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|  | A piece with a light gray background is a movable piece meaning it can be rotated at the appropriate time and can be moved when another piece is slid onto the board. |
|  | A piece with a dark gray background is a fixed piece meaning it is fixed in one place on the board the entire game. There are 16 fixed pieces total. |
|  | The rotate arrows show up for a player only when it is their turn there is this rotate arrow which is rotate right, and another arrow that is a rotate left arrow. Each show up around the current players block they are going to place on the board. When rotated it will change the access points of the block. |
|  | A piece with a red letter on it means there is a treasure on that piece corresponding to letters A-X. Once a player lands on a treasure piece corresponding to their current treasure card the ‘treasure’ (letter) is removed. |
|  | There are 12 arrows surrounding the board showing where you are able to move your current block into the board. When clicked it will move the block into the board and shift all of the pieces in whichever direction the arrow is pointing. The block that is removed is then placed in the opponent’s current piece slot. |
|  | There are two player tokens on the board. This blue one and another green one. Each represents the corresponding player. |
|  | Each player starts on a specific tile and their starting tile is marked by a star corresponding to their color |
|  | Each player has a section that displays their current treasure card. Once completed the card will change to the next card in their treasure card deck. |
|  | Each player has a # of Completed Cards Section which displays the amount of treasure cards they have completed. Once a treasure card is completed this number will update and the treasure card will be placed in a completed array. |
|  | There is a Current Piece section which displays the block that is not on the board and the options to rotate it if it is the appropriate time. The rotation arrows will correspond to the user’s player token color. When the player places the tile the current piece section for the opposing player will update but will not be interactive until it is their turn. |
|  | Each player has their own side in the GUI displaying all their sections. The border and player’s id will be the color of their corresponding player token. |
|  | Above the board it will display which players turn it is with their name and an arrow the color of their token pointing to their side of the board. |
|  | This is the layout of the GUI and the positions of the specific sections. |