

UI Prototype

Sketch:

Start a game

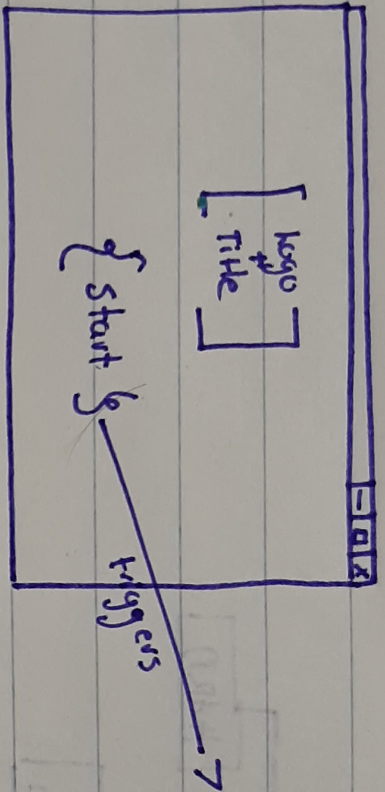
Legend:

[] = information

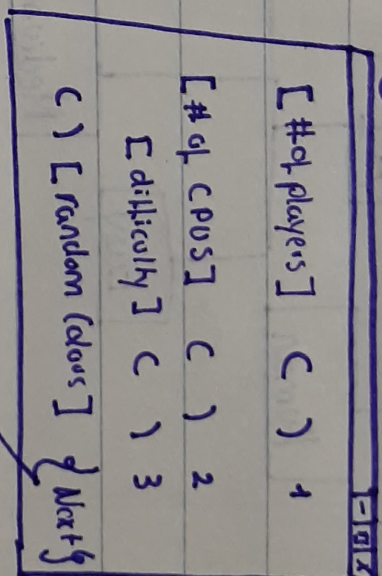
() = input

{ } = action items

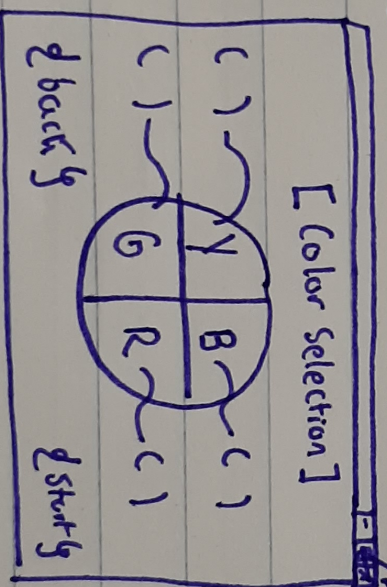
①



②



③



Note about 2:

o Information displayed for input #2 depends on input #1.