Mysys design request

Mysys is a game platform for RPG groups. There are 3 primary pages for the app:

Player screen Player selection Game master screen

# Overall style

Traditionally rpg apps have a medieval/fantasy style. I hate these. Styling should be clean, modern, and interesting.

# Player screen:

The player screen is kept open during play (1-3hrs) and contains all the real-time stats of the character. This screens should be clean and easy to look at for longer periods of time.

The important information that needs to be easily read are as follows:

* player energy levels (se,me,pe)
* Player modifier values (sm,mm,pm)
* Player health level (le)
* Player info (name, blurb)
* Player photo
* Player items/Player equipment
* game feed

# Player energy levels

3 numeric values Displayed together in a chart of some kind. The chart must respond to JavaScript value updates. Google chart is used currently, but alternatives are ok

# Player modifier values

3 numeric values Displayed together With iconic and or text identifiers. These should be easily seen as they will be changing as players equip and use items

# health level

A single numeric value from 1-100 that displays he players health. Should be a gauge of some sort. Google chart or JavaScript manipulative chart/bar/graphic works

# player info

Static text that shows what player is named and info about them

# player photo

Profile pic, will likely be a cartoon image of the player (a user can have multiple players)

# items and equipment

will be growing and shrinking lists. Should include space for a thumbnail image of the item, text about the item (1-2 scentences), a numeric value for its effect, and an icon next to the number that matches the icon for the modifier values

# game feed

The game feed is a log of the actions occurring in the game. It will be updated from the top down, similar to a live twitter feed. Each message/update should be easily identified as seperate. Each box should receive a seperate class to adjust its coloring/styling - good - Bad - Neutral - Great

Player selection

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