User-interface Mockup   **Group 24**
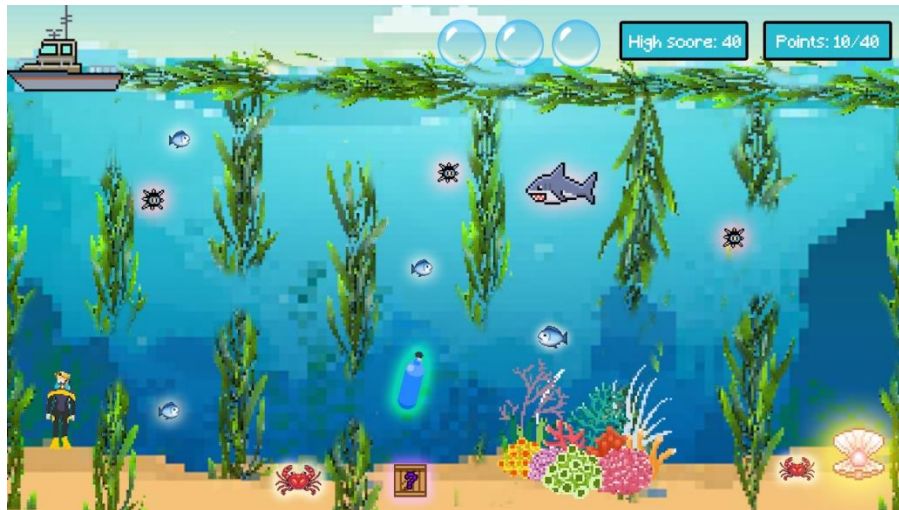
Displayed when the game starts. Start button leads to choose difficulty screen. The second button links to the tutorial. Exit button closes the game.
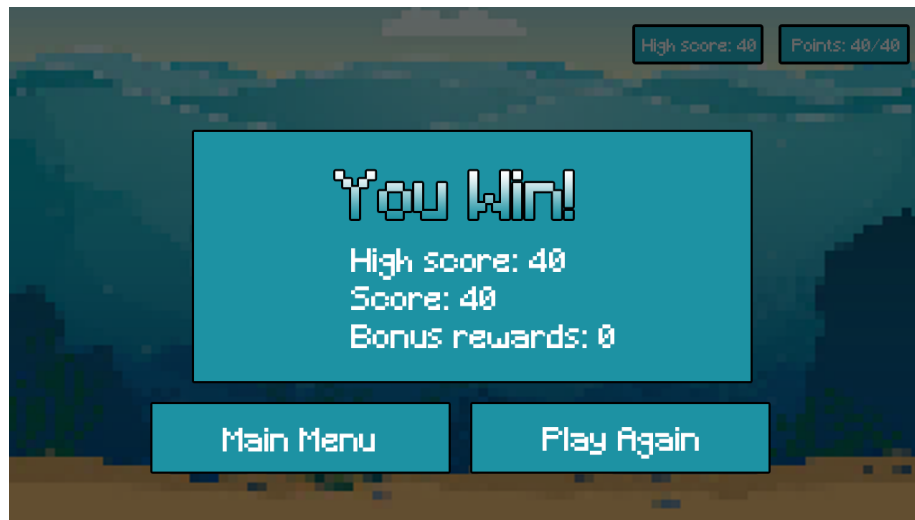

Difficulty Screen

Player chooses easy, medium, or hard. The game starts as soon as the player clicks one of these buttons.

Tutorial Screen

In-game Board Screen

End of game screen (Win)

End of game screen (Loss)