

## WIREFRAMES - VERSION 1

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sign in / sign up screen

Local League

edit

add game

settings

log out

viewing saved games

A hand-drawn diagram of a game menu interface. The interface is divided into three main sections:

- Left Section:** Contains a list of menu items represented by pink rounded rectangles. From top to bottom, they are: a long rectangle, four medium rectangles, a wide rectangle, and five more medium rectangles.
- Middle Section:** A vertical column containing:
  - A header text: "add game / update game"
  - Six blue rounded rectangles, each representing a game entry.
  - A "submit" button at the bottom right of this column.
- Right Section:**
  - A header text: "Local League"
  - A vertical stack of four buttons: "edit", "add game", "settings", and "log out".

editing and adding games