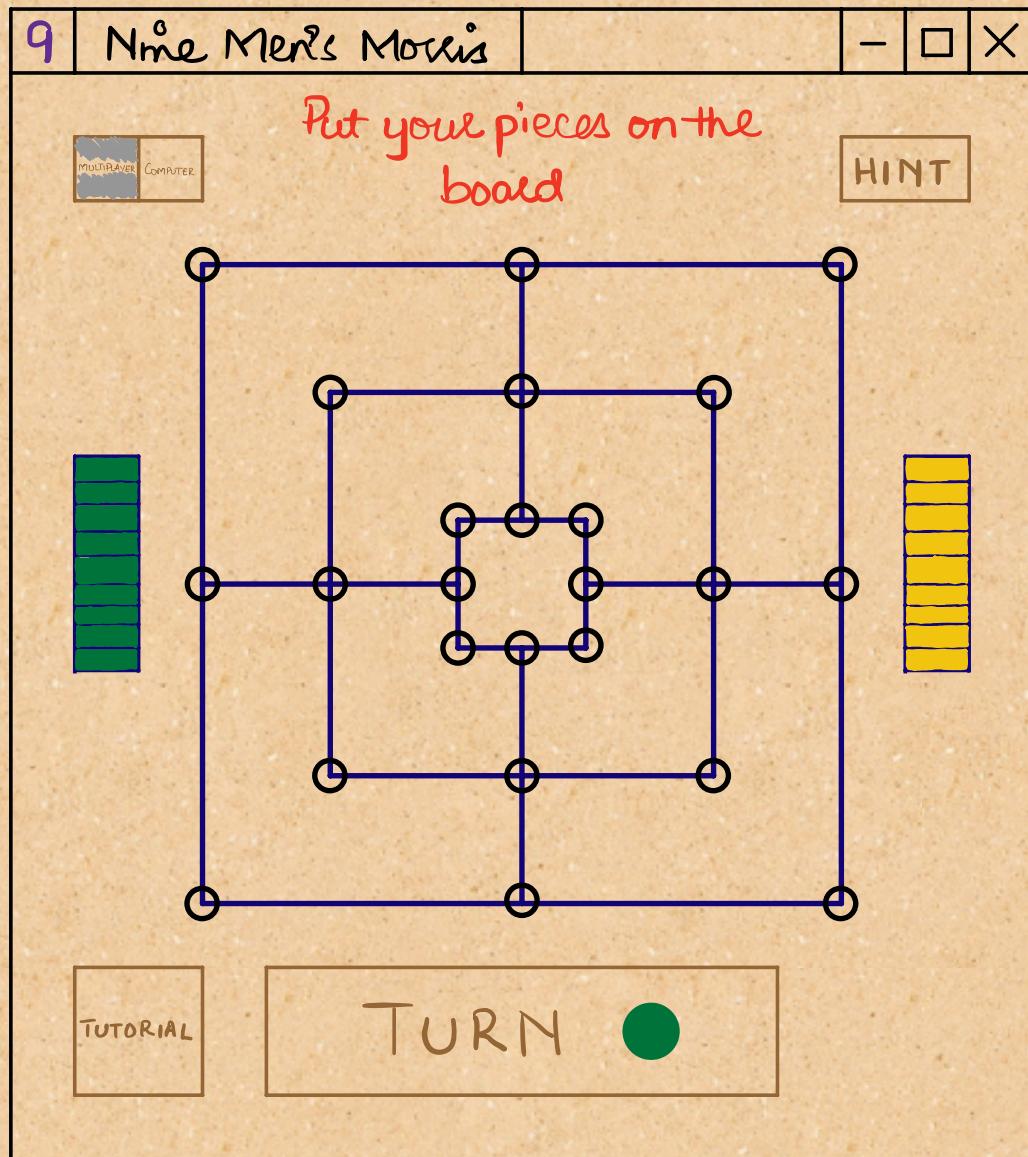


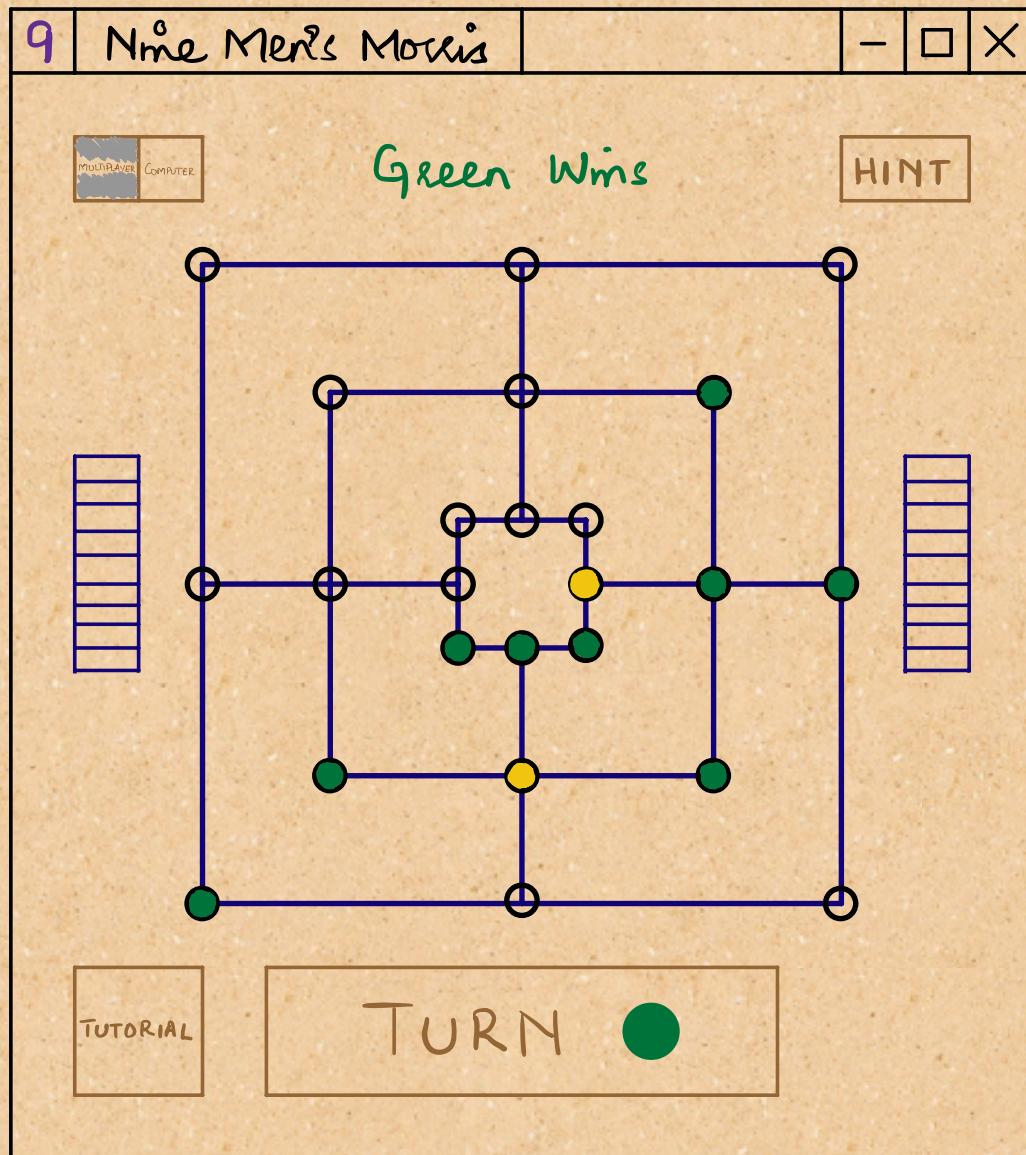
- Prototype 1



Initial Board

→ This board has 24 empty positions,
that are marked with a black circle.

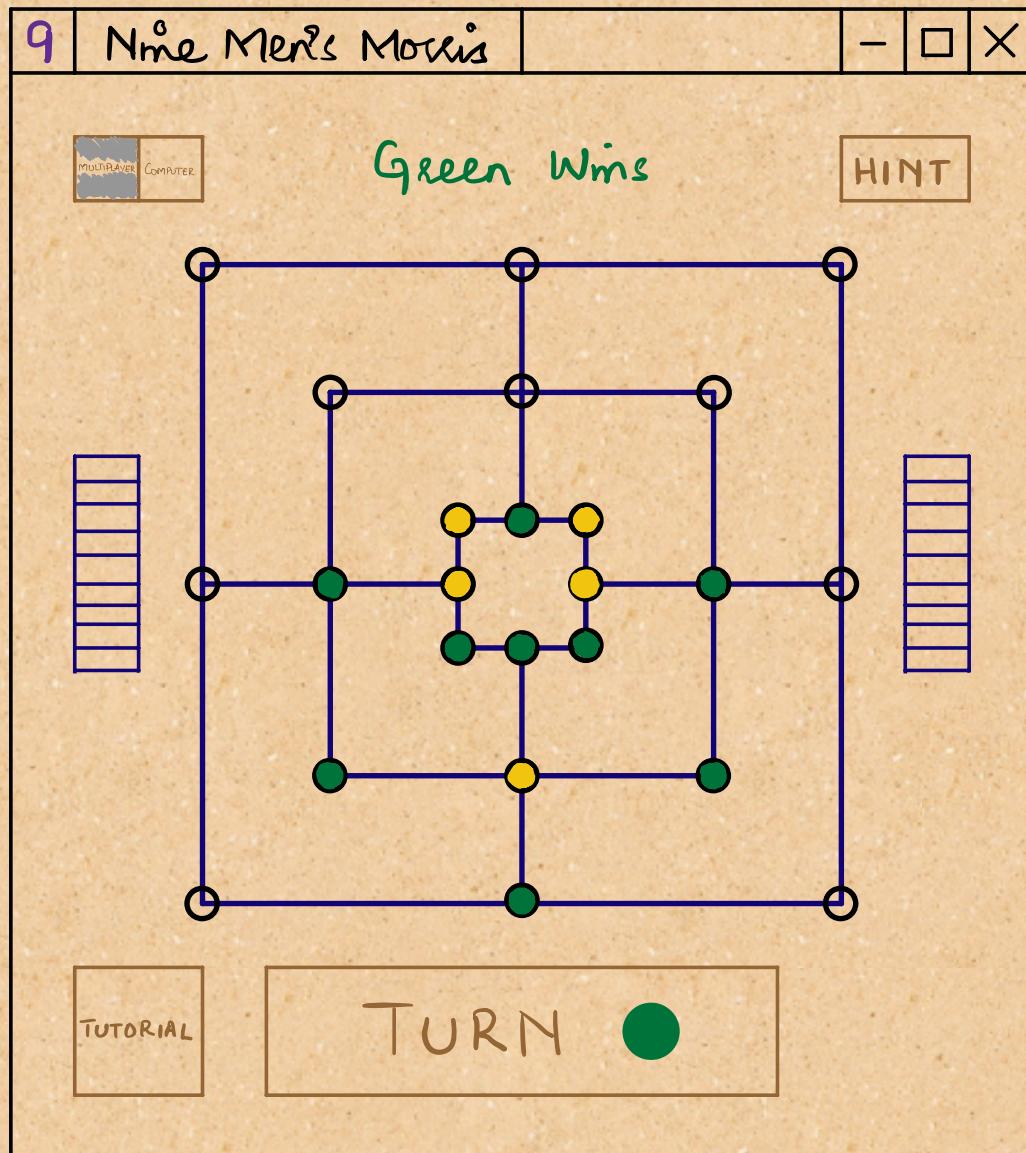
- Prototype 2



Green Wins

→ This board shows that green wins because yellow has less than 3 pieces left.

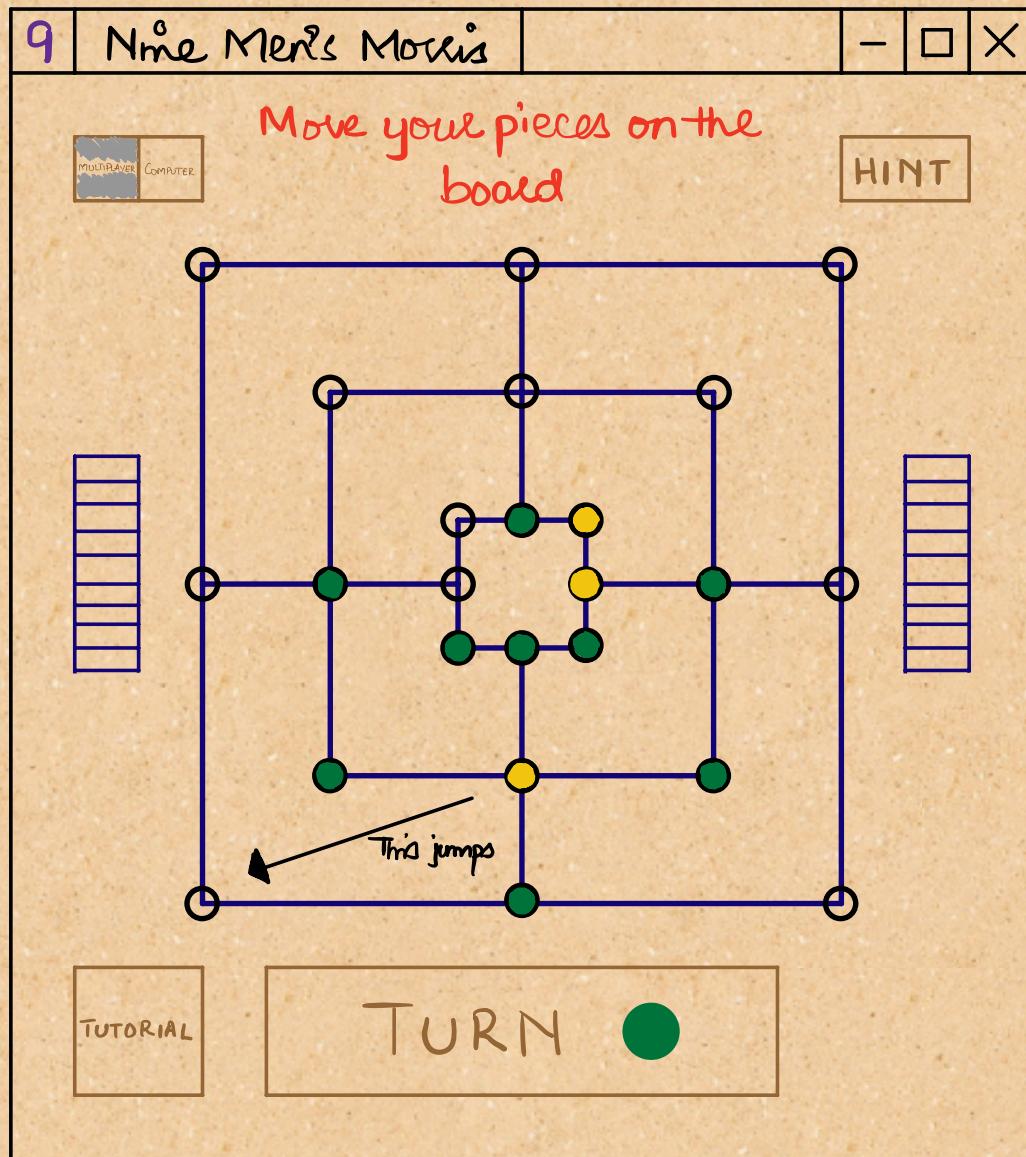
• Prototype 3



Green Wins

→ This board shows that green wins because yellow has zero moves left.

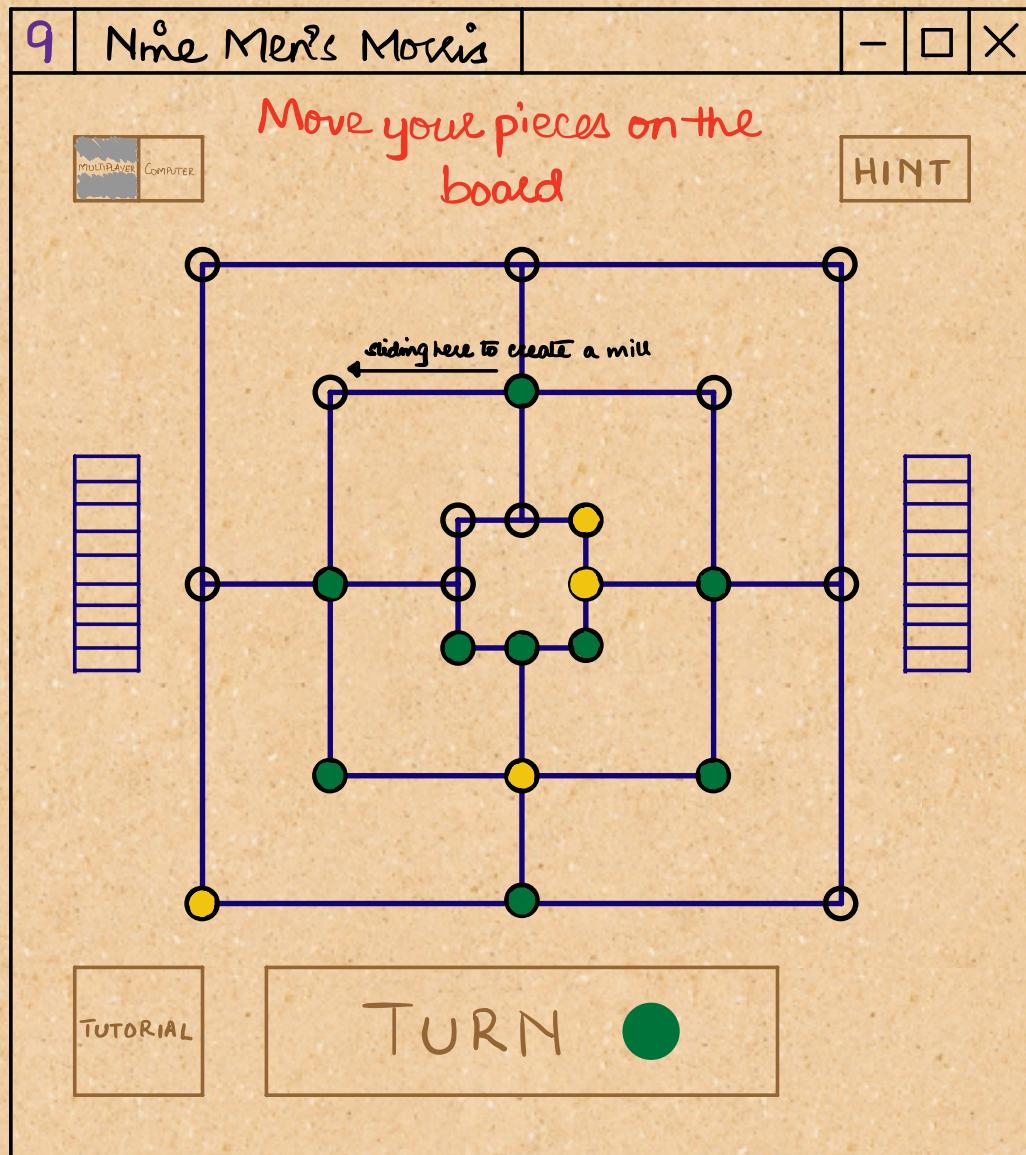
• Prototype 4



Jumping Action

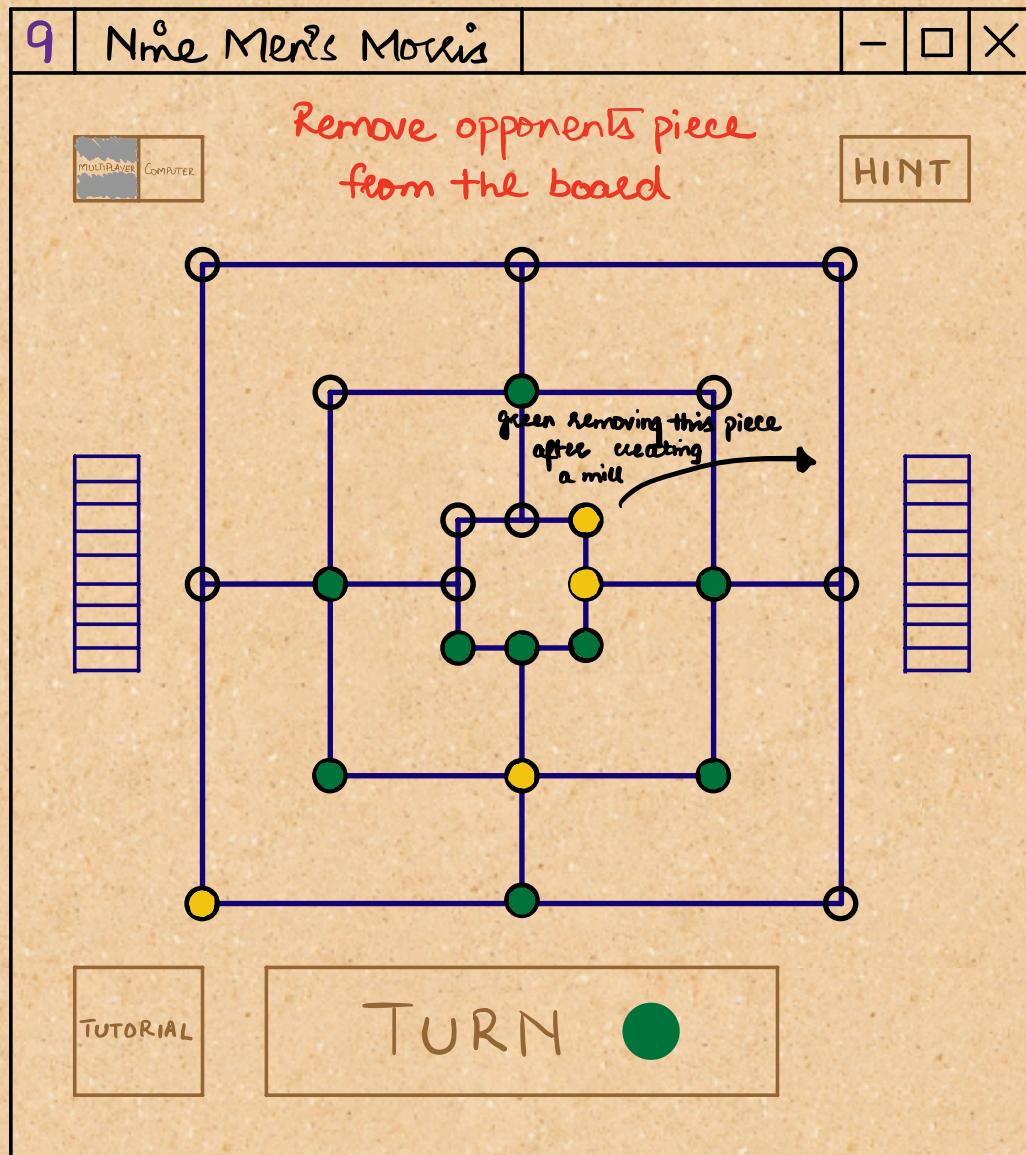
→ This board shows that yellow has three pieces left; hence, yellow can jump from one position to another

• Prototype 5



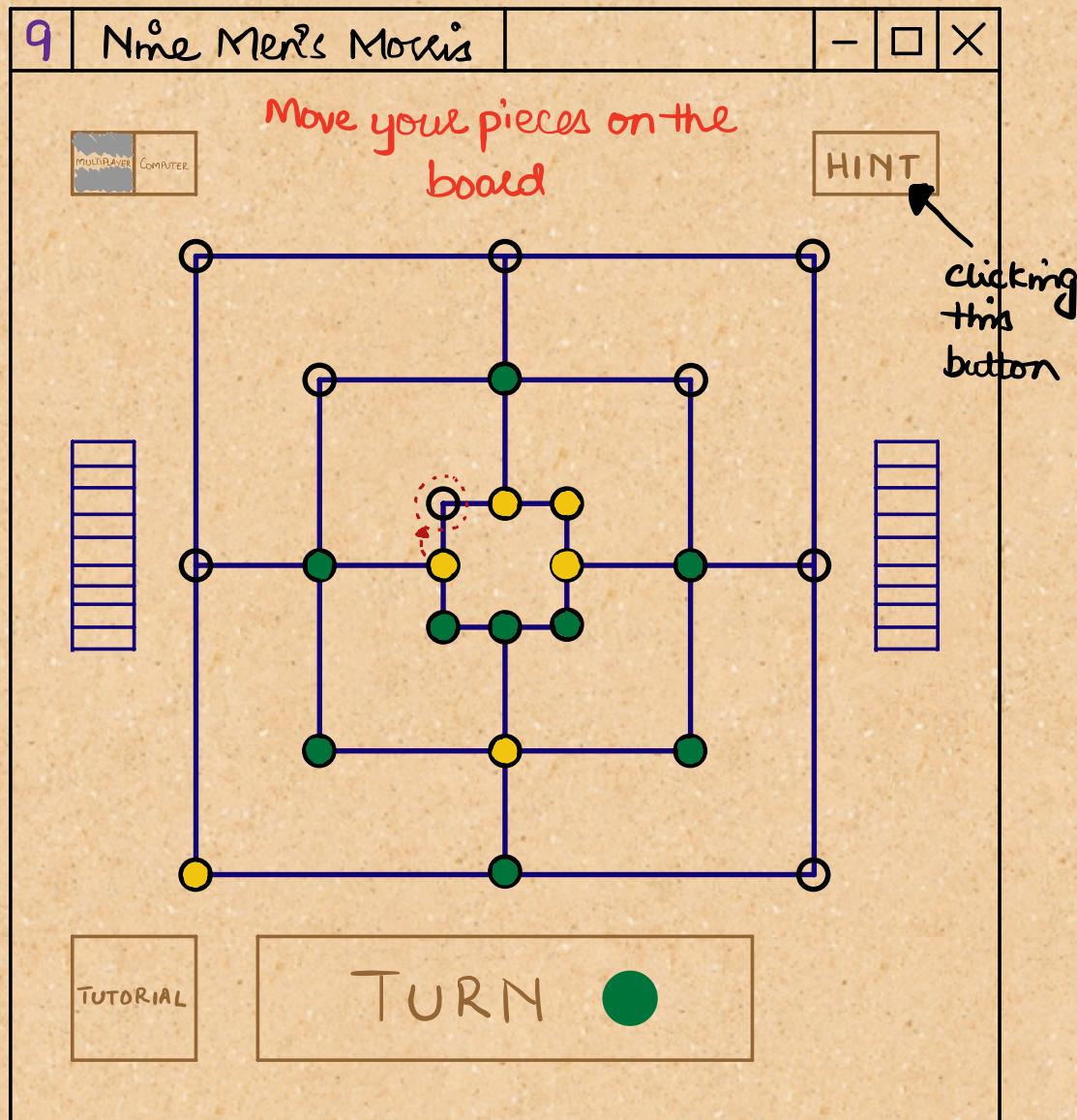
Sliding Action → This board shows that green is sliding a piece to create a mill

• Prototype 6



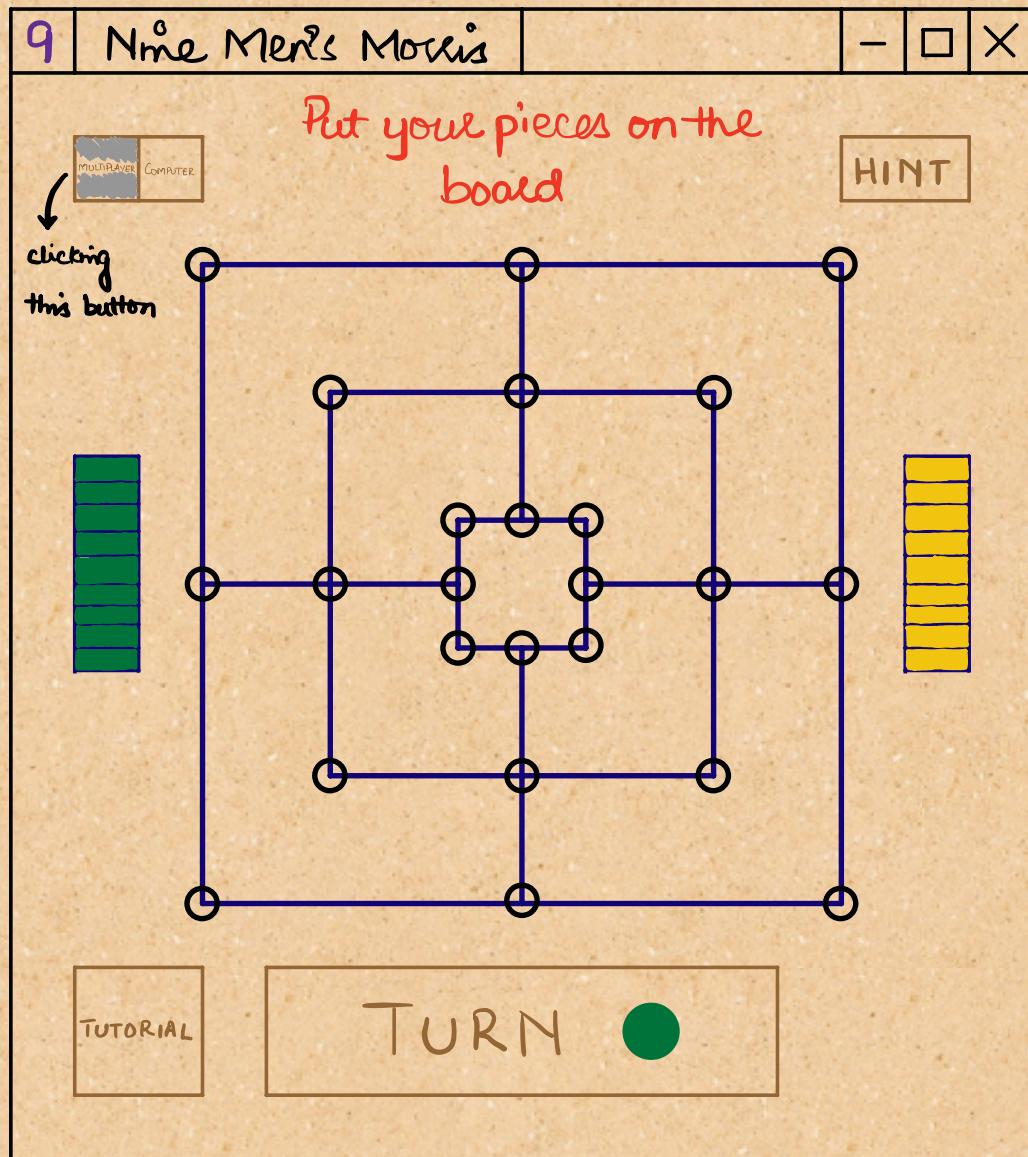
Removing Action → This board shows that green is removing a yellow piece after creating a mill

• Prototype 6



Hint Action → This board shows that yellow clicked the hint button and the computer is giving a hint to slide the yellow piece to make a mill

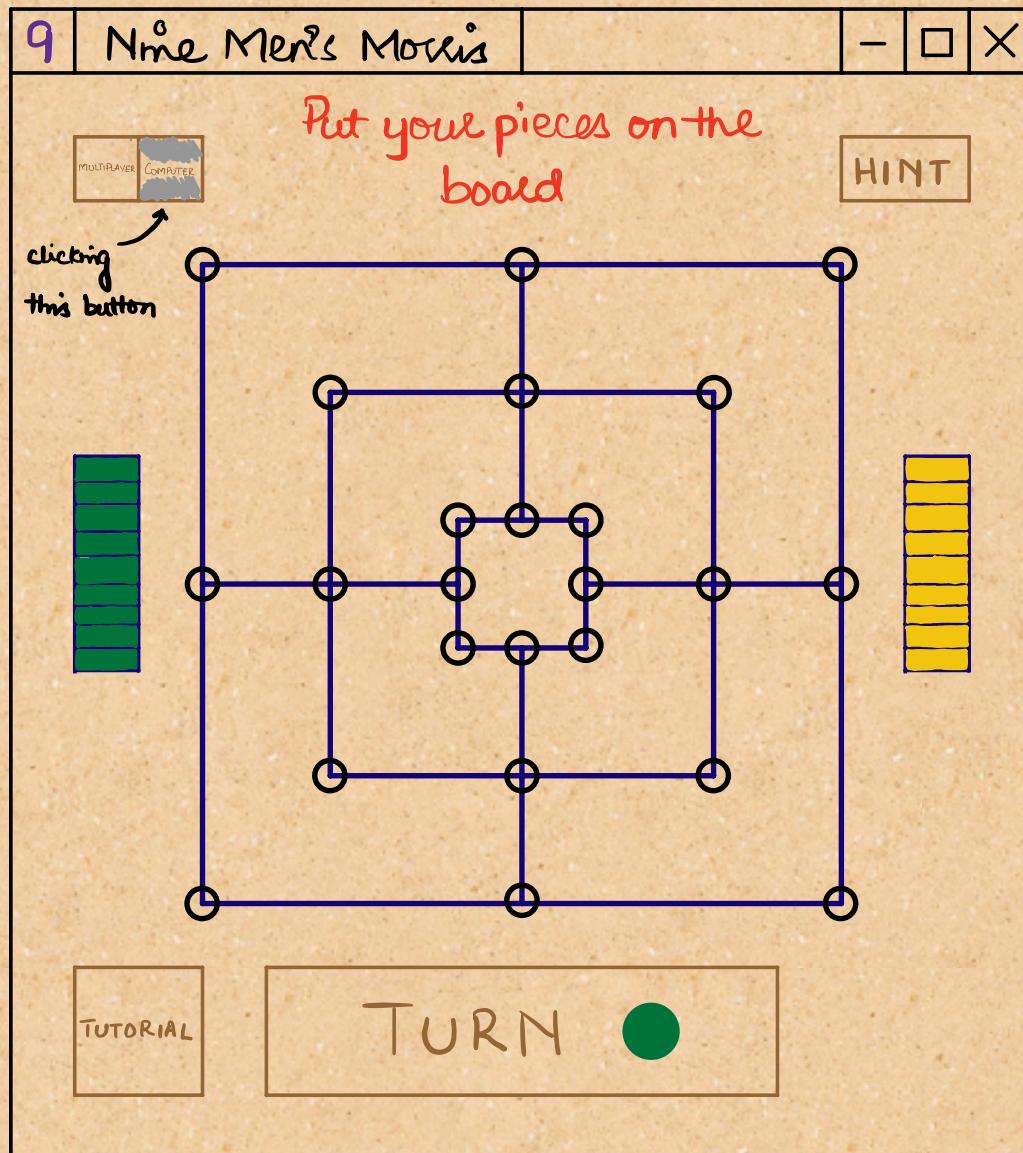
- Prototype 7



Game Mode

→ This board shows that the user is selecting to play with another user

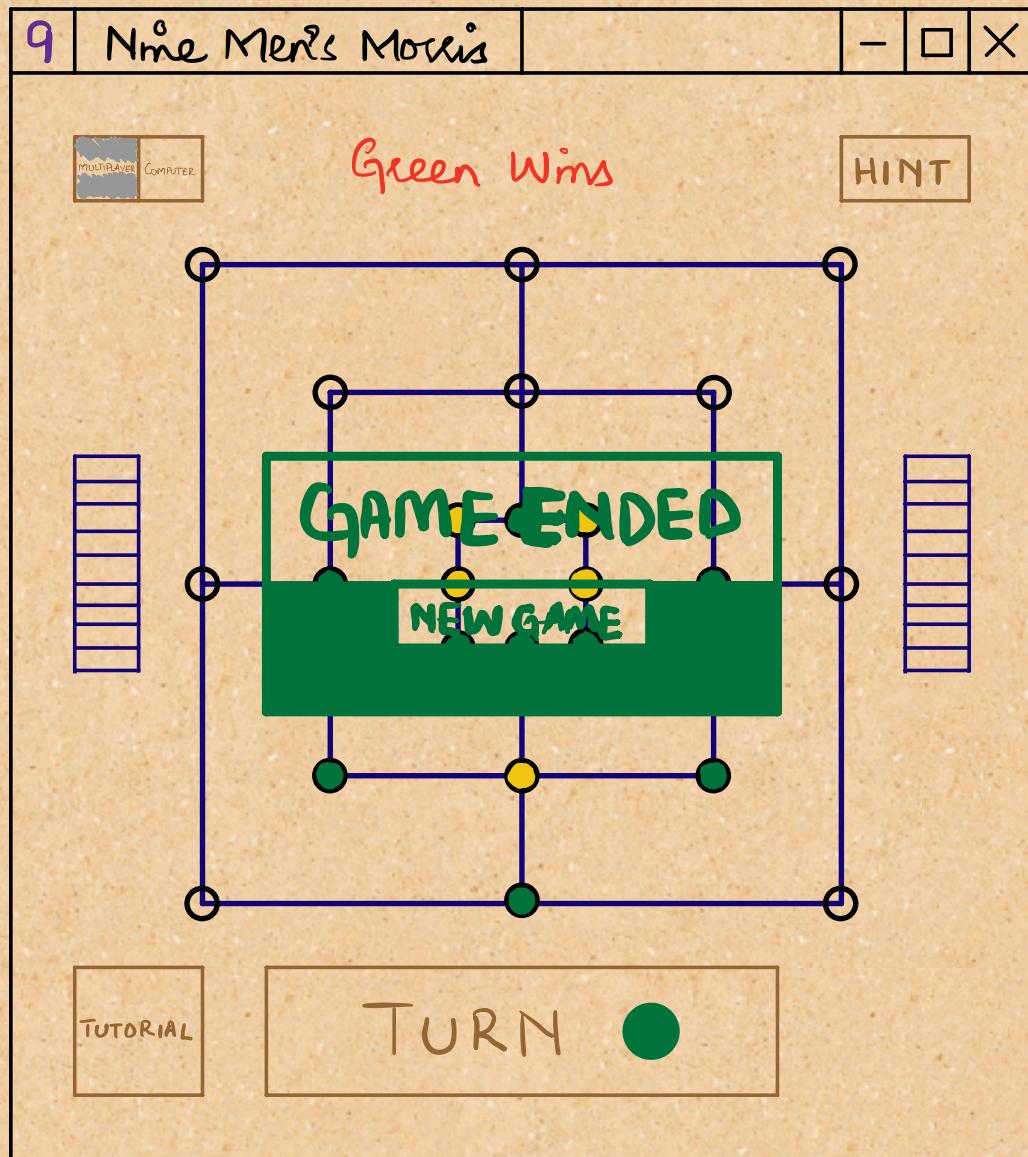
• Prototype 8



Game Mode

→ This board shows that the user is selecting to play with the computer

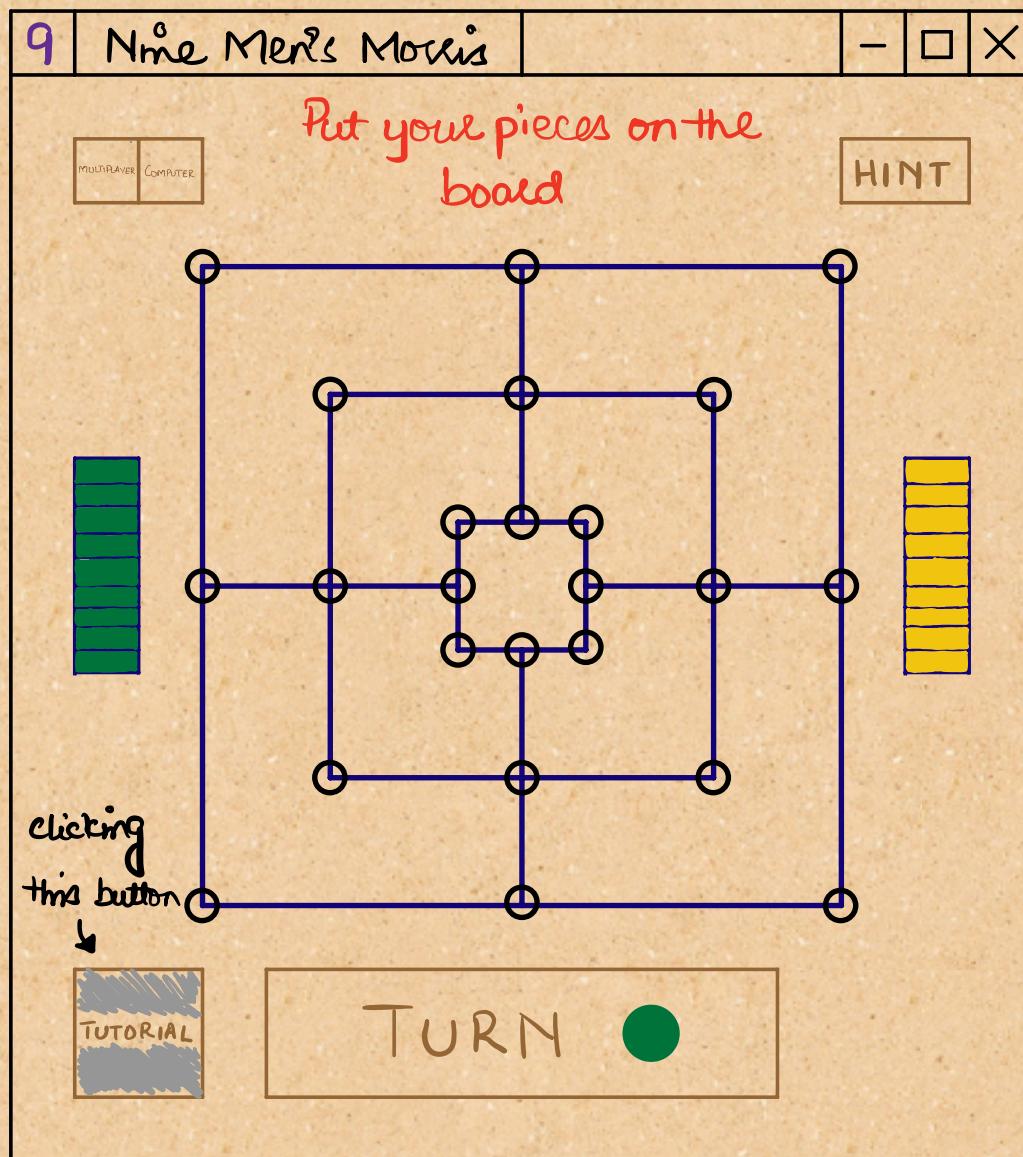
- Prototype 9



Game Mode

→ This board shows that the game has ended and the user can start a new game by clicking the new game button

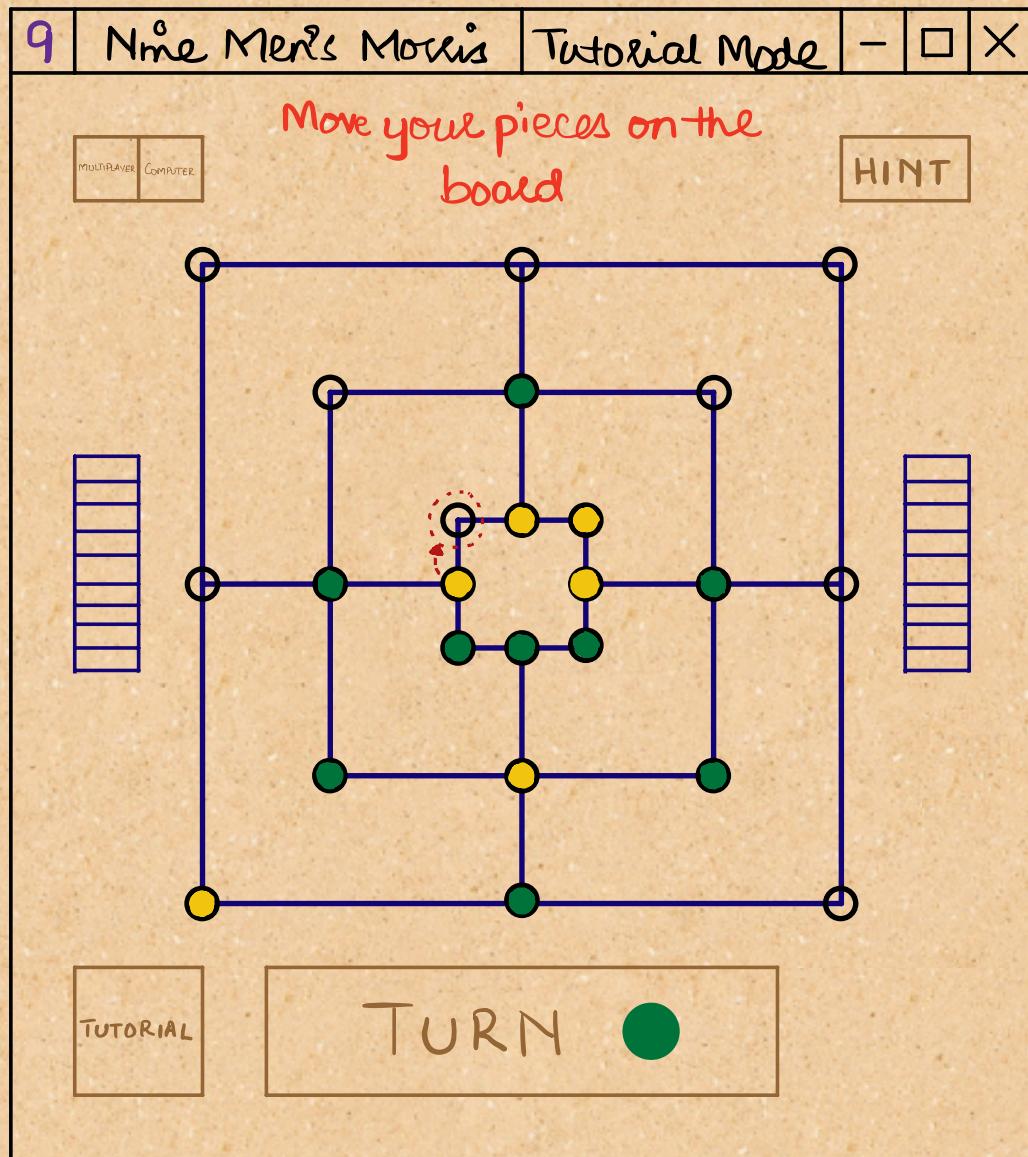
• Prototype 10



Hint Action

→ This board shows that after clicking the tutorial mode, it will take the user to a tutorial mode

- Prototypell



Hint Action

→ This board shows that the user is playing a tutorial mode, and the computer is playing against the user and also giving the user hints on which moves to make