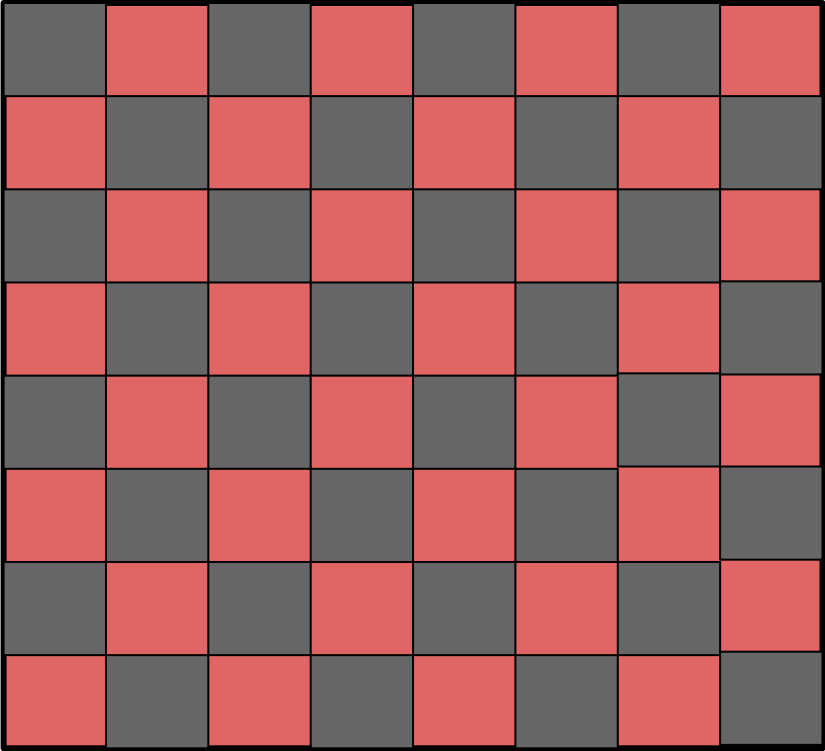


Game Design Mockup

Jonathan Wright

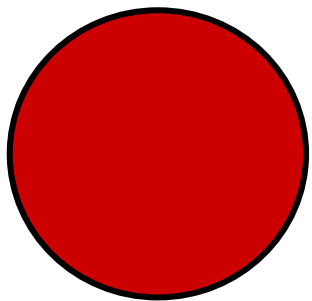
Game Board



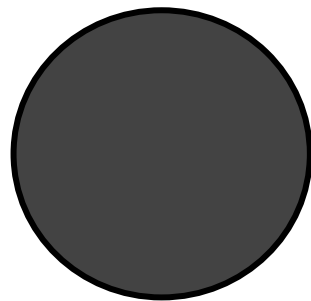
Game Pieces



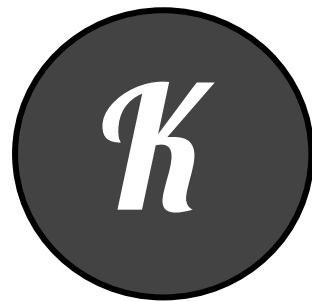
Unkinged



Kinged

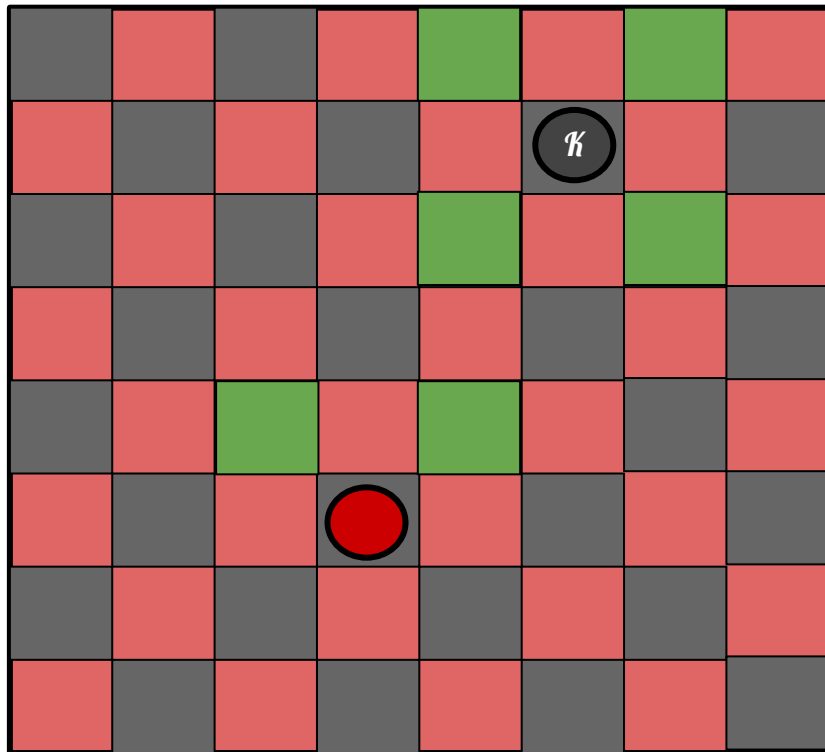


Unkinged



Kinged

Piece Selected



Settings/Volume/Themes Menu

Themes
Default
Black & White

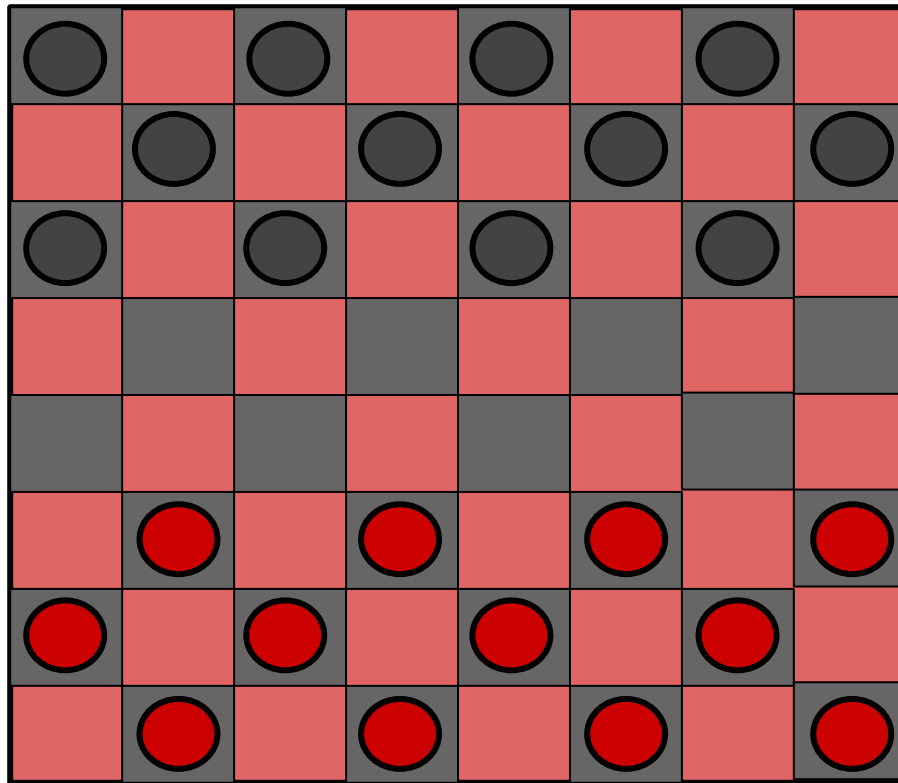
Settings
Volume
Themes

Volume
On
Off

Username_#2

User_Rank

Settings



Previous_Turn

Next_Turn



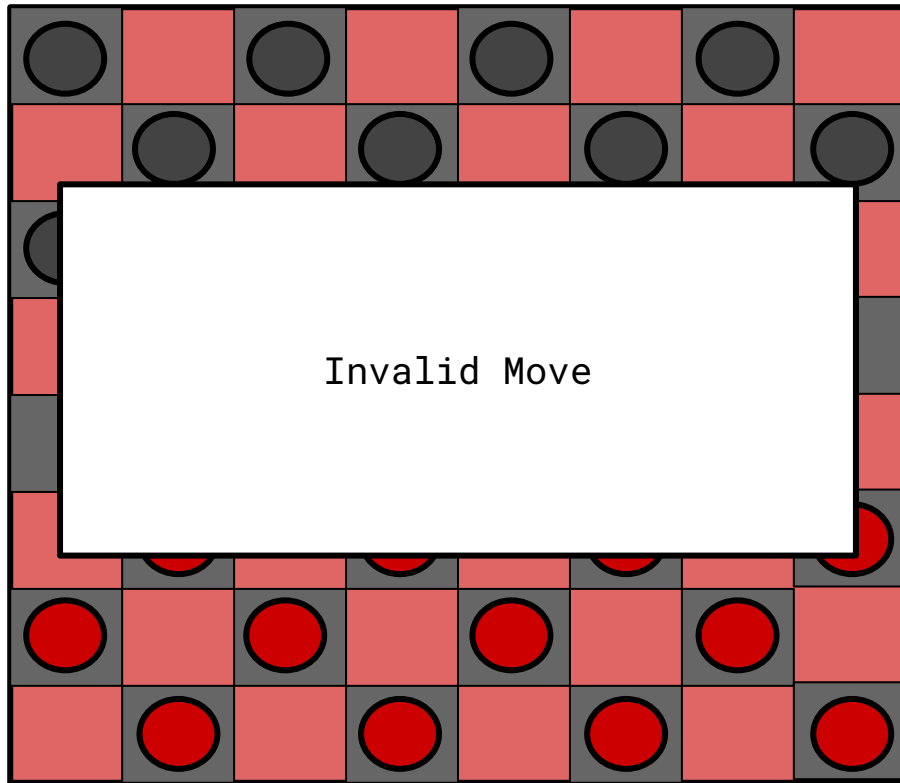
Username_#1

User_Rank

Username_#2

User_Rank

Settings



Invalid Move

Previous_Turn

Next_Turn



Username_#1
























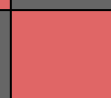

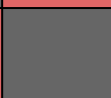

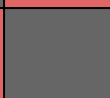


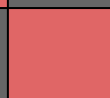
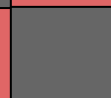
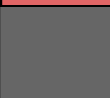

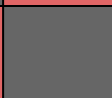




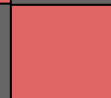




















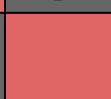



User_Rank

(Player #1's Turn)

Username_#2

User_Rank

Settings

Previous_Turn

Next_Turn



Username_#1






















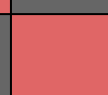

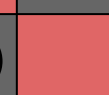

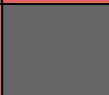
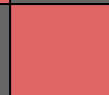

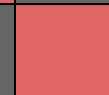
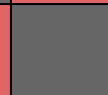
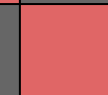
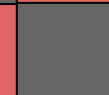





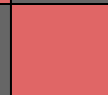

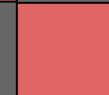


















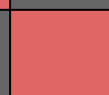

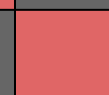

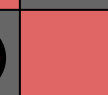

User_Rank

(Player #2's Turn)

Username_#2

User_Rank

Settings

Previous_Turn

Next_Turn



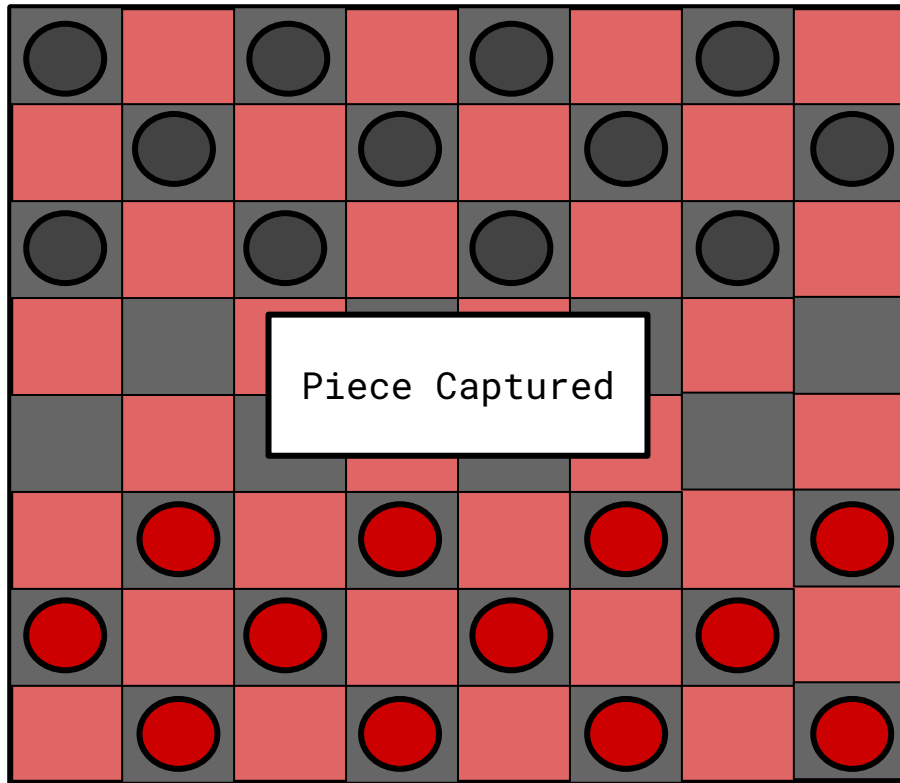
Username_#1

User_Rank

Username_#2

User_Rank

Settings



Piece Captured

Previous_Turn

Next_Turn



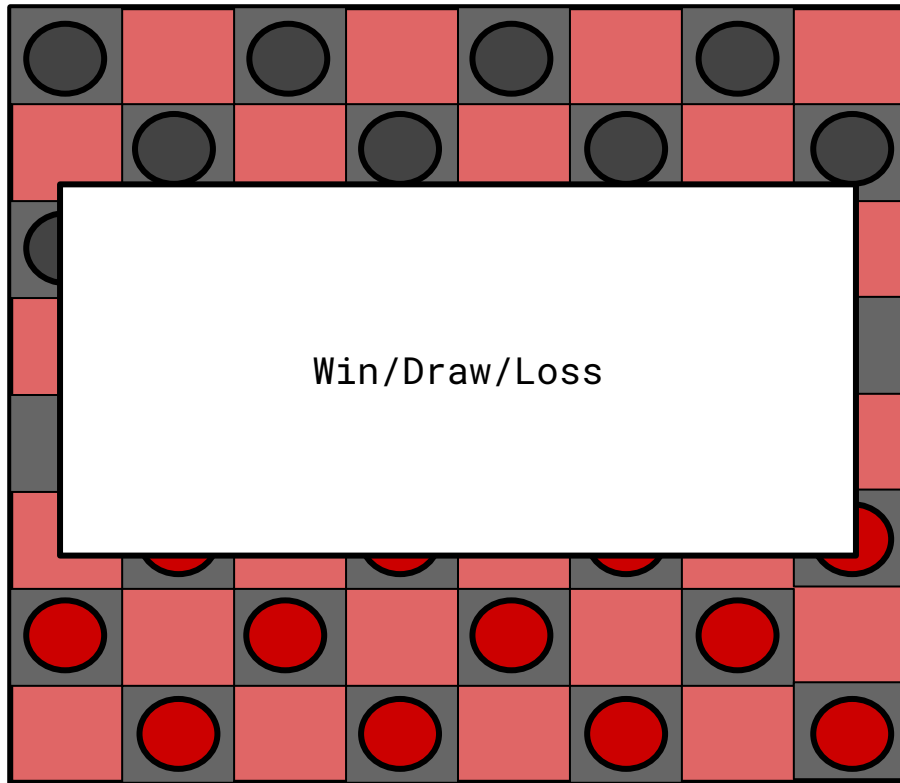
Username_#1

User_Rank

Username_#2

User_Rank

Settings



Win/Draw/Loss

Previous_Turn

Next_Turn



Username_#1

User_Rank