

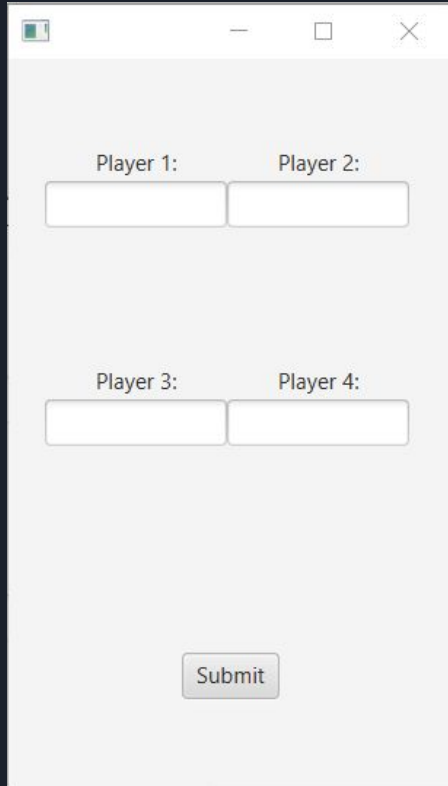


# Example screens from JavaFX

by add32



# Setting nicknames



A screenshot of a web form window. The window has a title bar with a close button (X) and a maximize button (square). The form contains four text input fields arranged in two rows. The first row has labels "Player 1:" and "Player 2:" above their respective input fields. The second row has labels "Player 3:" and "Player 4:" above their respective input fields. At the bottom center of the form is a "Submit" button.

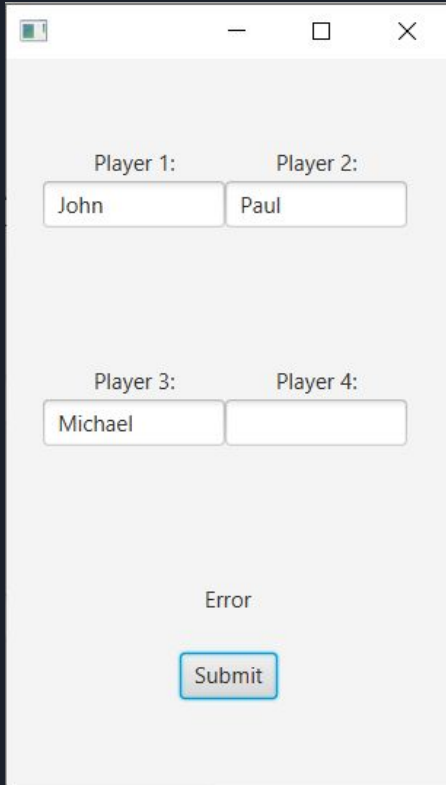

Player 1:

Player 2:

Player 3:

Player 4:

Windows is made out of 4 text field which must be filled up to proceed to the next step.



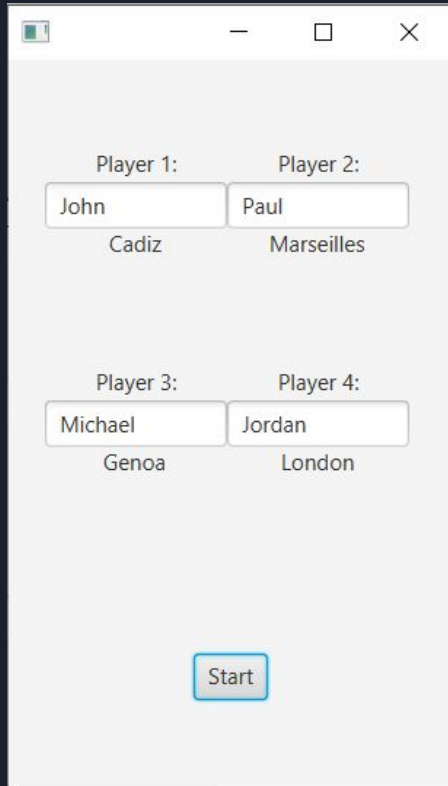
A screenshot of a web form with a white background and a standard window title bar (minimize, maximize, close buttons). The form contains four input fields for player nicknames, arranged in two rows. The first row has 'Player 1:' and 'Player 2:' labels above input fields containing 'John' and 'Paul'. The second row has 'Player 3:' and 'Player 4:' labels above input fields containing 'Michael' and an empty field. Below the input fields is the text 'Error' and a 'Submit' button.

Player 1:	Player 2:
John	Paul
Player 3:	Player 4:
Michael	

Error

Submit

If any nickname is missed, appropriate next message will be displayed above the button.



A screenshot of a game interface window. The window has a title bar with a minimize button, a maximize button, and a close button. The interface is divided into four sections for player input:

- Player 1:** Input field contains "John", with "Cadiz" displayed below it.
- Player 2:** Input field contains "Paul", with "Marseilles" displayed below it.
- Player 3:** Input field contains "Michael", with "Genoa" displayed below it.
- Player 4:** Input field contains "Jordan", with "London" displayed below it.

At the bottom center of the window is a blue button labeled "Start".

In other case, ports will be randomly assigned to the players and game can be started by pressing the start button.



# Board prototype

Test!

P1 Stats

P2 Stats

P3 Stats

P4 Stats

