Group 2: Mark B. Meagan O. Joseph S. Kevin T.

CS361

2/21/17

<u>Paper Prototype Update</u>
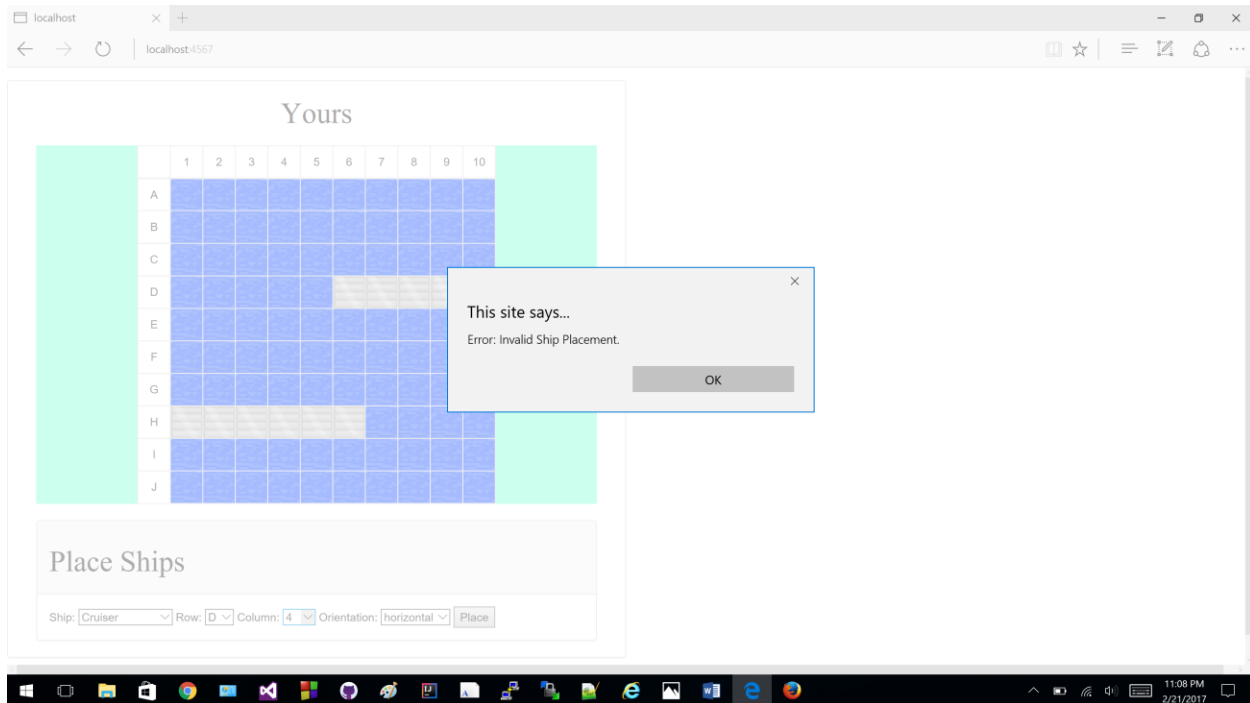

1. This is our blank state or place ships screen. This is what Abby will see when she first starts the game. To begin the user or Abby will select and place 6 ships before starting the game. Note that the enemy board, fire, and scan functionality are hidden from the user until all ships are placed.

2. If Abby places a ship in an incorrect location the Game UI will alert her! Note that this is our Error state screen.
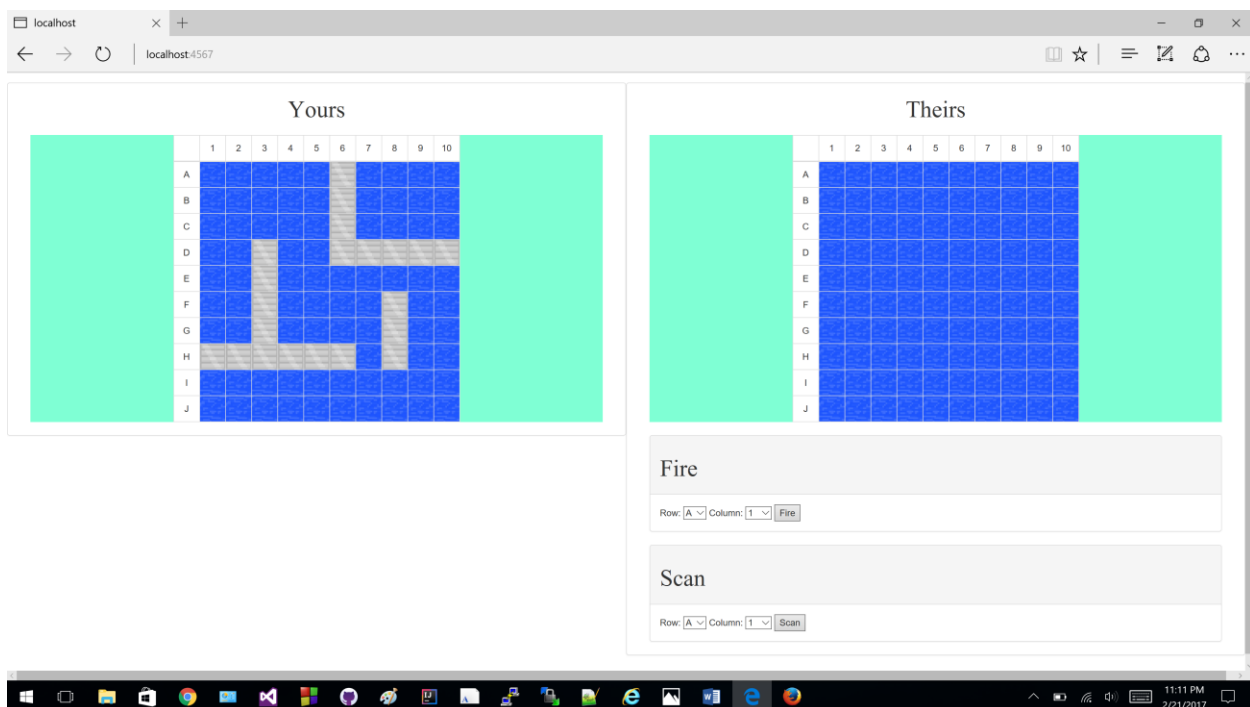

3. After Abby places all 5 of her ships the computer game board, Fire, and Scan buttons all appear. This is the Main Game screen. Here Abby can fire at the computer's ships, or scan for enemy ships. Note the board colors, rows, columns, and Scan functionality are present in the Regular state paper prototype for our game.
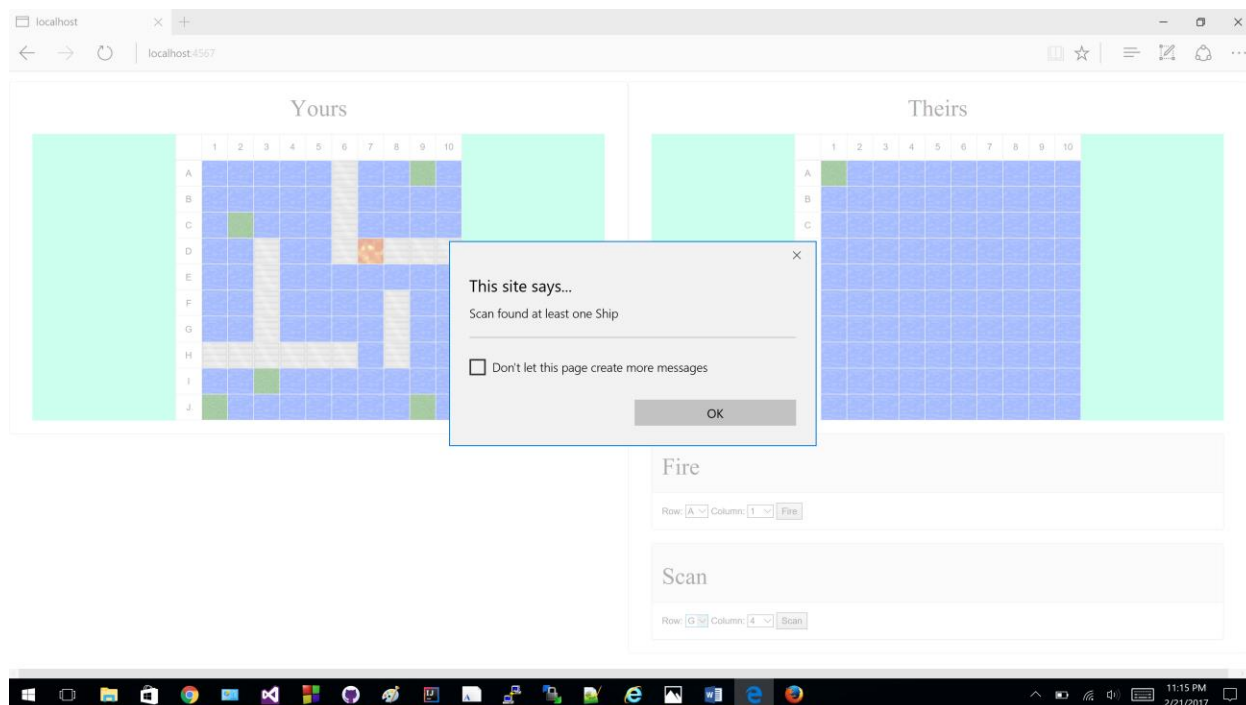
4. Here Abby wants to scan for an enemy ship using the scan feature. She is successful! The game UI will alert her and tell her how many ships are nearby.
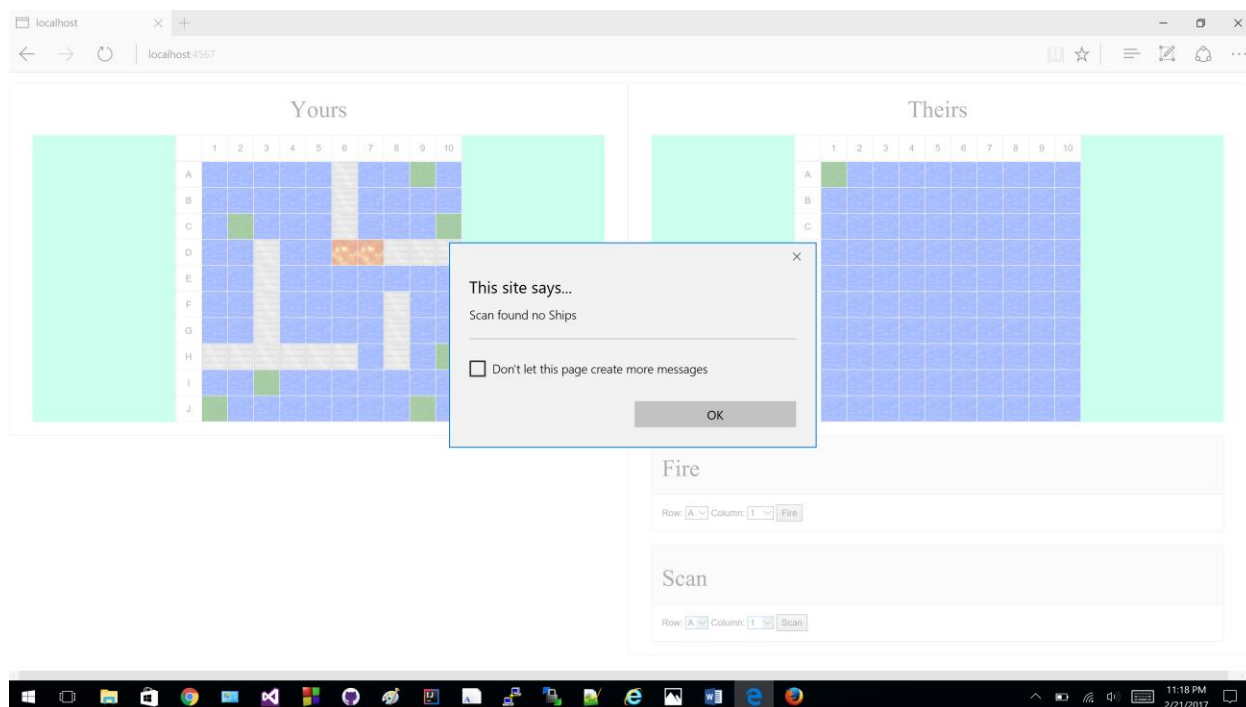
5. If Abby uses the scan feature and its unsuccessful an alert will also appear.
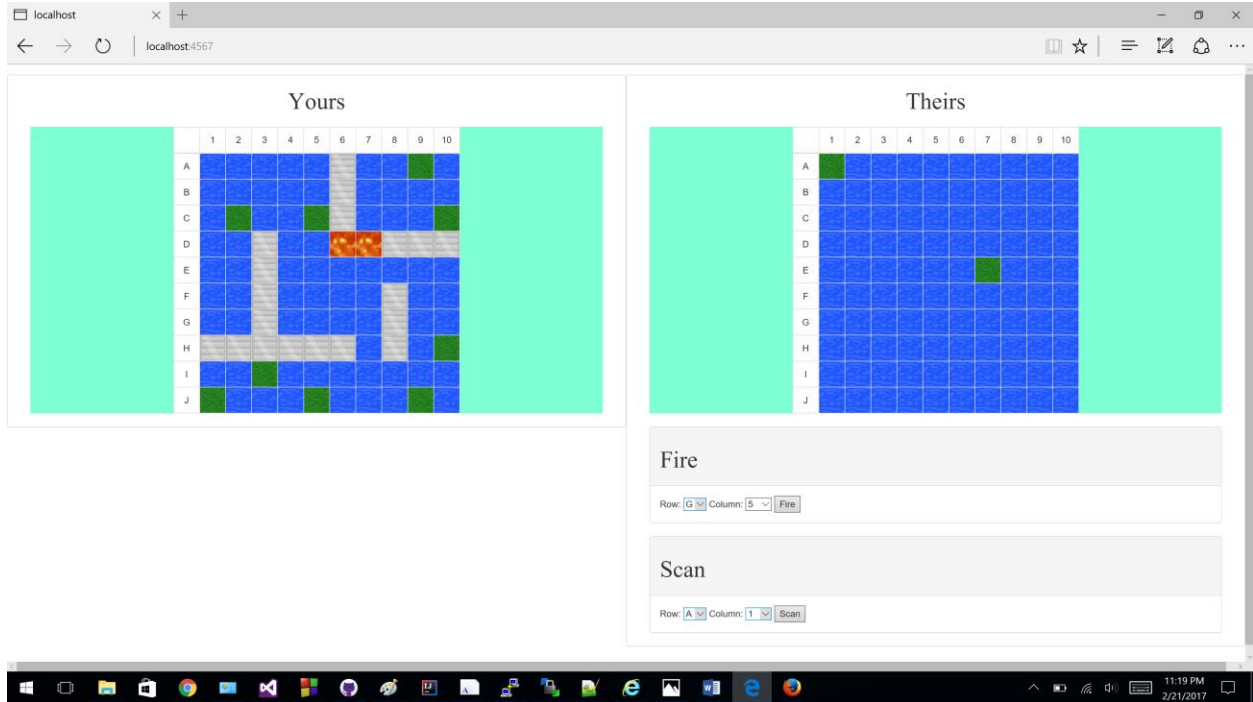
6. Abby continues playing, the Main screen displays red squares for hits, green for misses, and gray for ships.