GUI Flow Design

Main View:  
- contains a logo image

- has 2 versions (logged in, and not logged in)

- contains buttons for logging in, registering, starting the game, quitting, and viewing the leaderboard

Logged-In Version:

- logo

- Play button

> opens the Play window

- Log Out button

> opens a confirmation pane for logging out

- Quit button

> opens a confirmation pane for quitting

Logged-Out Version:

- logo

- Login button

> opens login pane

- Register button

> opens register pane

- Quit button

> opens a confirmation pane for quitting

Login pane:

- text fields for username and password

Register pane:

- text fields for username, password, and confirm password

Play window:

- contains image of a coin

- displays current bet and player balance

- Initial State:

> Only contains a Bet button

> Bet button opens the betting pane

- After Betting state:

> Only contains a Play button

> Play buttons begins an animation (preferably), or a fancy text art

- After flipping state:  
 > Open a pane declaring win/loss after a short delay

> Display win/loss state

> Only contains a Settle button

> Settle button opens a pane that shows before/after states of balance

- resets to Initial State after clicking Settle button

> if player balance is too low, declare bankruptcy with a pane

Leaderboard Window (may also use a pane):

- Displays top 10 highest balances, updated to when the window was opened

- Refresh button