



Differences I see:

1. It looks like we need more padding on the top and bottom of the screen.

Left Panel-

1. Move health and attack meters to the bottom of the left panel.
 - Stack the health and attack meters so the text is larger
2. It needs small containers around the Draw New Card pile, the Take Card and Redraw buttons, and one, small container, around the health and attack stats.
3. The entire left panel should be slightly more narrow.
4. Draw cards should be bigger (all cards should be same size, draw cards same size as hand cards).

Main View/Story panel-

1. make this a double nested container, a larger container that contains the viewport container.
2. Words should be bigger but not quite as big as they appear in the mock-up.

Bottom Panel - Cards, Context Buttons, Dice-

1. This panel is nearly half the height of the main view panel, so the bottom panel should be taller while the main view panel should be shorter.
2. Hand cards should be taller (all cards should be same size, draw cards same size as hand cards).
3. The Hazard viewport isn't a card, it's a little context port that shows what you're facing. That's why it says "You Face:" above it, but that doesn't sound right, but it is meant to contain the dame image as the semi transparent image behind the text in the view port.
4. The three stacked context buttons should remain static, only text state changing, maybe the top button becomes the continue button?
5. The die has a container around it.