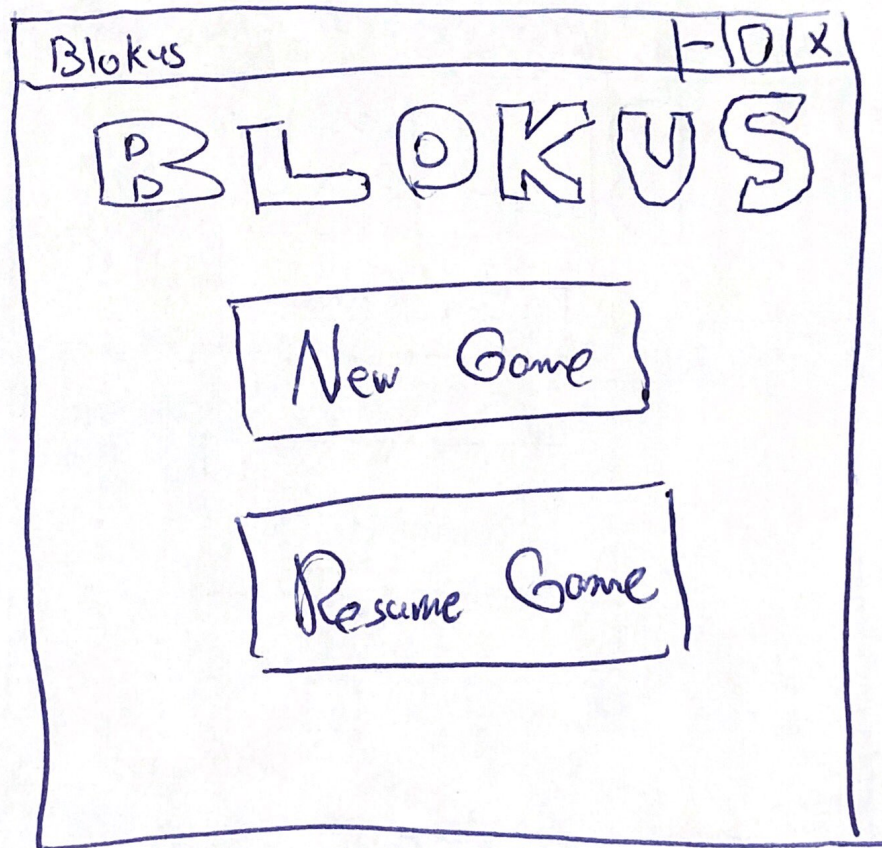


UI sketches for #Initiate a game

Group 2



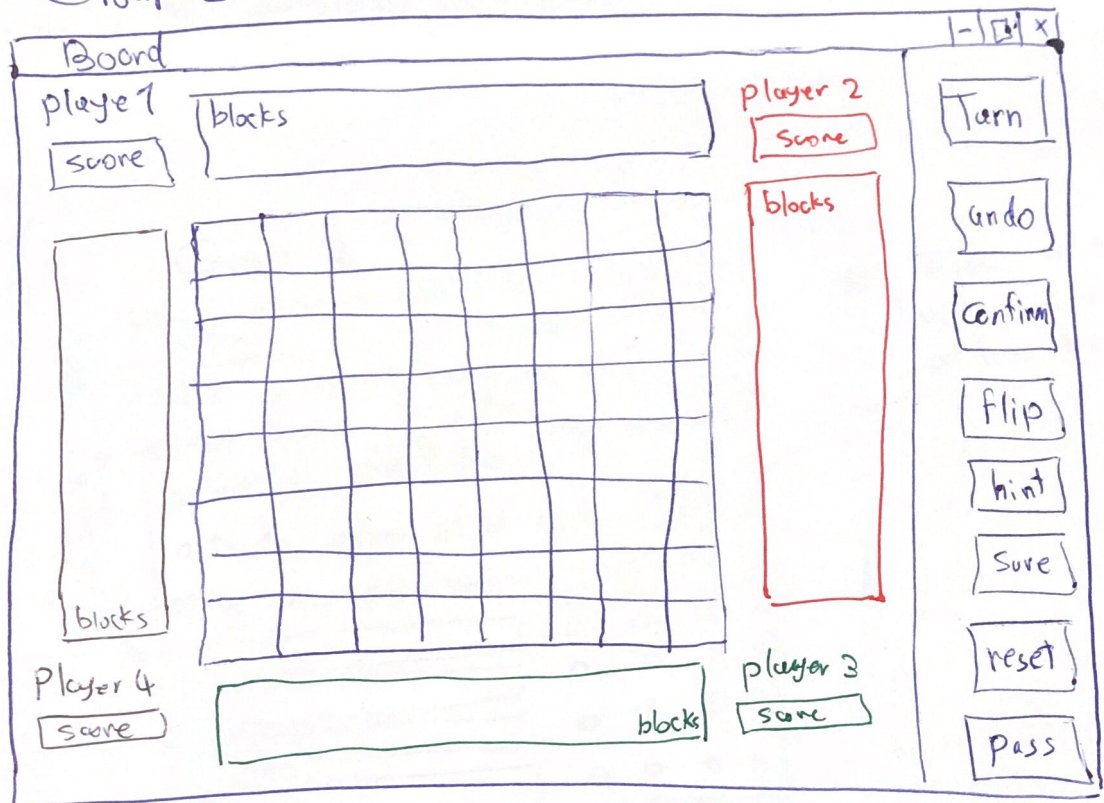
## Group 2

Depends on # of players

Settings		-	□	X
Select Number of human players:	1 2 3 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Select Number of AI:	0 1 2 3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Select AI difficulty:	easy med hard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
activate color blind mode	<input type="button" value="button"/>			
Please Enter players name:	Select a color:	red	Blue	Green Yellow
<input type="text"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="text"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="text"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="text"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
		<input type="button" value="Submit"/> ▶		

★ Throw an exception if we have more than 4 players or less than 2.

## Group 2



- ★ highlight the player whose turn it is
- ★ The board is 20x20