

UI Design

Basic 9MM Gameplay

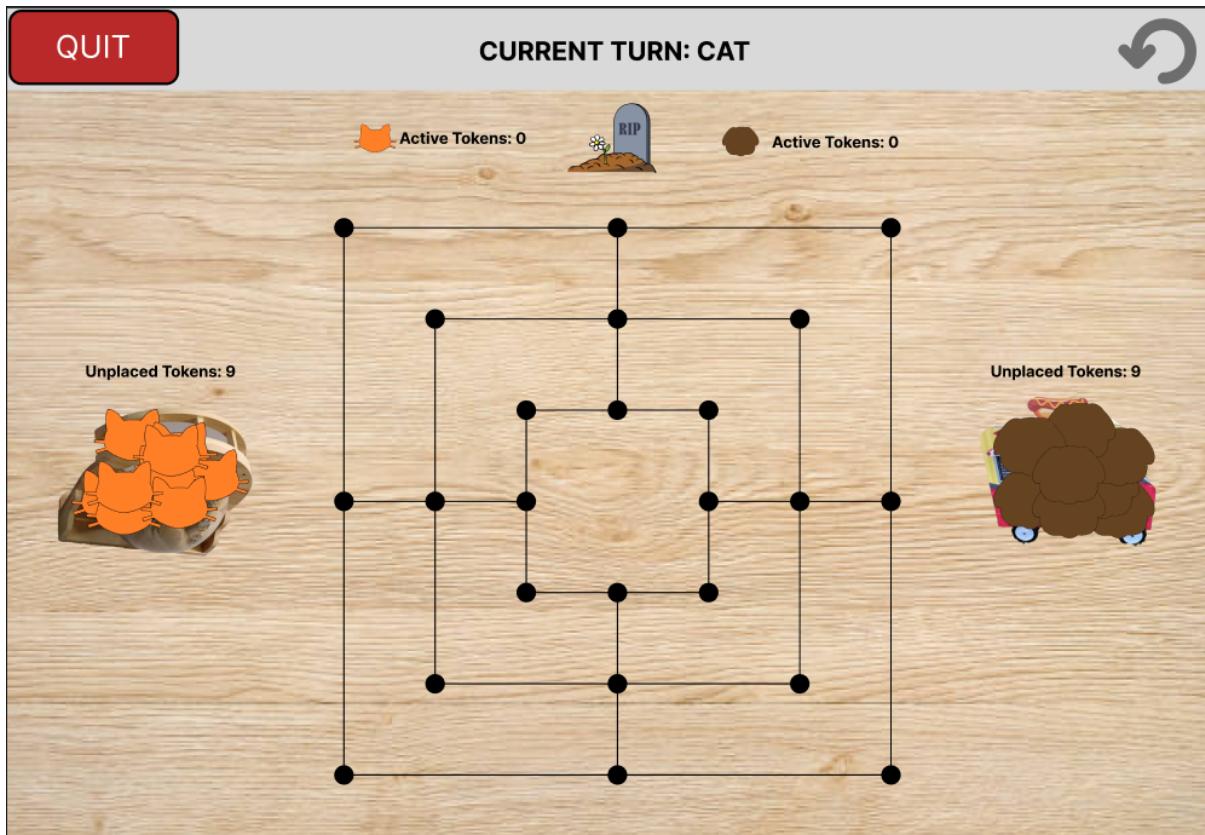
Initial Board

2 buttons:

- “Quit” button to save the current game and go back to the title screen (see below in *Title Screen* section).
- “Undo” button to undo the last move made (see below in *Undoing Moves* section).

Other than the nodes on the board, there are 3 other places a token can be placed:

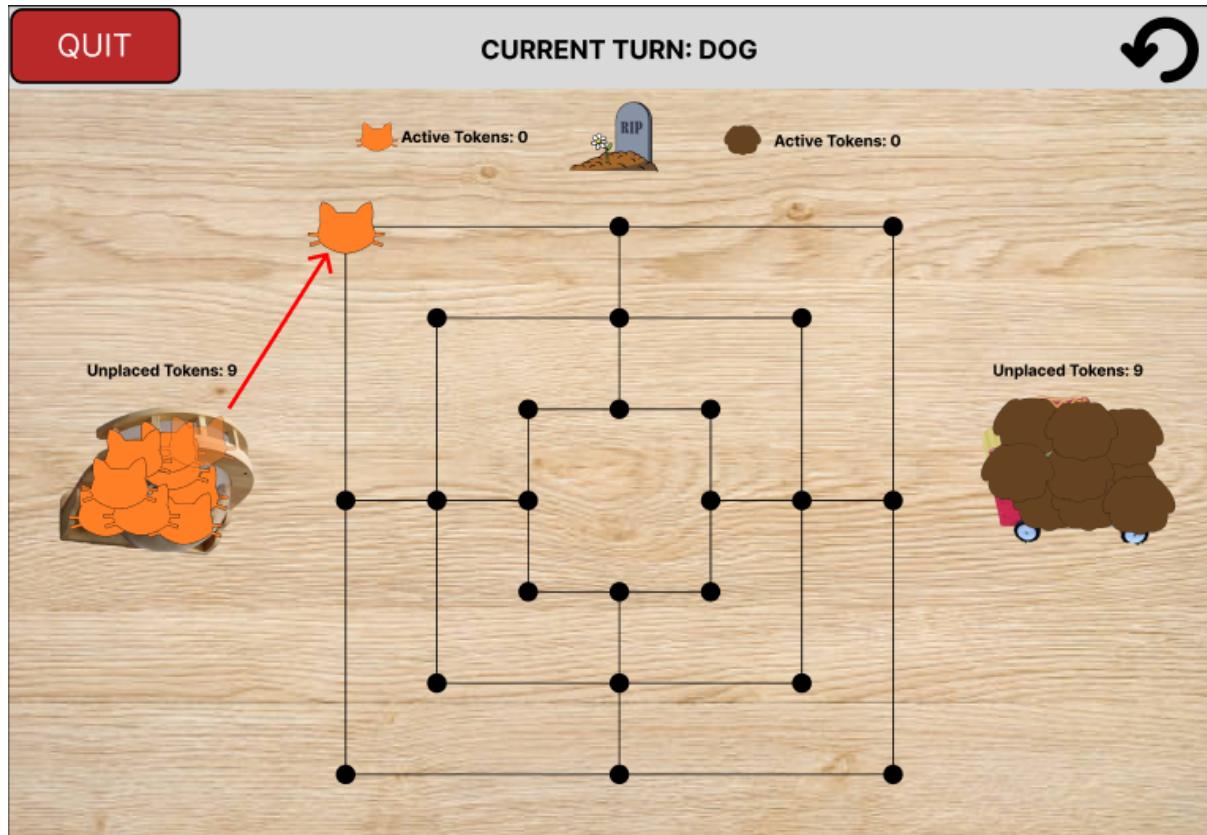
- Cat House, where the cat tokens are initially (on the left)
- Dog House, where the dog tokens are initially (on the right)
- Grave, where removed tokens will go (at the top)



Placing Pieces

If there are still pieces to be placed, they can be placed anywhere on the board, excluding occupied nodes/points and the 3 special positions mentioned previously.

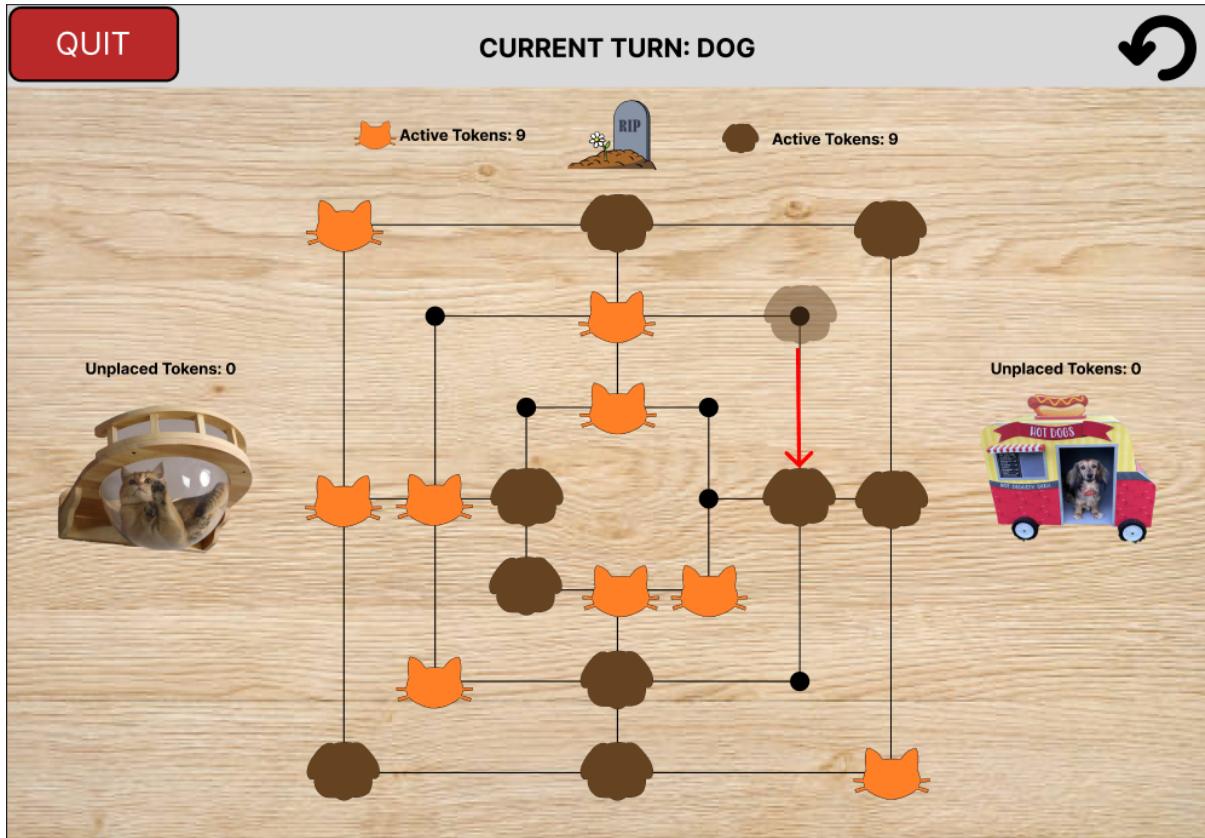
If there are still unplaced tokens, they will have to be placed before tokens can be moved.



Moving Pieces

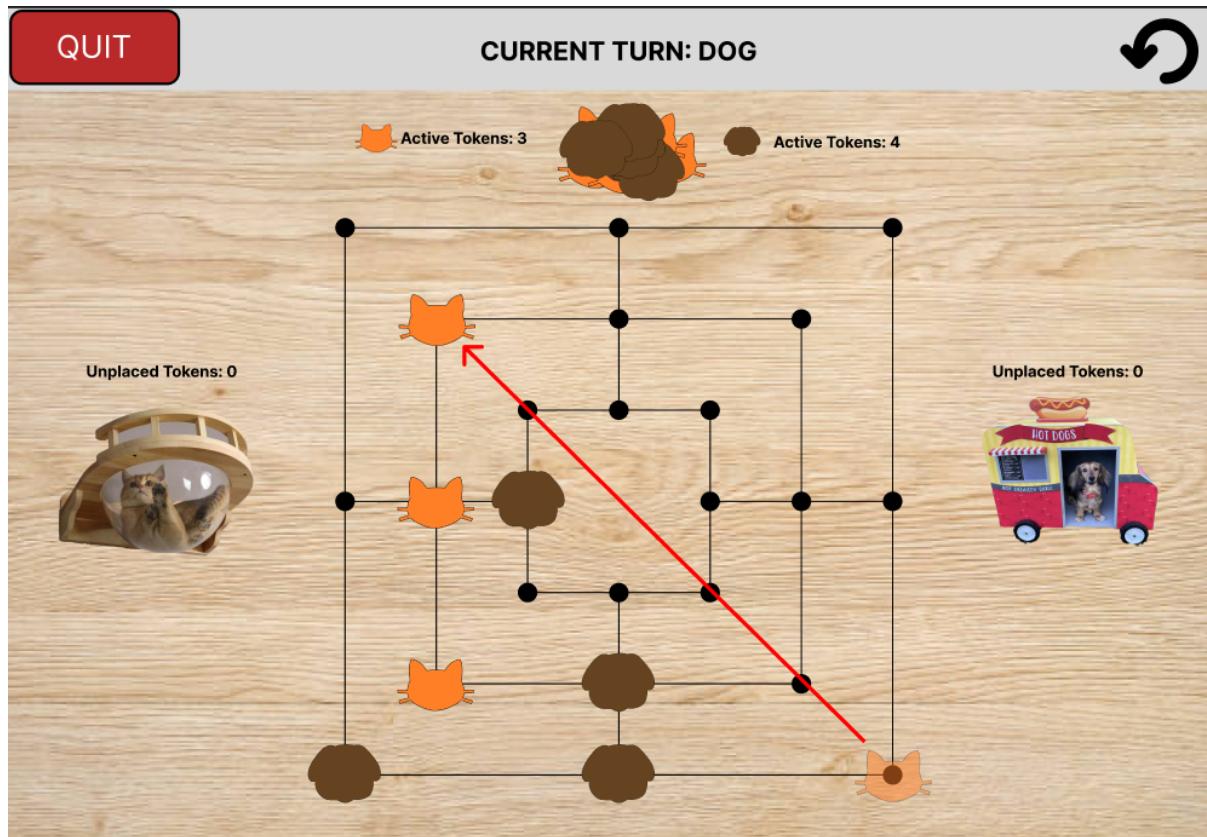
If all pieces have been placed, players can only move placed pieces to adjacent points, excluding points occupied by another piece.

Pieces cannot be moved until all tokens have been placed.



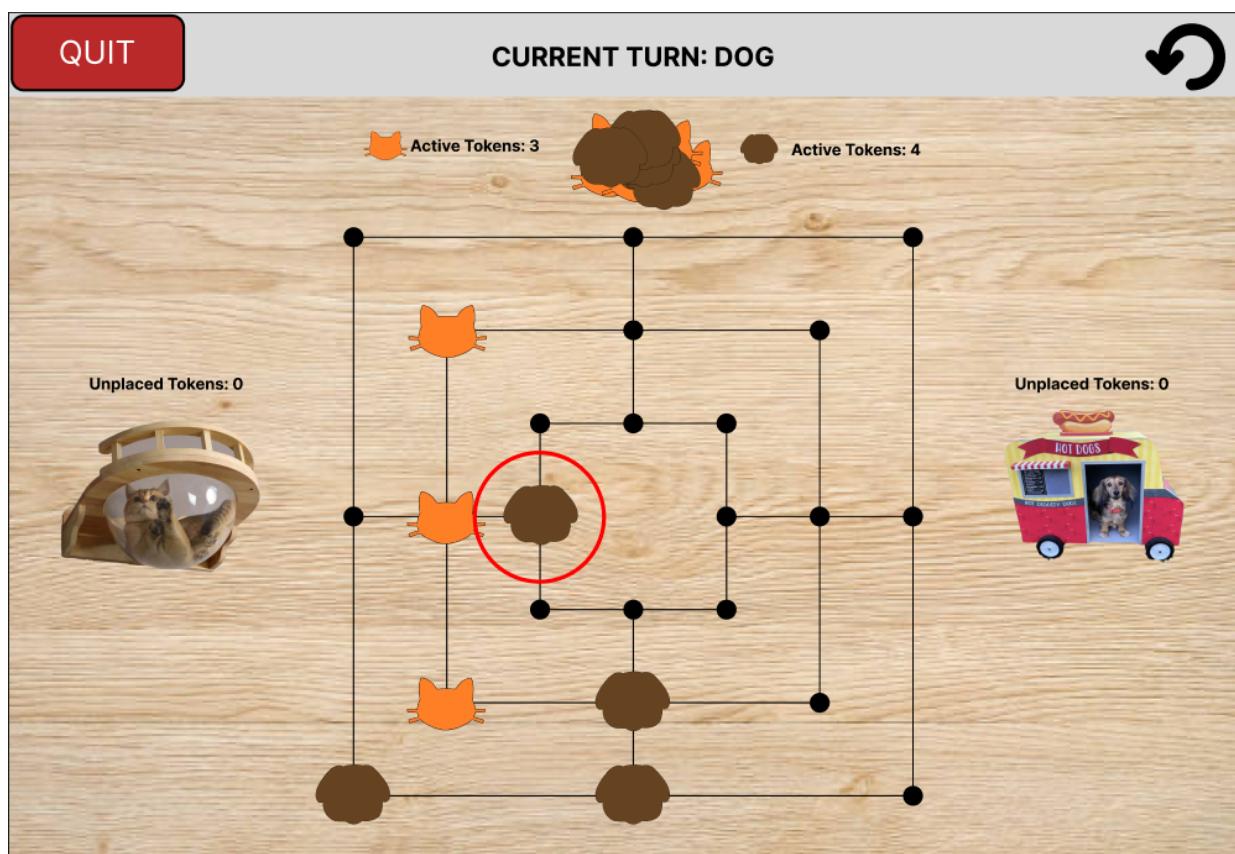
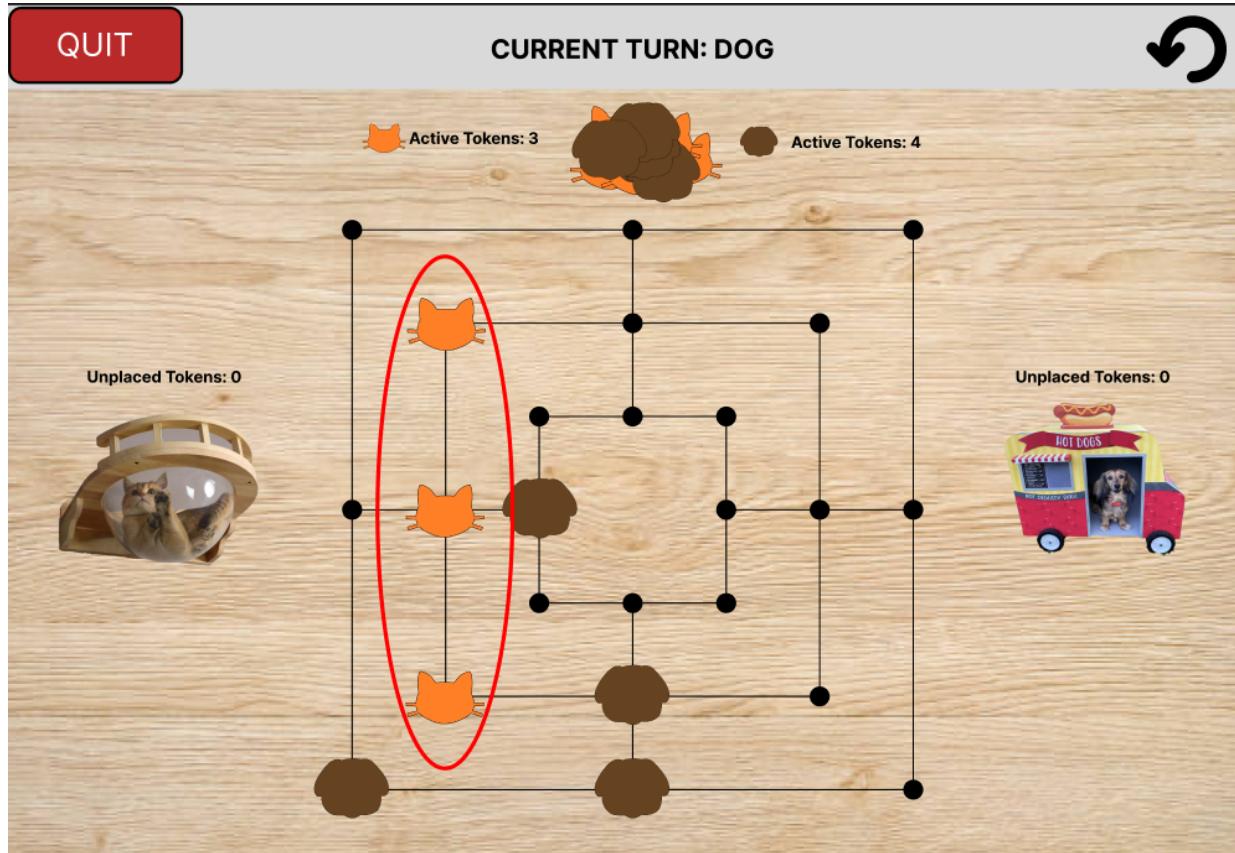
Flying Pieces

If one player is down to 3 pieces, they are able to move any piece of theirs to any unoccupied point on the board.



Forming Mills

If a player is able to place 3 of their pieces in a continuous line, they are able to remove one of the opponent's pieces by clicking on it.



QUIT

CURRENT TURN: DOG



Active Tokens: 3

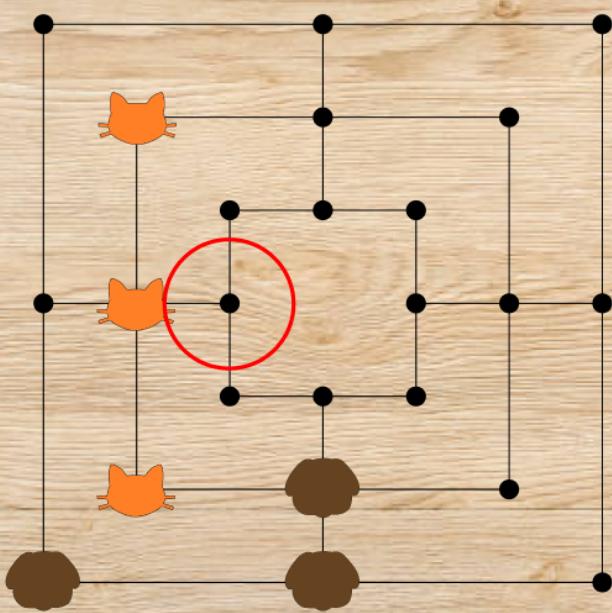


Active Tokens: 3

Unplaced Tokens: 0



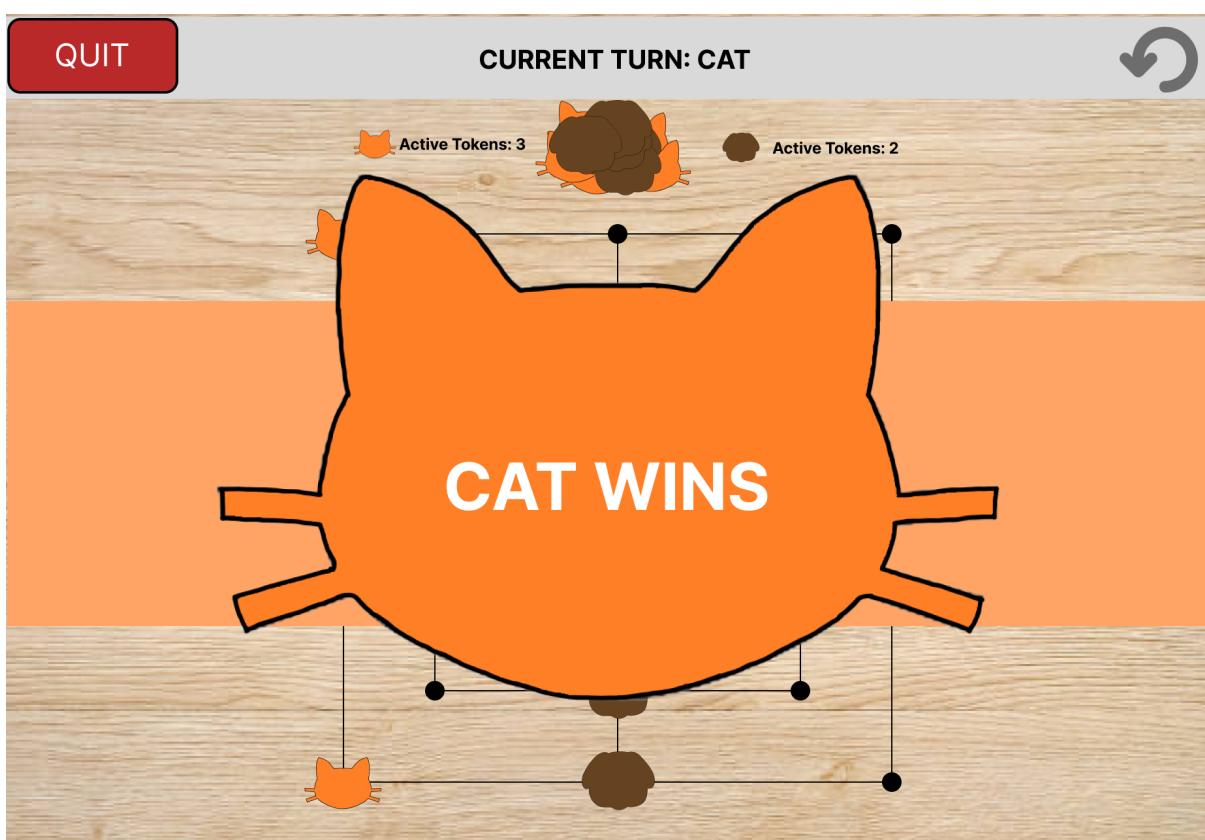
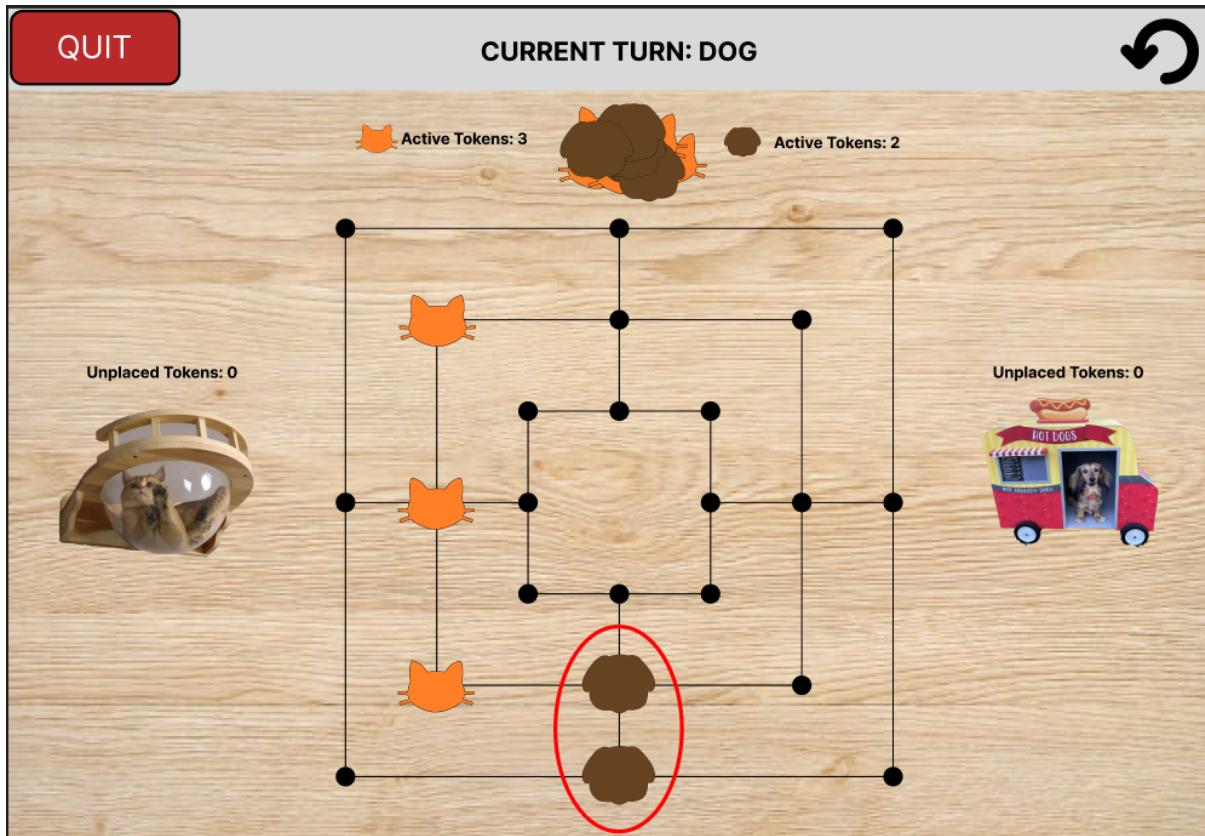
Unplaced Tokens: 0



Winning - Down to 2 Pieces

Once a player has only 2 pieces left, they lose the game.

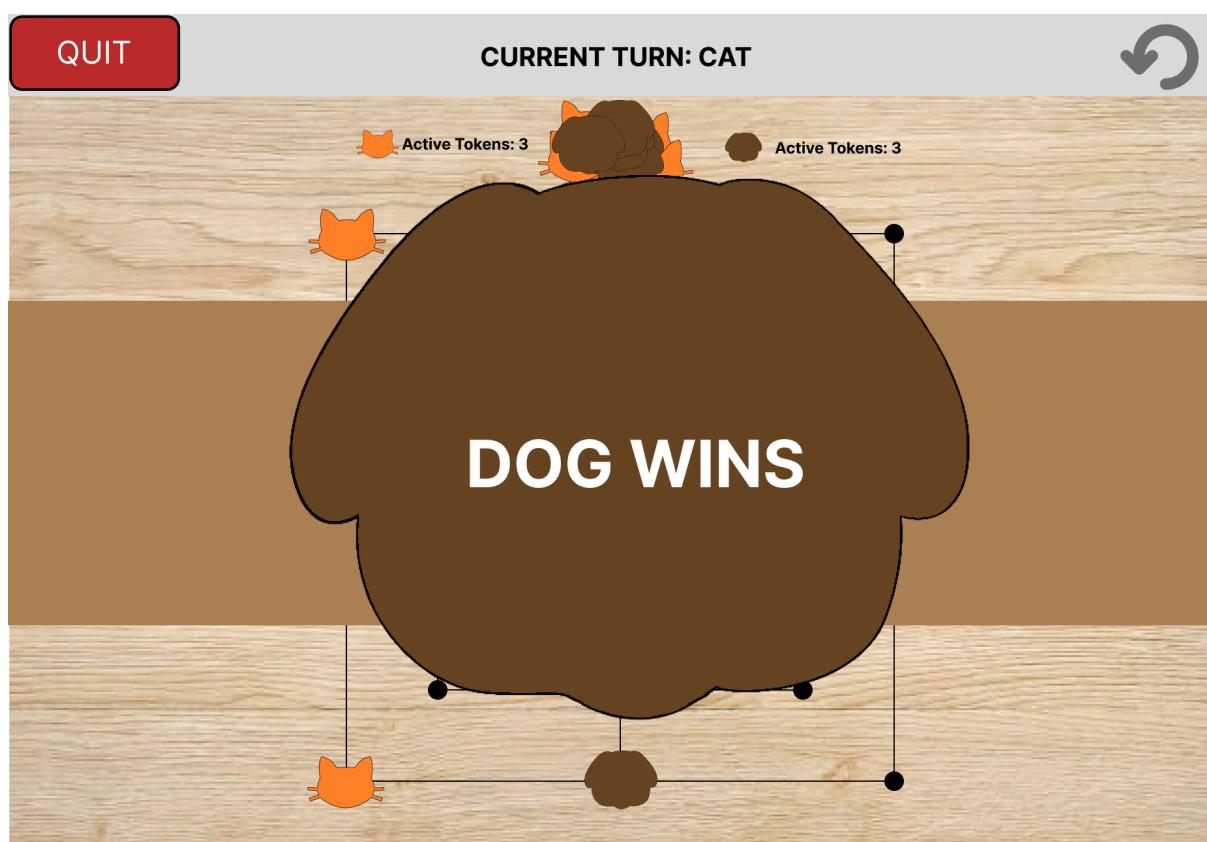
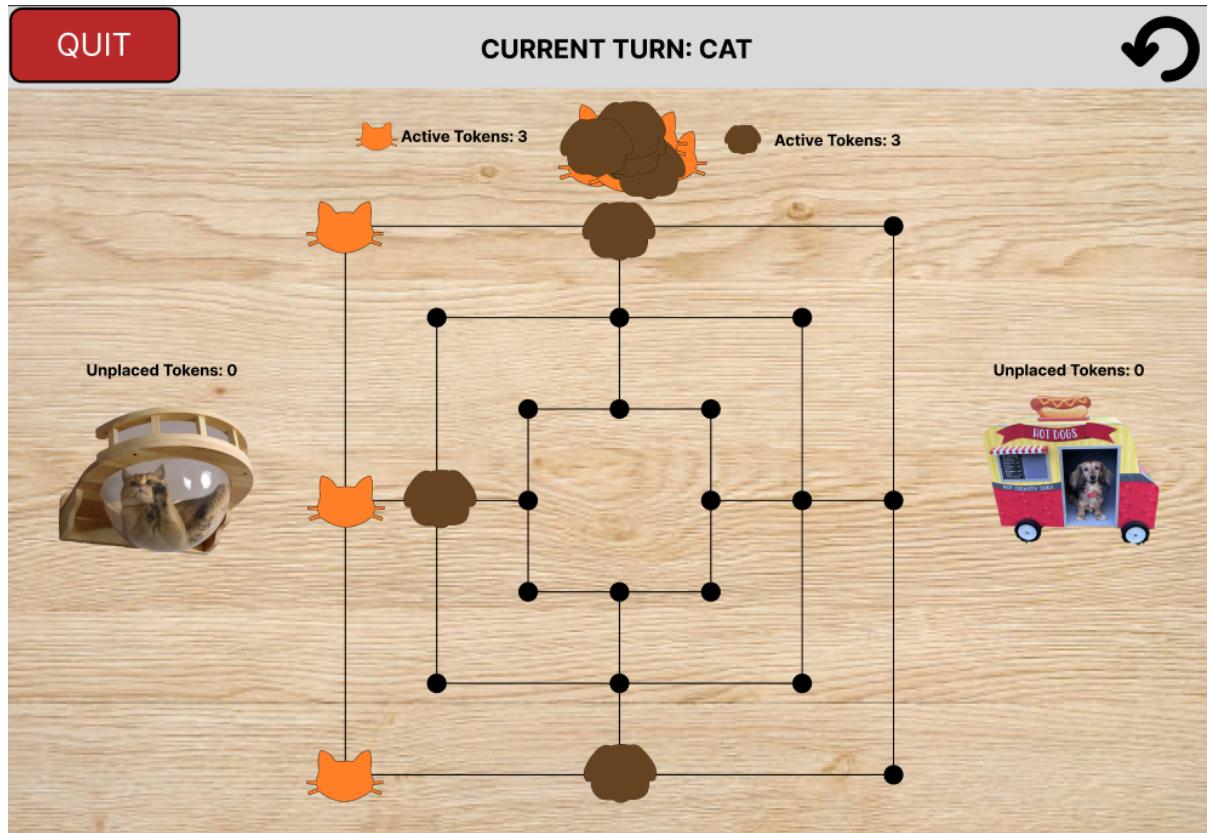
- For example, dog is down to 2 pieces so it loses, and cat wins.



Winning - Cannot Move

If a player is unable to make a move on their turn, the opposition wins.

- In this example, suppose it is cat's turn.
- Cat is unable to move any of their pieces to adjacent points.
- Therefore, dog wins.



Advanced Requirement B - Undo + Load Previous Games

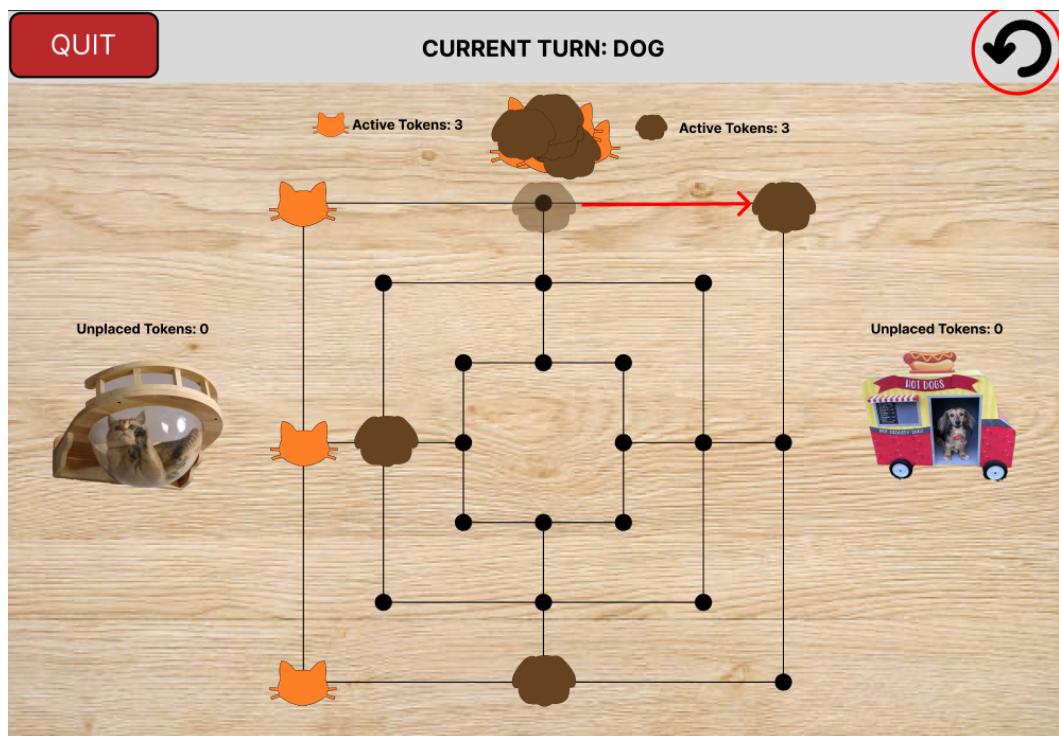
Undoing Moves

Presses the “Undo” button to undo the last move and load the previous turn’s game state.

- Can undo until the start of the game.

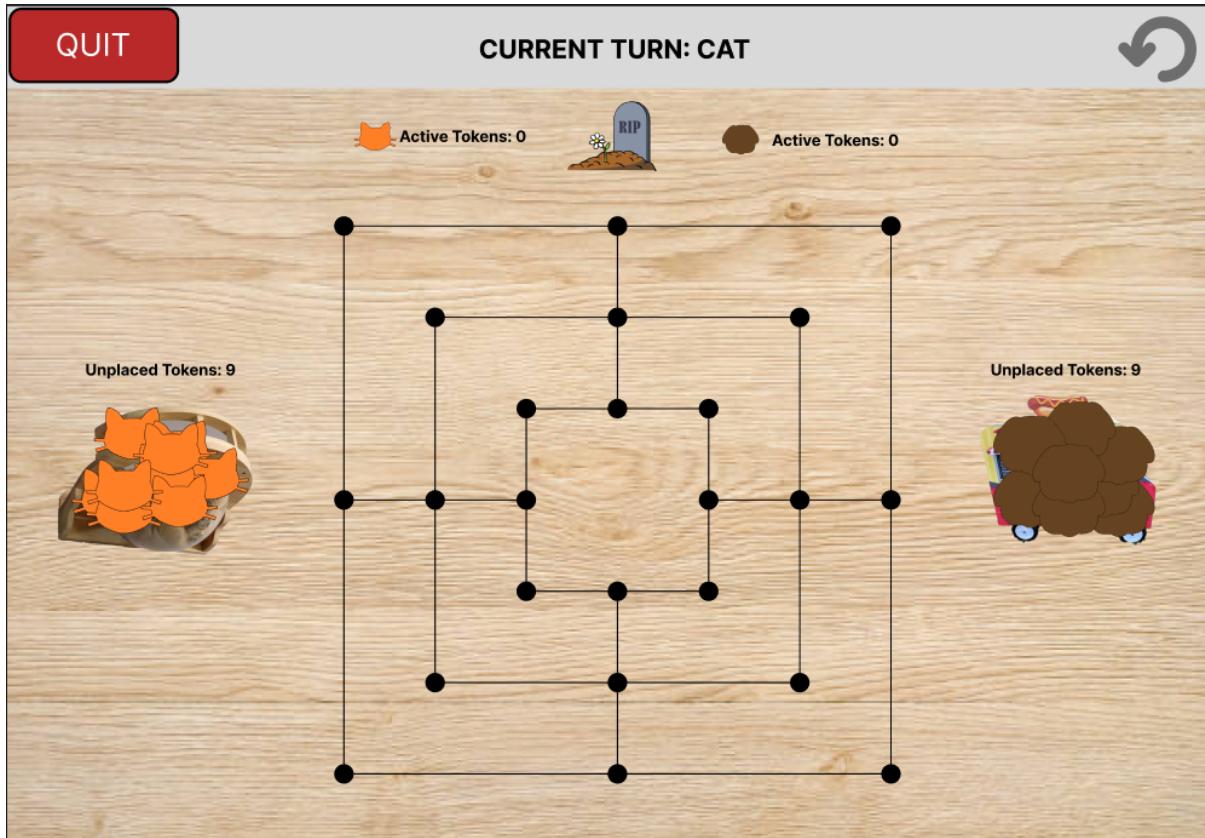
Moving a piece to form a mill and the removal of a piece is counted as 2 separate moves.

- This allows players to change their mind about which of the opponent’s tokens they want to remove.



Undo Button with No Previous Moves

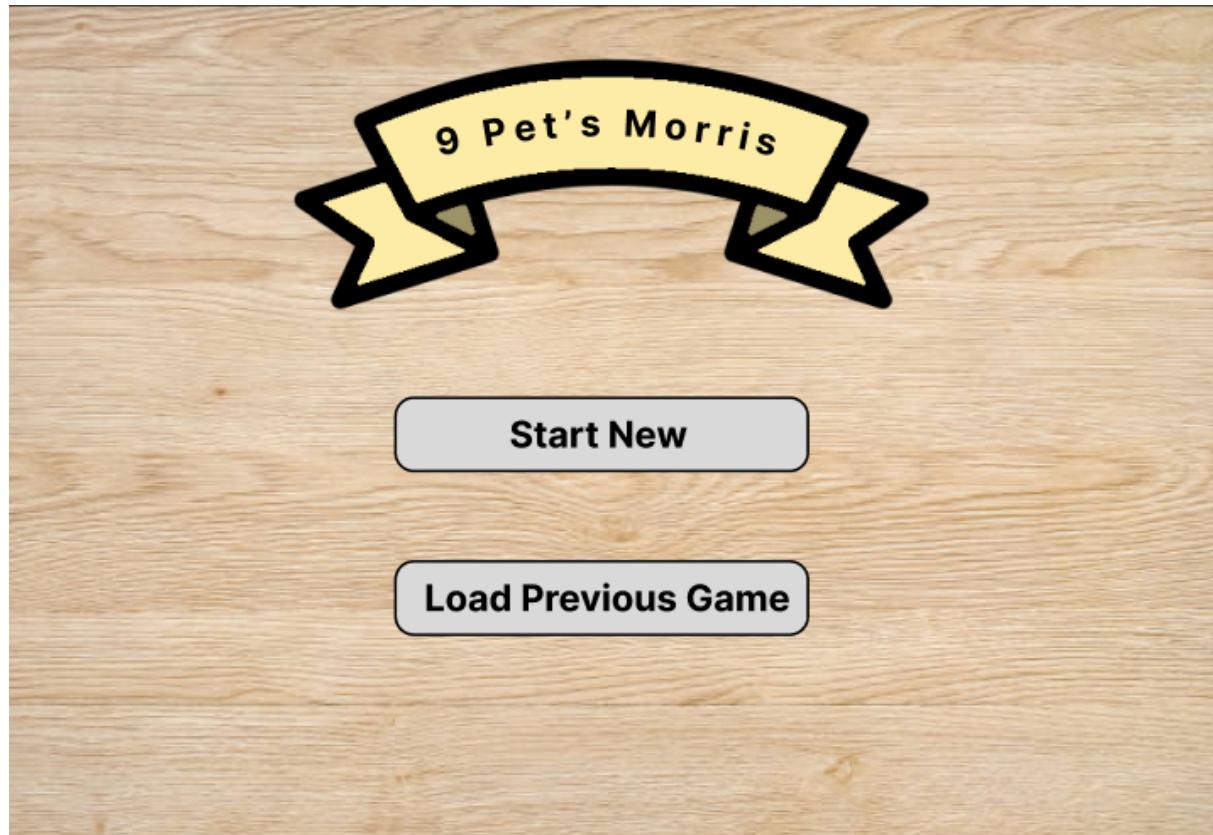
If there are no previous moves (start of the game), the undo button will be greyed out



Title Screen

Presses “Start New” to start a new 9MM game.

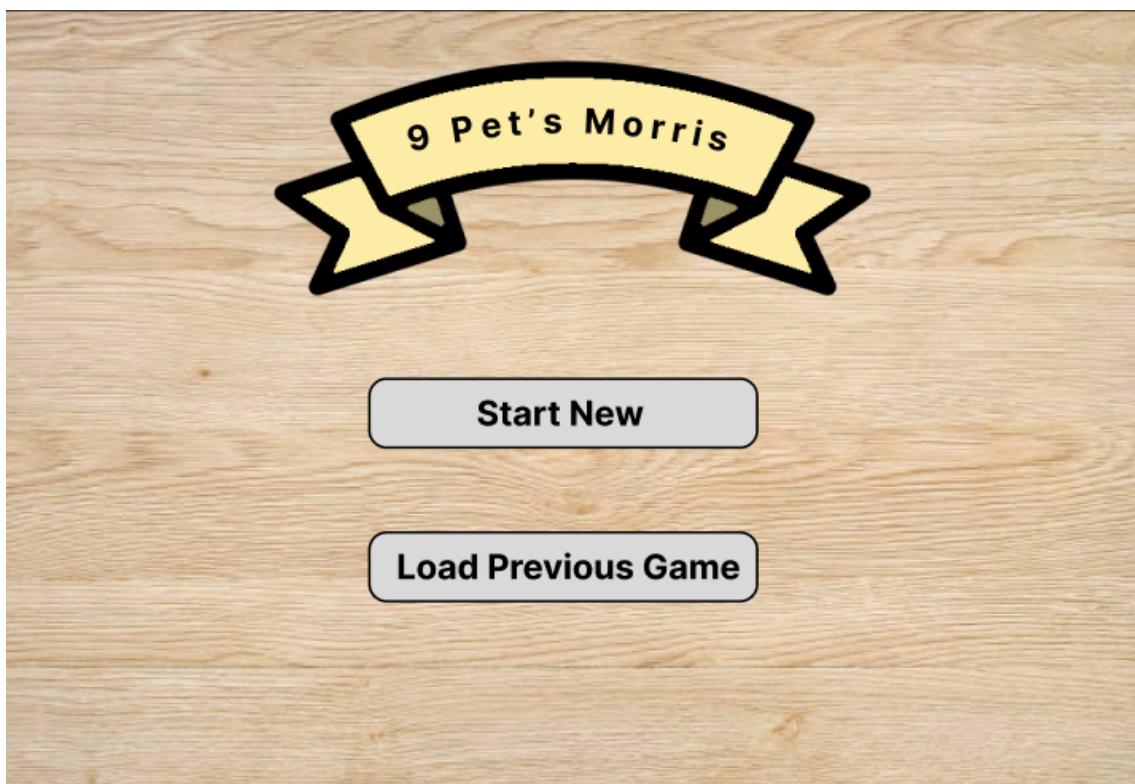
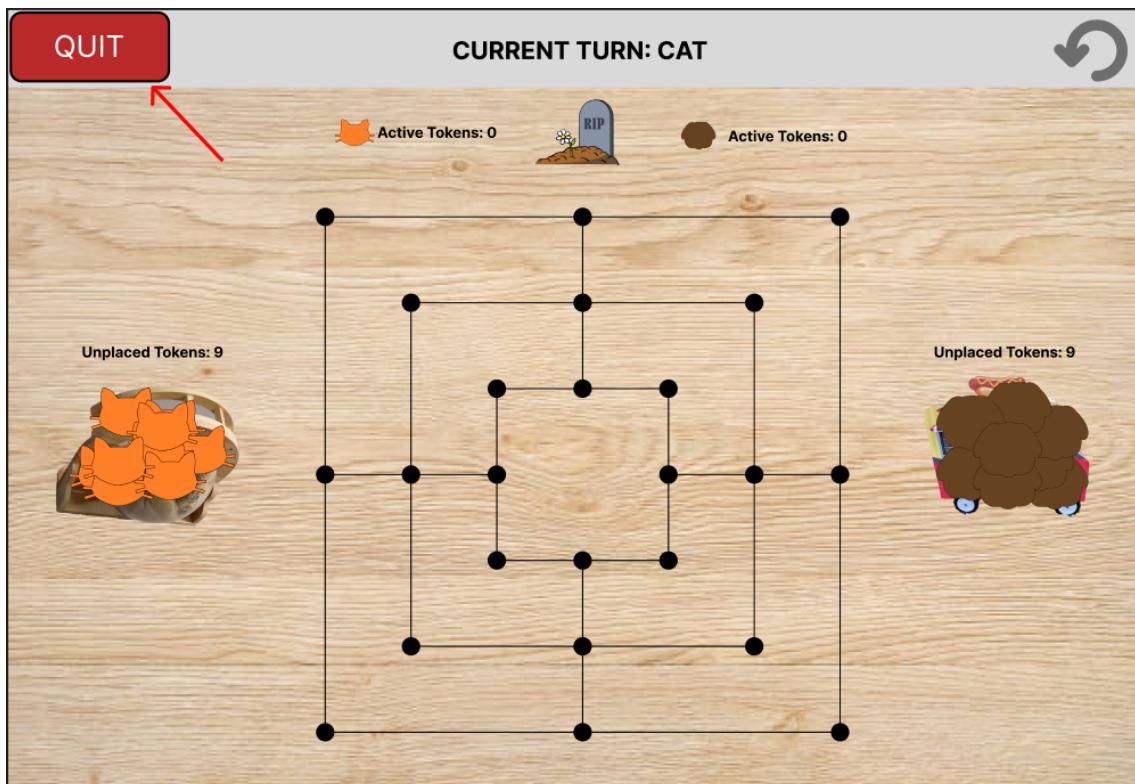
Pressing “Load Previous Game” will bring the players to a page with all previously saved games (see below in *Load Previous Game* section).



Quitting & Saving Game

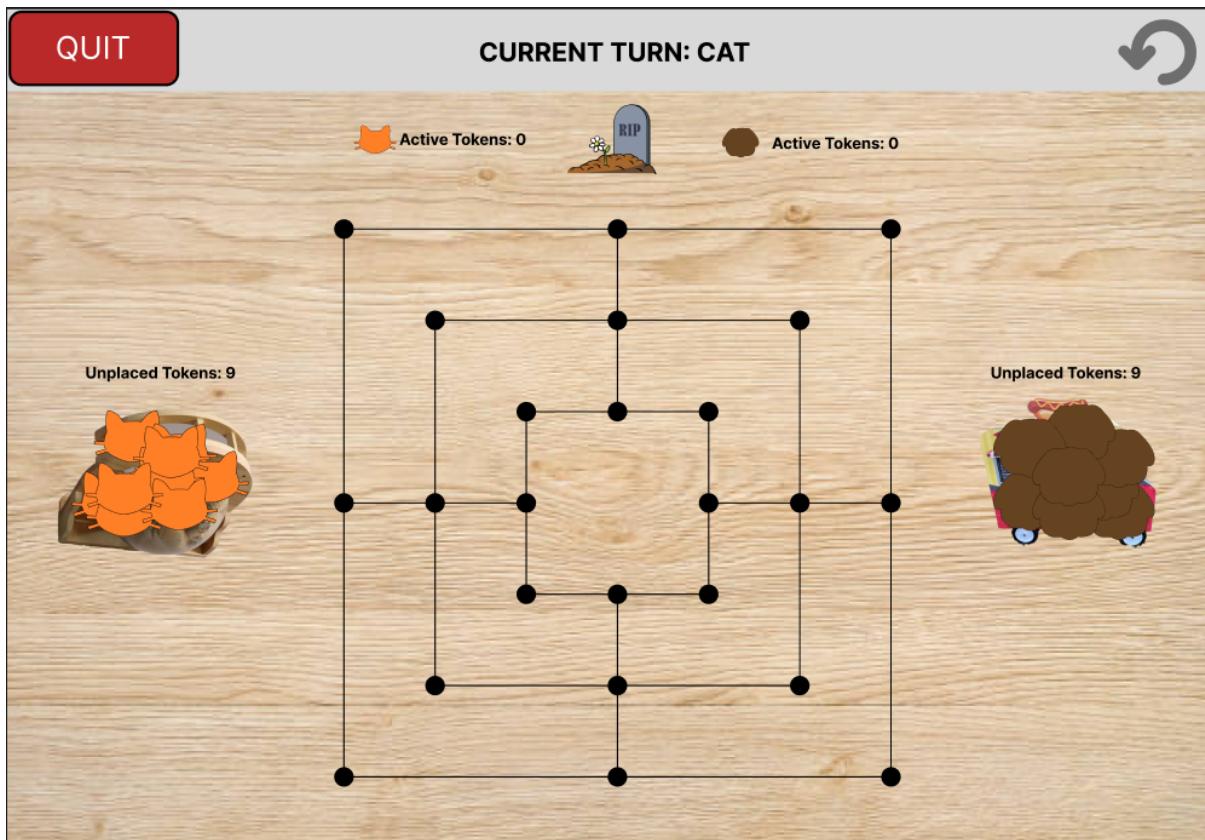
Pressing the “Quit” button will automatically save the current game and bring the players to the title screen.

- Games will be saved with the names “Game <lowest number which does not result in a duplicate>”.
- Winning a game will delete it from the saves.



Starting New Game

Presses “Start New” on the title screen to create a new game, which loads the initial board.



Loading Previous Game

Pressese "Load Previous Game" on the title page to bring up a list of previously saved games.

Hitting the "Load" button will load that particular game.

Hitting the "Back" button will bring you back to the title screen.



Loading Previous Game Failed

If a previous game could not be loaded, the players will be displayed an error message.

- For example, a game load might fail if its saves have been tampered with.

