

# UI Prototype: Set up a game

## Start game UI

Start Game

Switch UI

## Settings UI

Number of players

Piece Selections

User Selections

Store User Selections

Switch UI to board

## Game Board

Take a turn

Roll Dice

Move pieces

Switch UI to finish

Player pieces

Dice rolls

Game tiles

Yellow:

Information  
or options  
displayed.

Green:

System actions.

Pink:

User inputs

## Game finished UI

Play / Stop

The winner

Play again / stop

Reset pieces

Reset everything