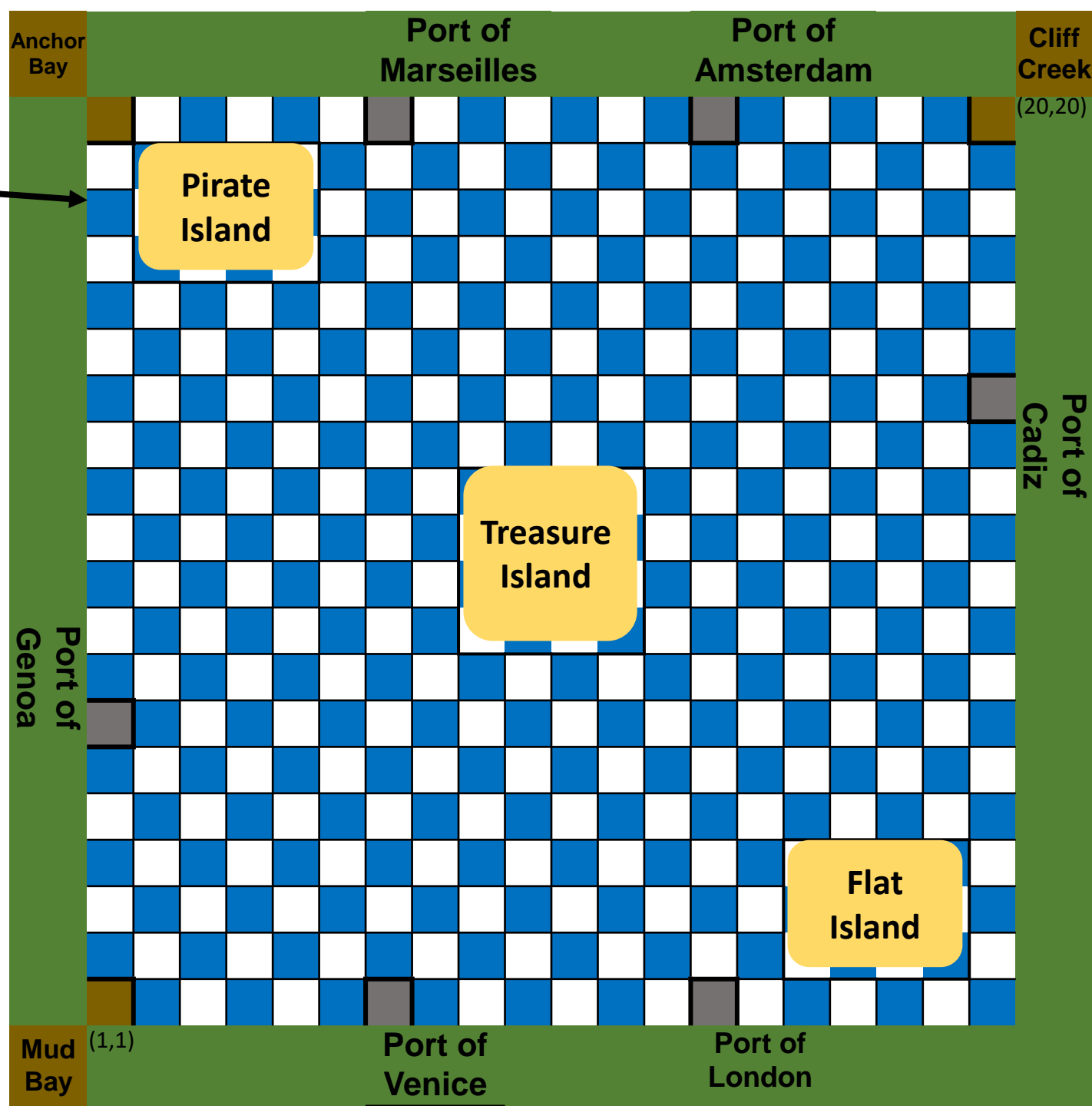
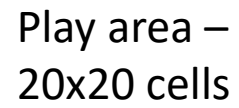


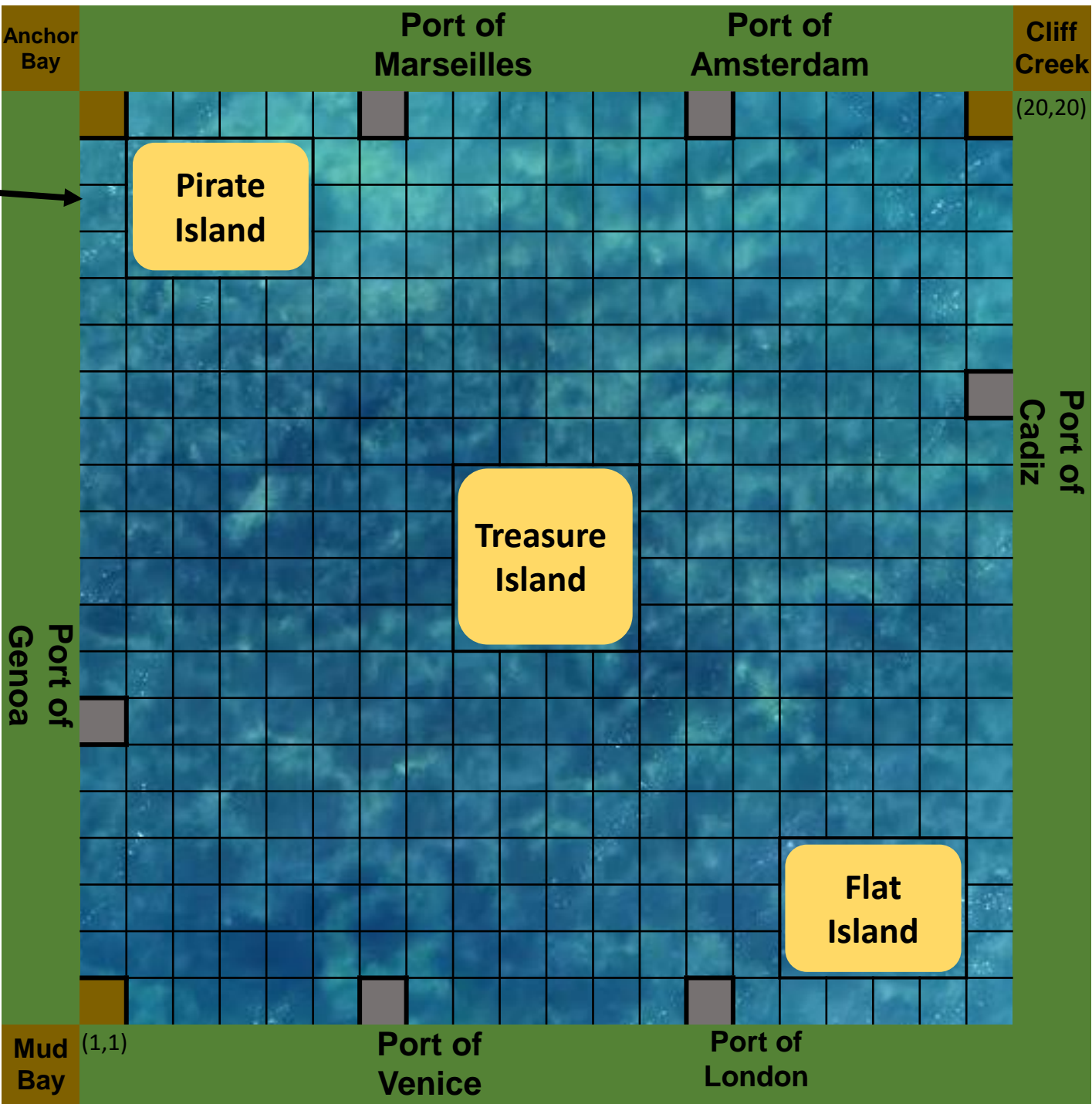
User Interface Prototype Presentation

PLAYING BOARD



**PLAYING BOARD -
ALTERNATIVE**

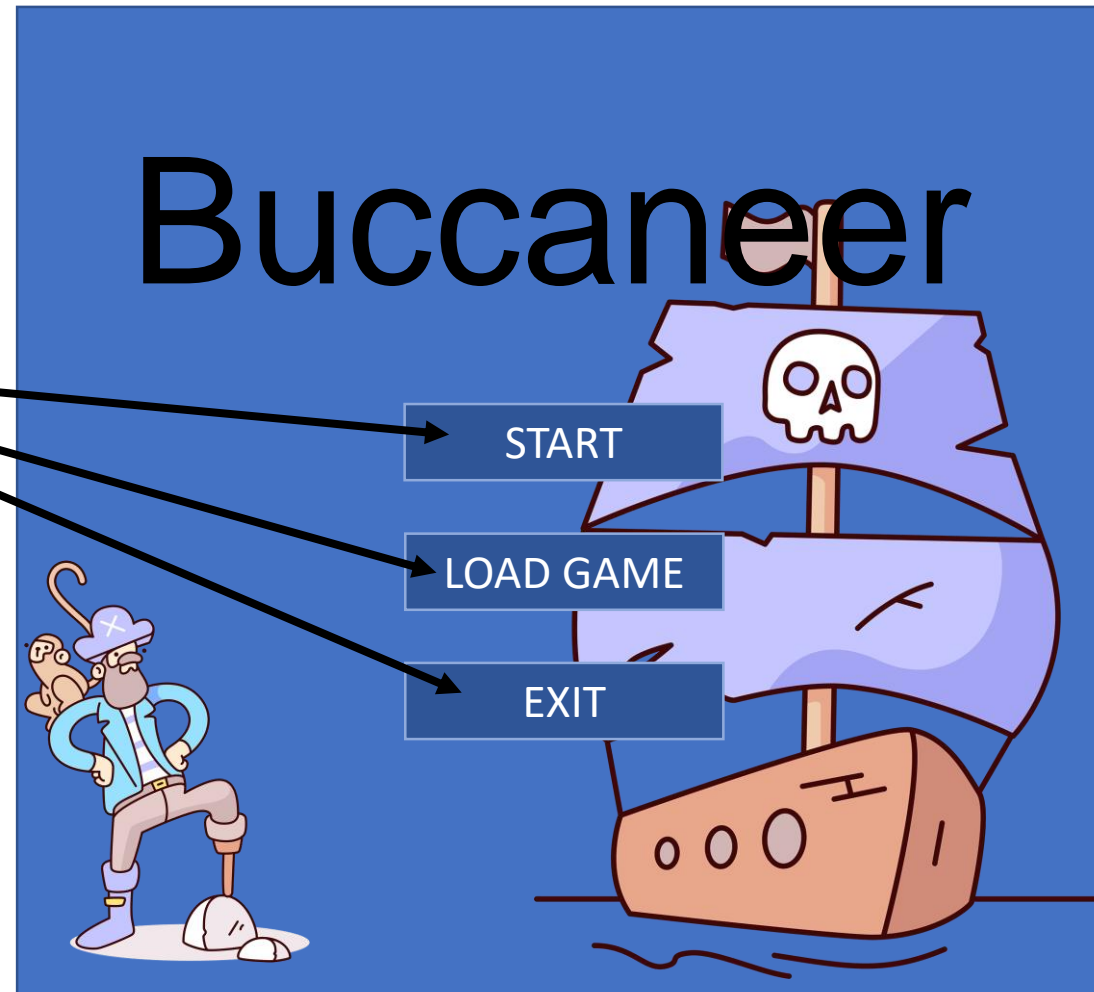
Play area –
20x20 cells



MAIN MENU

FR1, FR2, FR10

User can either click
START, LOAD GAME or
EXIT

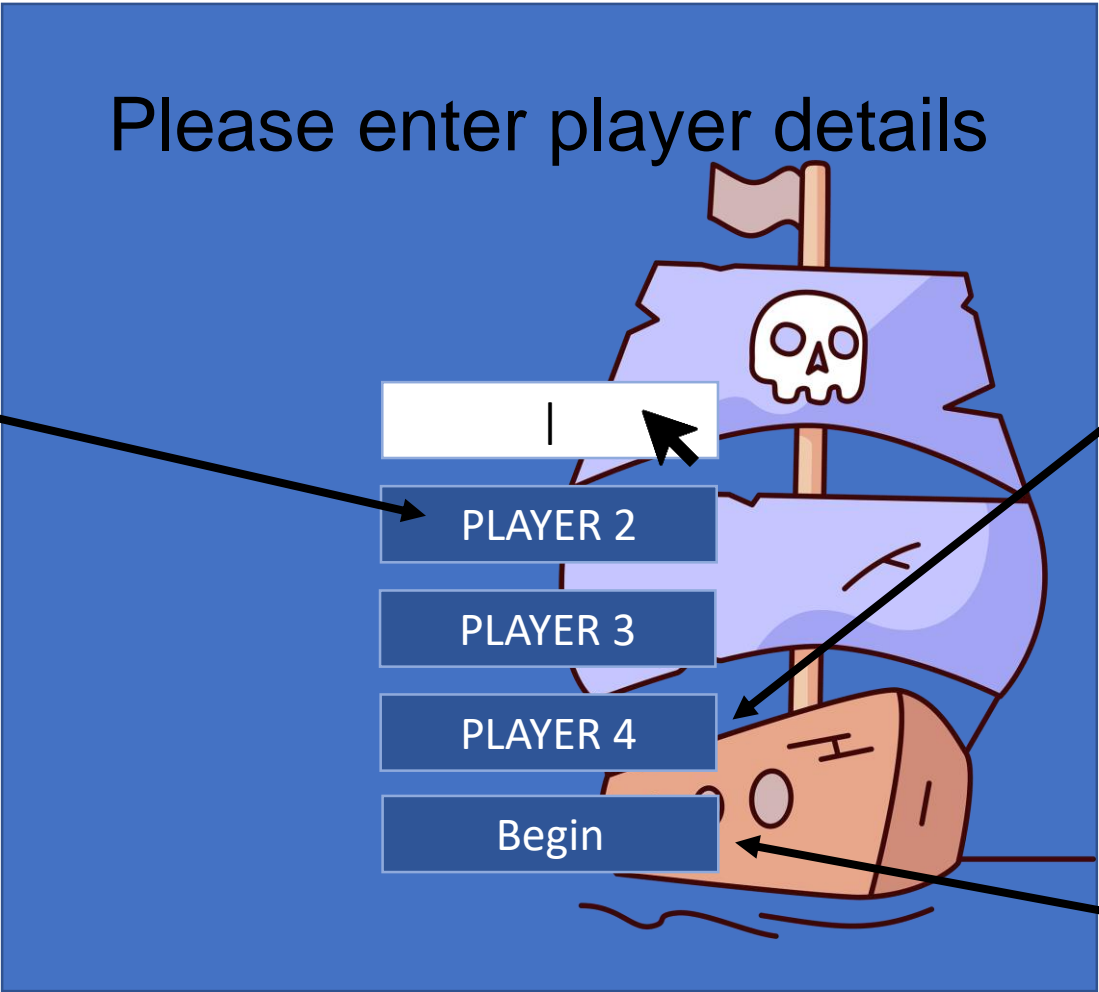


PLAYER SELECTION SCREEN

FR1, FR2, FR10

Nothing too long
or special chars

User can click
specific player
button, once
clicked the button
will turn into a
text entry box



4 players are
needed to start
the game

Begin box is
invisible but will
appear once all 4
players have been
entered into the
box

PLAYER SELECTION SCREEN

FR1, FR2, FR10

Please enter player details

Arthur



PLAYER 3

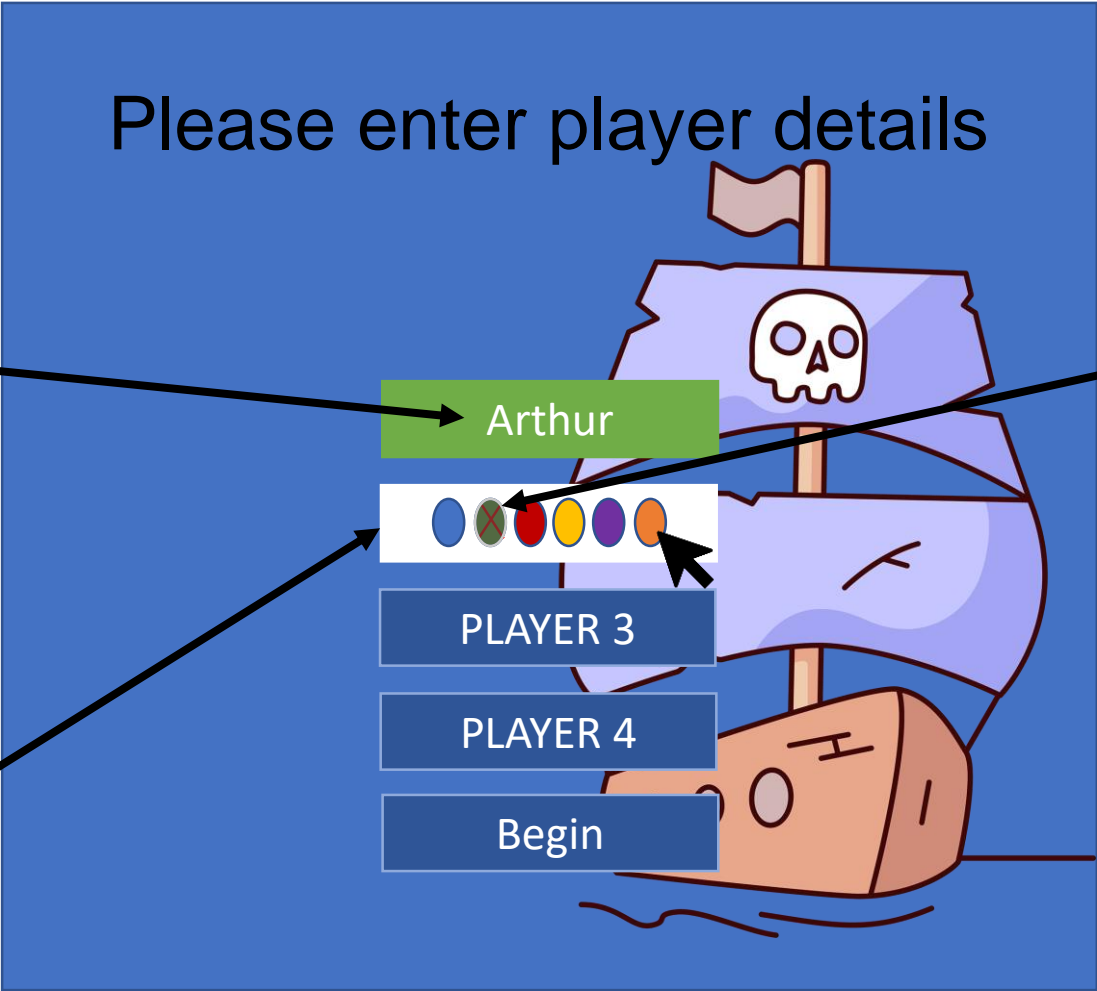
PLAYER 4

Begin

The player box then becomes the colour that has been selected with the name displayed

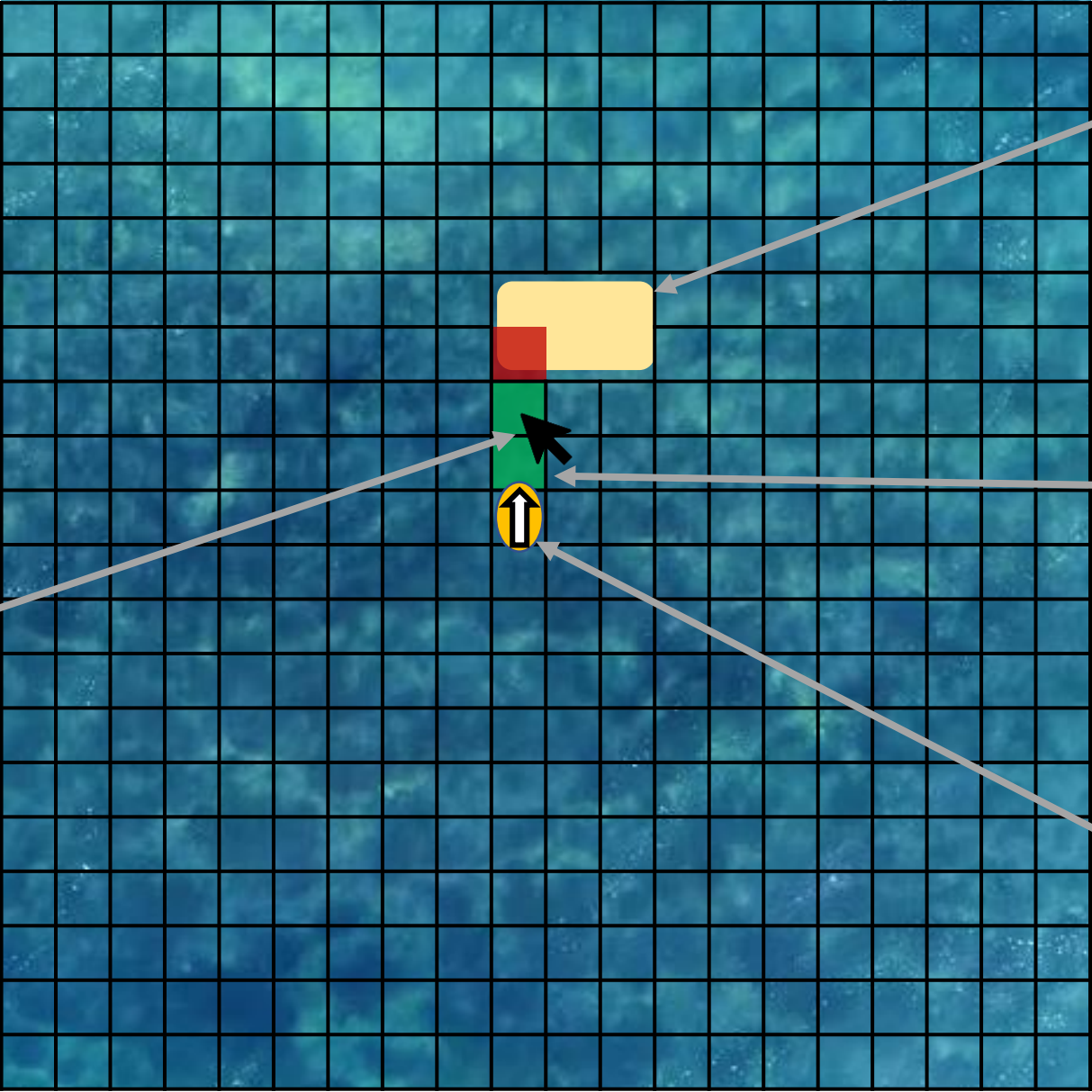
Once a colour has been picked, it becomes greyed out

Once the name is entered a ship colour selection box will pop up



SAILING

FR11



An island

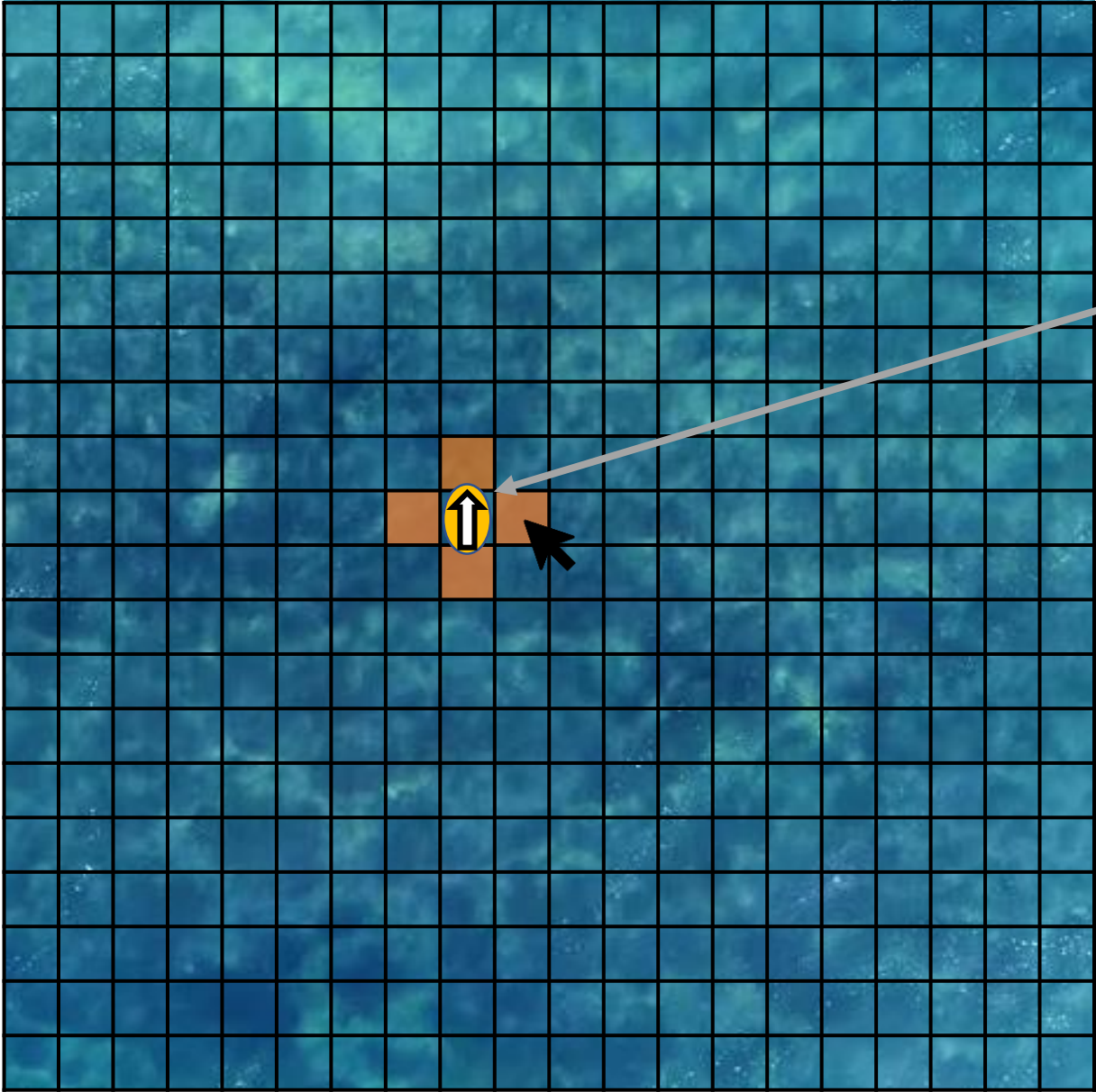
Player is presented
with green viable
squares to where
they can move to.

A player will
move by clicking
on a viable
square

A ship

CHANGING BEARING

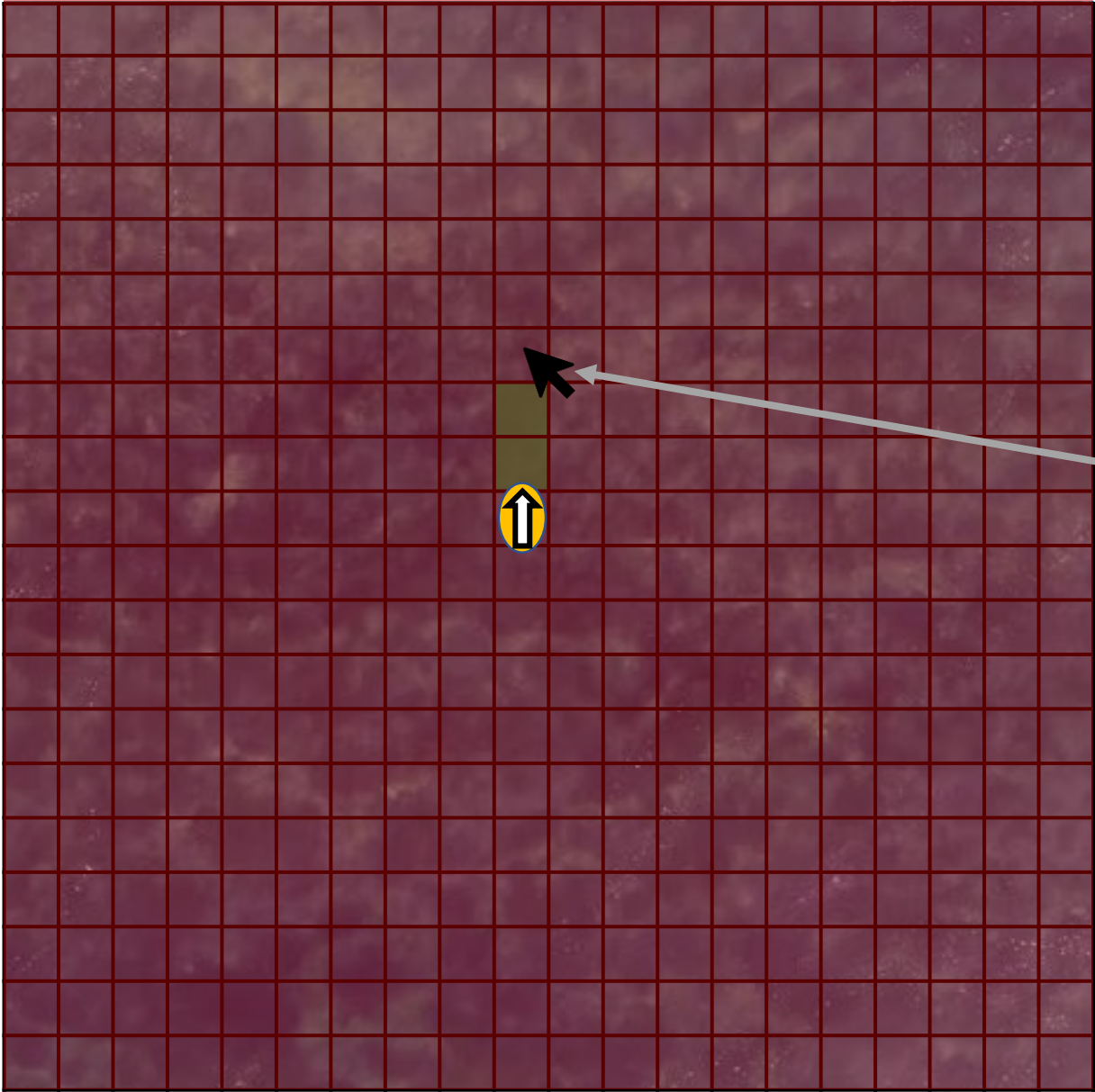
FR11



After a player
moves, they will be
prompted to
choose their new
bearing

ILLEGAL MOVE

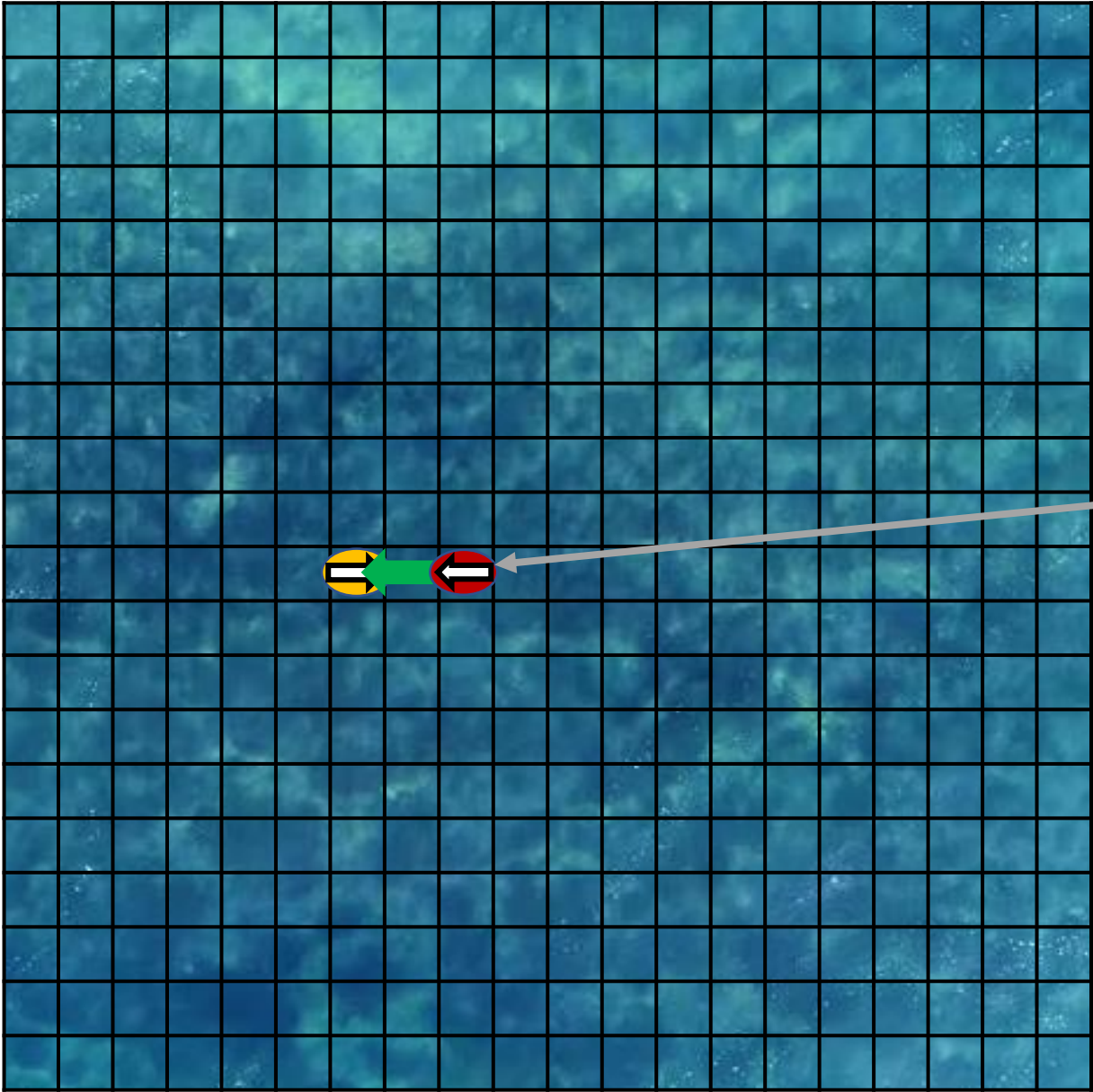
FR11



If a player tries to move to a non-viable square the entire board will flash red

ATTACK A PLAYER
(FORCED)

FR11, FR12

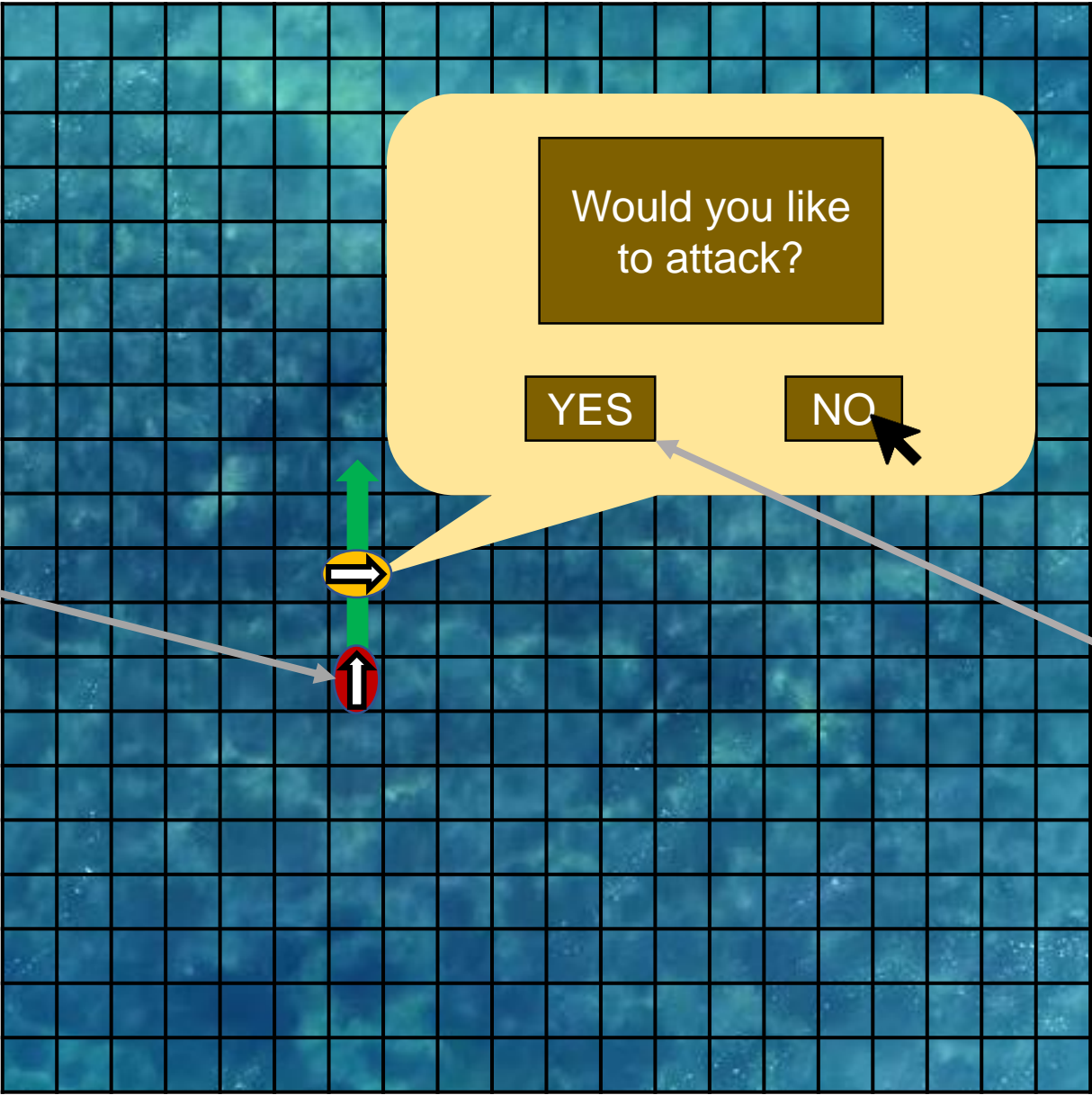


Player chooses to
move to a square
occupied by
another ship in
order to attack

ATTACK A PLAYER (CHOICE)

FR11, FR12

If a player moves past another ship, they will be presented with the option to attack.

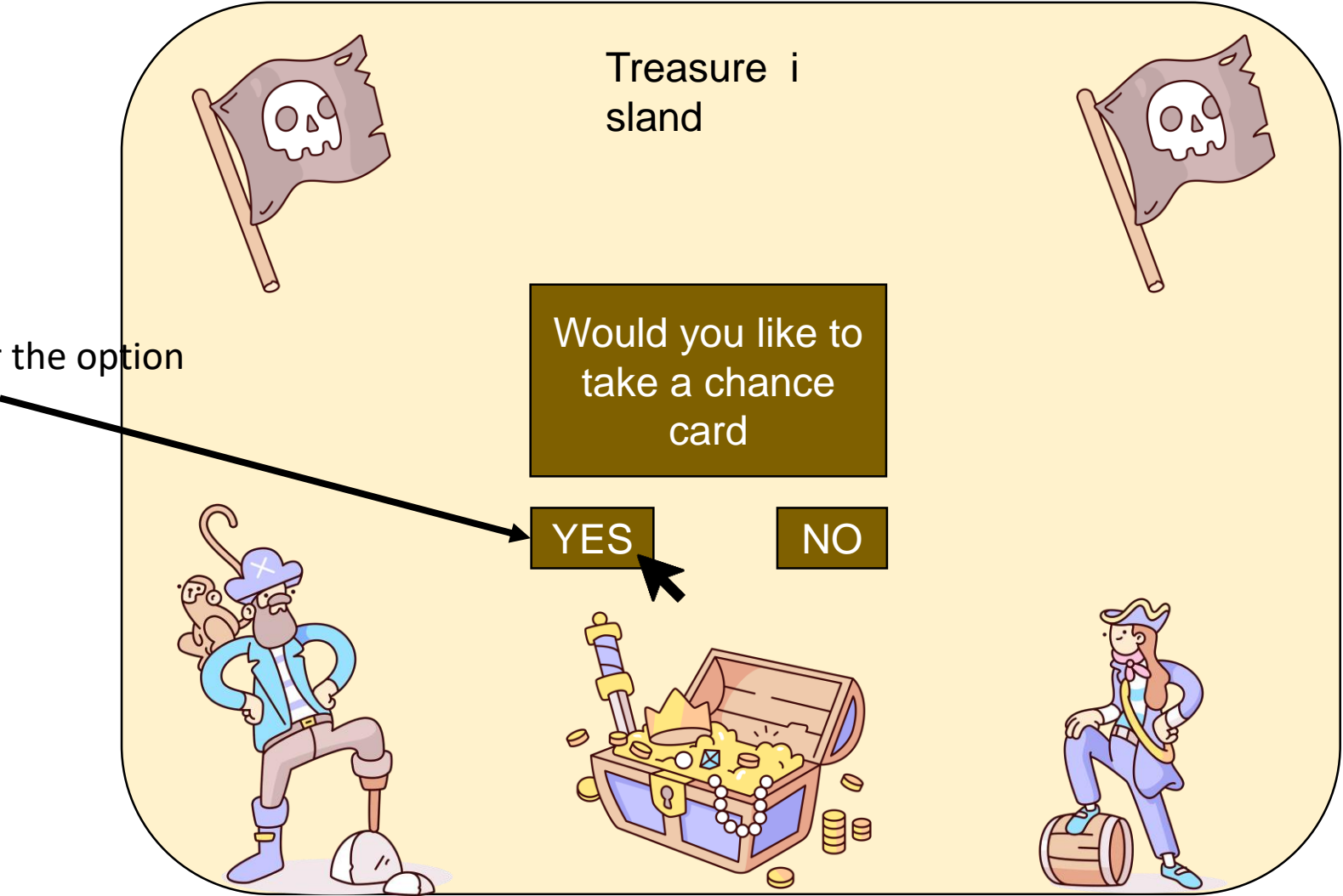


If the player attacks, their ship will stop at the same square as the enemy.

TREASURE ISLAND POP-UP

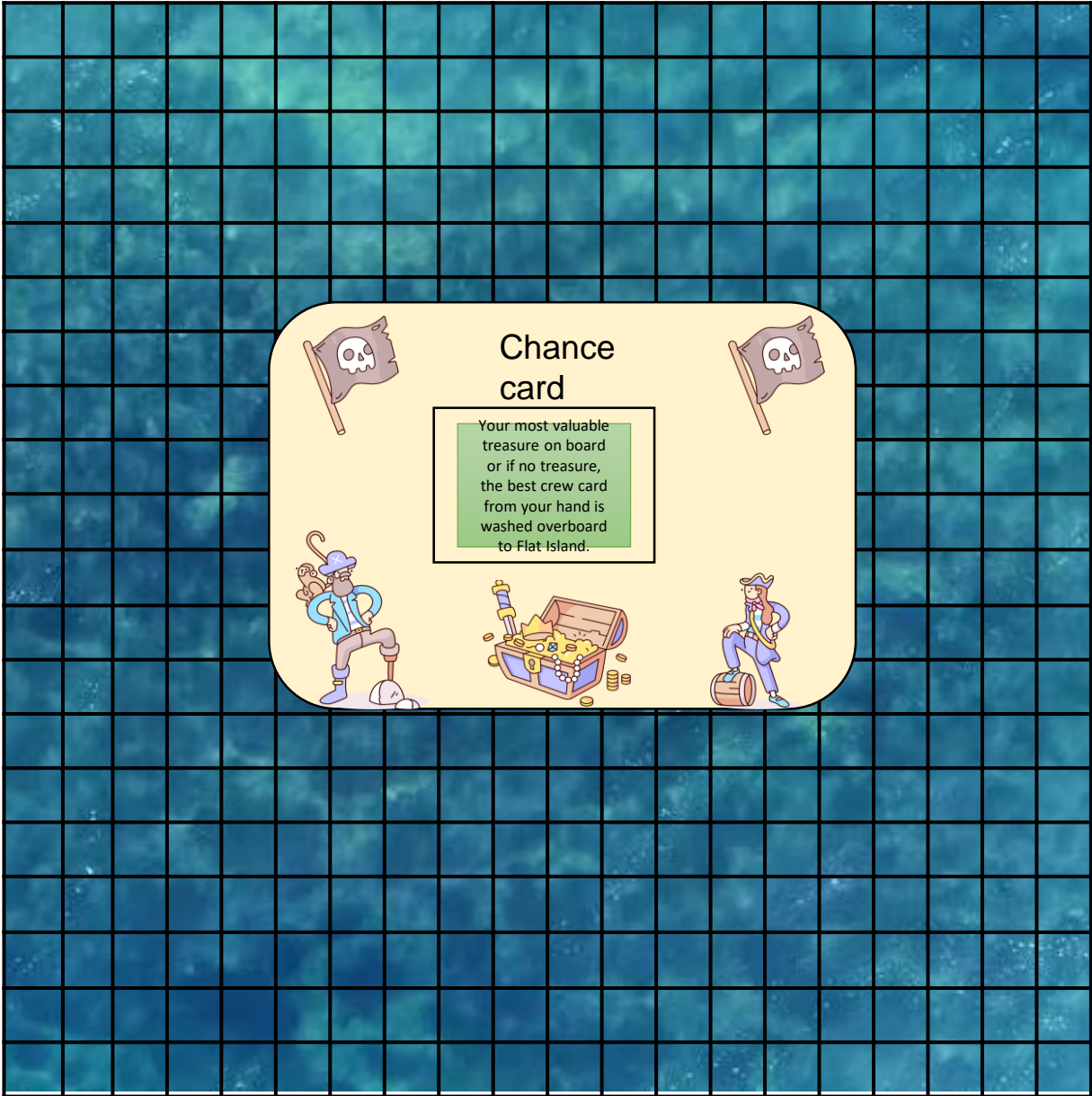
FR13, FR4

Gives the player the option
to take a card



OBTAINING A CHANCE CARD FROM
THE TREASURE ISLAND

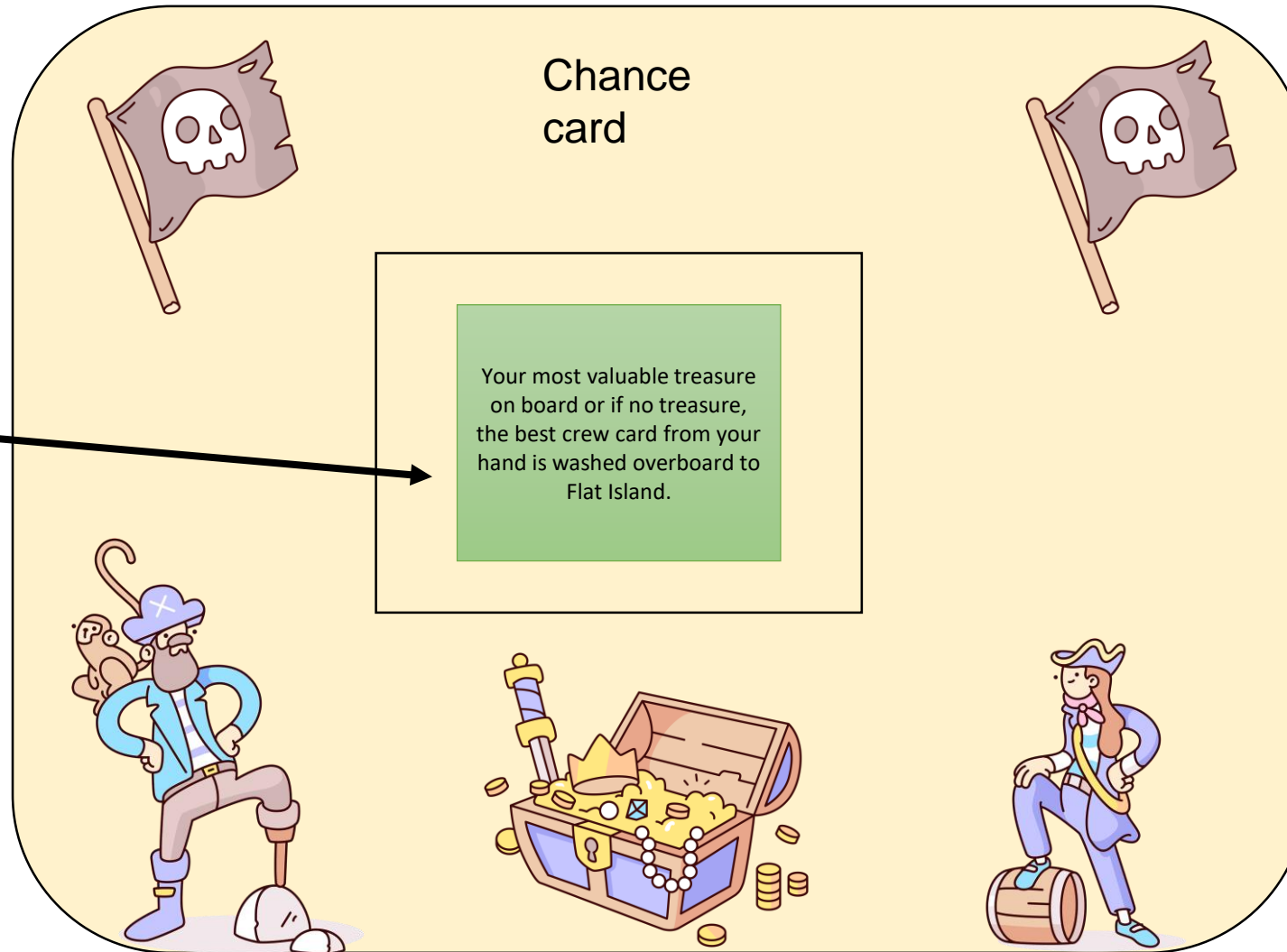
FR4



OBTAINING A CHANCE CARD FROM THE TREASURE ISLAND

FR4, FR13

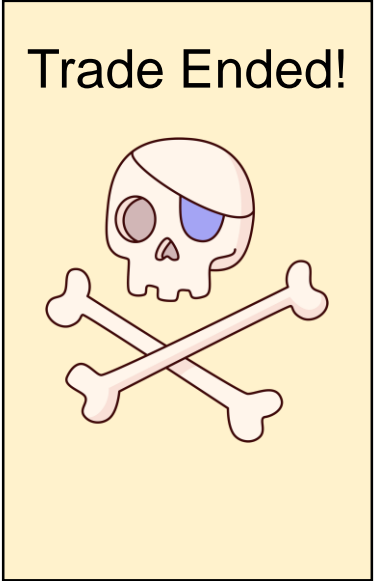
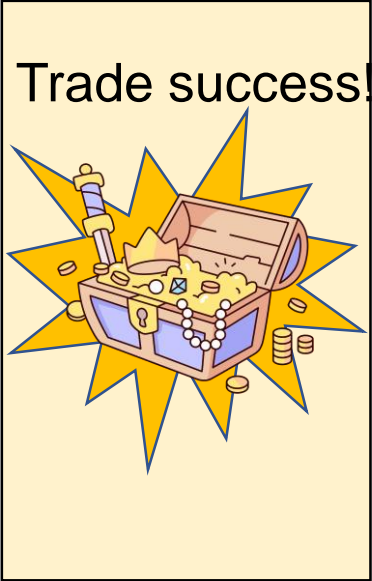
Chance card displayed
in the middle for a
brief period



TRADE OUTCOME POP-UPS

FR15

This will appear on the user's screen upon making a successful trade



This will appear on the user's screen if they back out of the trade

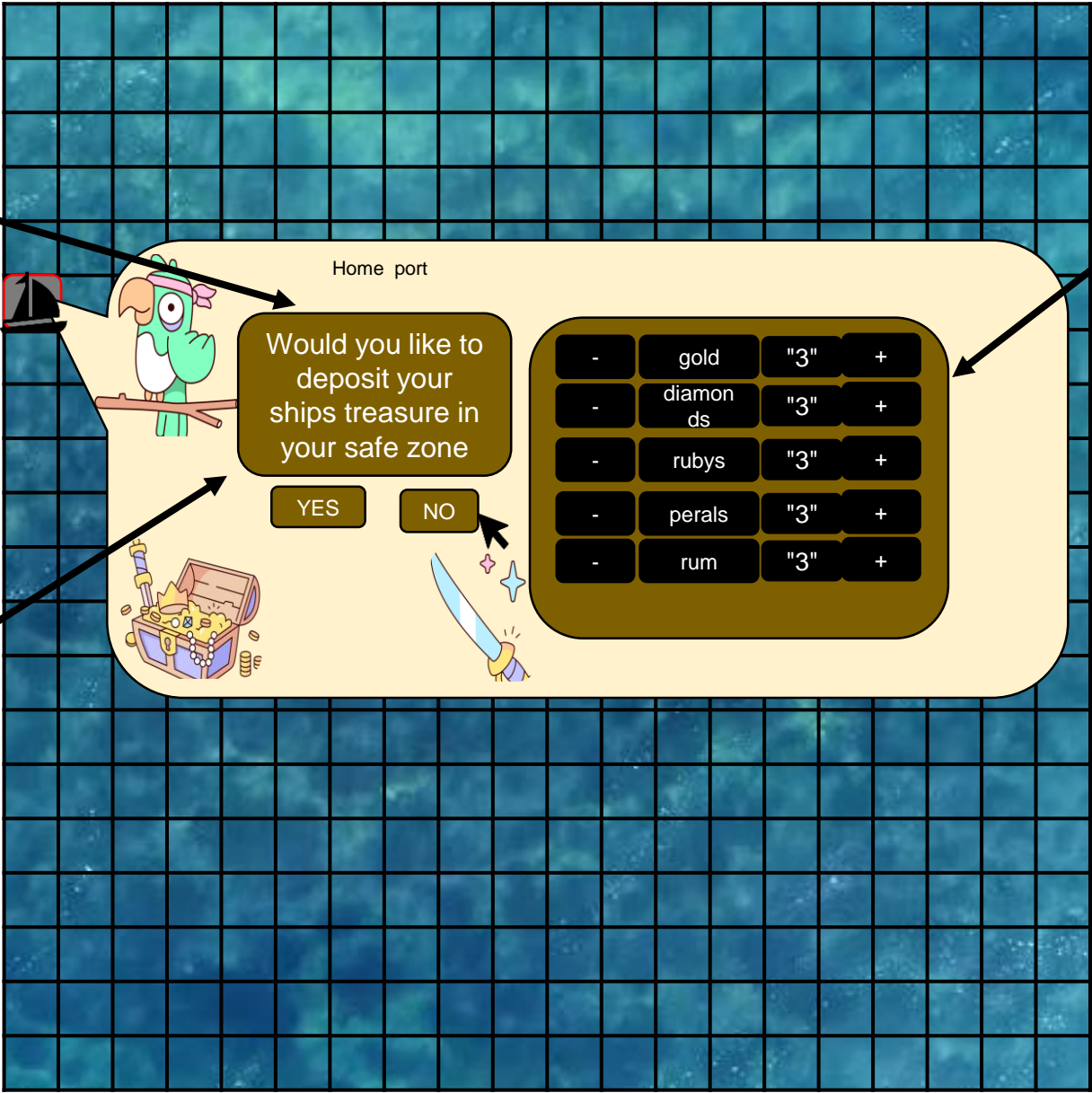
DEPOSIT TREASURE SCREEN

FR7

The player has a choice between depositing the treasure and keeping it on their ship

A home port of a player

Once a player arrives at their own port and then clicks it, they will be presented with the option to deposit their treasure



Allows the player to choose how much of each loot to deposit in their sets.

The harbour's name will appear here.

Welcome to X harbour!

The user's tradable resources will be displayed here.

Your resources



x
1



x
1

<

x

>

Harbour resources



x
1



x2

<

x

>

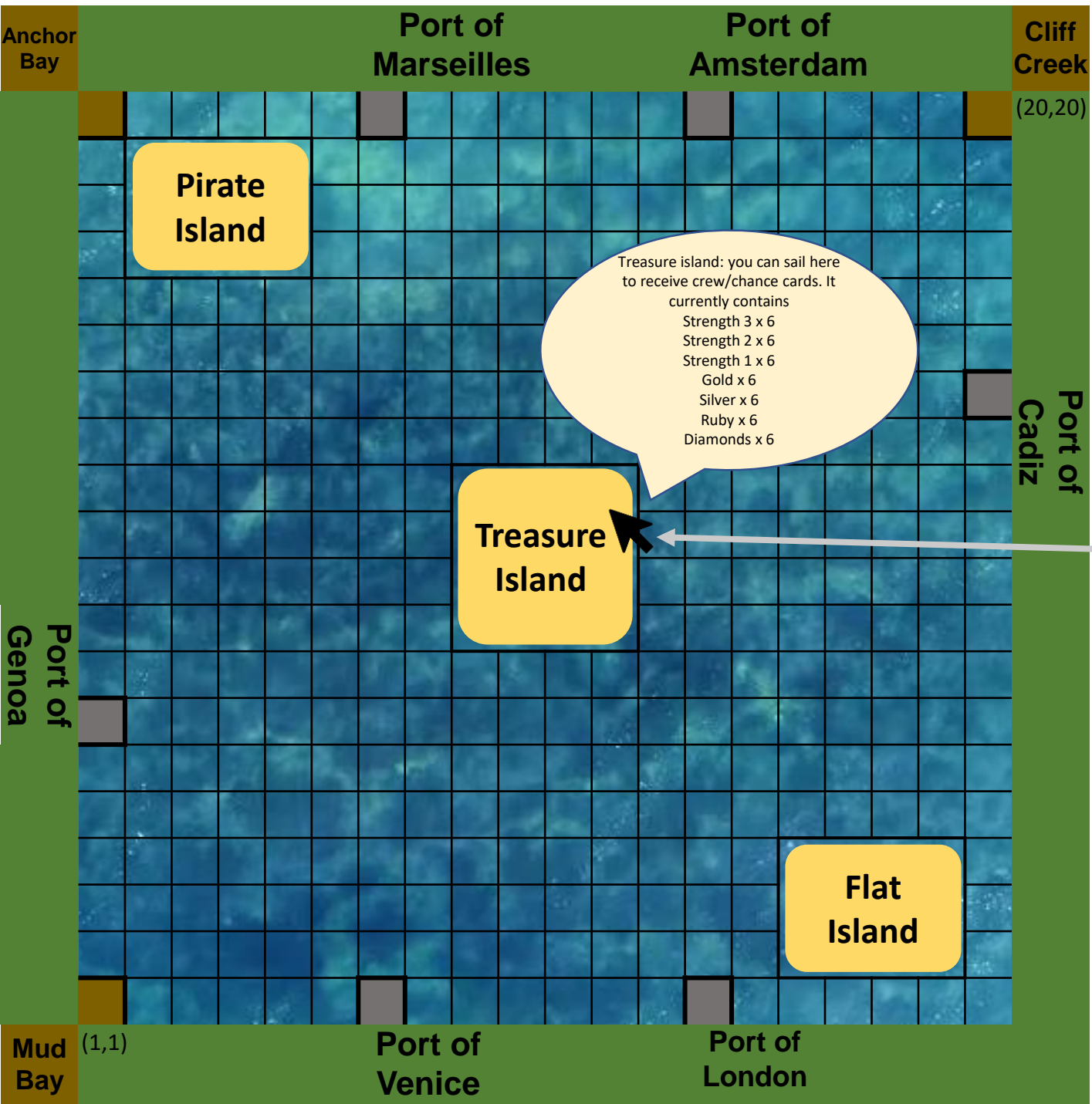
The harbour's tradable resources will be displayed here.

Player can select how much they would like to trade and of which loot piece.

Once the user has selected the resource they want, and the one they want to trade, this button will become green and be able to be clicked. Confirming the trade.

Trade!

ISLAND HELP TIPS
FR13, FR4, FR14



A player can click on an island to display some information about it

Chance Cards:

Take 2 crew cards
from Pirate Island

Take 2 crew cards from
Pirate Island

 $(1,1)$

These will expand
once clicked on

Chance/Wild cards

Your ship is blown 5 leagues (5 squares) off the coast of Treasure Island. If your crew total is 3 or less, take 4 crew cards from Pirate Island. If the square you are blown to is already occupied, move one square further)

Present this card to any player who must then give you 3 crew cards. This card must be used at once then returned to the Chance card pack.

You are blown to Mud Bay. If your crew total is 3 or less, take 4 crew cards from Pirate Island.

You are blown to Cliff Creek. If your crew total is 3 or less, take 4 crew cards from Pirate Island

You are blown to your Home Port. If your crew total is 3 or less, take 4 crew cards from Pirate Island

You are blown to the nearest port in the direction you are heading. If your crew total is 3 or less, take 4 crew cards from Pirate Island.

One treasure from your ship or 2 crew cards from your hand are lost and washed overboard to the nearest ship. If 2 ships are equidistant from yours you may ignore this instruction.

One treasure from your ship or 2 crew cards from your hand are lost and washed overboard to Flat Island.

Your most valuable treasure on board or if no treasure, the best crew card from your hand is washed overboard to Flat Island.

The best crew card in your hand deserts for Pirate Island. The card must be placed there immediately.

Take treasure up to 5 in total value, or 2 crew cards from Pirate Island.

Take treasure up to 4 in total value, or 2 crew cards from Pirate Island

Take treasure up to 5 in total value, or 2 crew cards from Pirate Island

Take treasure up to 7 in total value, or 3 crew cards from Pirate Island.

Take 2 crew cards from Pirate Island

Take treasure up to 7 in total value and reduce your ship's crew to 10, by taking crew cards from your hand and placing them on Pirate Island.

Take treasure up to 6 in total value and reduce your ship's crew to 11, by taking crew cards from your hand and placing them on Pirate Island.

Take treasure up to 4 in total value, and if your crew total is 7 or less, take 2 crew cards from Pirate Island.

Exchange all crew cards in your hand as far as possible for the same number of crew cards from Pirate Island.

If the ship of another player is anchored at Treasure Island, exchange 2 of your crew cards with that player. Both turn your cards face down and take 2 cards from each others hands without looking at them. If there is no other player at Treasure Island, place 2 of your crew cards on Pirate Island.

Long John Silver (Keep this card). When you arrive at a port where there are crew for sale, you may exchange Long John for up to 5 crew in value. If you land at a Port where Long John has been left, you may take him on payment of one treasure to the Port. Once Long John has been played, he is not returned to the pack

Yellow fever! An epidemic of yellow fever strikes all ships and reduces the number of crew. Every player with more than 7 crew cards in their hand must bury the surplus

crew cards at once on Pirate Island. Players are at liberty to choose which cards to bury.

Doubloons (Keep this card). This card may be traded for crew or treasure up to value 5 in any port you visit.

Chance/Wild cards

Pieces of eight (Keep this card). This card may be traded for crew or treasure up to value 4 in any port you visit.













Kidd's chart (Keep this card). You may sail to the far side of Pirate Island, on to the square marked with an anchor. Land this chart there, and take treasure up to 7 in total value from Treasure Island.

Kidd's chart (Keep this card). You may sail to the far side of Pirate Island, on to the square marked with an anchor. Land this chart there, and take treasure up to 7 in total value from Treasure Island.

Take treasure up to 5 in total value, or 3 crew cards from Pirate Island.

Take 2 crew cards from Pirate Island.

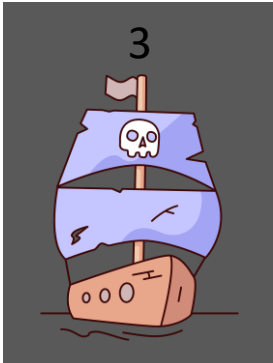
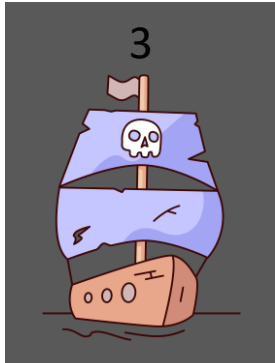
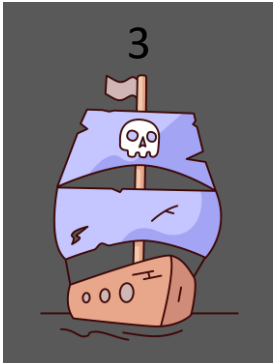
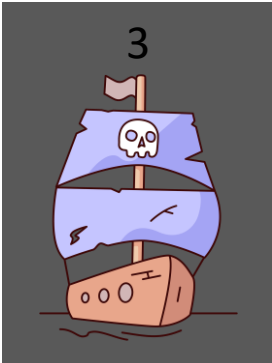
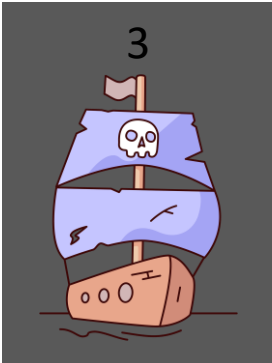
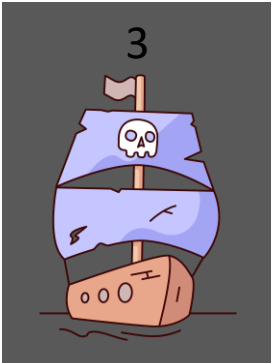
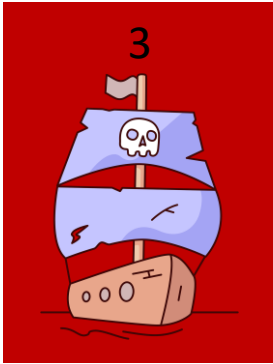
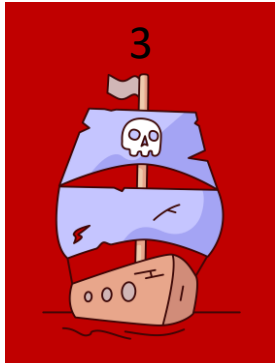
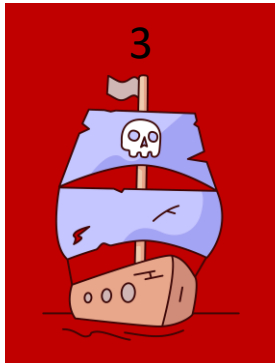
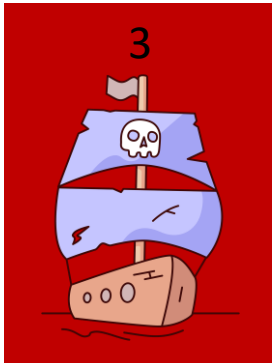
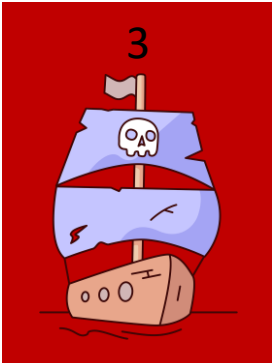
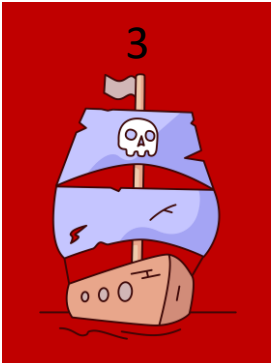
CREW STRENGTH CARDS

<div>1</div> 	<div>1</div> 	<div>1</div> 	<div>1</div> 	<div>1</div> 	<div>1</div> 	
<div>1</div> 	<div>1</div> 	<div>1</div> 	<div>1</div> 	<div>1</div> 	<div>1</div> 	

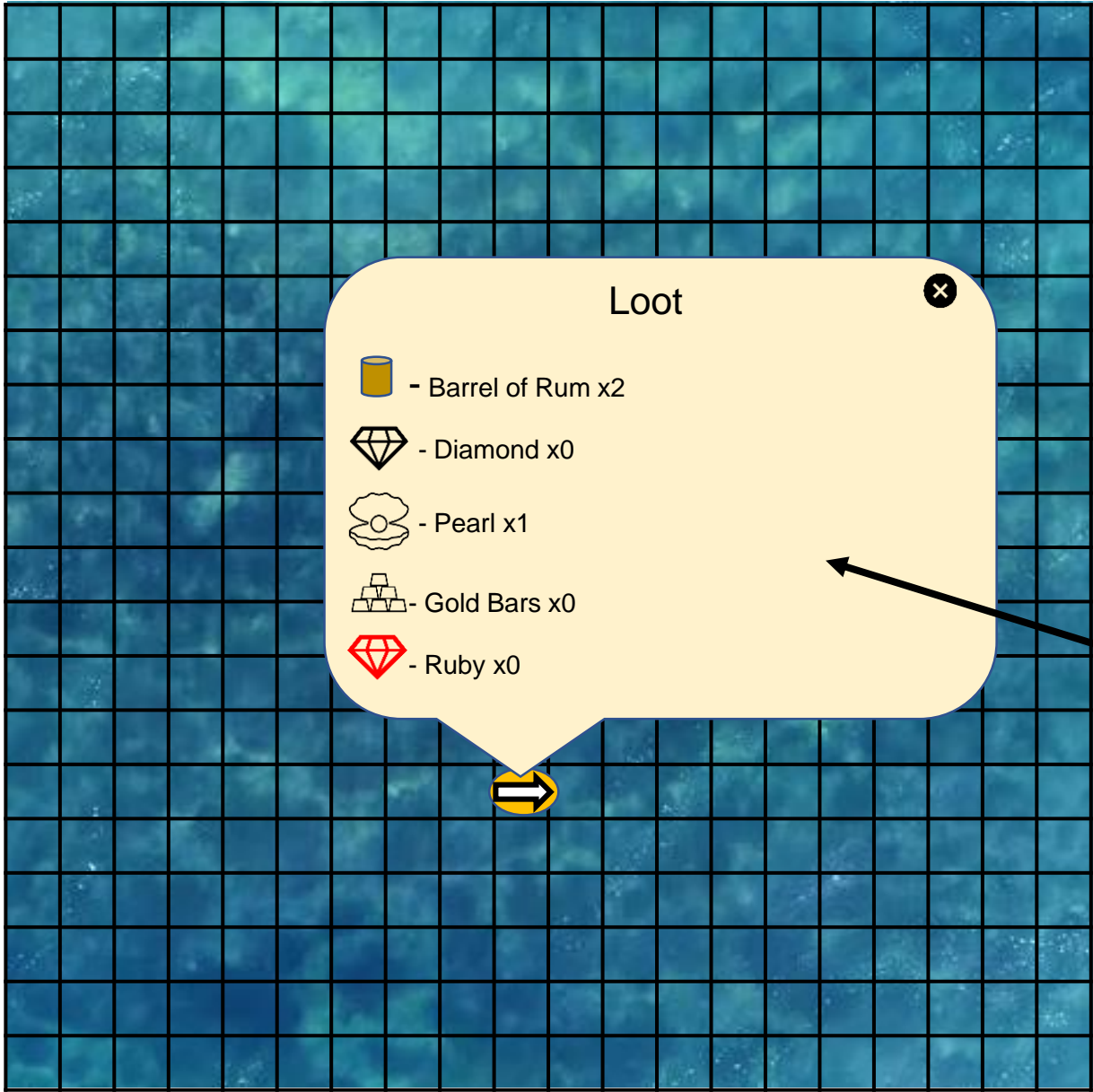
CREW STRENGTH CARDS



CREW STRENGTH CARDS



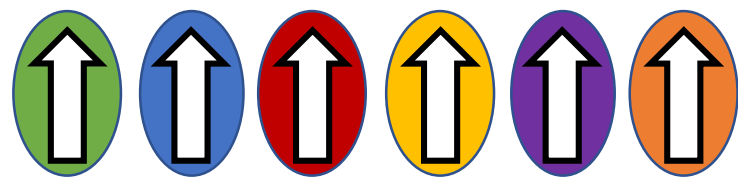
PLAYER LOOT SCREEN








Once a player clicks on their ship, the following screen will be displayed. This shows the player all of their current loot.

GAME ICONS

Ships

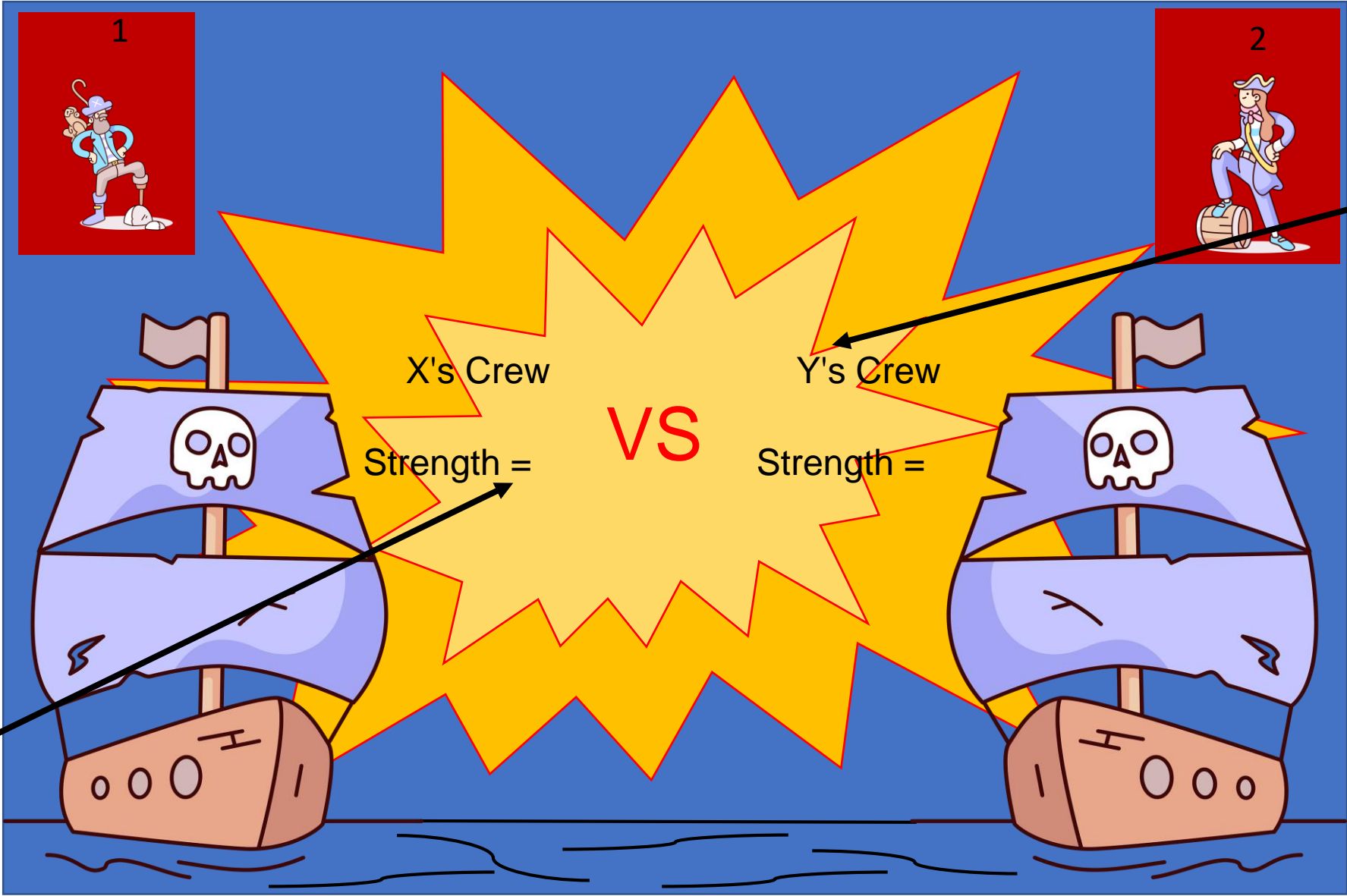


Treasure

				
Diamond 5 Points	Gold bars 4 Points	Pearl 3 Points	Barrel of rum 2 Points	Ruby 5 Points

COMBAT SCREEN

FR12, FR11



This will display
one of the
player's names.

This will
display one
of the
player's
crew
strength.

COMBAT SCREEN

FR12, FR11



This will appear on the screen if a players attempts to take a card from somewhere that has none