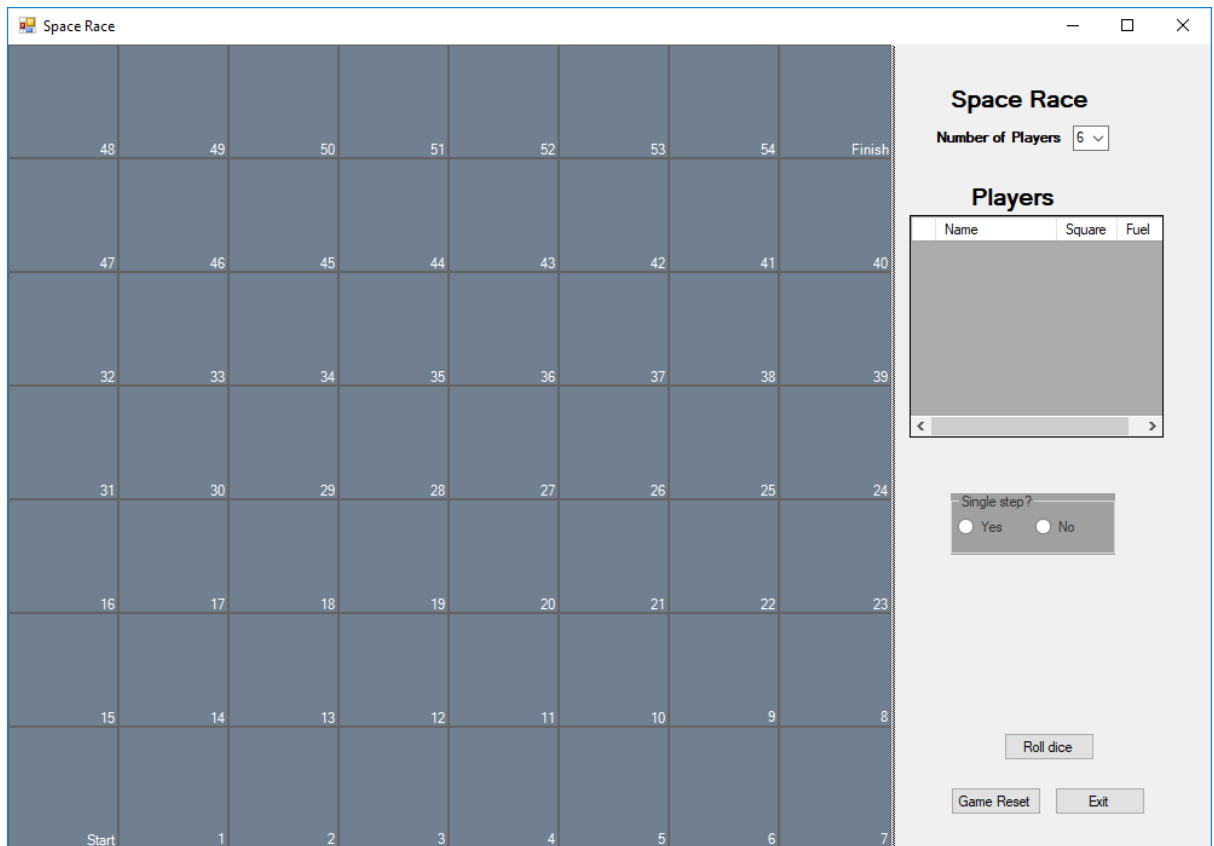


Fig 5: The form displaying 56 squares in their correct position and alternating sequence.

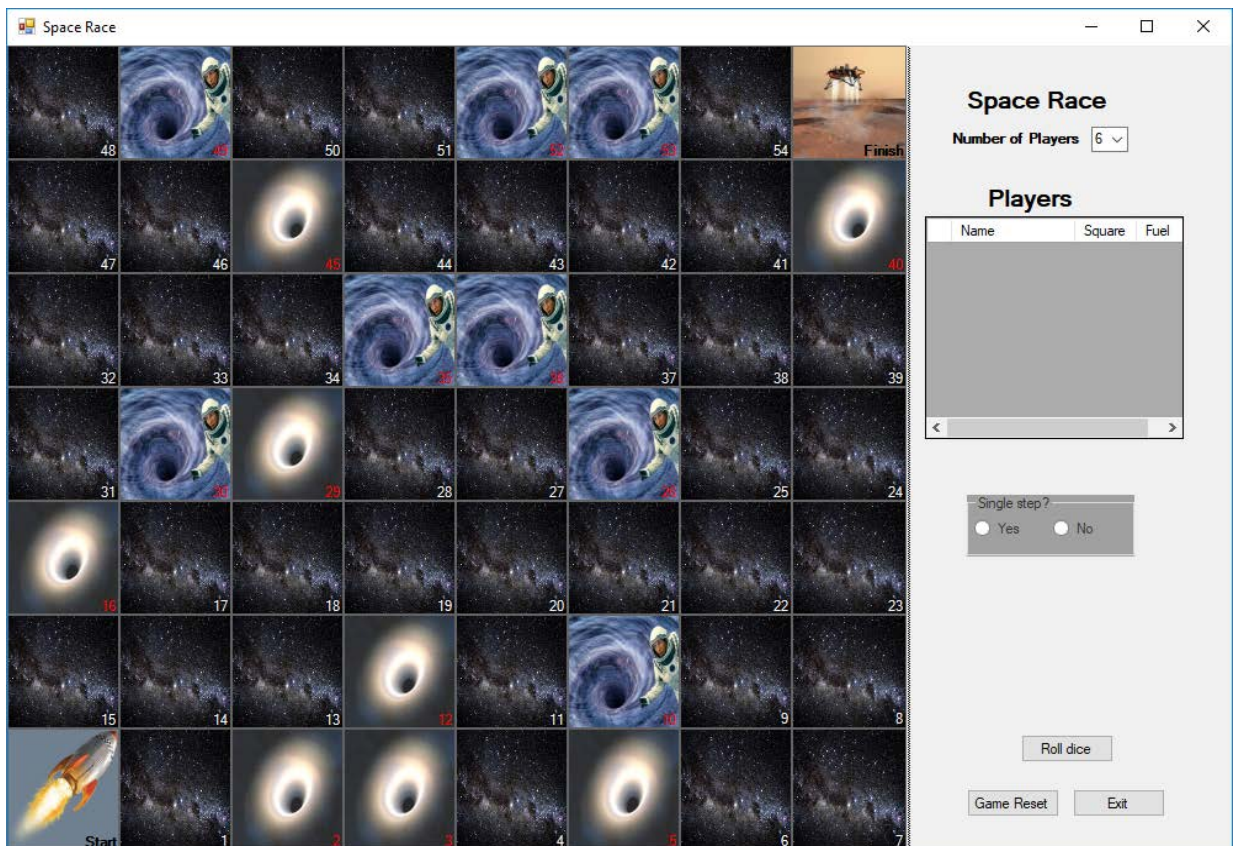


Fig 6: The form displaying images

The screenshot shows a Windows application window titled "Space Race". The main area is a 48-square board (8x6 grid) with a space theme. The board is numbered 1 to 48. The "Start" square is at the bottom left (square 1) and the "Finish" square is at the top right (square 54). The board contains several black hole and astronaut icons. The right panel contains the following controls:

Space Race

Number of Players: 6

Players

Name	Square	Fuel
One	0	60
Two	0	60
Three	0	60
Four	0	60
Five	0	60
Six	0	60

Single step? ☐ Yes ☐ No

Roll dice

Game Reset Exit

Fig 7: The form displaying player information in the DataGridView control.

This screenshot is identical to the previous one, but with an additional control on the left side of the board. A small panel at the bottom left of the board (near square 1) displays six colored circles (yellow, red, orange, white, green, purple) representing the player tokens, all placed on the "Start" square.

Fig 8: The form with six players tokens on the **Start square**.

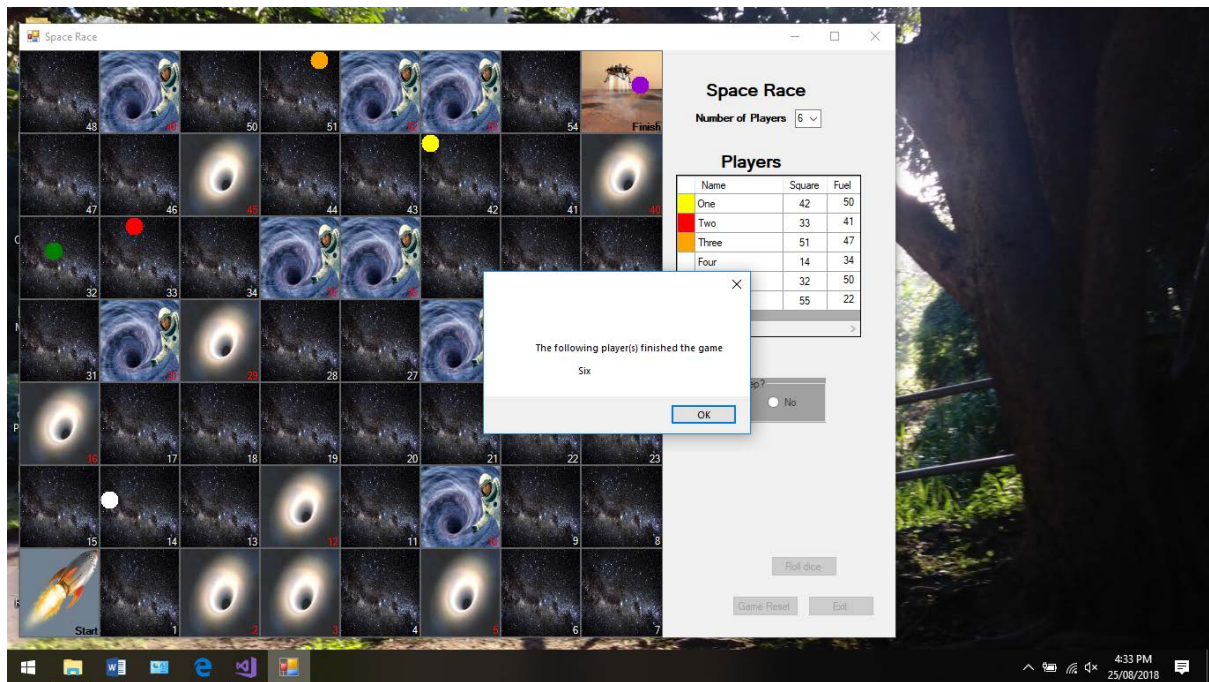


Fig 9: The finish of a game.

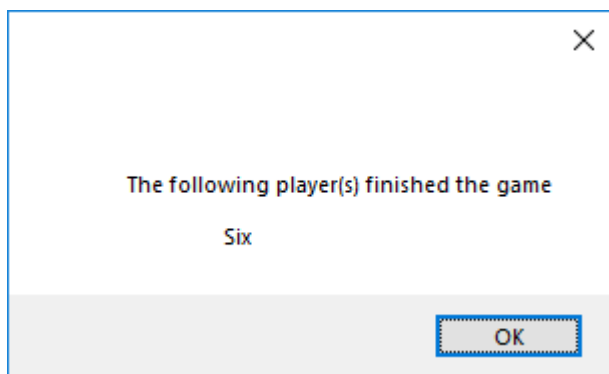


Fig 10: The MessageBox enlarged.

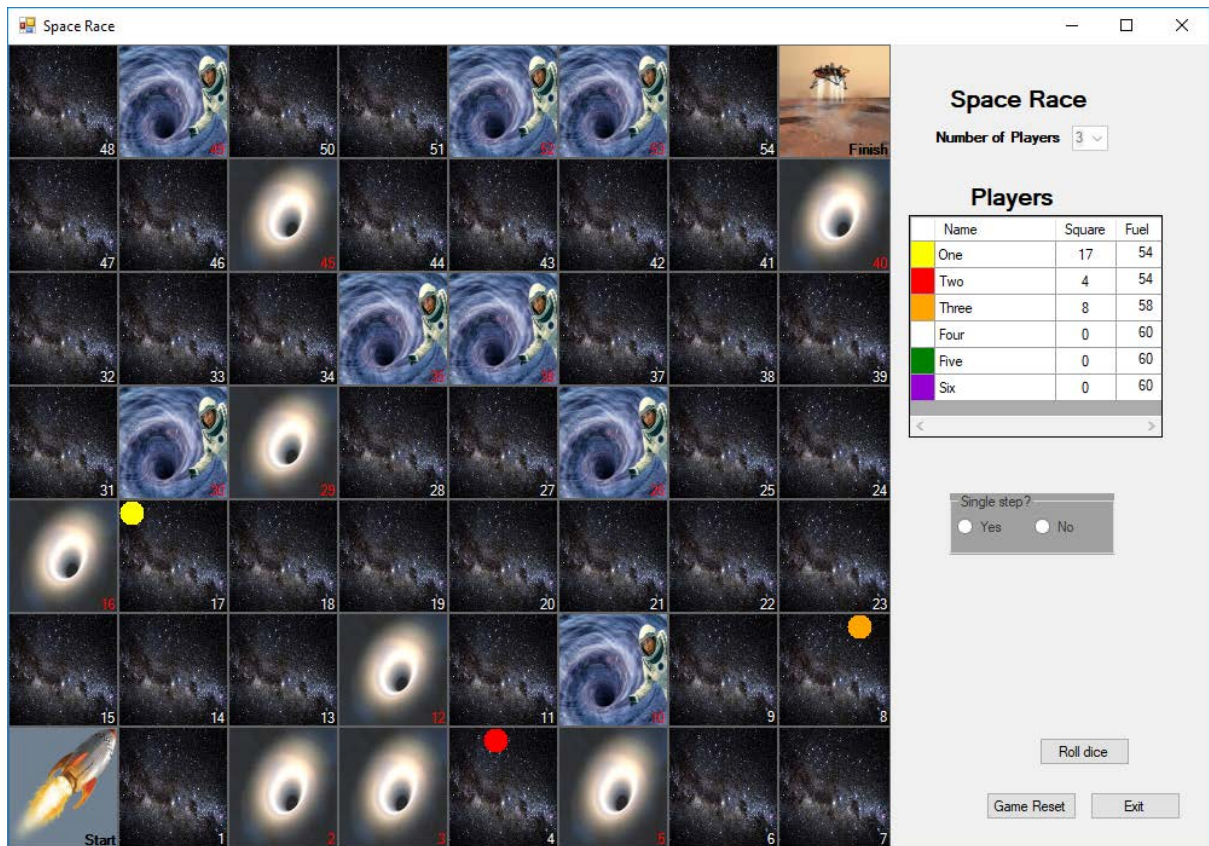


Fig 11: Three player game, DataGridView shows six players but only the values for the first three are updated after each round.

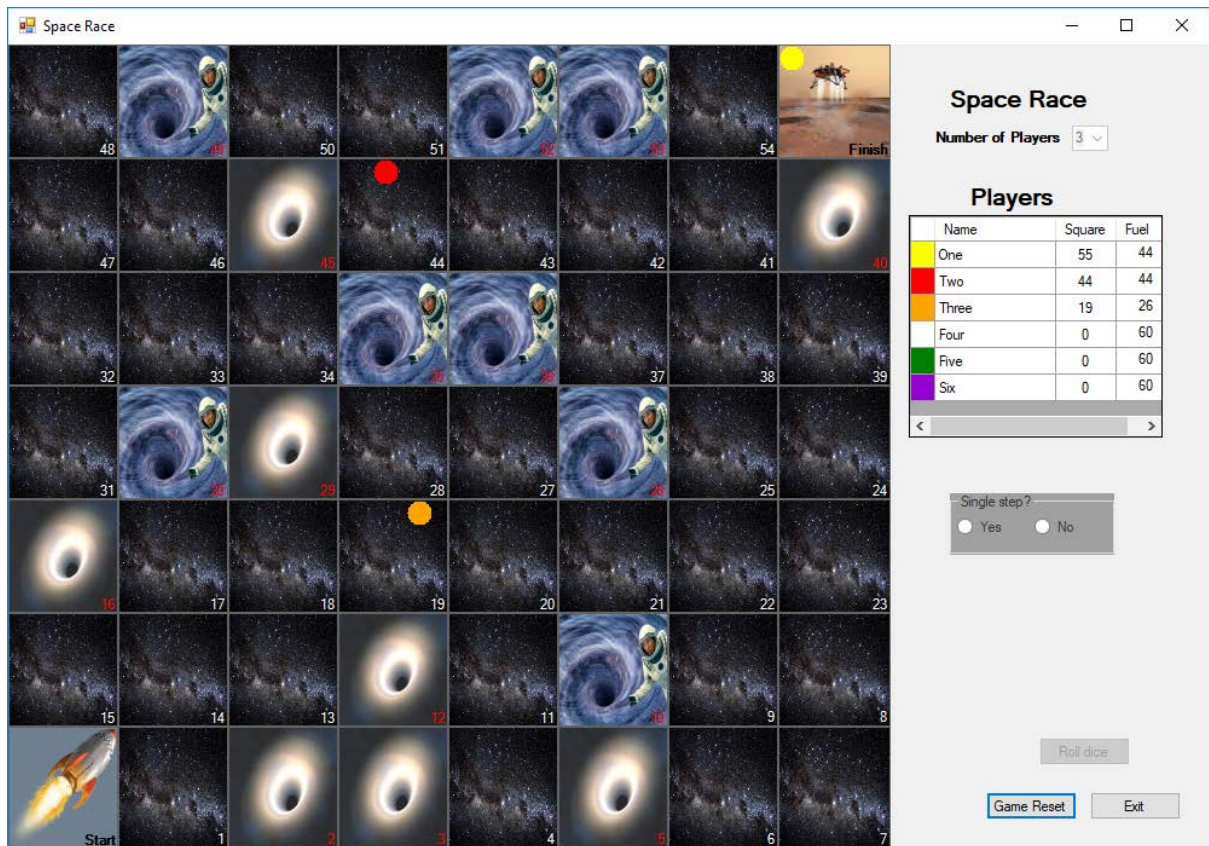


Fig 12: Three player game, DataGridView shows six players but only the values for the first three are updated after another round.

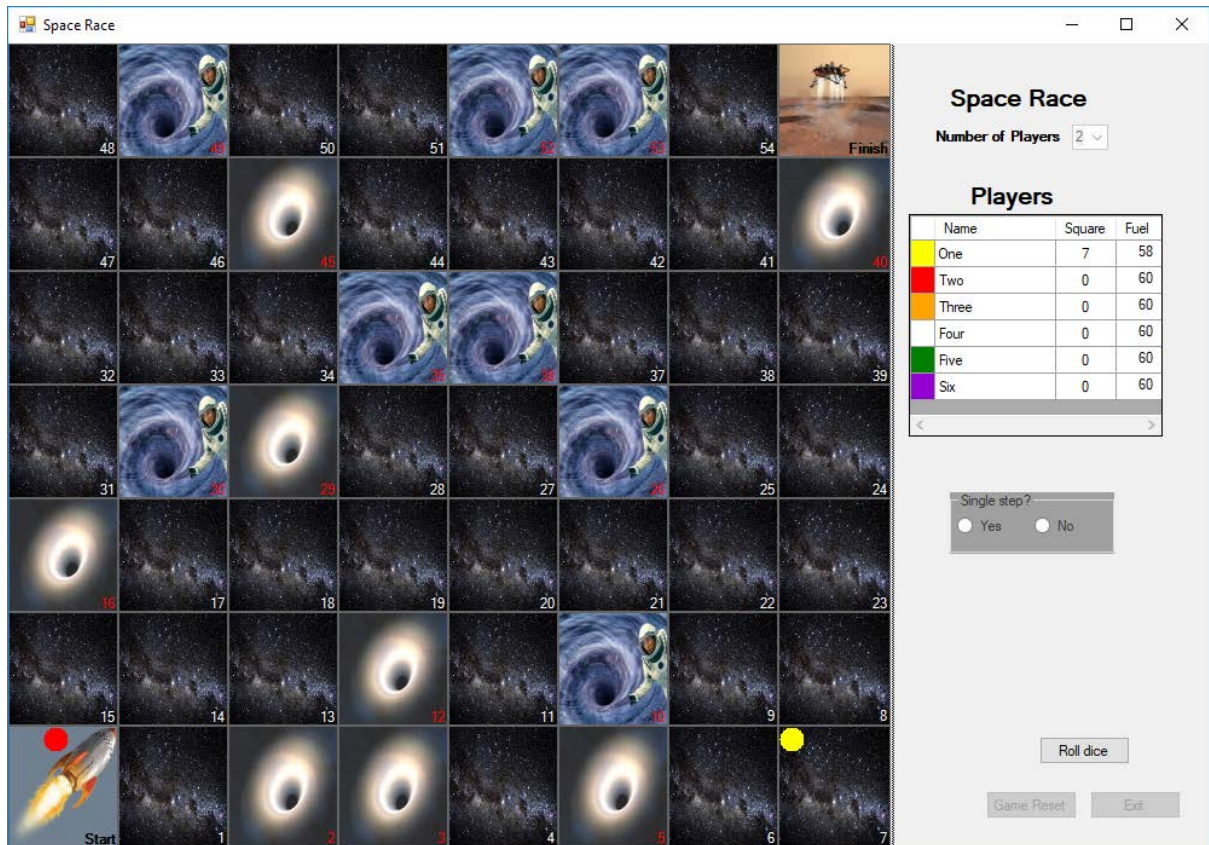


Fig 13: Two player game in Single Step mode, first player has had their roll of the dice.

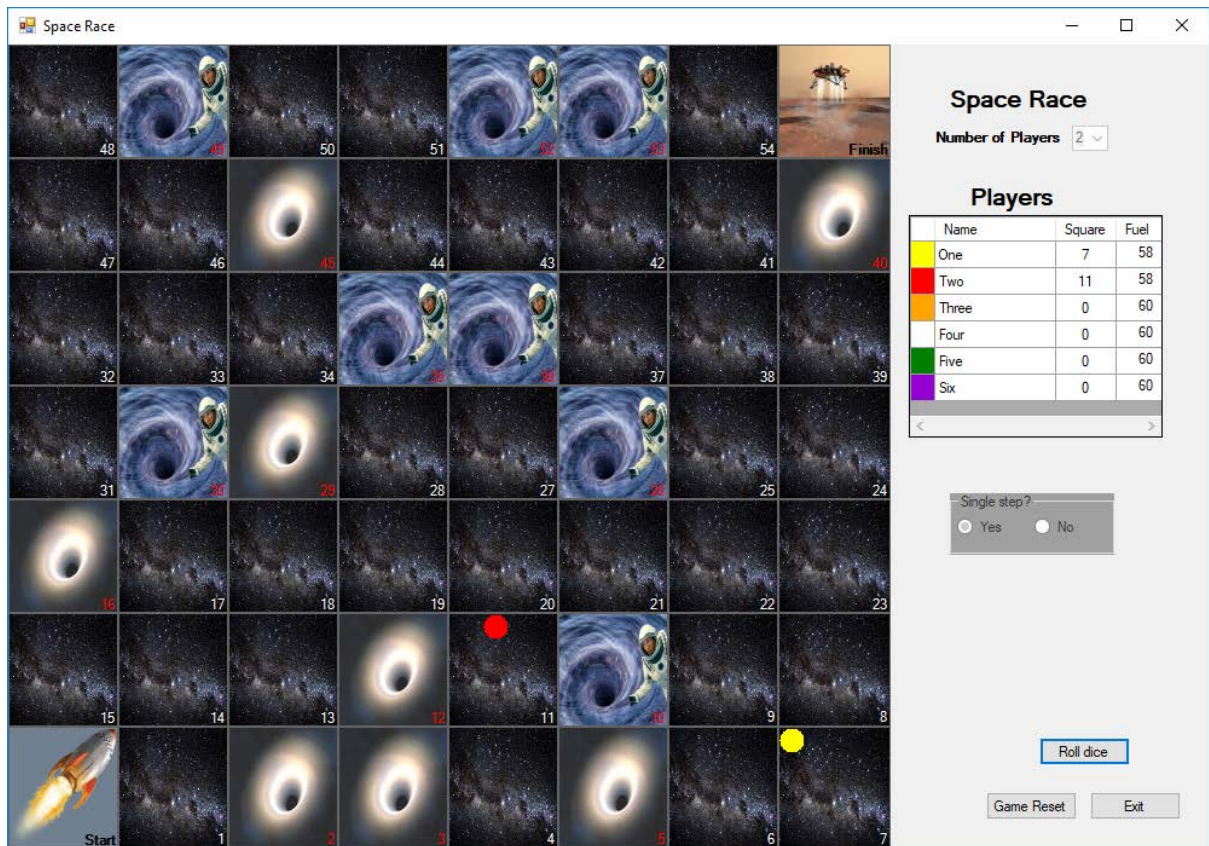


Fig 14: Two player game in Single Step mode, second player has rolled the dice.

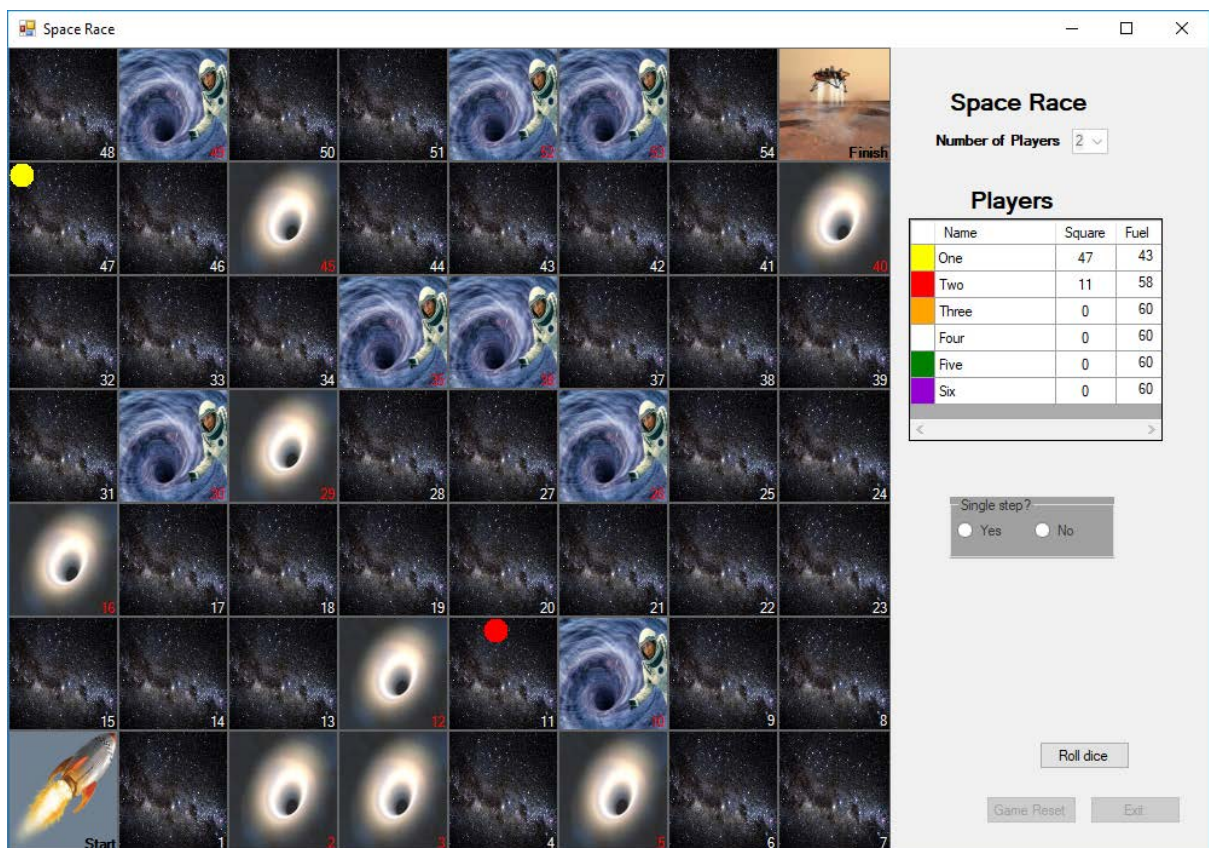


Fig 15: Two player game in Single Step mode, first player's second roll of dice.

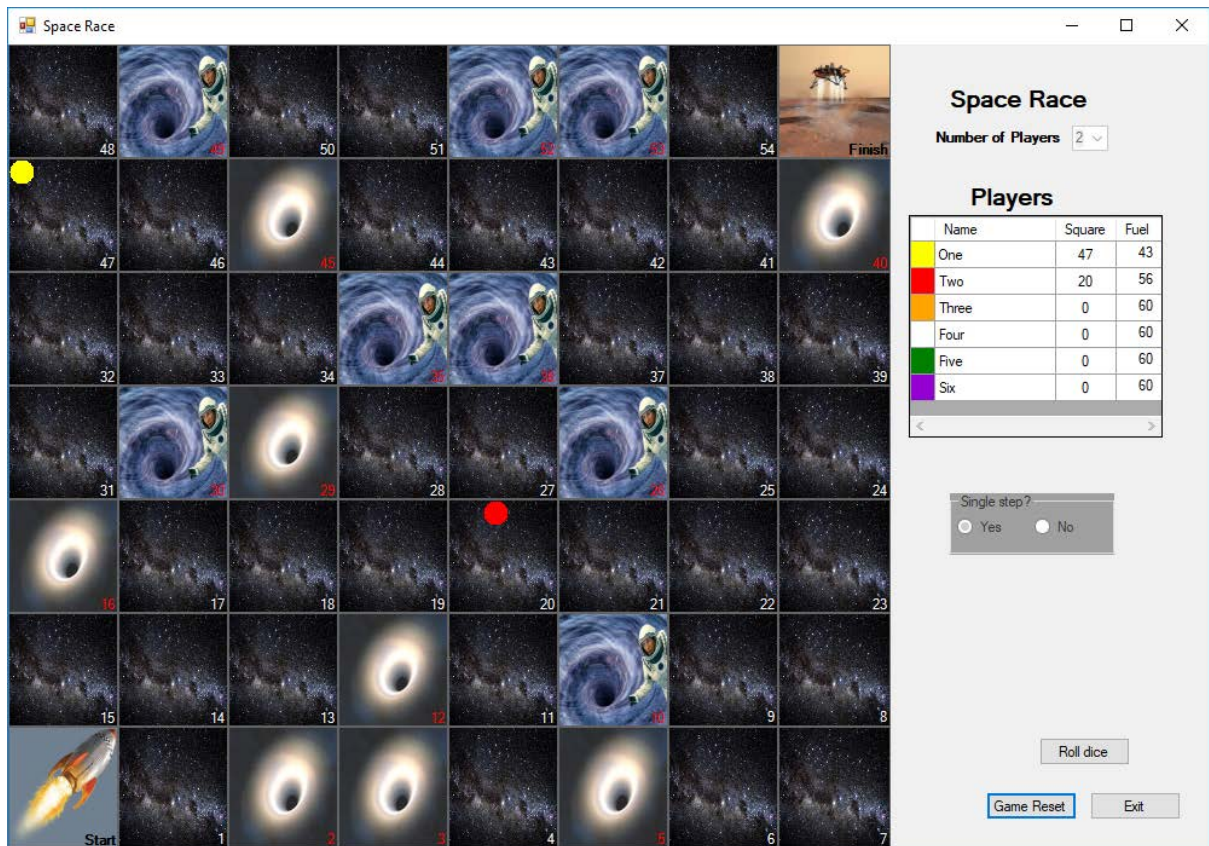


Fig 16: Two player game in Single Step mode, second player's roll of the dice.