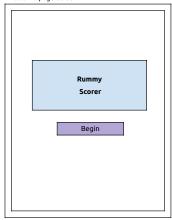
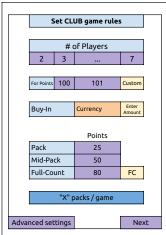
## Rummy Scoring app wireframe

1 Welcome page screen





2 Game options screen



Game options varies by the game type chosen (Other game types may be added) What information do we need in the post welcome page

Currency is a drop down field with "\$", "₹"

X = For Points/Pack

"Advanced settings" = options in another page with settings

3 Advanced settings screen



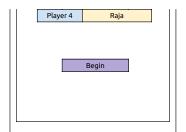
Player name input boxes depends on the "# of players" chosen in  $\it "screen \#2"$ 

This option appears if opposite jokers is chosen

4 Player names screen



table should show number of players to enter names for based on the # chosen in the Game Options screen



5 Points Table screen

X	Scoring				
	Re-Entry	Re-Entry	Re-Entry	Re-Entry	
	Nithin	Shiva	DP	Raja	
	60	0	34	2	
	0	25	13	25	
Total	60	25	47	27	
Points left	40	75	53	73	
	▼	▼	•	▼	
Packs rmng	1	3	2	2	
idual poi rmng	15	0	3	23	
Settle Game			Restart	Game	

6 Re-Entry screen (popup window on top of existing s

Reentry allowed only if;

- 1. Atleast 3 players are playing
- 2. theres atleast one pack menaining in the top score of remaining players

A blank line should always be displayed in the scoring table

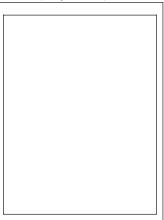
- > as long as there are at least 2 players in the game  $\,$
- > Once a blank scoring line is filled up, show another blank line

Total = SUM(each round/row) of a player
PointsLeft = Screen2.ForPoints - Total of each player
PacksRemaining = ROUNDDOWN (PointsLeft / Screen2.PackPoints)
Residual points remaining = MOD(PointsLeft, Screen2.PackPoints)

"Settle Game" option

> Needs to be presented only when a max of 4 players are remaining

7 Settle Game (Money distribution) screen



Come up with logic and screen design

8	Post-game screen