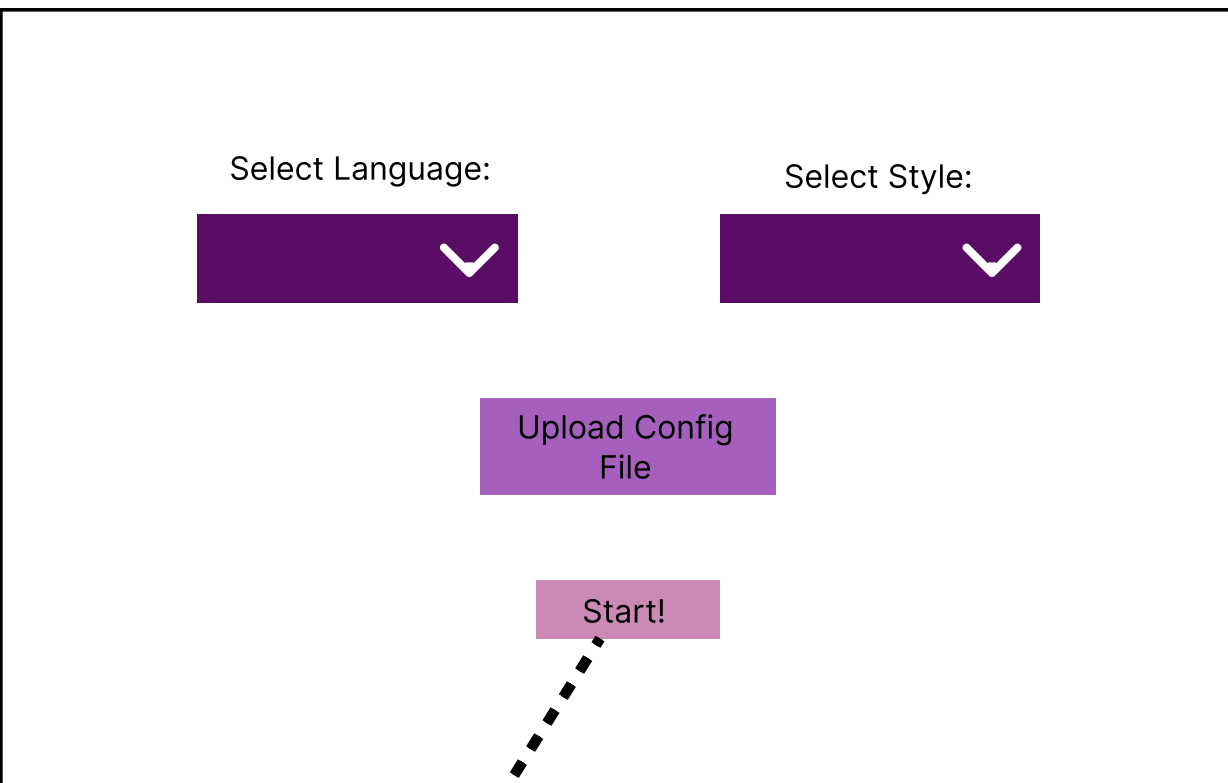


START SCREEN



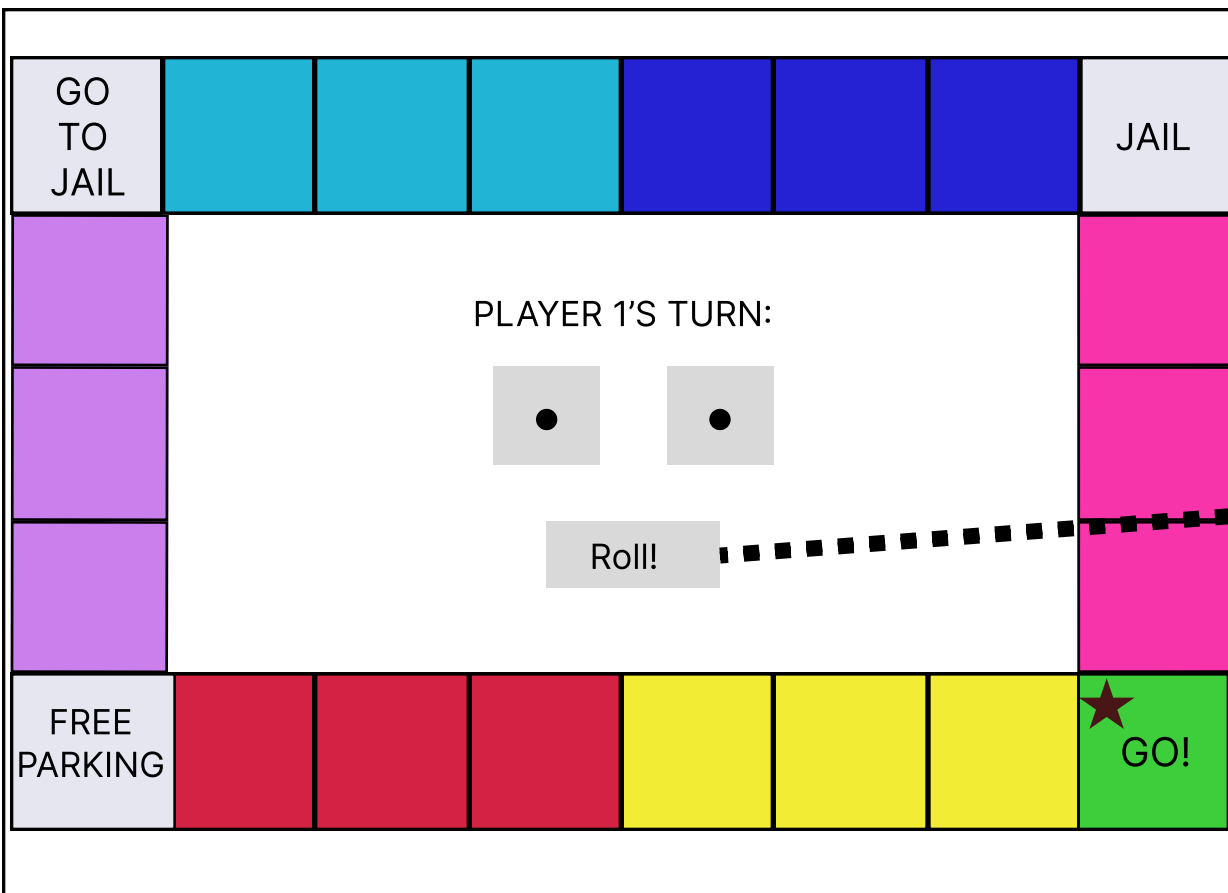
THROW ERRORS IF:

- They press start before selecting a language
- OR if they press start before uploading a file

IN THE FUTURE:

we will add a button that takes them to a game editor screen

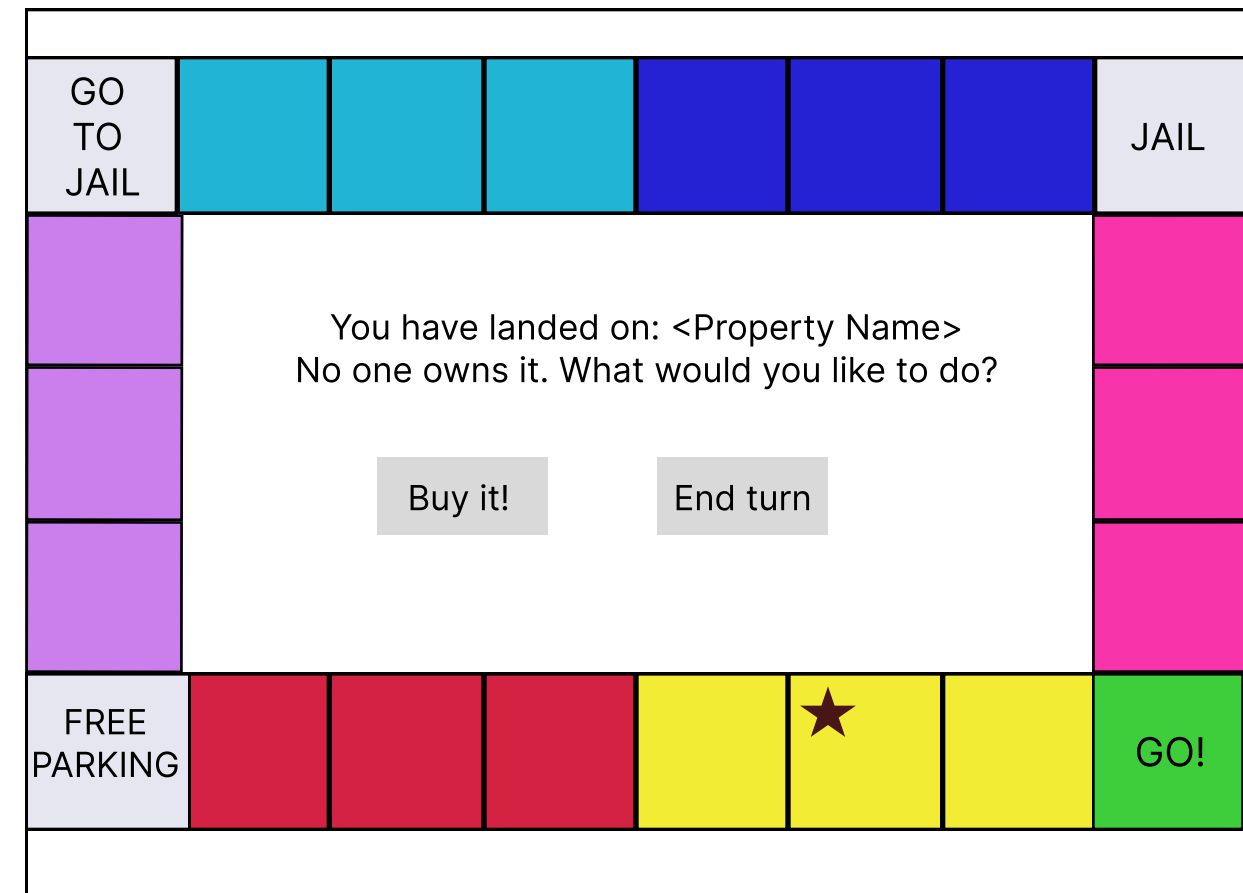
MAIN GAMEPLAY SCREEN



PLAYER 1 INFO:

\$: \$2000
Properties Owned:
Current location:

Example screen:



Display alert if:

- They press "buy" and do not have enough money