

Sprint 1 - Basic UI

Team NOSS

CL_Tuesday04pm_Team115

Title Page:



Game Setup Page:

Game Setup

Number of Players:

Advanced Gods: ☒

Select a Map Size:

Start Game

Load Game:

Load Game

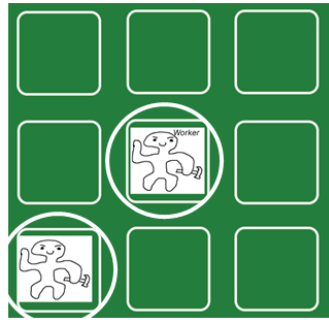
✱	1	-	Nick's Game
✱	2	-	Omila's Board
✱	3	-	Sam's Tower
✱	4	-	Sona's Custom



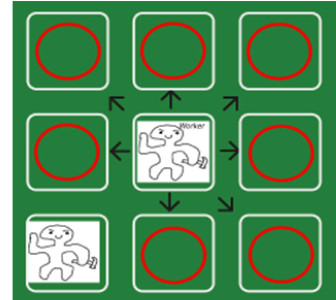
2 Player, Standard Gods, 5x5
03/04/2025

Ok, Load!

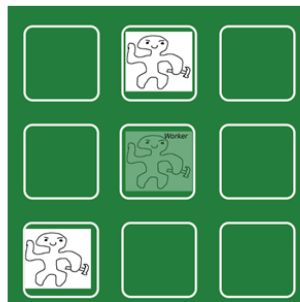
Worker Movement UI Design:



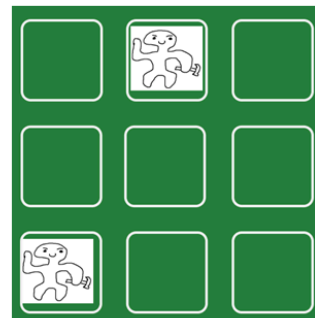
Frame 1: Player needs to choose which worker is going to move



Frame 2: A worker has been selected; the player gets options of valid places to move the worker they have chosen

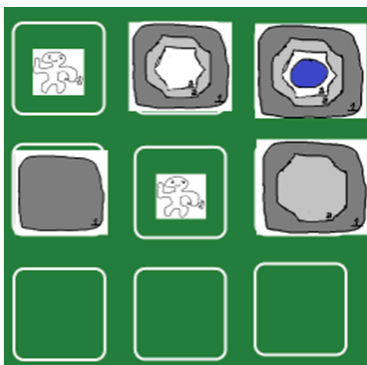


Frame 3: Worker moves upward

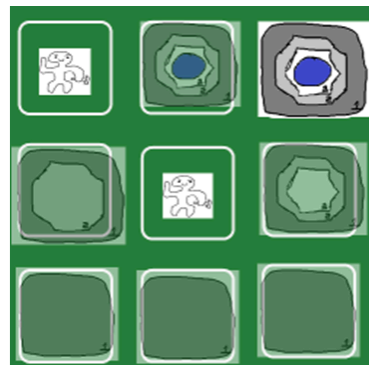


Frame 4: Worker is now 1 position above where it started

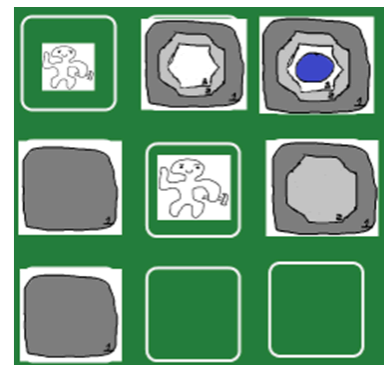
Building Interaction UI Design:



Frame 1: Board before the player has built anything



Frame 2: Player gets option to build various blocks or domes in valid positions (shown by the greyed-out structures)



Frame 3: Worker places a block (level 1) in the bottom left of itself

Selecting God:

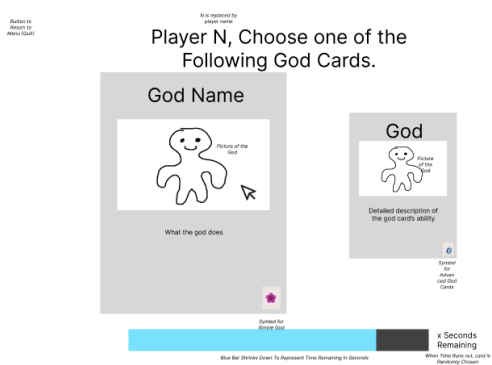
1. Player One God Selection Screen



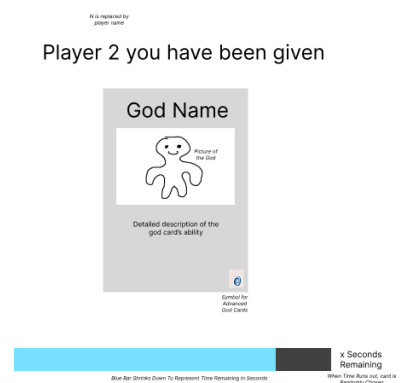
2. Confirmation Pop-up



3. On Hover God cards enlarge

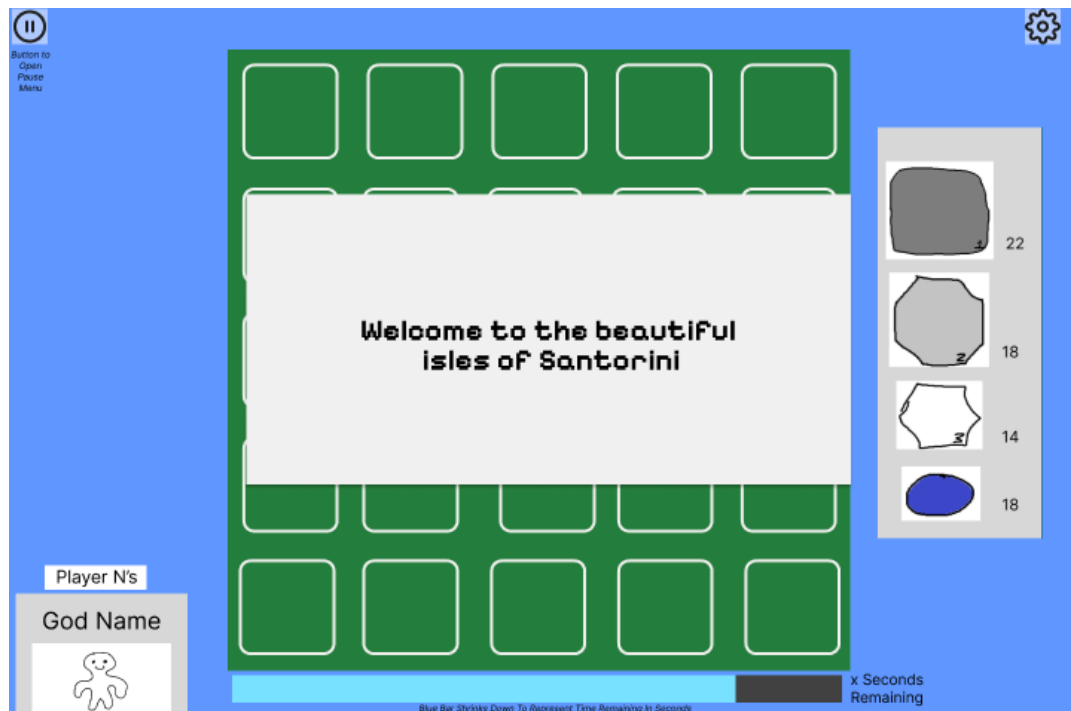


4. Player 2 given unselected god

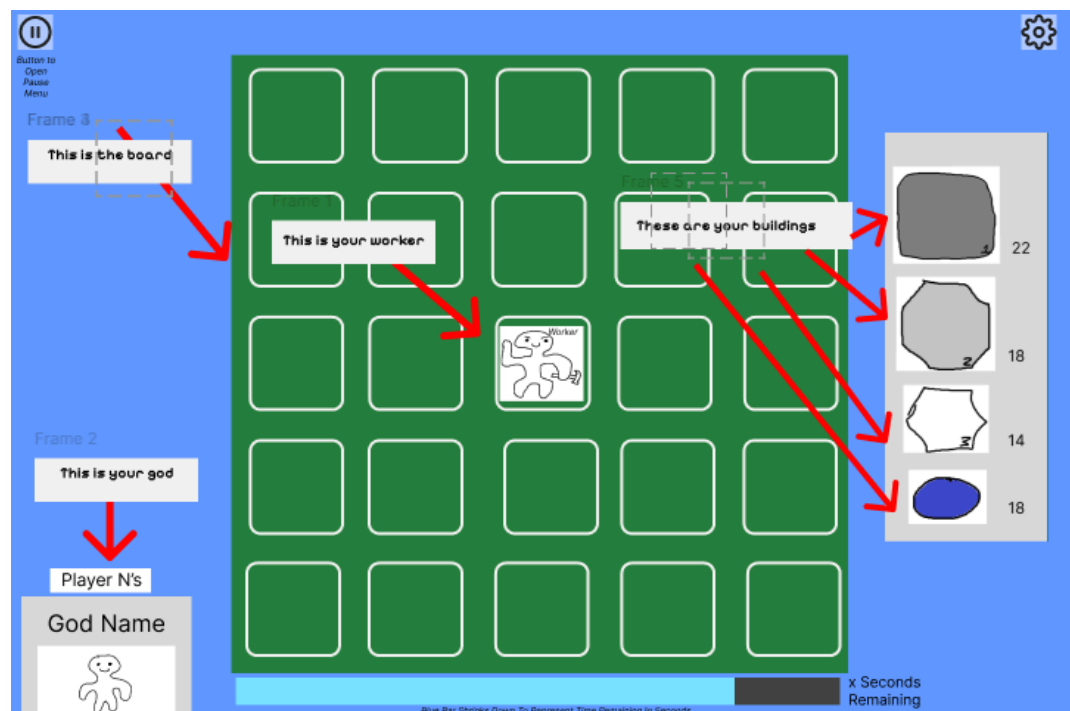


Tutorial:

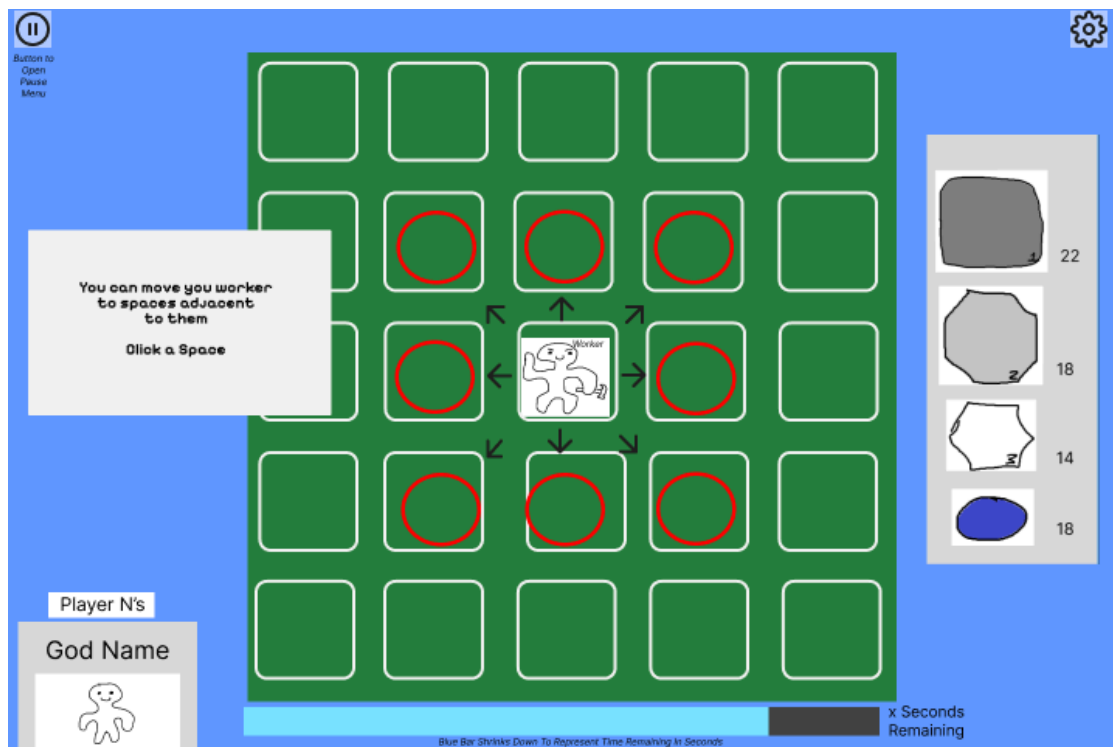
1. Welcome Screen



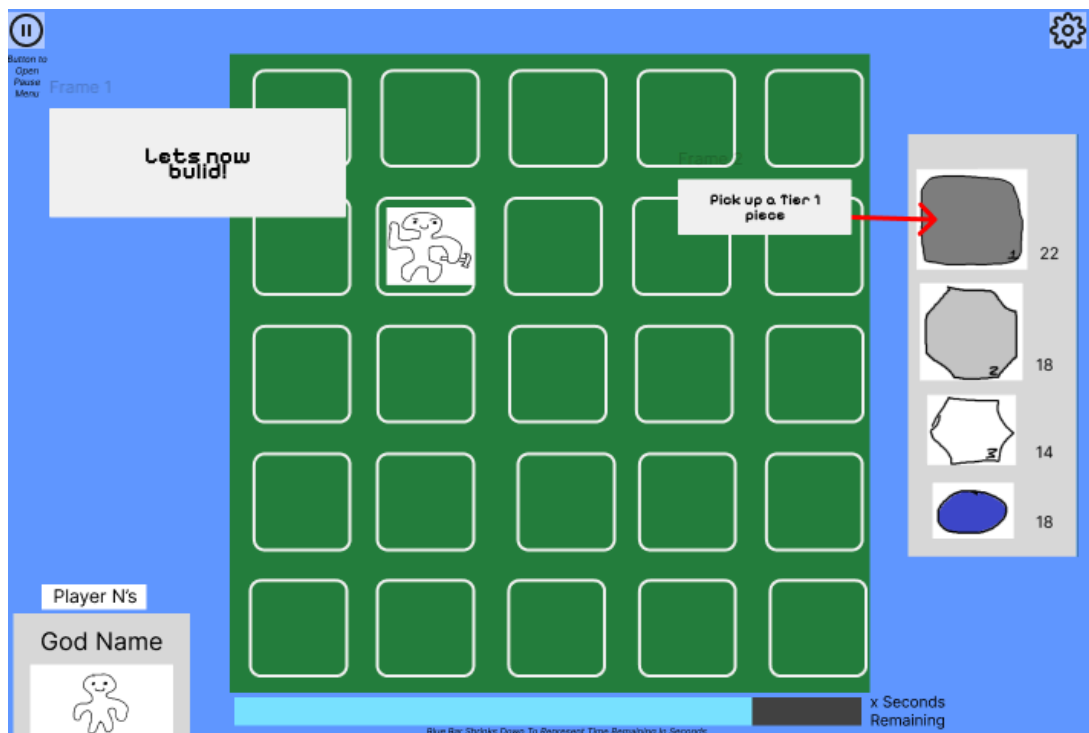
2. Explaining the Player UI



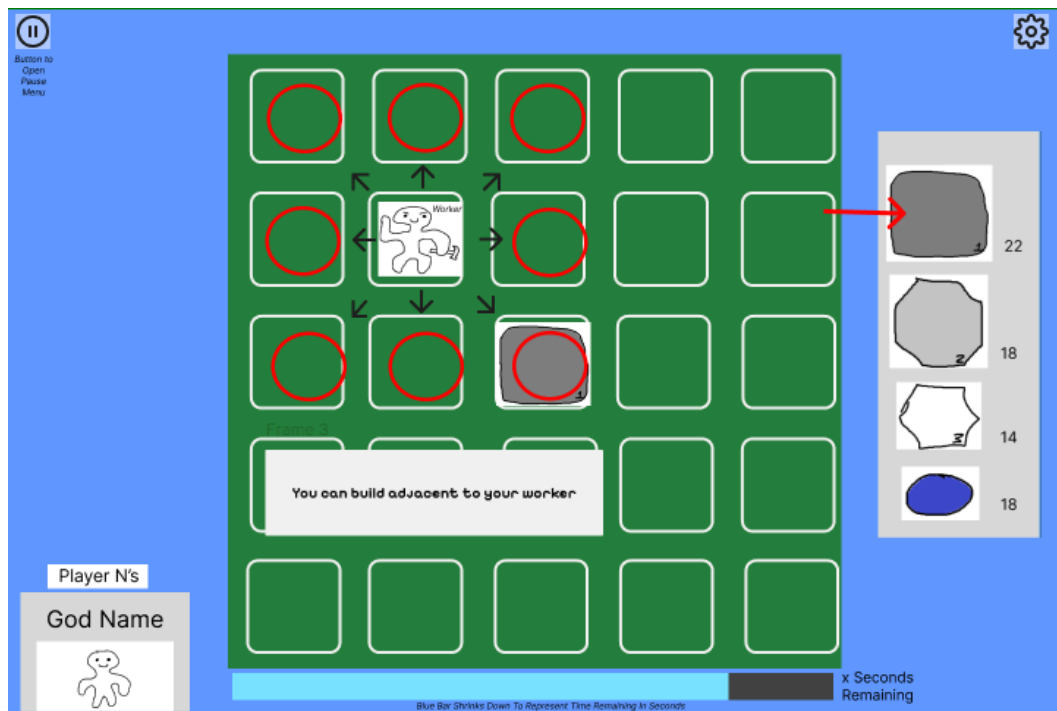
3. Movement Explanation



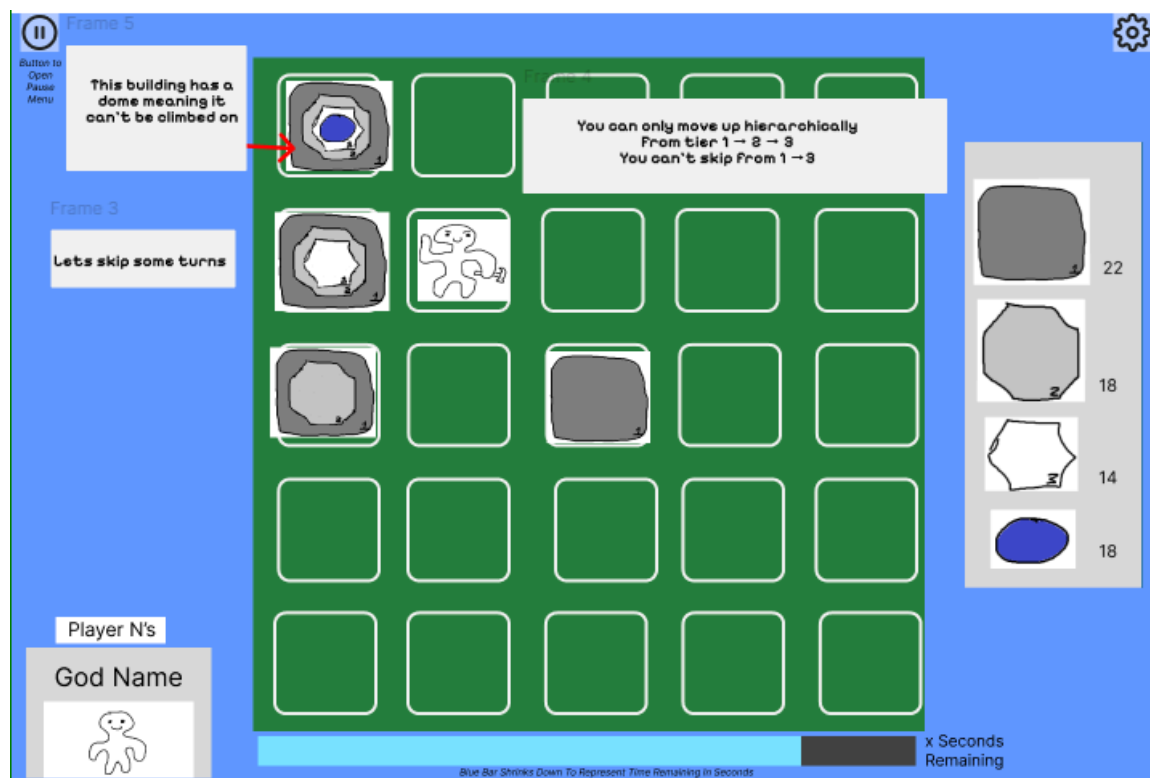
4. Building Tutorial



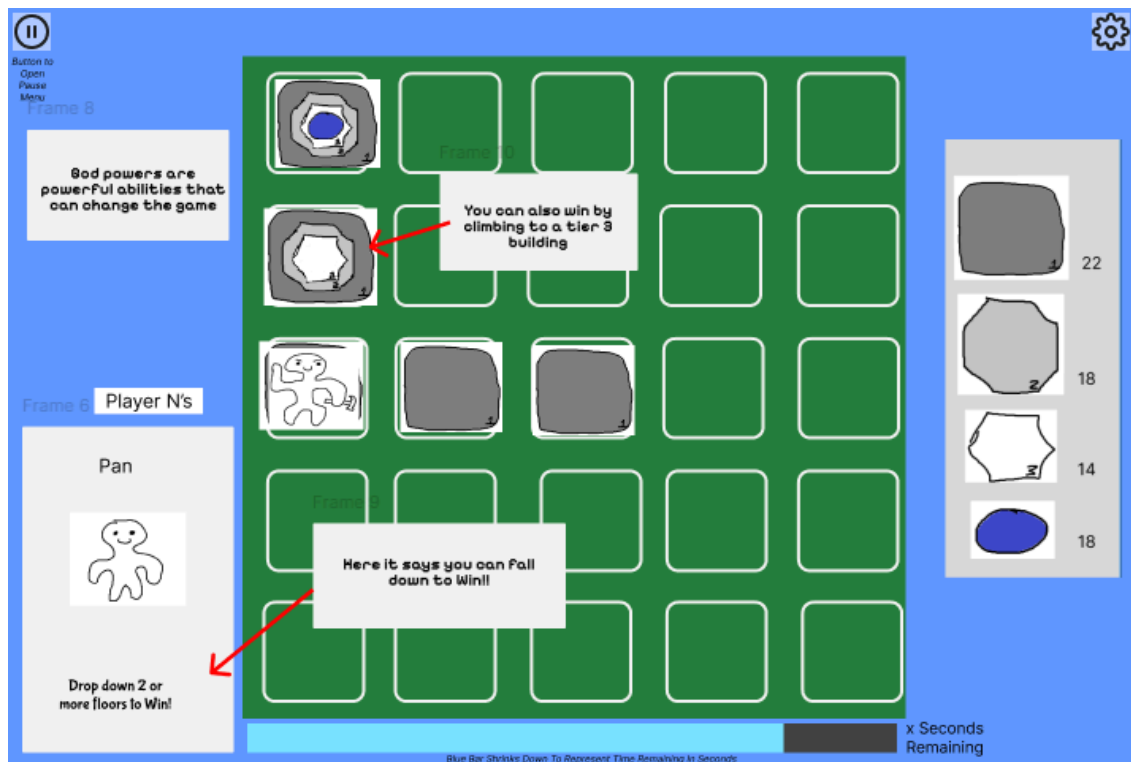
5. Showing buildable area



6. Displaying completed buildings



7. Displaying God Powers and Win condition



8. Go back to Main page



Moving to Tier 3 Building Win

