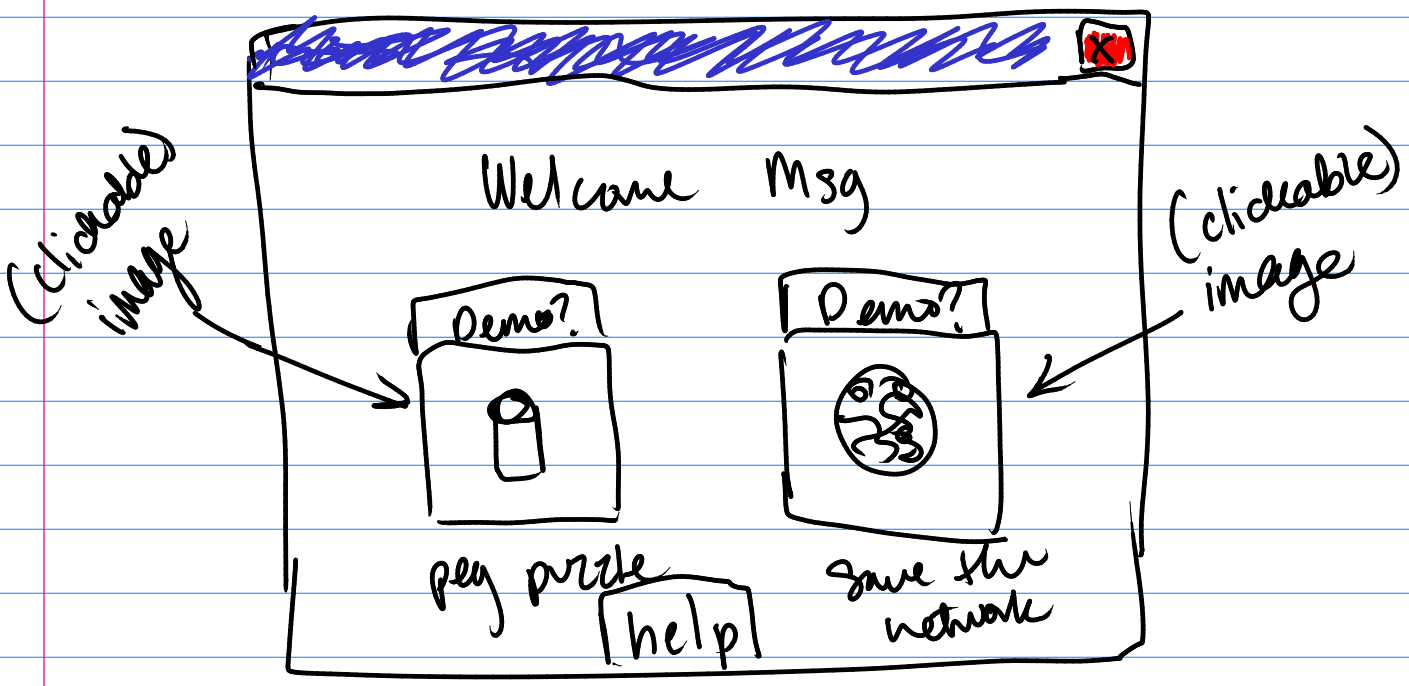
Interface Sketches / Stories



Home Screen

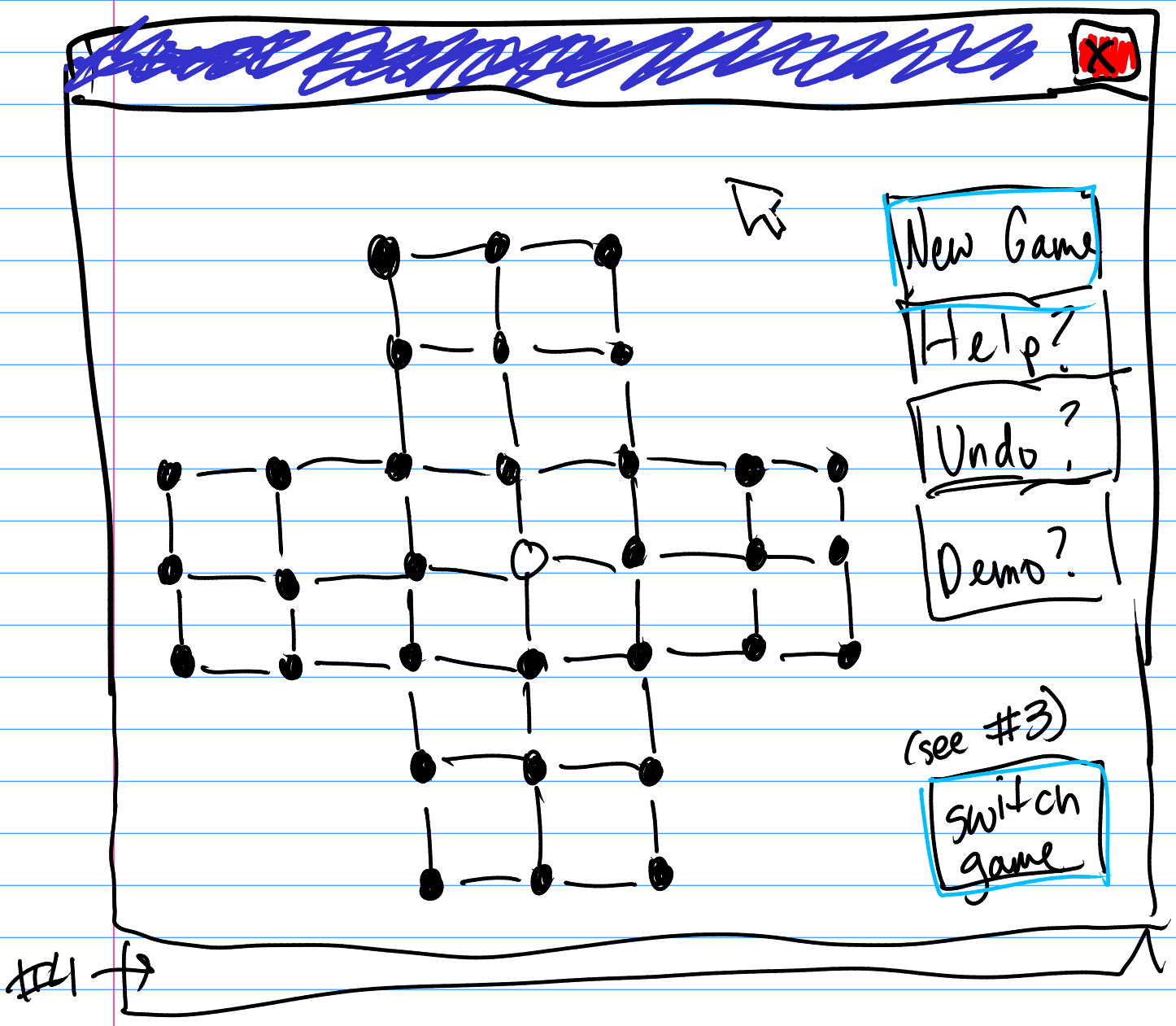
- talked w/ customer
- no Home Screen
- start w/ STN, not Peg Puzzle

Notes

Peg Puzzle

- red pegs

Peg Puzzle Start Screen



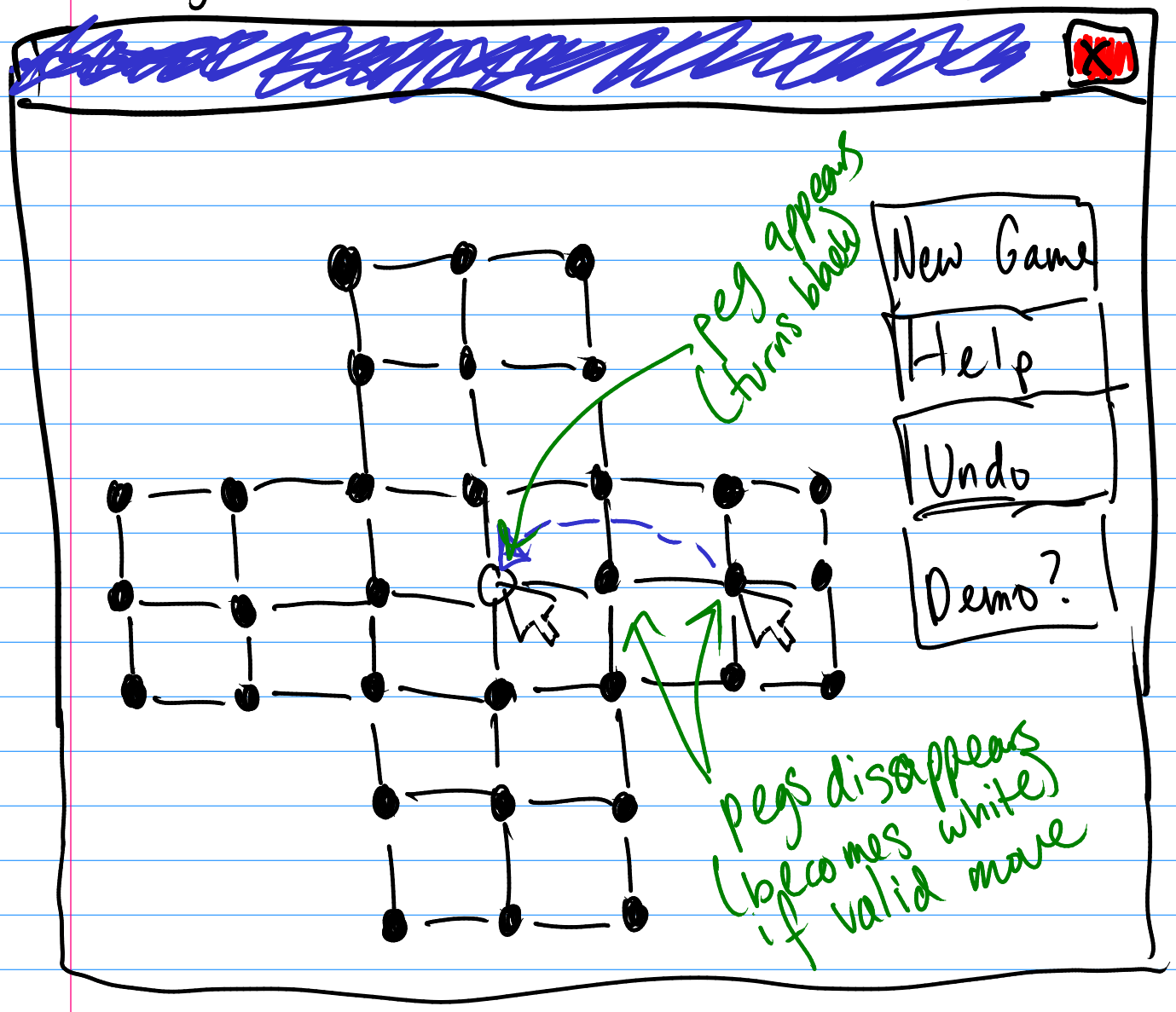
1 - persistent game state

2 - demo → not high priority atm

3 - instead of button → radio button
→ for 2+ possible games

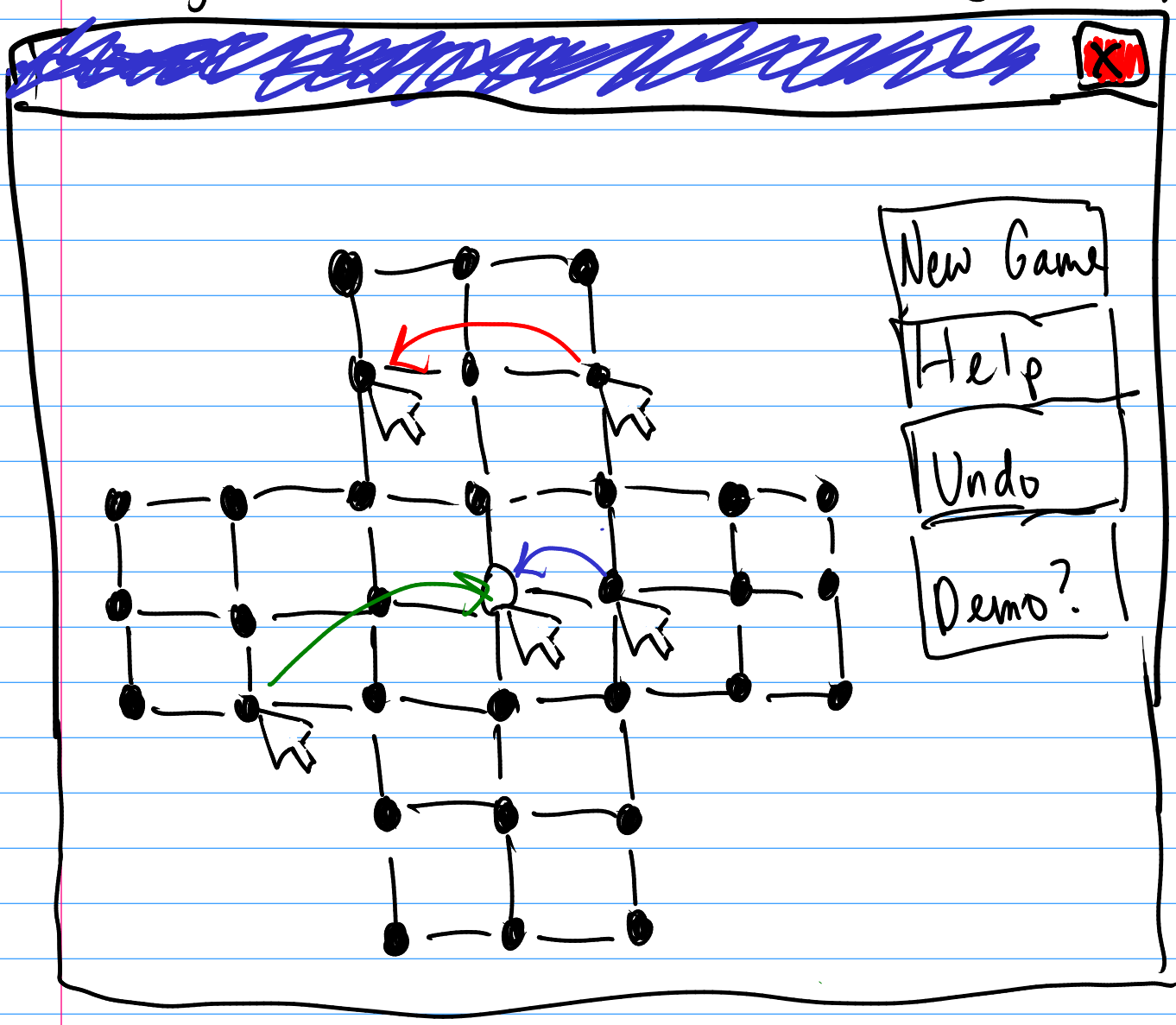
4 - move buttons to row on bottom

Peg Puzzle - demonstrating valid Jump



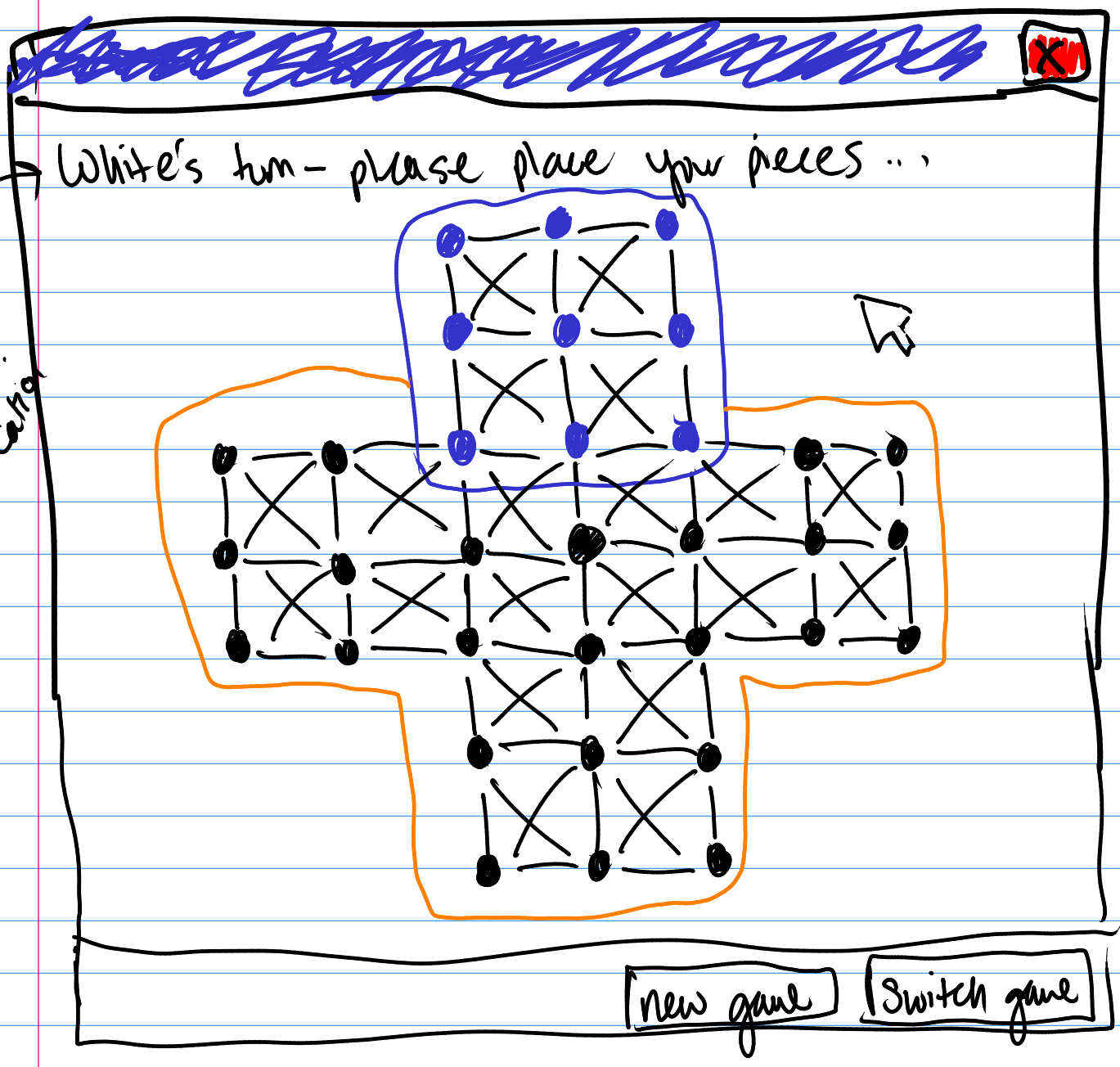
Blue arrow → demonstrates 'jump'

Peg Puzzle - demonstrating invalid Jump move



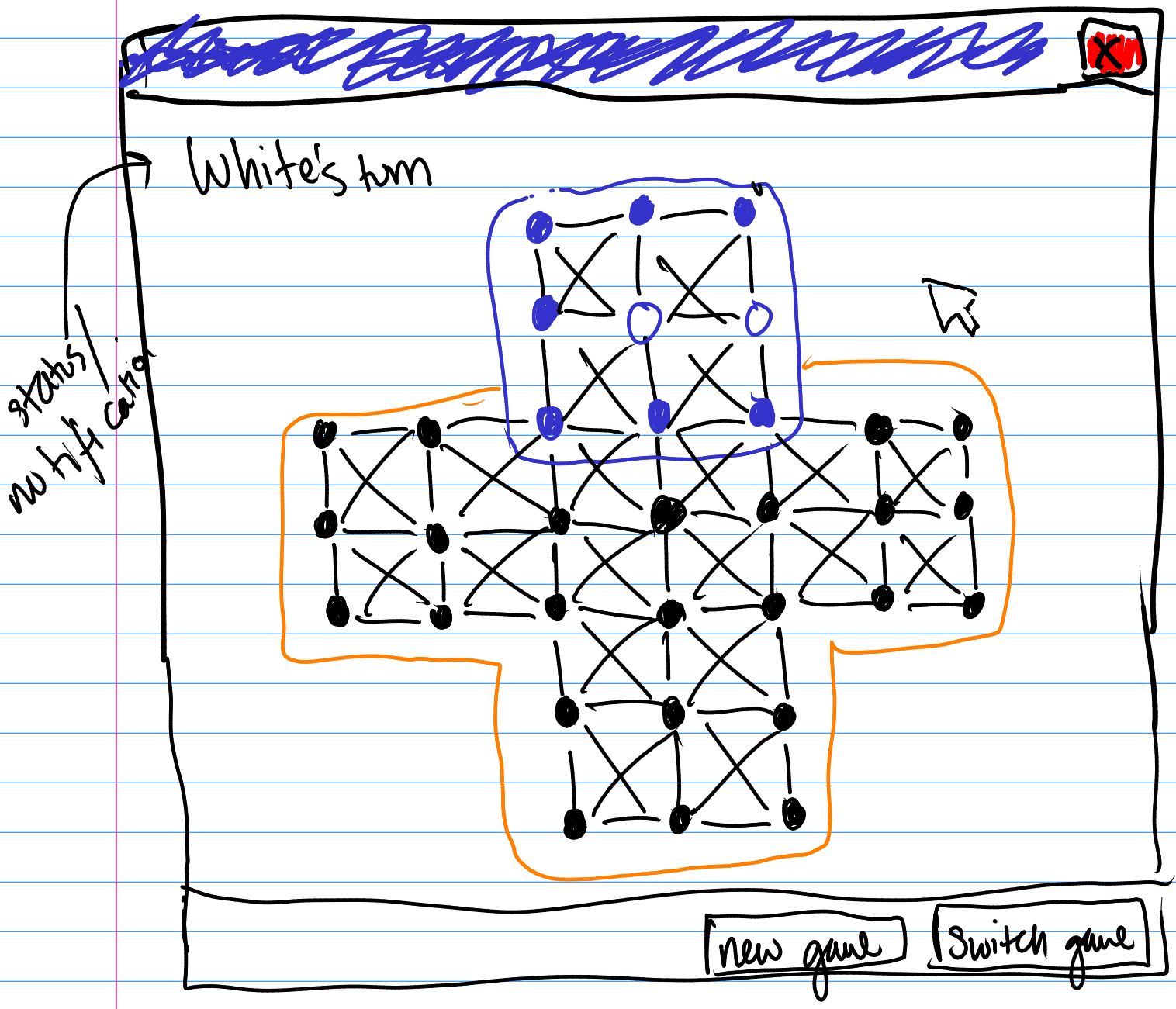
blue → demonstrates

STN - start

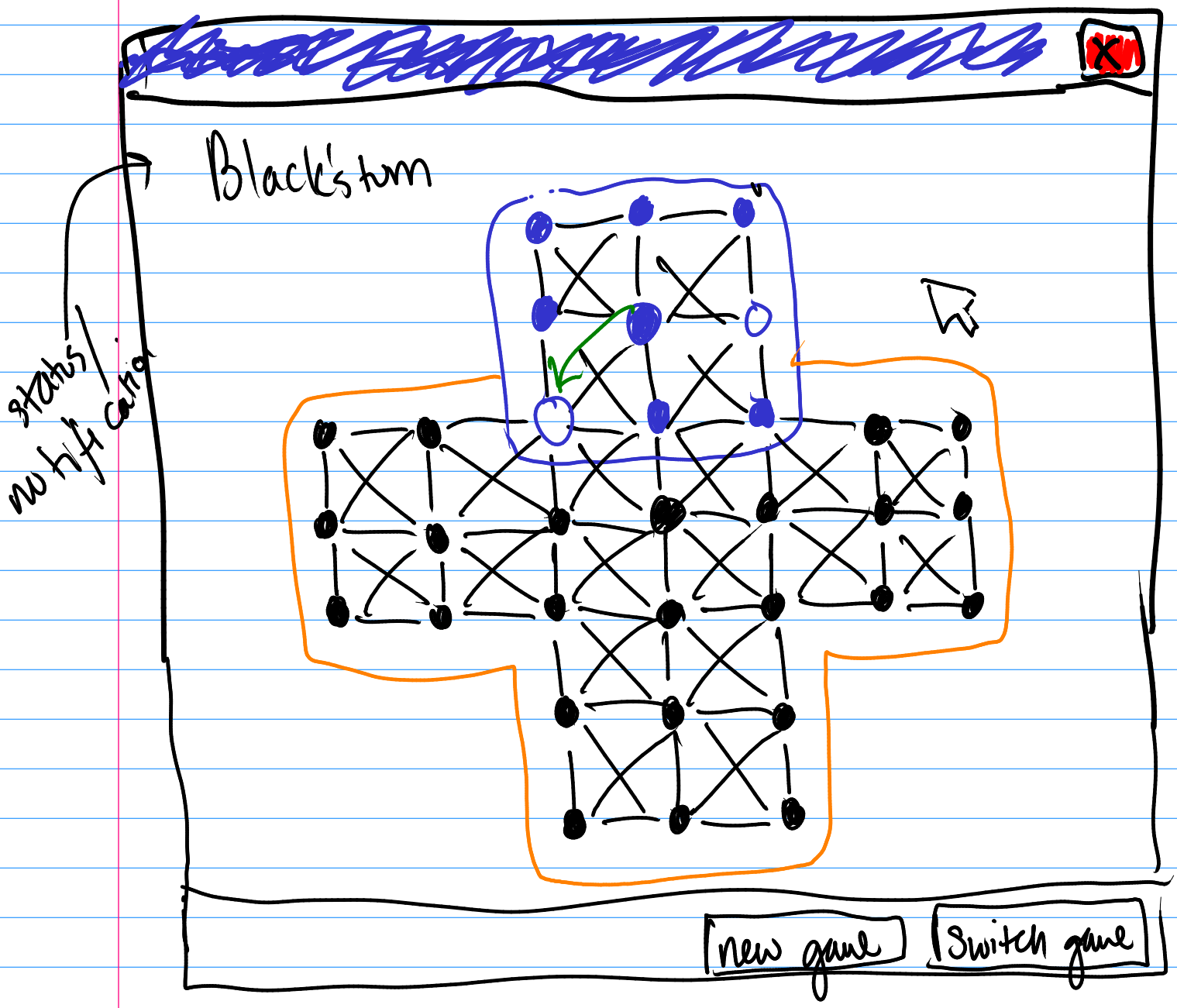


- to ask customer:
  - confirm clicks = how?
  - no confirmation

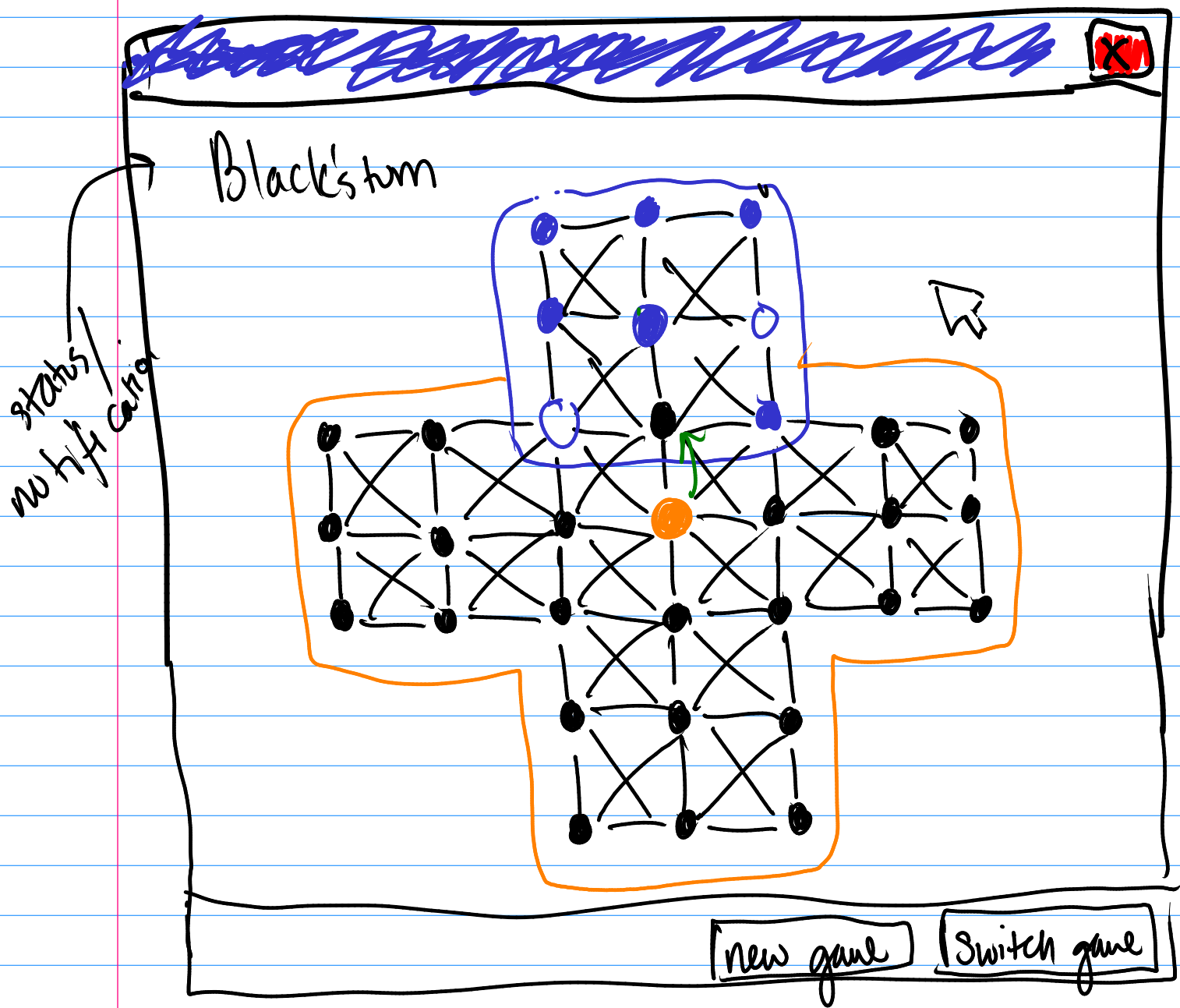
STN

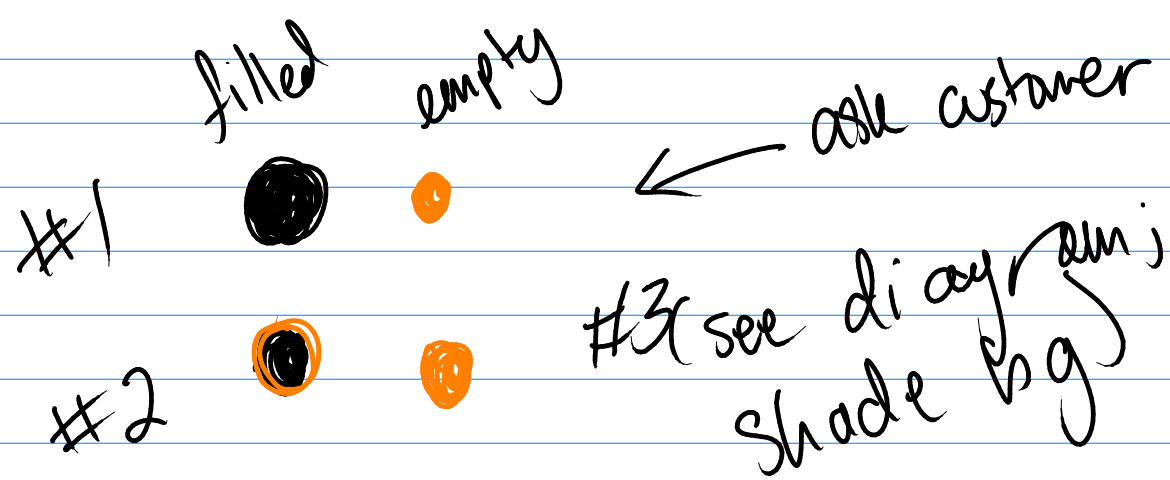


STN



STN


Black's turn
status/notification
new game
Switch game


filled
empty
#1
#2
ask customer
#3 (see diagram; shade bg)