

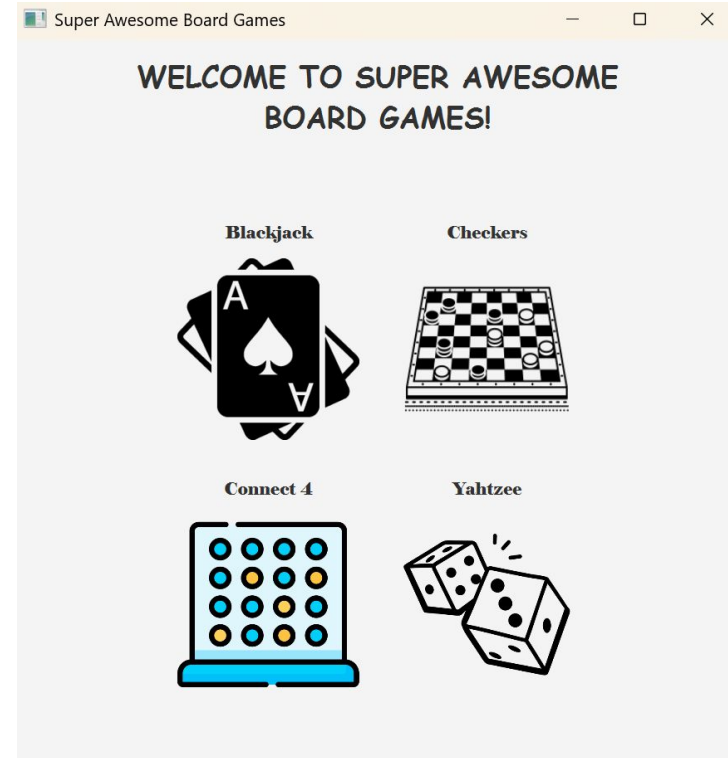


Super Awesome Board Games

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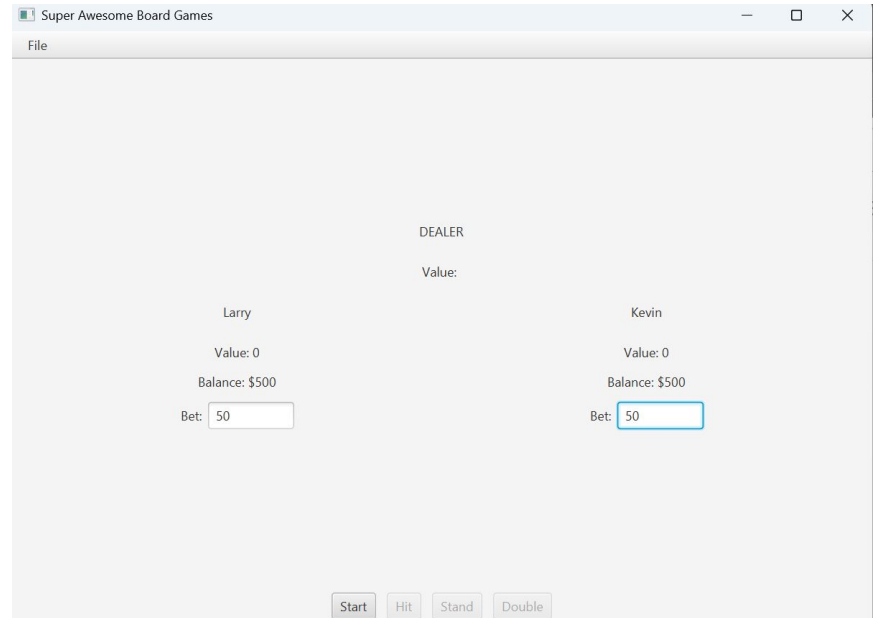
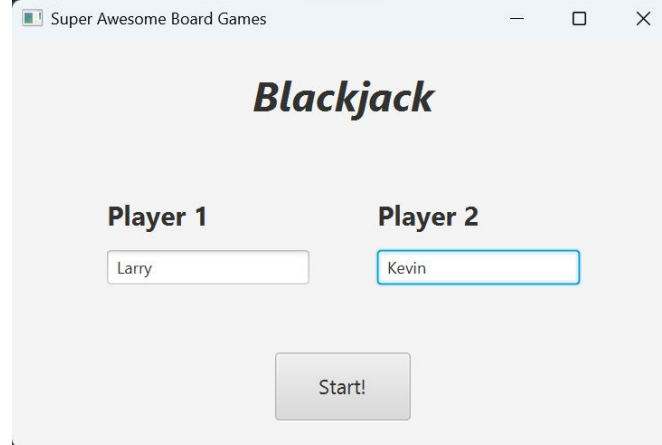
Main Menu

- Clickable images to start corresponding game (VBoxes of Label and Image)
- Different fonts/weights
- Cool images



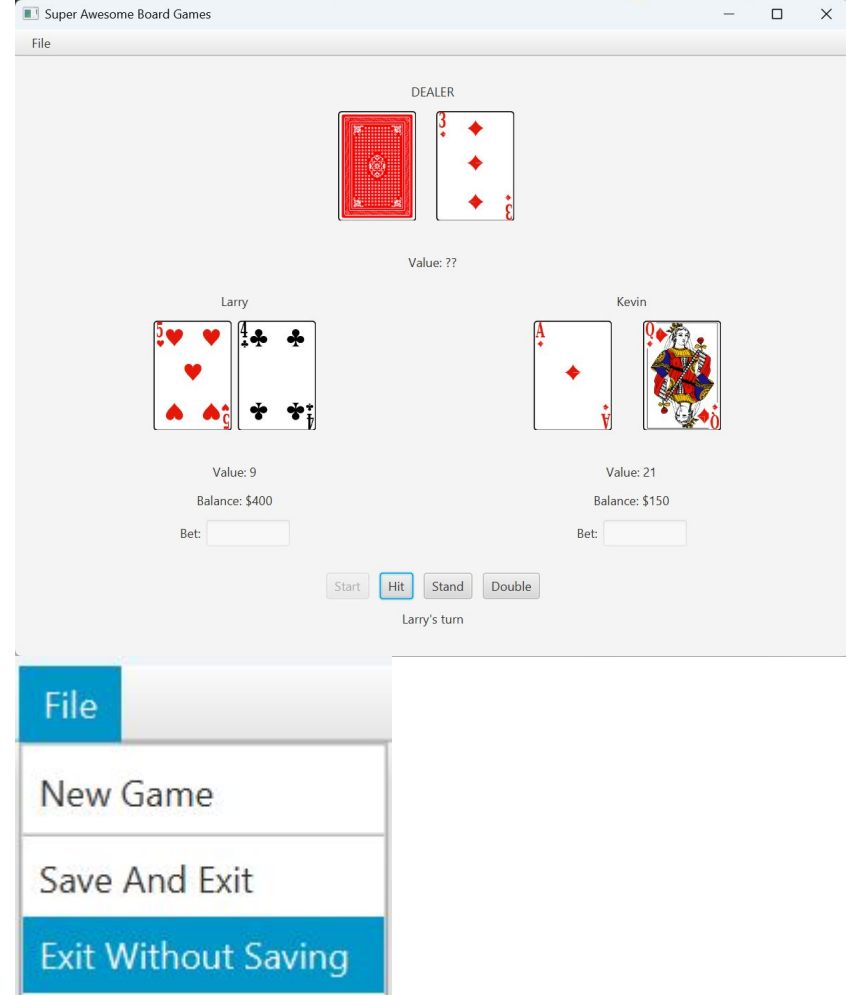
Blackjack

- Naming screen(set to Player 1 and Player 2 if no name entered)
- Start screen: text field for bet entered, once players enter bets and start is clicked, cards dealt
 - Error will pop up if invalid bet value is entered(e.g. Bet not an int, bet ≤ 0 , bet $>$ amount of money player has, etc.)
 - Start will also be disabled



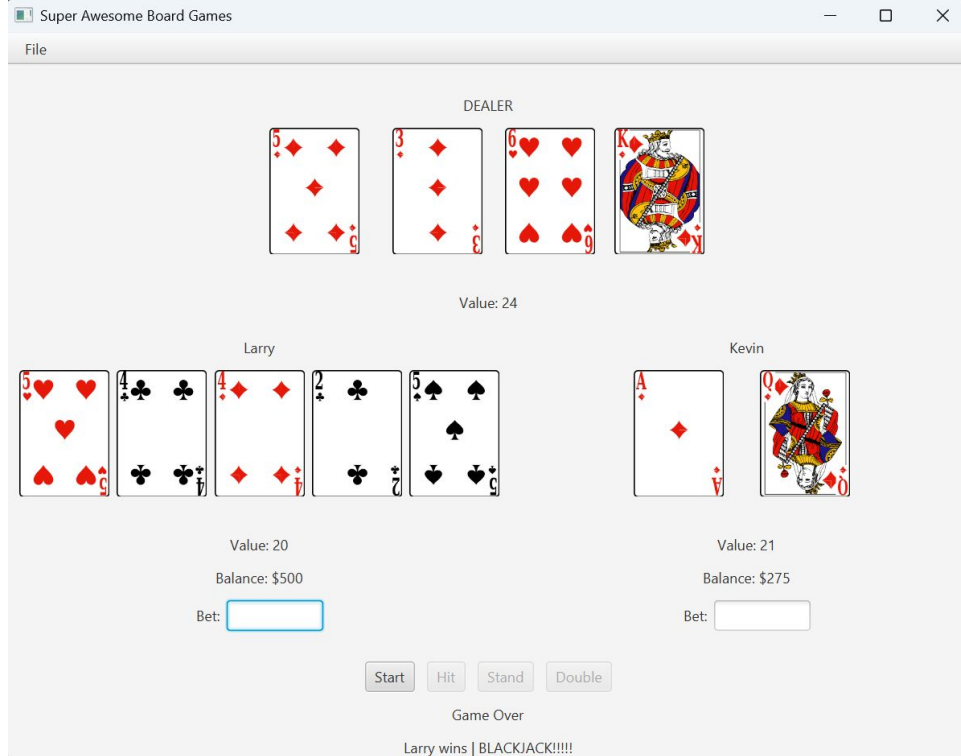
Blackjack(cont.)

- Display consisting of card pngs, value of cards, and amount of money
- Buttons are Hit, Stand, Double
 - Hit simply adds a new card
 - Stand ends a player's turn
 - Double adds a new card as well as doubles the bet and ends turn
- Menultems at top left corner are New Game, Save and Exit, and Exit Without Saving



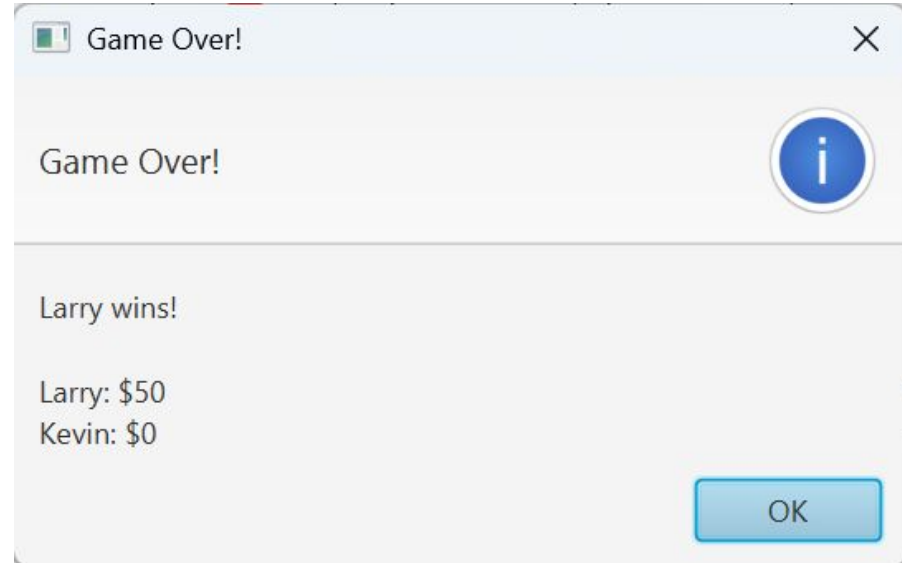
Blackjack(cont.)

- End of round: It will indicate the round is over, as well as indicate whether the player won or lost.
- Possible statuses are “<Player’s name> wins”, “BLACKJACK!!!!”, “Dealer Wins”, “Push”, or “Bust”
 - <Player’s name> wins displays when dealer busts or player’s card val > dealer val
 - Blackjack displays when a player has a Blackjack hand. Turn gets skipped if player gets blackjack, and player gets 1.5 * the amount they bet
 - Dealer wins when dealer value > player value
 - Push is when dealer and player tie in card value
 - Bust is when player value > 21



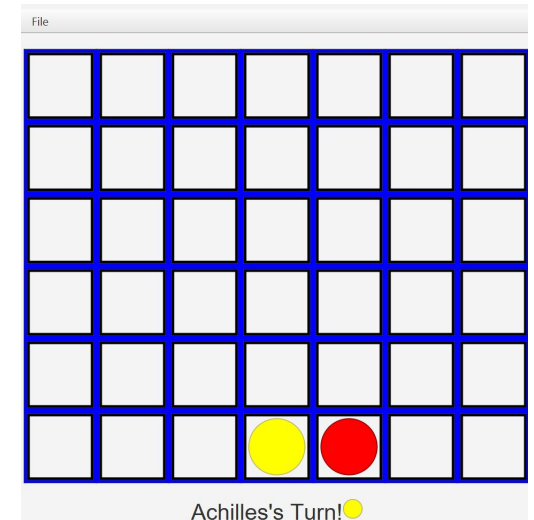
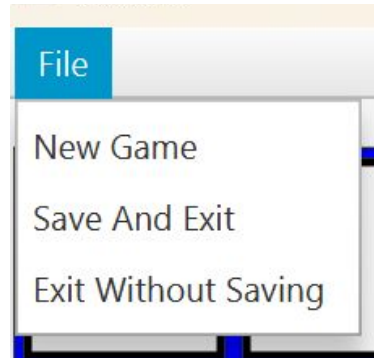
Blackjack(cont.)

- End of game: It will pop up a new message that the game is over(when one or more players gets to \$0 left)
- Displays how much each player has, as well as who is the winner



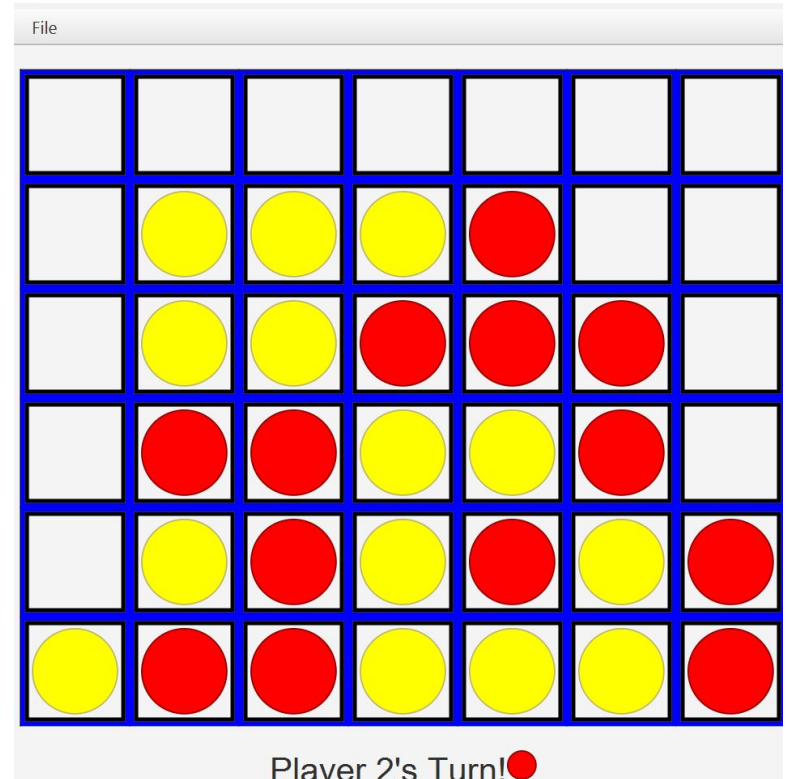
Connect 4 Features

- Naming screen
- Animated chips
- Save/Don't save



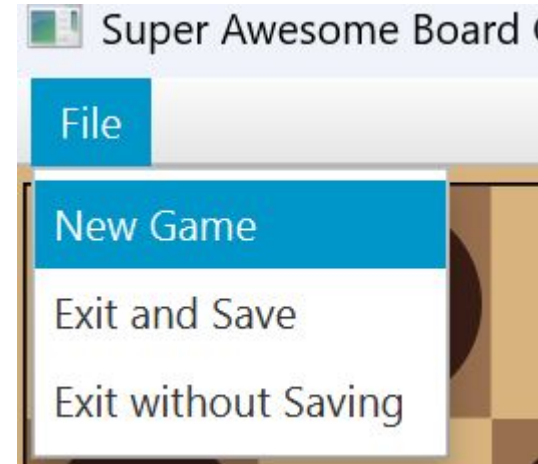
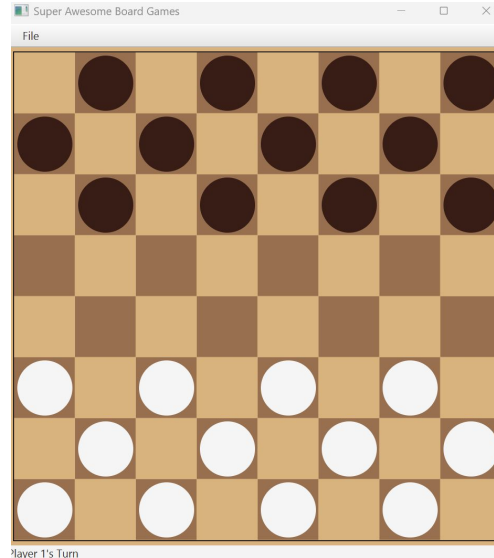
Connect 4 Gameflow

- Player 1 clicks a column and the chip falls
- Player 2 clicks a column and the chip falls
- Repeats until a player gets 4 in a row or the game ends in a tie



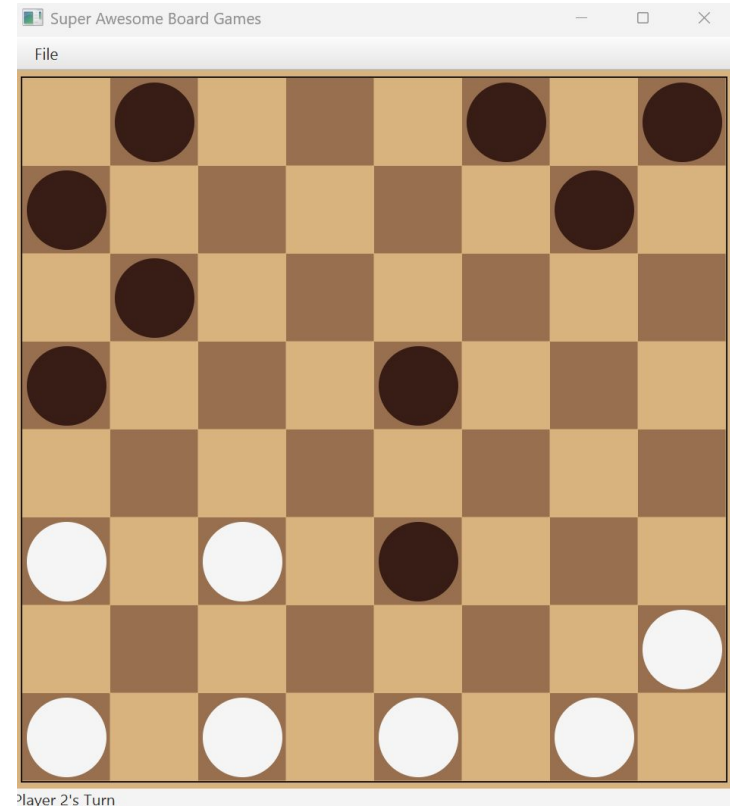
Checkers Features

- Naming screen
- Full checkers functionality including king piece
- Save/Don't save



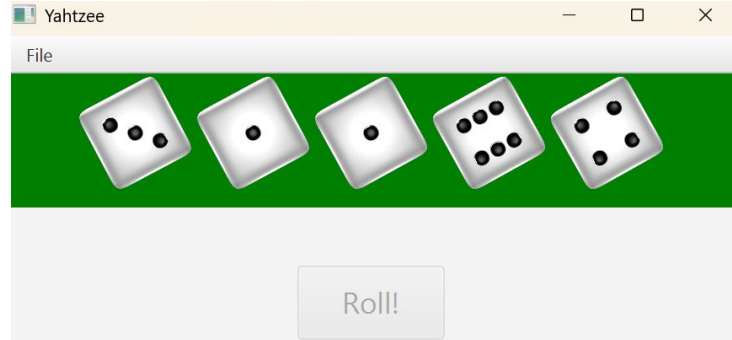
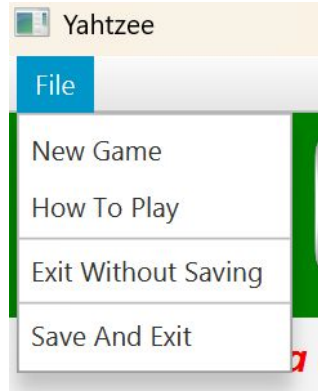
Checkers Gameflow

- Player 1 clicks one of the white pieces and makes a valid move, potentially taking a piece
- Player 2 clicks one of the black pieces and makes a valid move, potentially taking a piece
- If a piece reaches the opposite end of the board, it becomes a king
- Repeat moves when a player has no pieces left



Yahtzee Features

- Naming screen
- Scorecards with event handlers
- Animated dice
- How To Play Page
- Save/Don't save



Yahtzee Gameflow

- Player 1 gets up to 3 rolls, can hold dice to attempt to score a category
 - Player 1 scores a category of their choosing
- Player 2 gets up to 3 rolls, can hold dice to attempt to score a category
 - Player 2 scores a category of their choosing
- Game repeats until all categories for each player have been filled, revealing the total scores and winner

The screenshot shows a web-based Yahtzee game interface. At the top, a green banner displays the text "Player 2's Turn! Click Roll!". Below this is a "Roll!" button. The interface features two scorecards, one for Player 1 and one for Player 2. Player 1's scorecard shows scores for Twos (2), Fours (16), Sixes (18), Full House (25), and a Yahtzee Bonus. Player 2's scorecard shows scores for Threes (6), Fives (15), and Lg. Straight (40). Both scorecards have sections for Upper and Lower categories, and a Grand Total at the bottom.

PLAYER	Player 1
UPPER SECTION	
Ones	
Twos	2
Threes	
Fours	16
Fives	
Sixes	18
TOTAL SCORE	
BONUS	
TOTAL	
LOWER SECTION	
3 of a kind	
4 of a kind	
Full House	25
Sm. Straight	
Lg. Straight	
YAHTZEE	
Chance	
YAHTZEE BONUS	
TOTAL UPPER	
TOTAL LOWER	
GRAND TOTAL	

PLAYER	Player 2
UPPER SECTION	
Ones	
Twos	
Threes	6
Fours	
Fives	15
Sixes	
TOTAL SCORE	
BONUS	
TOTAL	
LOWER SECTION	
3 of a kind	
4 of a kind	
Full House	
Sm. Straight	
Lg. Straight	40
YAHTZEE	
Chance	
YAHTZEE BONUS	
TOTAL UPPER	
TOTAL LOWER	
GRAND TOTAL	

Wow Factors

- 4 games instead of 3
- Animations
- Lots of images as icons

