

UI Prototype Sketches

Group No# 9

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Main Screen:

These are the screens in which the user will initiate the game. We will have the main screen, and a separate screen when the user selects “Start,” where the user can change the number of players, the colours, and turn on colourblind mode.

BLOKUS

BLOKUS

Start Load Exit

BLOKUS

File About

Players: ▾

human players: ▾

computer players: ▾

colourblind mode: ▾

player colours: ▾

player 1: ▾

player 2: ▾

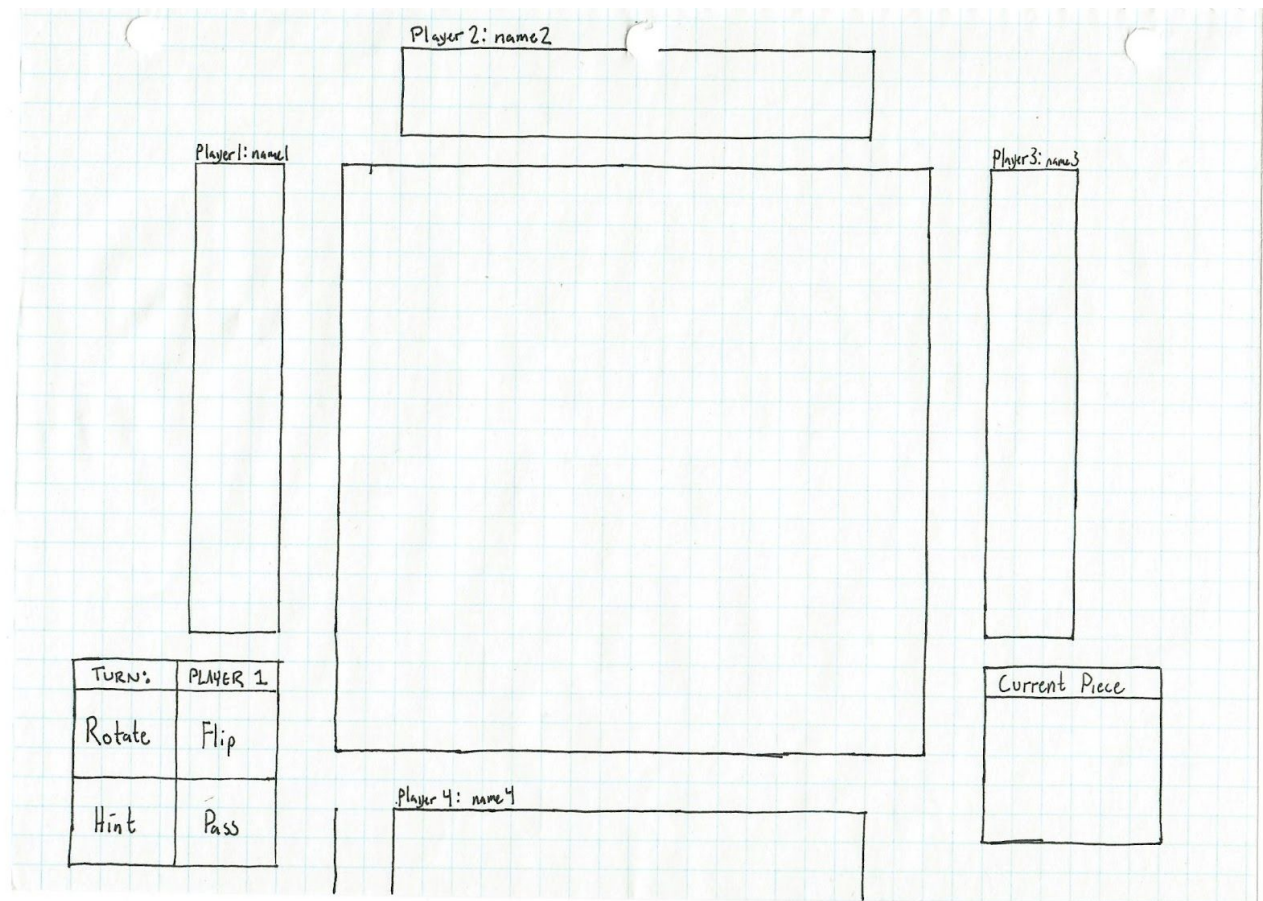
player 3: ▾

player 4: ▾

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Game Screen:

The game screen will be a full-screen window, containing a central board where players can place their pieces, as well as “trays” around its border that shows which pieces each player has available to play. The currently-selected piece of the current player will appear in a box, and actions can then be taken on the selected piece, such as rotating it, flipping it, or getting a hint.



Menus:

The main setup screen and the game screen will have a “File” and an “About” in their window’s menu bar. The “File” option will allow the user to navigate between screens, save their current game, or load a pre-existing game.