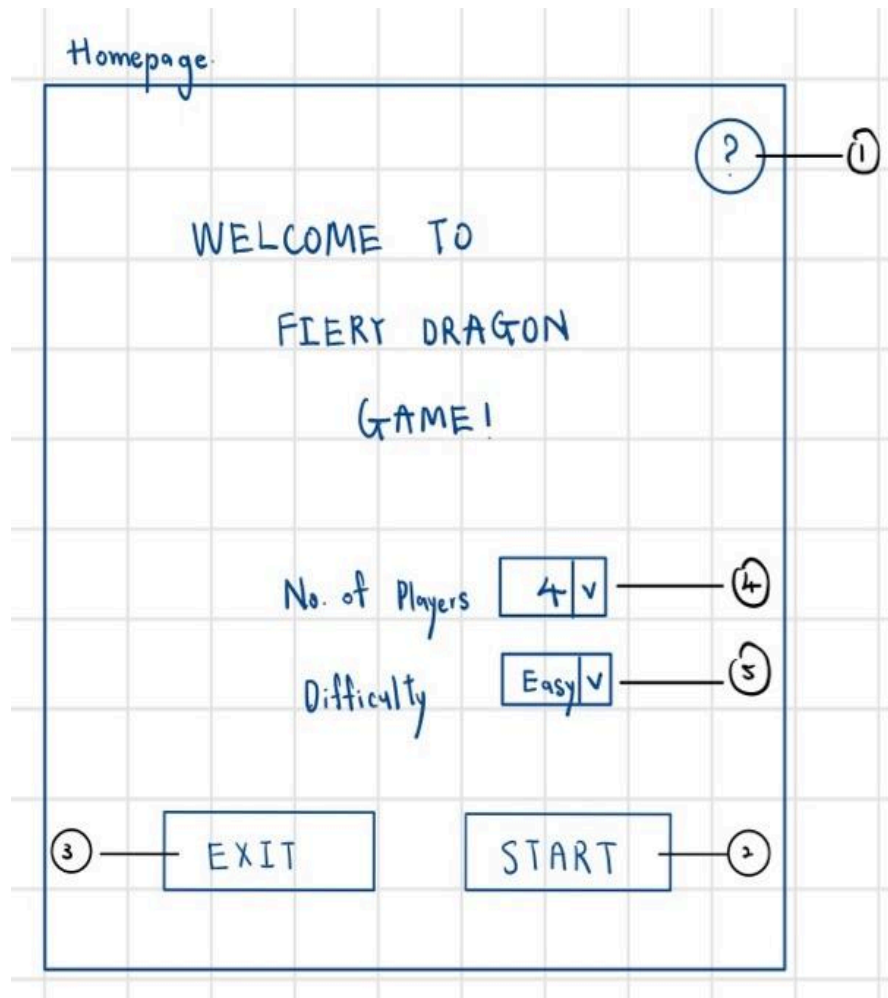# UI Prototype

Homepage

1. **Help button**: consists of game rules and regulations that the players need to obey

2. **Start button**: allows the player to navigate to the game page and begin playing

3. **Exit button**: enables the player to leave the game page to close the gamepage

4. **Number of players drop-down button**: allows the player to select the desired quantity of players for the game

5. **Difficulty drop-down button**: enables the player to choose the level of challenge or complexity they prefer for the game

Gamepage
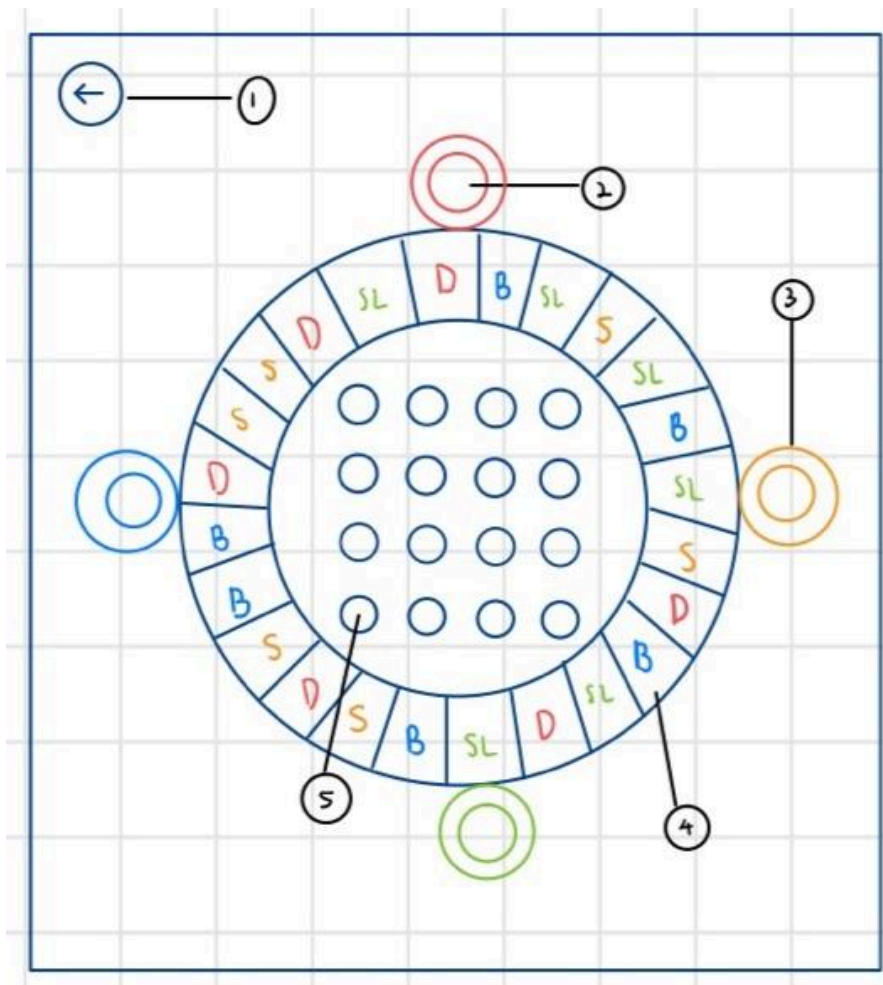
1. **Back button**: Allows the player to navigate back to the home page.

2. **Dragon Token**: Each player possesses a Dragon Token, which serves as their avatar on the game board and allows them to traverse the Volcano Cards.

3. **Cave**: There are four distinct caves: one each for Baby Dragon, Bat, Spider, and Salamander. These caves serve as the starting position for the Dragon Tokens at the commencement of the game and as the ultimate destination where players must land to achieve victory.

4. **Volcano card**: Volcano Cards contain symbols representing the Baby Dragon, Bat, Spider, and Salamander. Players must obtain matching Dragon Cards to progress through the game.

5. **Dragon cards**: Dragon Cards are uncovered by players to facilitate movement of their Dragon Tokens. The number of symbols on each Dragon Card determines the extent of the player's forward movement.

Dragon token moving forward
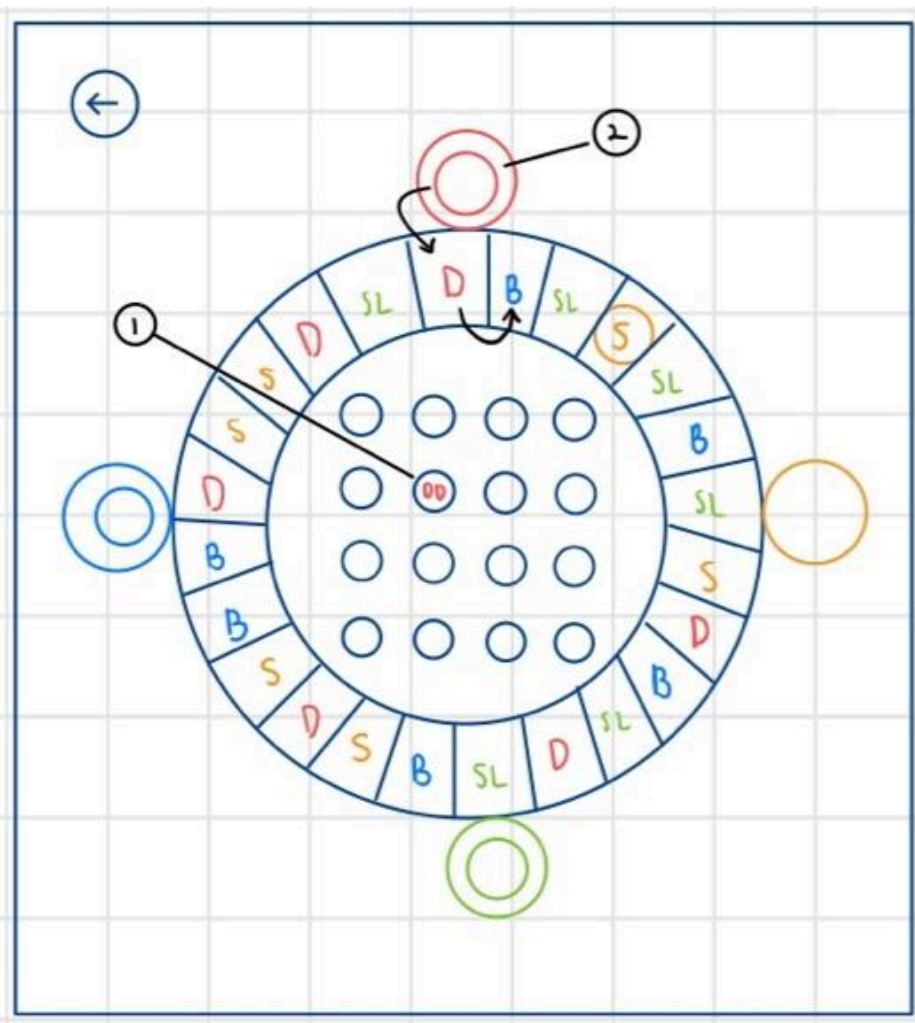
1. **Flipping a dragon card**: This is the first move of the game where the Dragon (red) player randomly flips one of the dragon cards. According to the illustration given above, the player has picked up a card with 2 Dragons. As the symbols on the card match with the symbol of the token, hence the player can now move out of its cave.

2. **Moving the token**: The player can move out of its cave and go 2 steps further on the volcano cards as there are 2 dragons on token. Hence, the token will move from cave to dragon volcano card and then stop at bat volcano card. After reaching here, the token will now inherit the animal of this volcano card i.e bat. Thus, the player will need to flip a dragon card with Bat in his next move to finish the game.

Dragon token moving backward
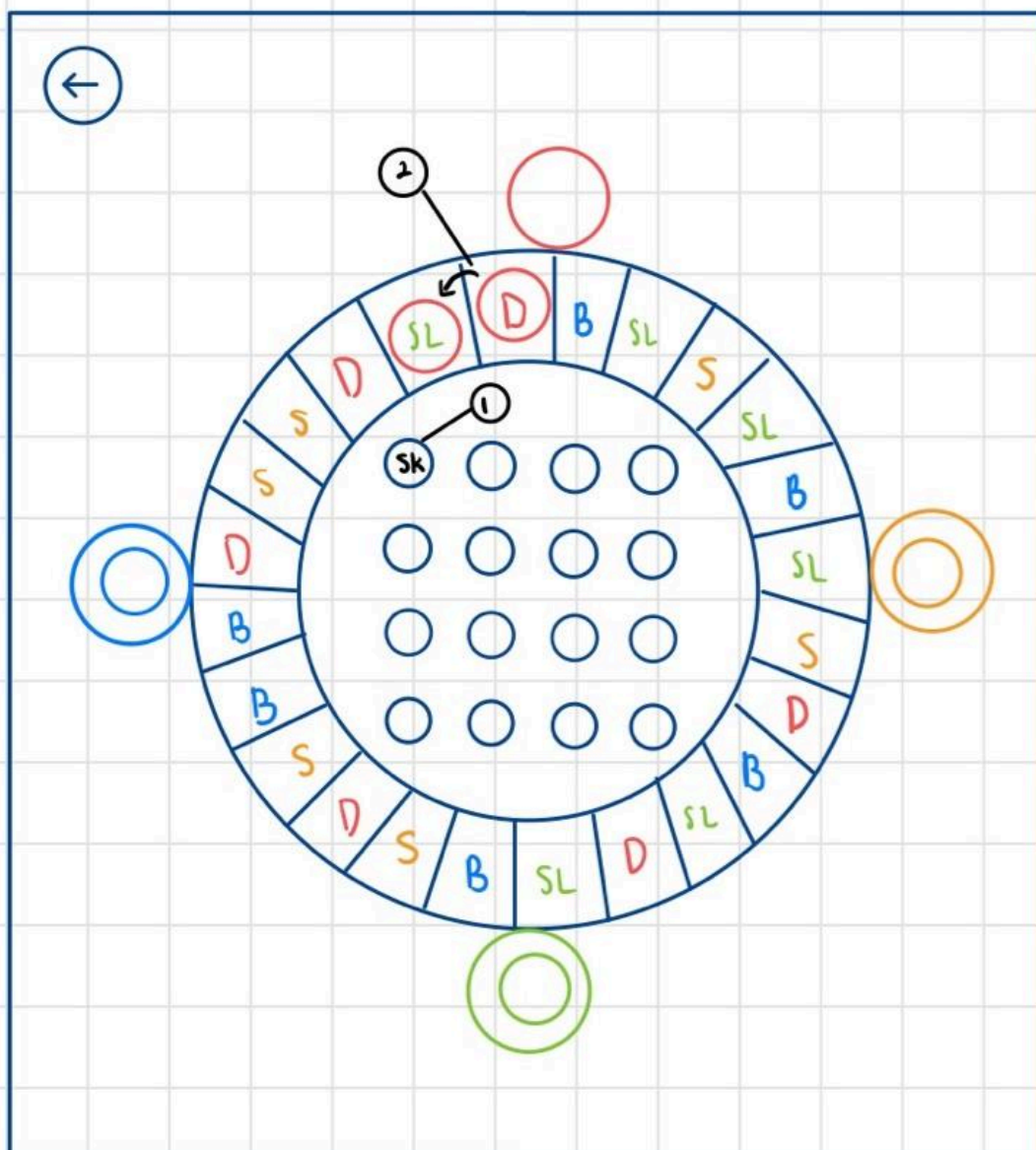
1. **Flipping a dragon card**: The only time when the player has to move their dragon token backward on the volcano card is when they encounter the pirate dragon, which will be SK, on the dragon card after flipping it.

2. **Moving the token**: As the player has encountered one pirate dragon(SK) after flipping the dragon card, the player will have to move the dragon token from dragon volcano card to salamander volcano card. The number of movements depends on the number of animals on the dragon card. So if there are two pirate dragons appearing on the dragon card after the player has flipped it, the player will have to move two steps backwards.

# Dragon token landing on volcano card with another token
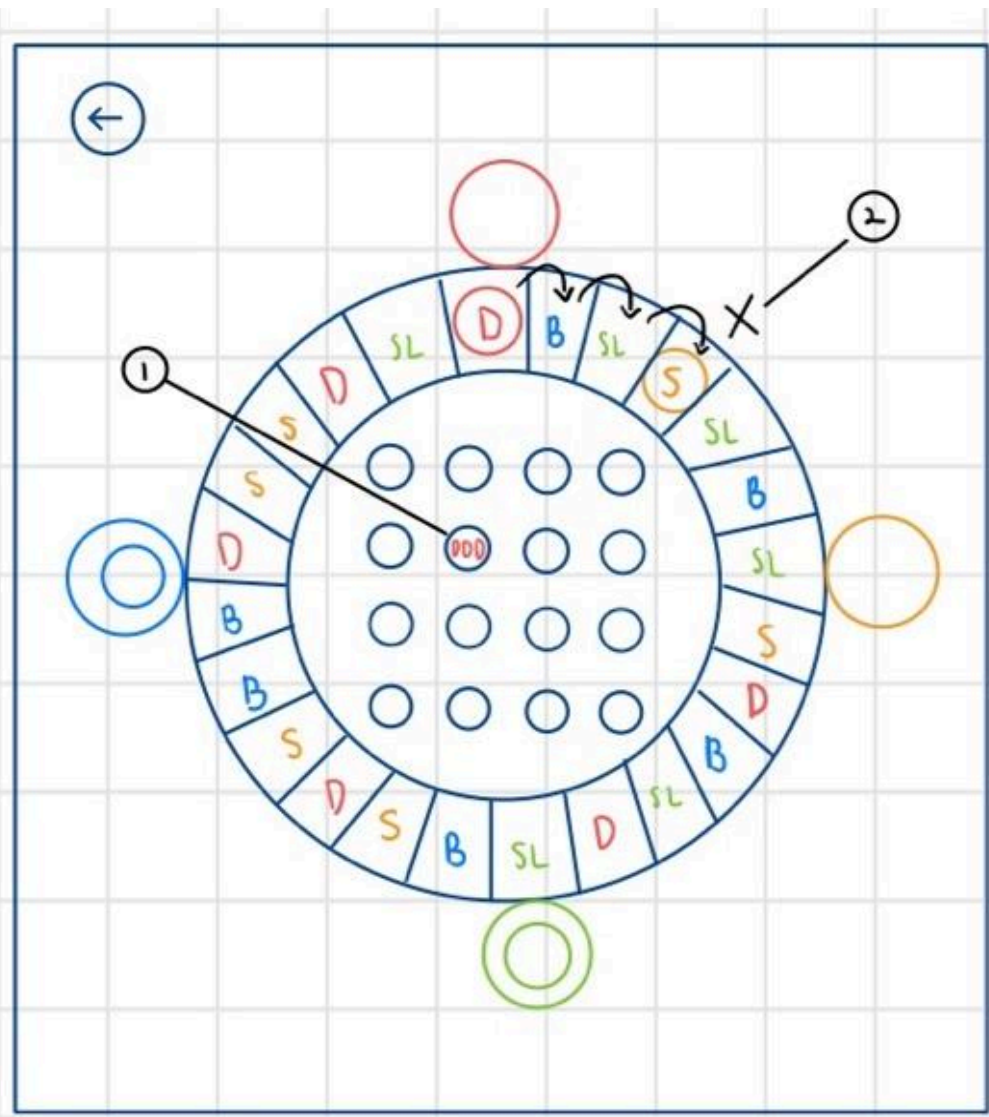
1. **Flipping a dragon card**: The baby dragon (red) player flipped a dragon card which has 3 baby dragons on it. As the symbol on the dragon card matches with the token, the baby dragon player can take 3 steps ahead in the game.

2. **Moving the token**: The baby dragon token can take three steps ahead in the game but there is a salamander token at the third position. Thus, the baby dragon token move will get cancelled as two tokens cannot be present on the same volcano card at a time. Thus, the baby dragon player cannot move ahead in the game and stays at its current position and the game continues to the next person.

Dragon Token returning to its cave after one complete round
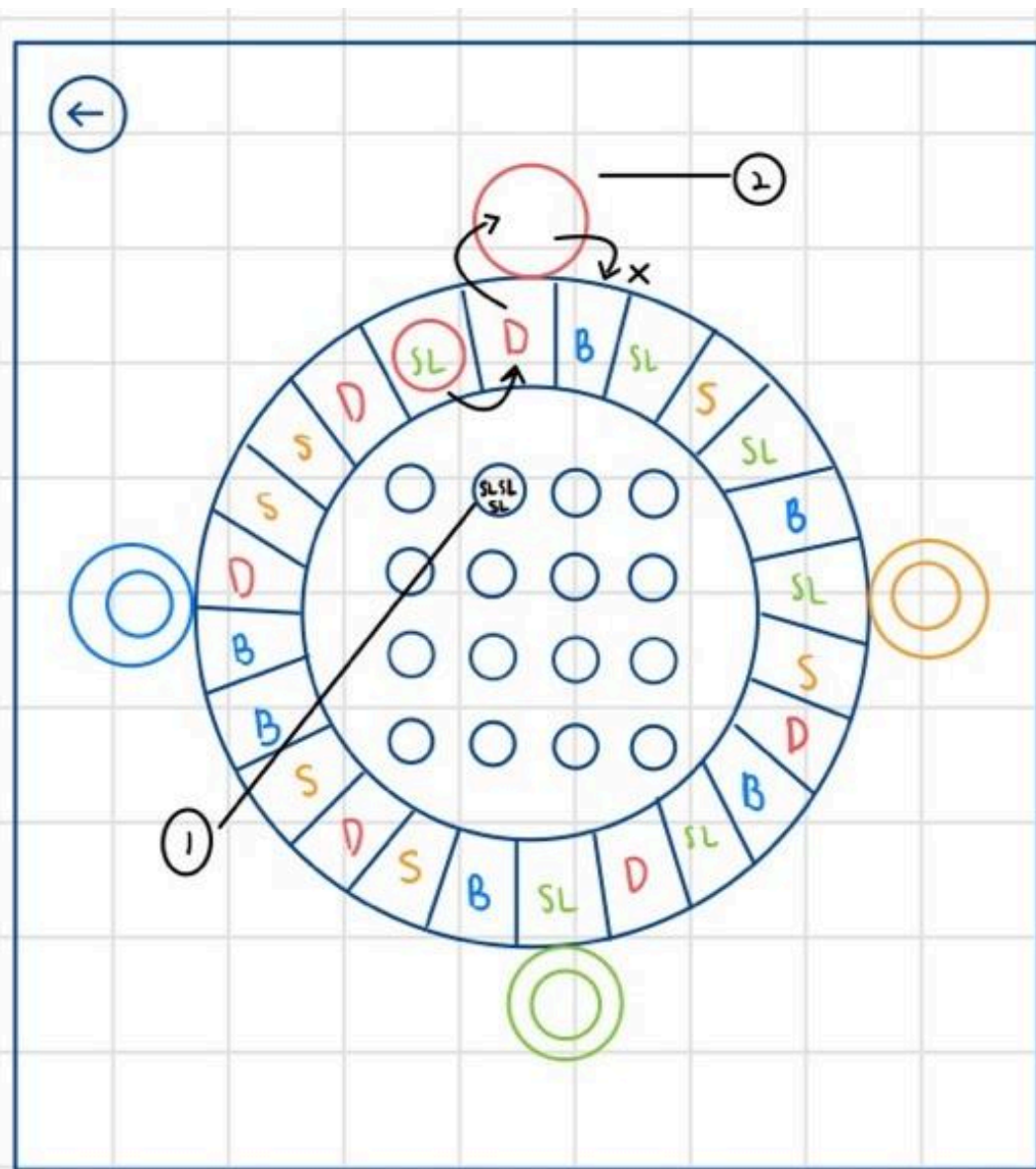
1. **Flipping a dragon card**: When a player, represented by the baby dragon token (red) on the volcano card in the diagram above, flips a dragon card with three salamander symbols matching the symbol on their current volcano card, they gain the ability to move their token forward by 3 steps. This allows them to progress towards reaching their cave and winning the game.

2. **Moving the dragon token**: However, if the number of symbols on the dragon card exceeds the number of steps required for the player to reach their cave (in this case, exactly 2 steps), the move is considered excessive. As a result, the move is cancelled, and the dragon token remains in its current position on the volcano card. The game then proceeds to the next player's turn.

Dragon Token returning to its cave (winning situation)
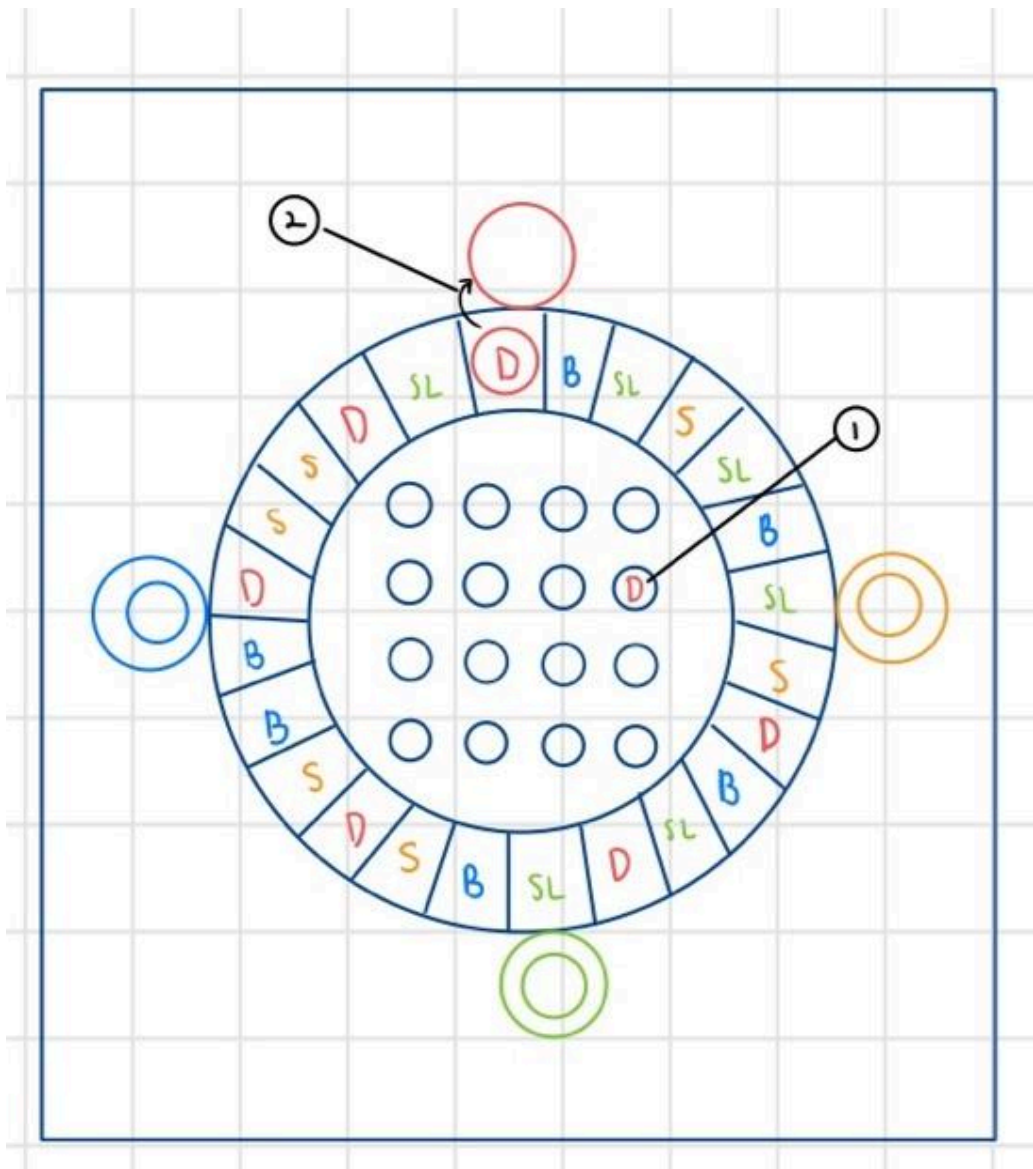
1. **Flipping a dragon card:** The baby dragon token has completed his 1 round and needs one dragon card to go back to its cave and win the game. The player has flipped a Dragon card with one dragon only.

2. **Moving the dragon token:** The player can move the dragon token back to its cave as it only needed 1 move. Hence the dragon player won the game by successfully completing his 1 round and returning back to the cave.