UI Prototype Sketch: "Initiate a Game"

Player runs/opens Blokus and chooses to start a game.
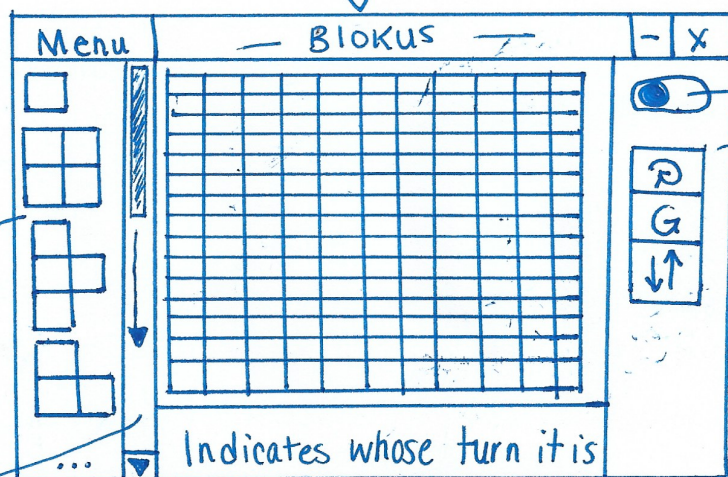
Screen 1 (window):

Menu — | X

/// Blokus Logo ///

- New Game
- Resume Game

Text filler?
- About Blokus
- Instructions

Images? Blocks?

↓

Screen 2 (window):

Menu — | X

/// Blokus Logo ///

OPTIONS

Players	Difficulty	Visual Deficiency
1 2	Easy	No
3 4	Medium	
	Hard	Yes
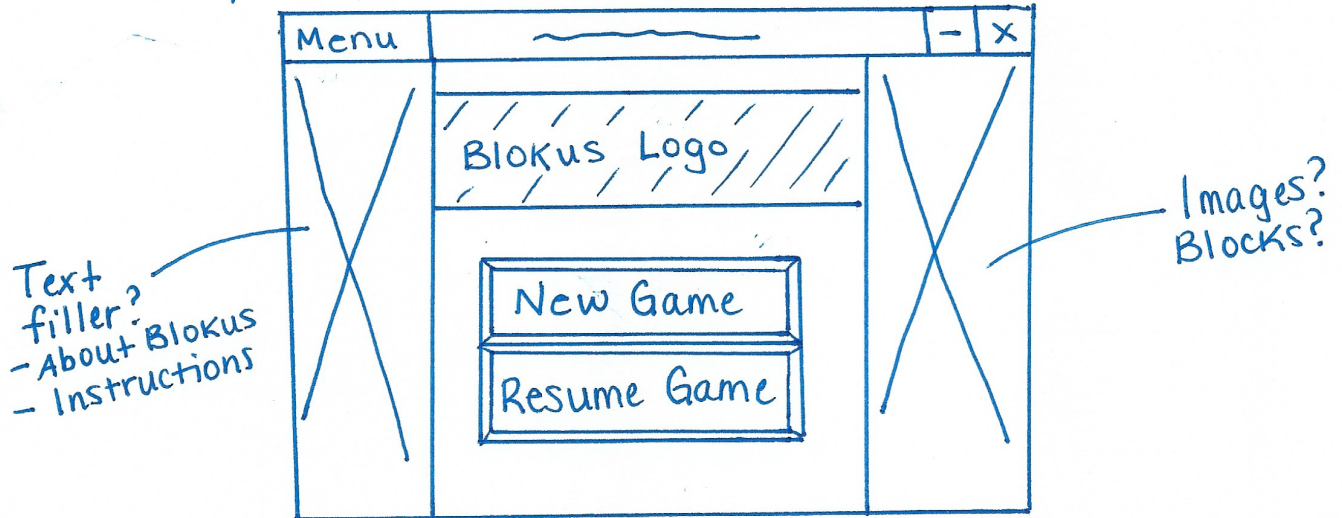
Player chooses:
- How many players (1-4)
- Level of difficulty
- Mode/setting for visual deficiencies (yes/no)
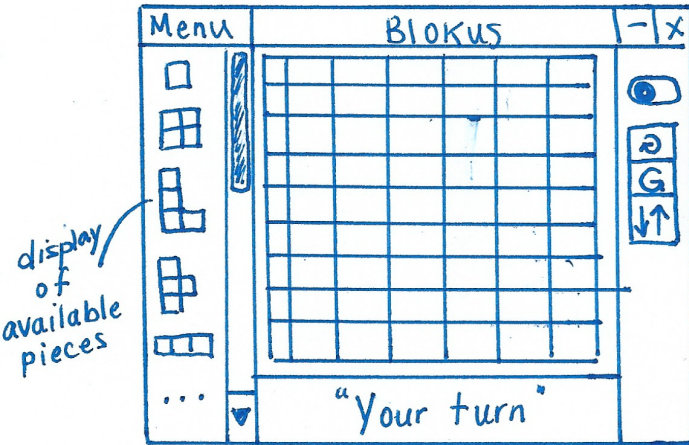
↓

Screen 3 (window):

Menu — BLOKUS — — | X

[game board grid with pieces and scrollbar]

Indicates whose turn it is
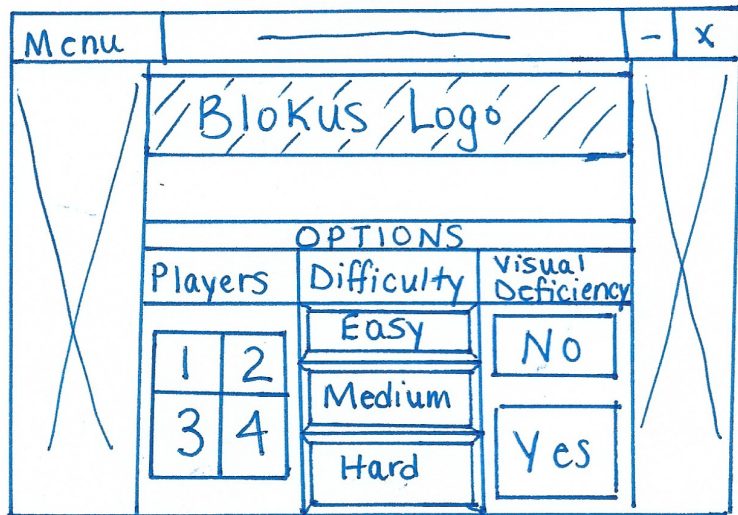
Game board visible along with players' pieces

displays the players' unplayed pieces

scrollbar

• New window?

→ toggle hints on/off

buttons/options to rotate pieces before placing them. (or flip)

UI Prototype Sketch : "Take a Turn"

Players' turn to play

Menu	BLOKUS	– X

"Your turn"

display of available pieces

Player chooses piece from those available

Menu	BLOKUS	– X

"Your turn"
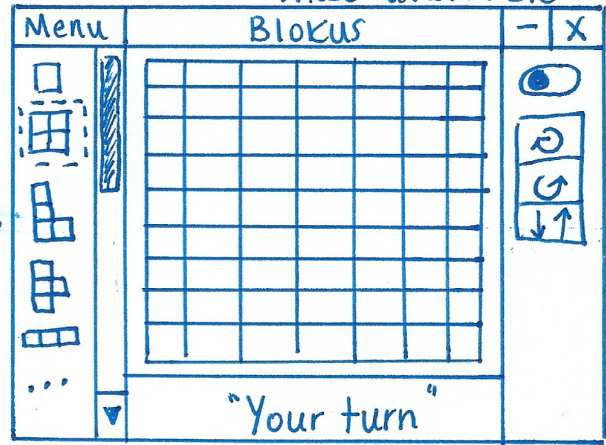
Player places piece on board and the board is updated to show current state.

Menu	BLOKUS	– X

"Your turn"
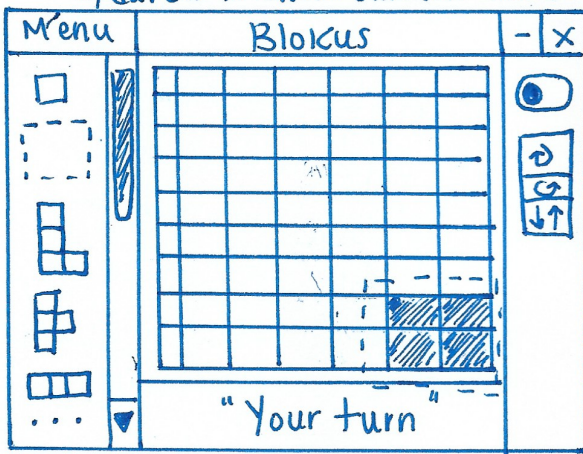
Now it's the next player's turn

Menu	BLOKUS	– X

"Player 2's turn..."
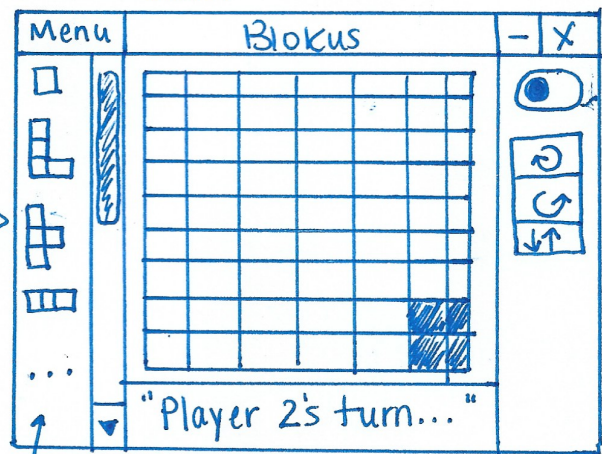
available pieces is also updated to show what is left.