

Group#14

This is the starting screen:

START

☐ Select to add Player

☐ AI Player (Computer)

Enter Player Name

☐ Select to add Player

☐ AI Player (Computer)

Enter Player Name

☐ Select to add Player

☐ AI Player (Computer)

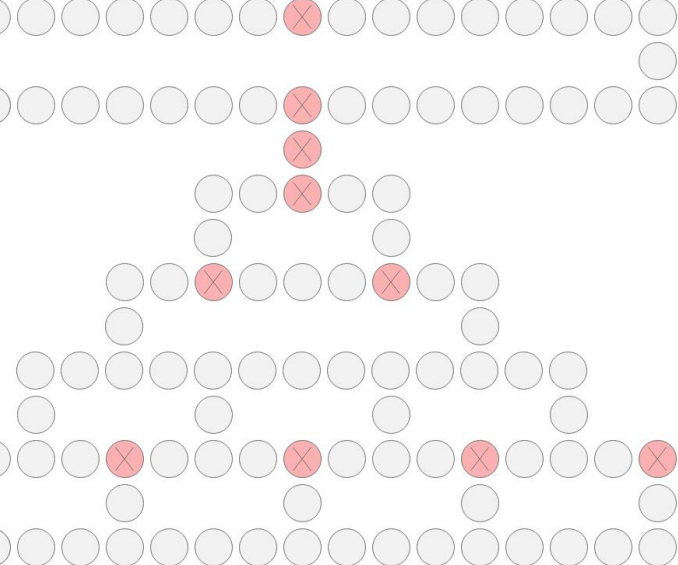
Enter Player Name

☐ Select to add Player

☐ AI Player (Computer)

Enter Player Name

This is the screen where player gets to take turns



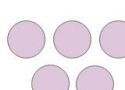
MALEFIZ

Group#14

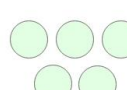
6

X PLAYERS TURN

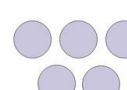
ROLL A DICE




PLAYER



PLAYER



PLAYER



PLAYER

REMOVE A PLAYER

RESET

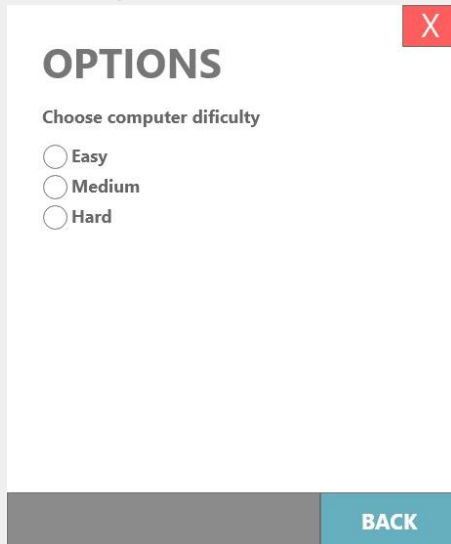
OPTIONS

SAVE GAME AND EXIT

EXIT GAME

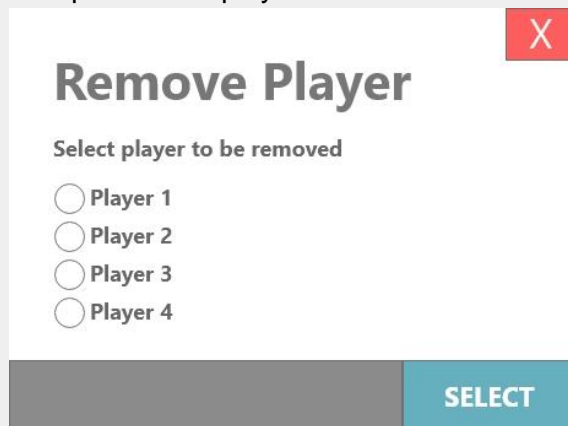
UI PROTOTYPE (These are initial sketches, released one may vary)
Group#14

This is options:



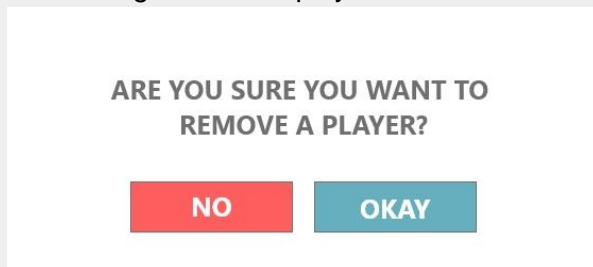
A dialog box titled "OPTIONS" with a red close button (X) in the top right corner. The text "Choose computer difficulty" is displayed. Below it are three radio button options: "Easy", "Medium", and "Hard". At the bottom, there is a grey bar on the left and a teal button labeled "BACK" on the right.

Prompt to select player to be removed:



A dialog box titled "Remove Player" with a red close button (X) in the top right corner. The text "Select player to be removed" is displayed. Below it are four radio button options: "Player 1", "Player 2", "Player 3", and "Player 4". At the bottom, there is a grey bar on the left and a teal button labeled "SELECT" on the right.

Confirming to remove player:



A confirmation dialog box with the text "ARE YOU SURE YOU WANT TO REMOVE A PLAYER?". At the bottom, there are two buttons: a red button labeled "NO" and a teal button labeled "OKAY".

UI PROTOTYPE (These are initial sketches, released one may vary)
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Prompt after pressing reset game:

A white rectangular dialog box with a light gray border. The text 'ARE YOU SURE YOU WANT TO RESET THE GAME?' is centered in a bold, dark gray font. Below the text are two buttons: a red button with the text 'NO' in white, and a teal button with the text 'OKAY' in white.

Prompt to exit game without saving:

A white rectangular dialog box with a light gray border. The text 'ARE YOU SURE YOU WANT TO EXIT GAME WITHOUT SAVING?' is centered in a bold, dark gray font. Below the text are two buttons: a red button with the text 'NO' in white, and a teal button with the text 'OKAY' in white.

Prompt to save then exit:

A white rectangular dialog box with a light gray border. The text 'ARE YOU SURE YOU WANT TO SAVE GAME THEN EXIT?' is centered in a bold, dark gray font. Below the text are two buttons: a red button with the text 'NO' in white, and a teal button with the text 'OKAY' in white.