UI PROTOTYPE:

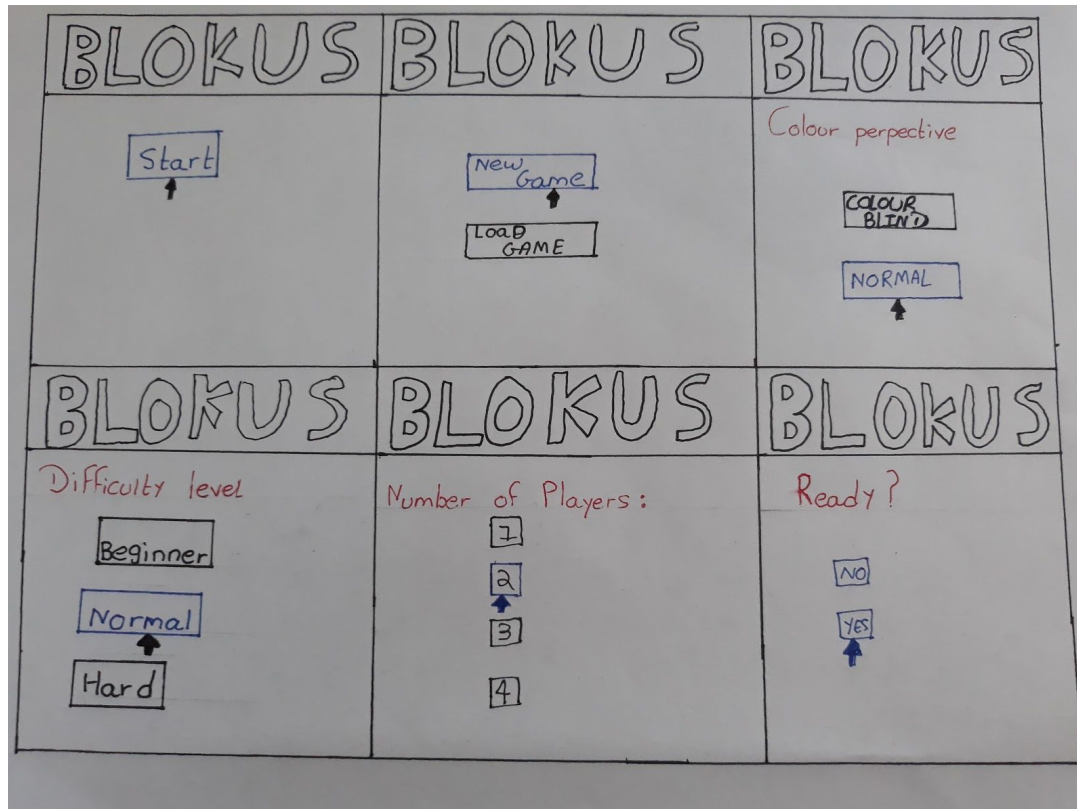**For use case scenario 1:**
   pointer and color blue represents selection.

For use case scenario 2:
   Player taking turns.