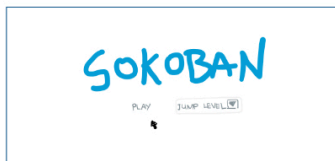
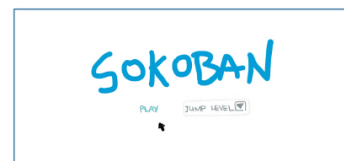




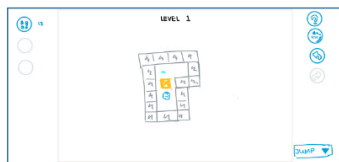
LOADING PAGE: Some simple animation (in gif or code)



Mouse hovers to play button.

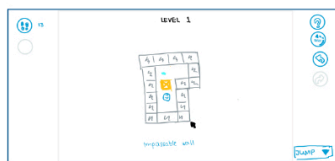


On mouse click, play will have some highlight colors on hover and click.

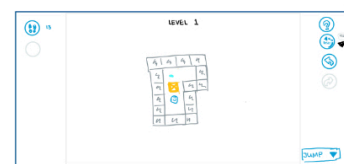


Game board loads

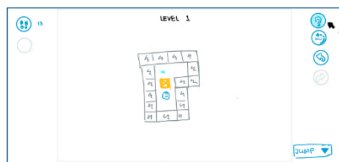
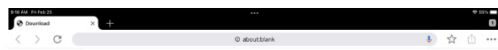
- icons for active features
- icons for inactive/placeholder for future feature



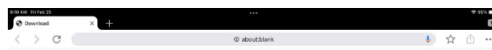
When mouse hovers on any element on the board displays some grid at the bottom



When mouse hovers on the icons, message text appears near the icons.



When user clicks the ? icon, an overlay window appears on the center board.



If mouse hovers instructions on how to play and controls will be displayed.



if mouse clicks, a green highlight on ? will be kept on until the next click event. That click event will change ? to ? and the window will disappear revealing the game board.