

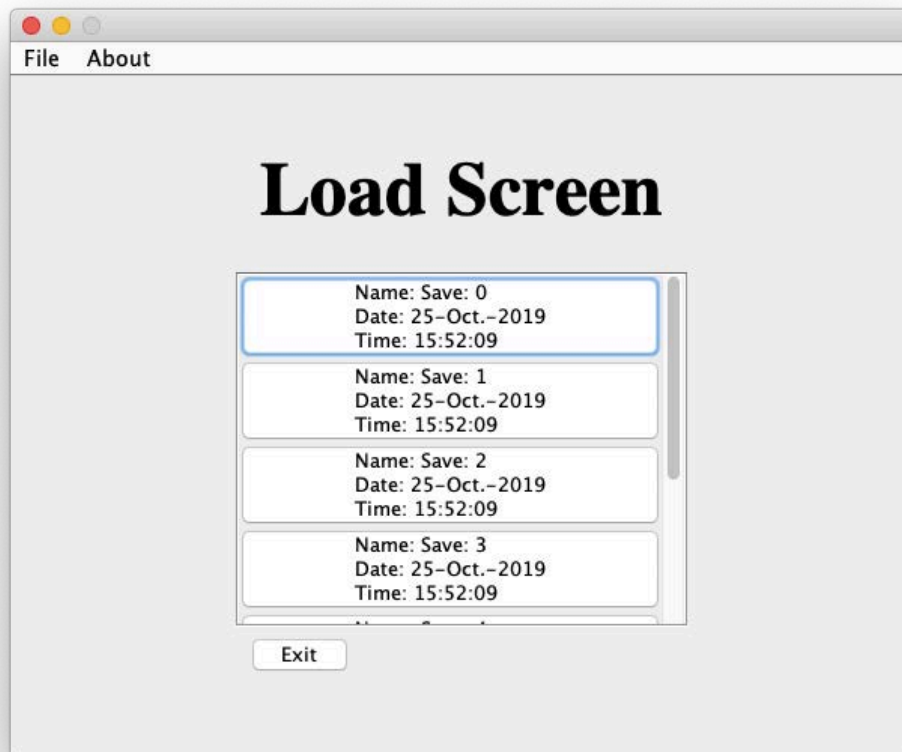
Main Screen:

The Main Screen presents the user with the option to start a new game, load a saved game, or exit the game.



Load Screen:

Load screen will display a list of saved games, once we implement the save game functionality and some games are saved.



Create Game Screen:

This screen uses drop-down menus to allow the user to create the game with whatever parameters they would like to use.

Blokus Game

File About

Number Of Players	4
Number Of Human Players	1
Number Of Computer Players	3
Difficulty	Easy
Colorblind	No

Scoring	Basic
Color	Random
Player 1	Player 2
Yellow	Blue
Player 3	Player 4
Green	Red

Start Back

Main Game Screen:

We rearranged the piece trays from our idea in the first iteration to make sure that all the boxes on the main game board were a reasonable size, and made the selected piece into a new window.

