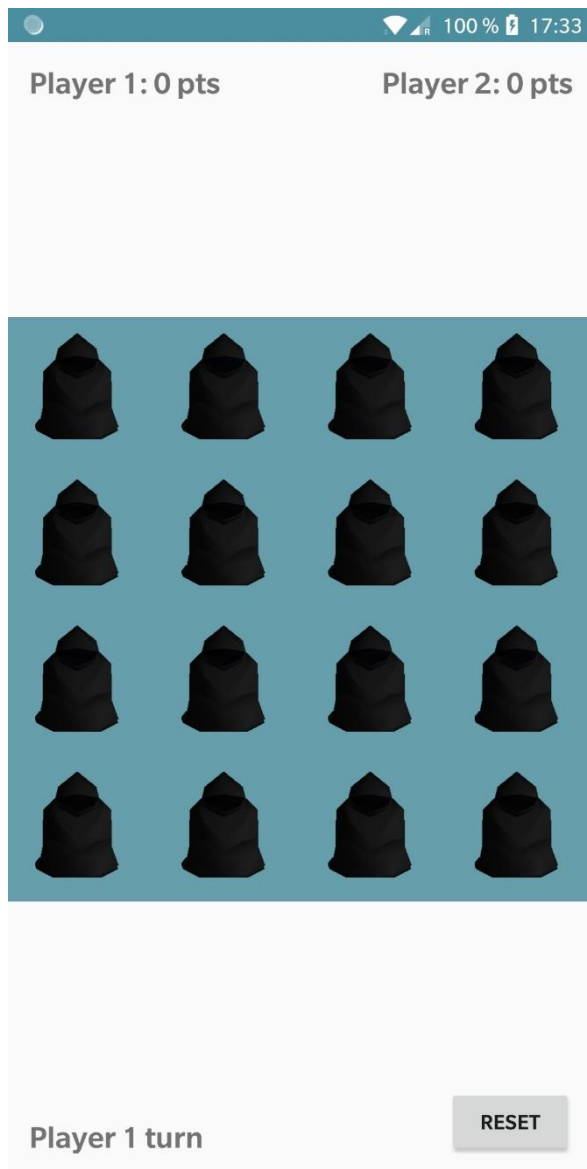# BSC – MD Assignment 02
UI Documentation

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The UI is pretty simple. The board game is at the centre of the screen as the game is the main purpose of our application. It gives a better visibility and a better reachability as well.

I've chosen this turquoise colour as it is a soft colour which doesn't aggress the eyes.

The text informations and the reset button are located at the corners of the screen, so it doesn't overload the board area.
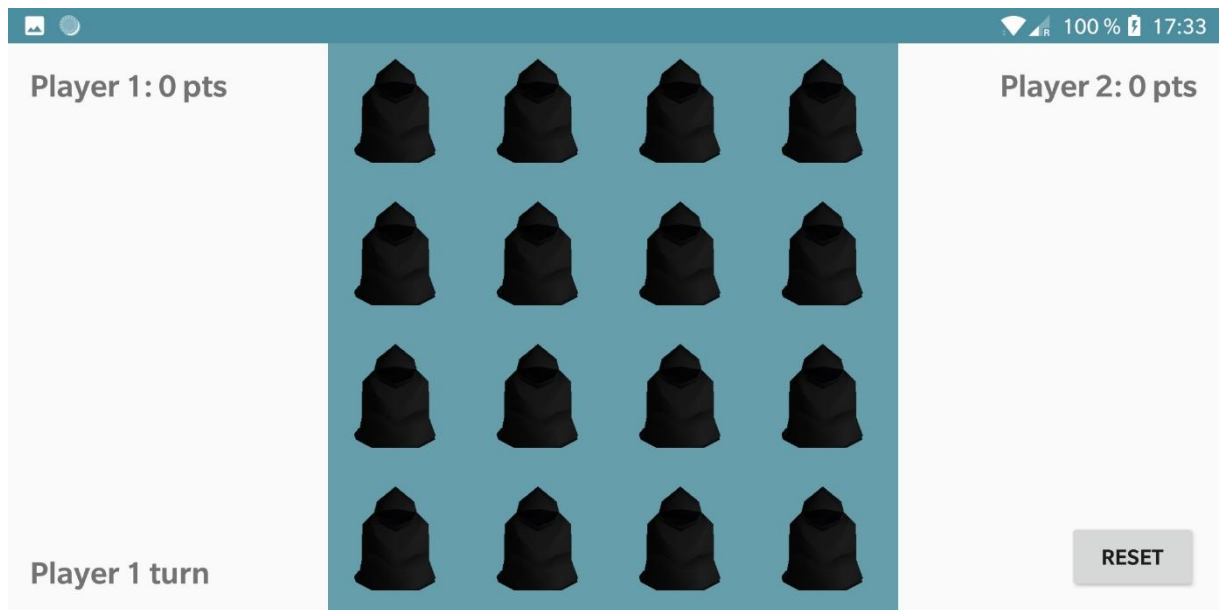
This basic architecture is repeated on both orientations, landscape or portrait.