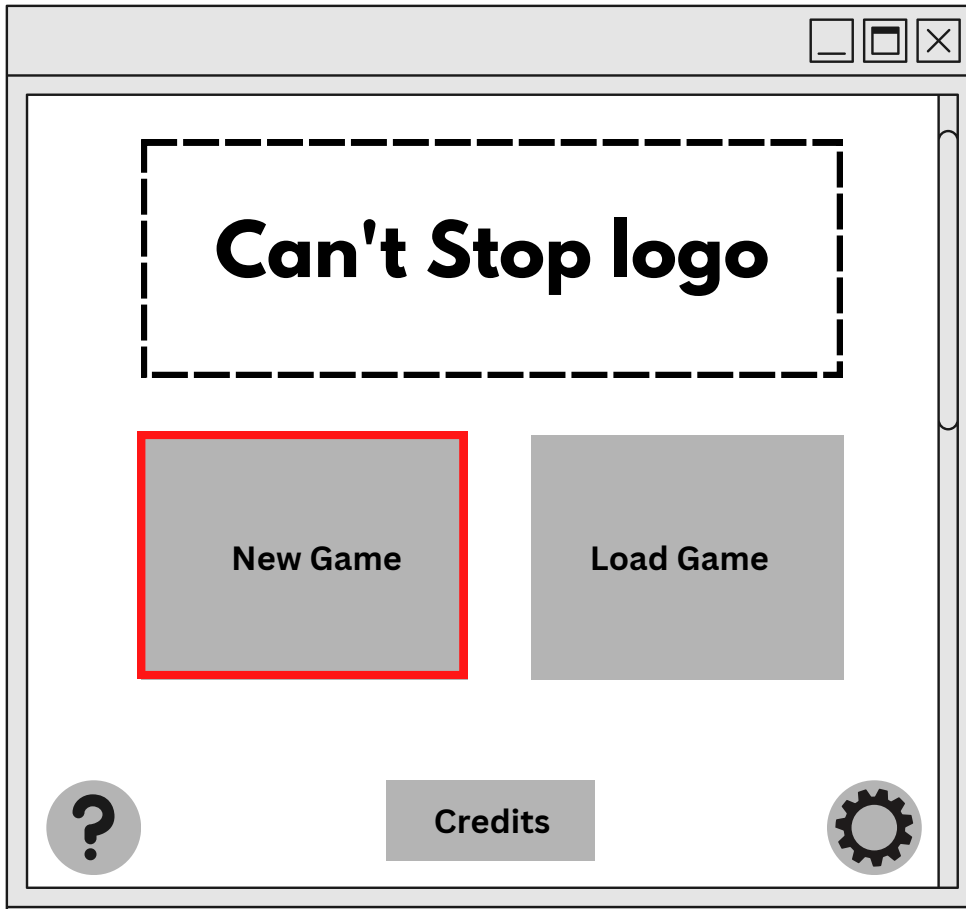


UI prototype for 'Set Up a Game'

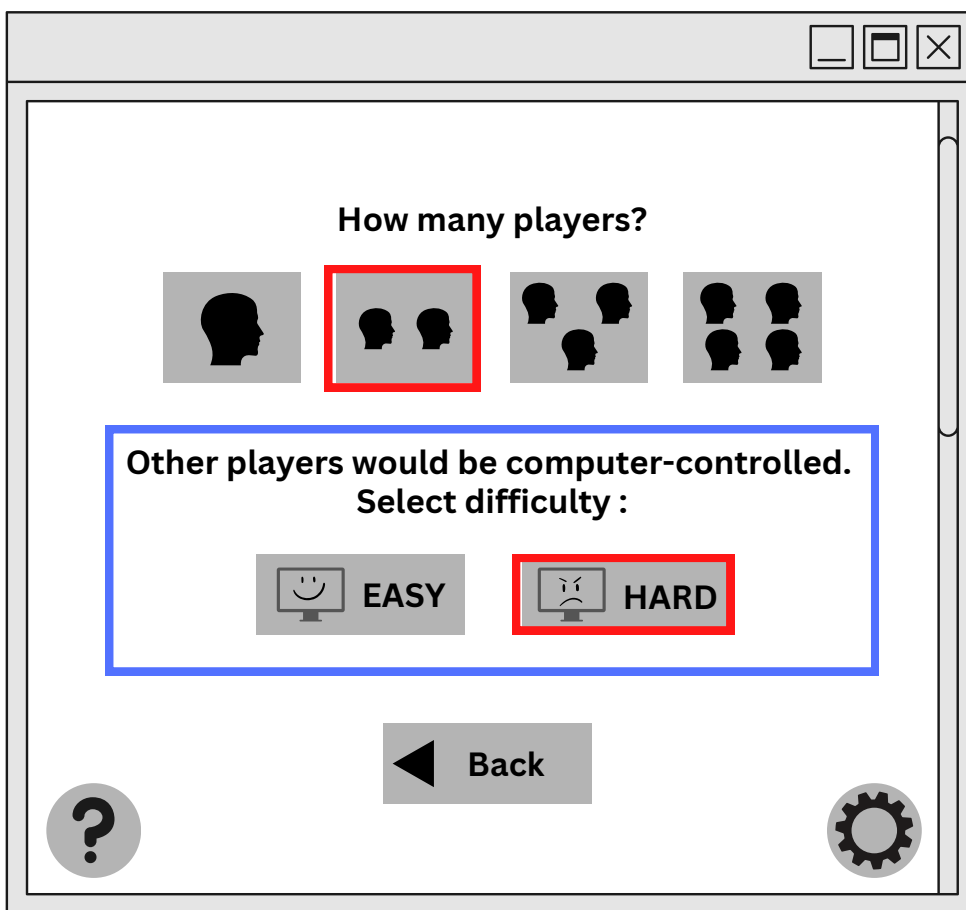
The highlighted **red** rectangle shows default selection in the workflow



New Game and **Load Game** buttons will have some decorative images in the background to appeal information for children visually, so they are large.

Question mark icon is a button for bringing up the 'Help' screen that shows reference information about how to play the game.

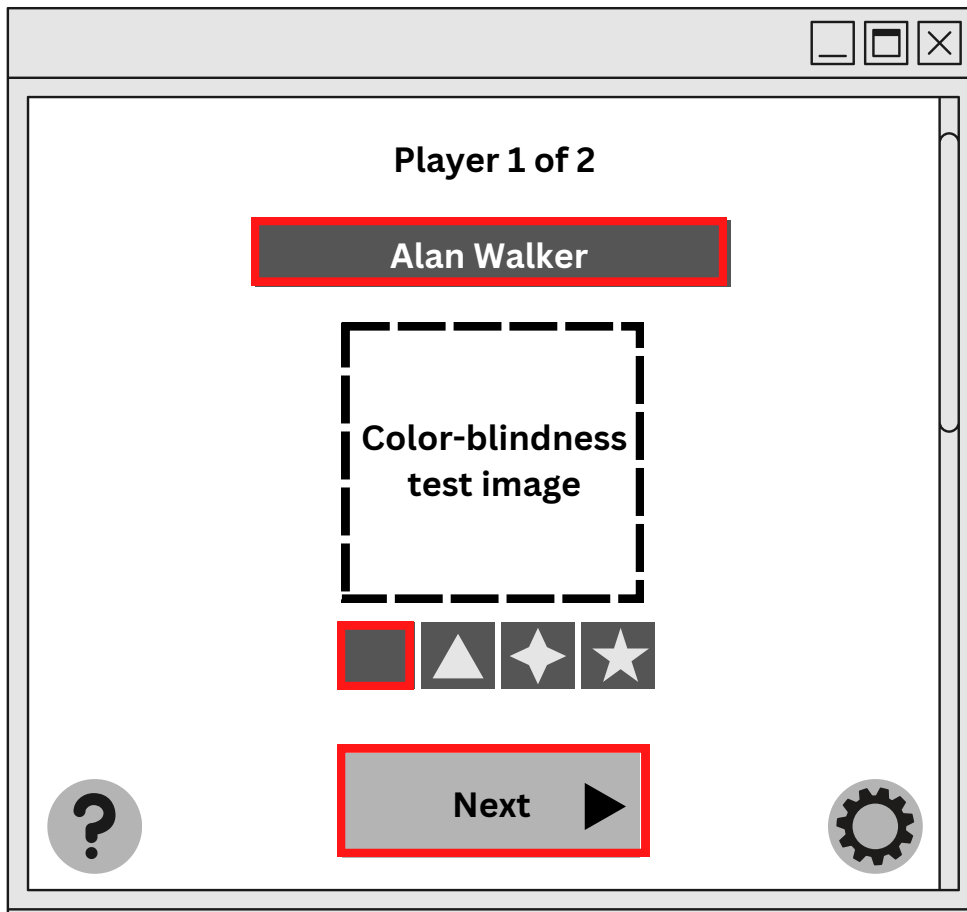
Gear icon is a button for bringing up the 'Settings' screen that allows users to configure the game's settings.



Human **player numbers** are represented by heads instead of numerals (e.g. 1,2,3,4) so children can understand regardless of whether they can read yet.

Section highlighted in **blue** only appears if **less than 4 players** is selected (leaving room for computer-controlled players).

If number of **human players** is **4**, then the game continues to the next screen(s).

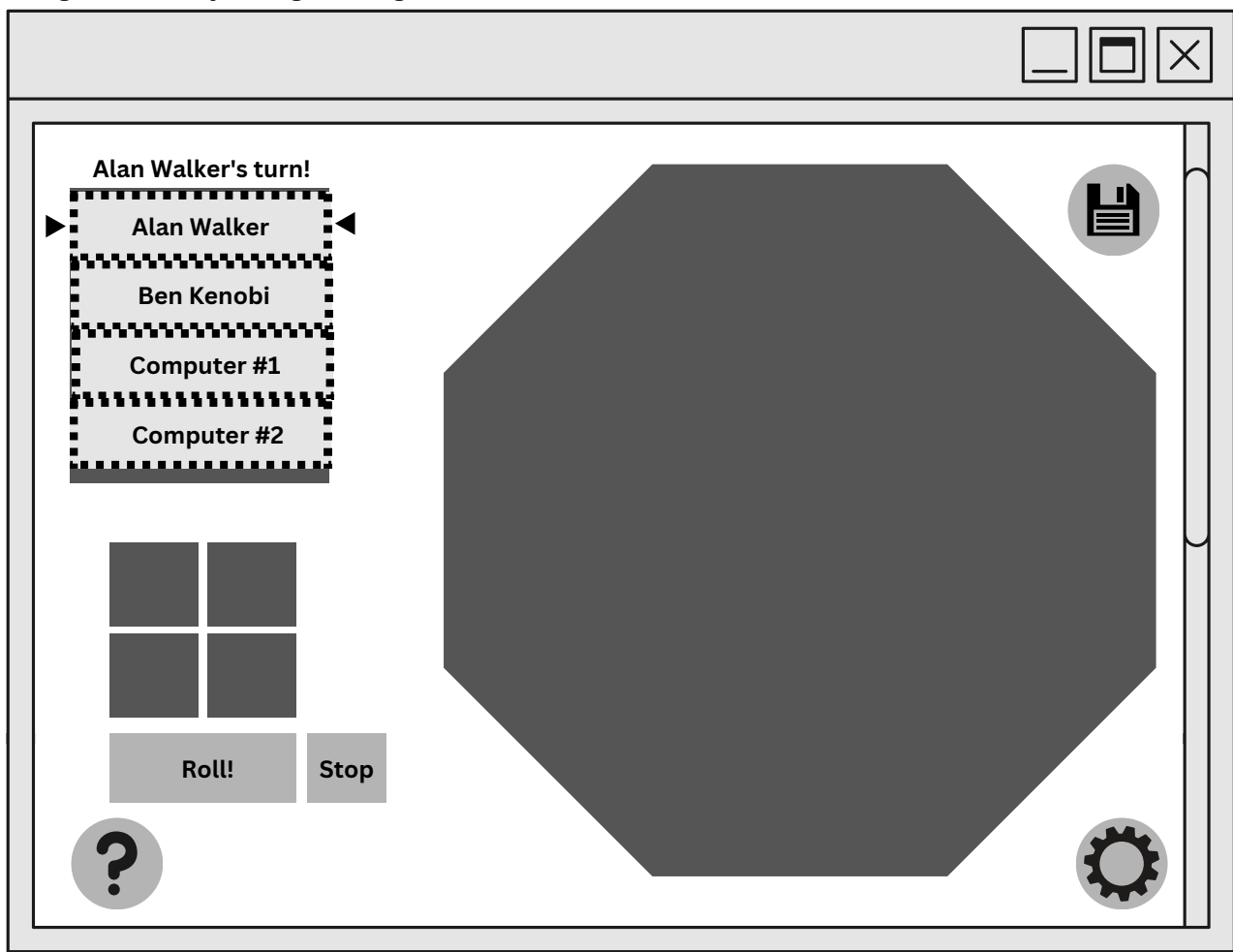


Each player takes turns to enter their name in the text input field.

A random sample **color blindness test** image is displayed for that particular player to check if they are color-blind.

They match the image shown with the **set of shapes** provided. If they are indeed color-blind, they will see nothing so they select the blank shape.

The game is ready! The game begins.

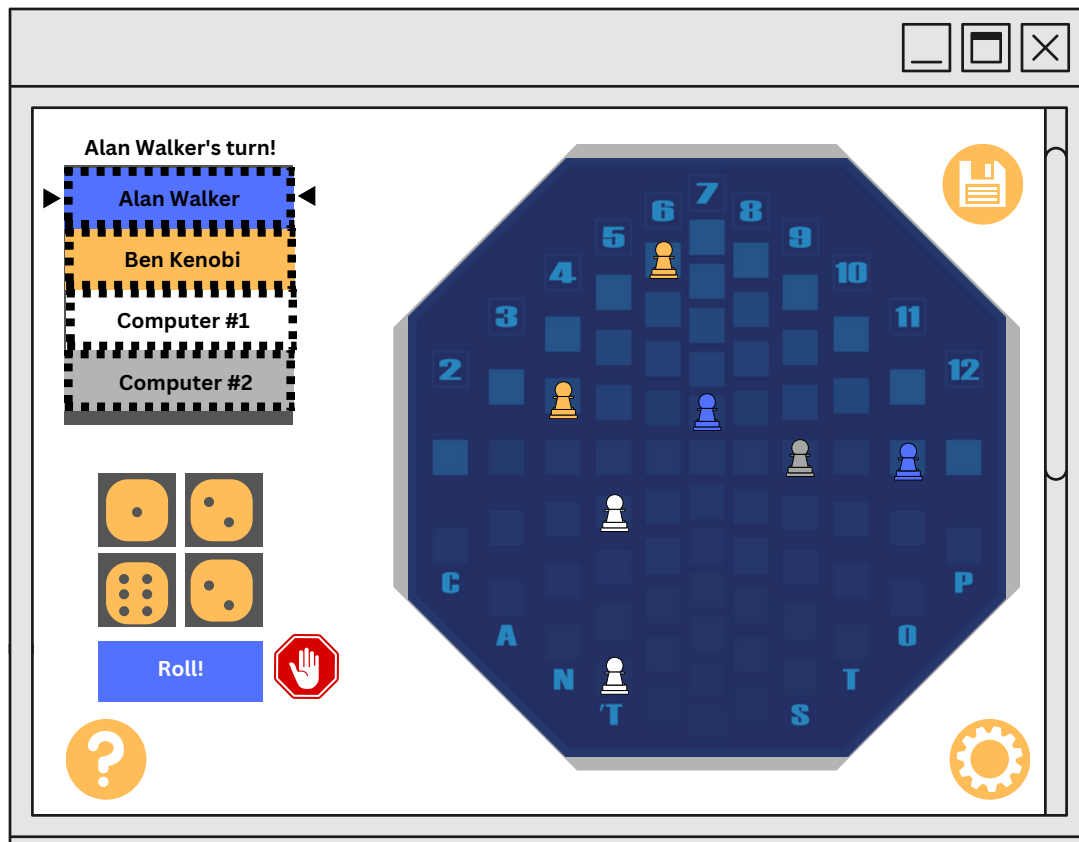


The 'game view' is simplified here. For more details, view the "**Take a Turn**" section.

UI prototype for 'Take a Turn'

The game is ready! The game begins.

For more details about prior screens, view the "[Set Up a Game](#)" section.



Turns are represented like a conveyor belt. Current player (for the turn) is shown by the arrows and also displayed as text. Once a player finishes their turn, their name goes to the bottom of the stack and slowly climbs up as everyone performs their turn.

The game's color changes according to the person's preferences (can be changed in the settings). By default, it changes the colors to suit the people with color blindness when it's their turn. Everyone else sees the colors as they should appear.

Next person's (Ben Kenobi) turn, in non-color-blind (normal) mode:

