UI Prototype: Set Up a Game

Setup UI

Number of Players

Start Game

Display Piece and Name Options

Piece Options

Name Options

Select Pieces

Select Names

Save User Selections

Change UI To Game Board

Legend:

Yellow:

Information displayed by system to user.

Pink:

User Inputs.

Green:

System Actions

Game Board

Player Pieces

Player Names

Game Tiles

Movement Pieces

Play Order

Roll Dice

Determine Play Order

Store/Move Piece Locations

Take a Turn (See Take a Turn UI prototype and Use Case Description)