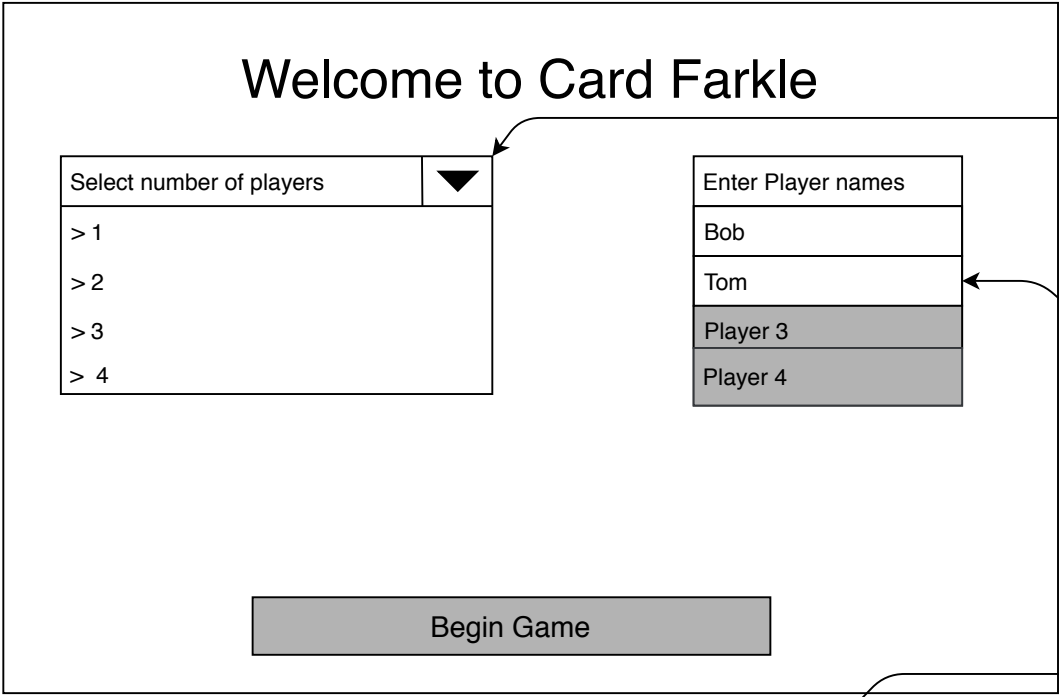


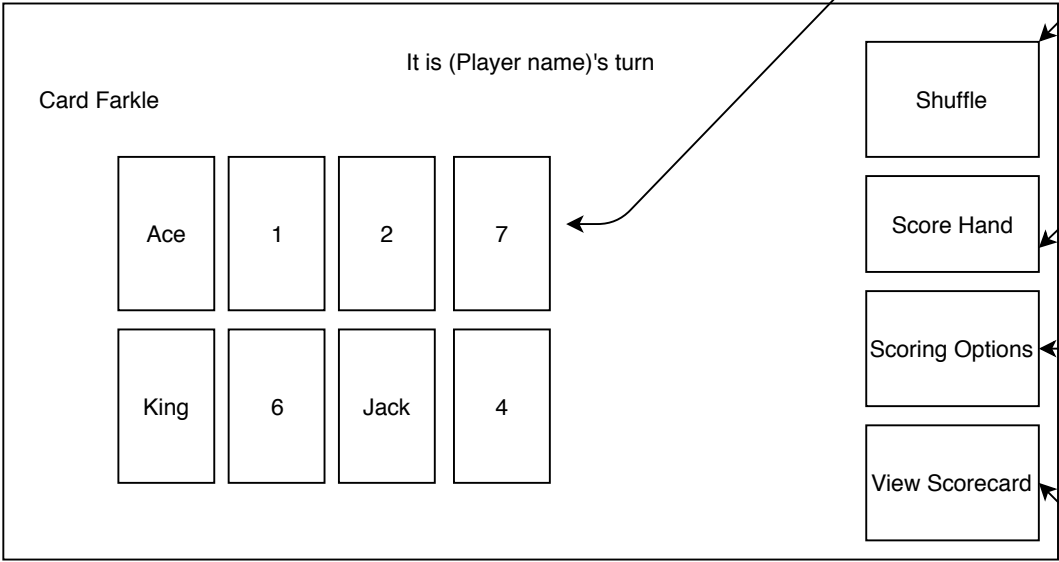
Welcome Screen



Number-of-player drop-down:
A drop down menu will ask for the number of players in the game. The value selected will affect the user name input. Default value is set to 1 player

User name text field:
The user is prompted to enter their own custom name. The number of names allowed depends on the number of players in this game. The default values is "Player 1", "Player 2", "Player 3", etc. If the user is playing with less than the max. number of players, excess text fields will be non-editable.

Game Frame



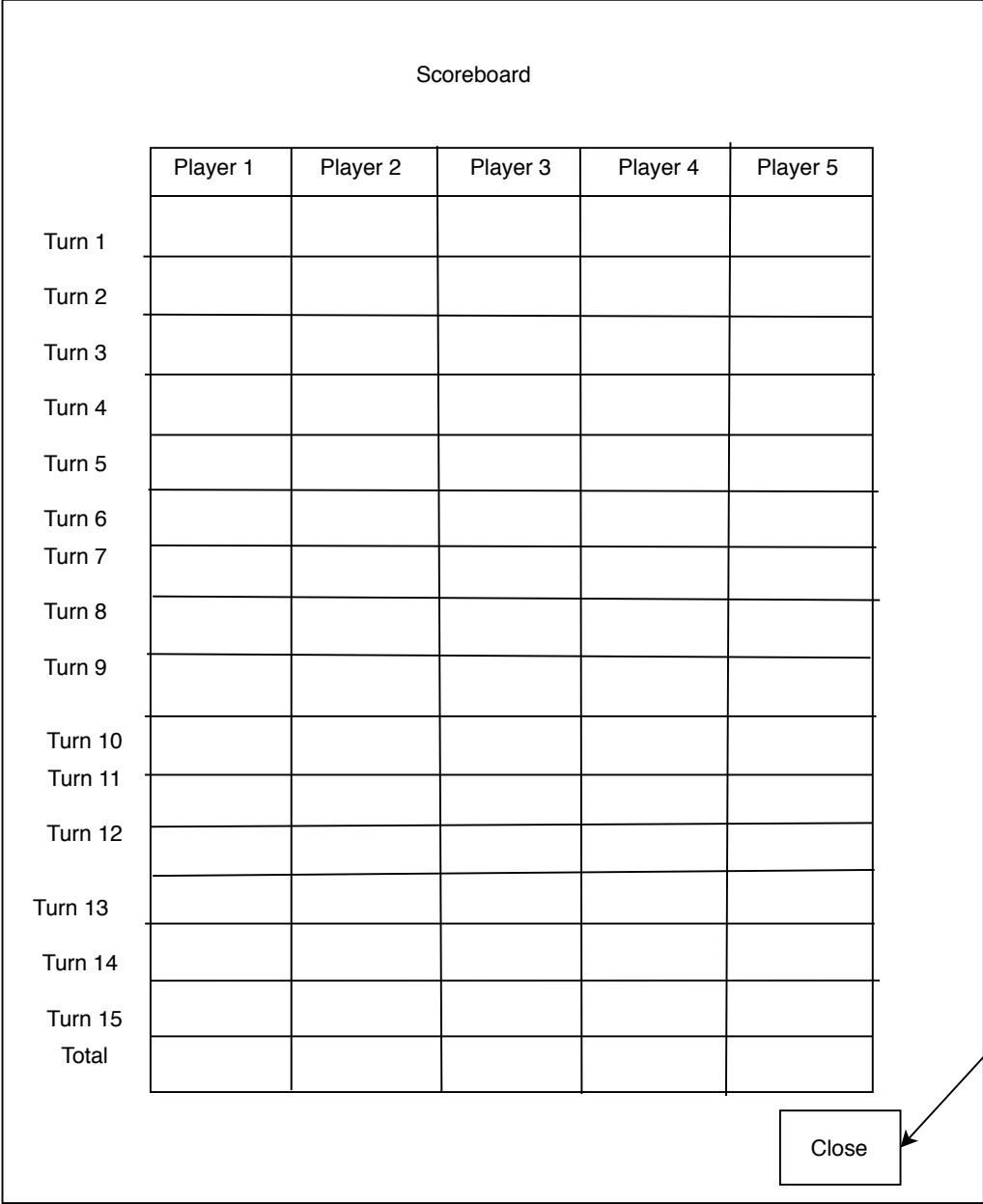
The main panel will have eight buttons which represent the cards in a players hand. The will be toggled by click whether the player wants to keep them or not.

There will be a shuffle button when for the player to click and shuffle all of the unwanted cards in their hand. Similar to a roll button.

This button will bring up a GUI showing the possible scoring options that a player can select

The view scorecard button is self explanatory, when clicked it will open up the scorecard GUI

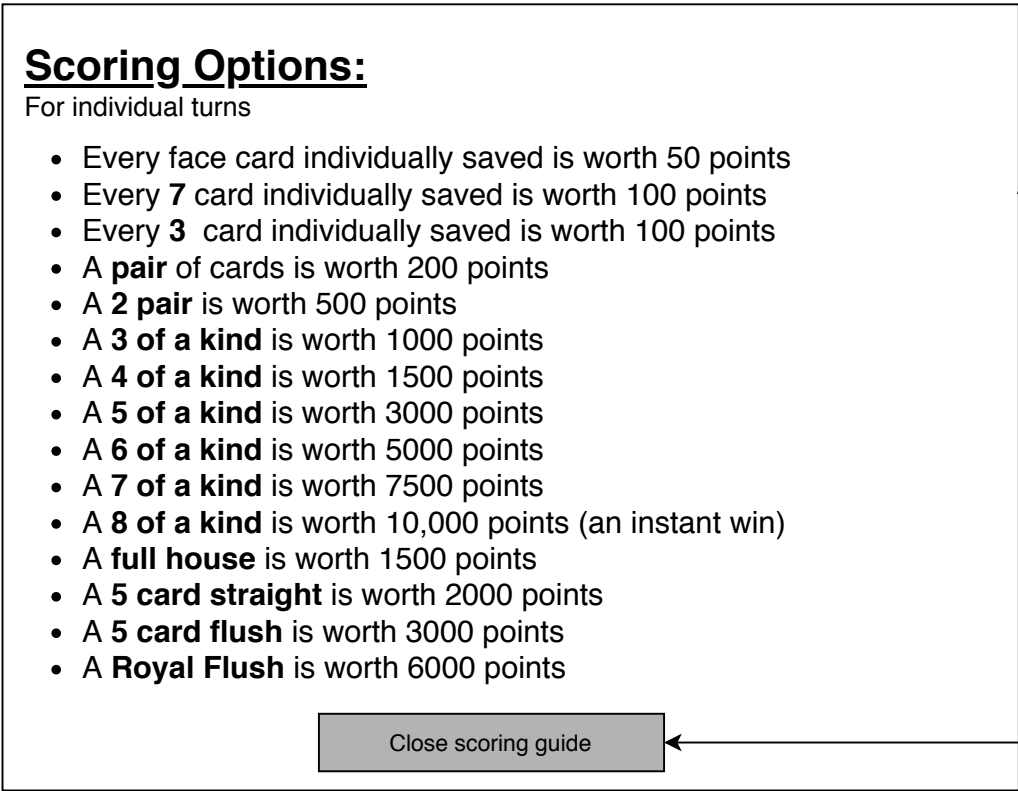
Scoreboard



This is the scoreboard frame which will keep a running total of what each player scored each turn, while also showing the total score for each player.

Closes the scorecard and goes back to game frame

Scoring Guide



Scoring Guide:
A GUI that will simply display all of the possible scoring options that the user could score dice with.

Closes the scoring guide and returns to the game frame