**Usage of Card Game Interface**

**Components**

<Screenshots>

(1) Player hands

(2) Deck

(3) Deck Panel

(3.1)Check button: Tell your opponent to take their turn.

(3.2) Draw button: Draw a card

(4) Hand Panel

(5) Cards in hand

(6) Selected card

(7) Chips

**Supported Gestures**

Left hand:

(1) Place your left hand opened and upwards to show all cards in your hand

(2) Place your left hand closed (fist) and downwards to show the menu

Right hand:

(3) Pinch a card from anywhere (index finger pointing to card)

(4) Grab a chip (index finger’s tip inside the chip object)

(5) Swipe inward on the deck to draw a card

(6) When showing the cards in left hand, snap (only thumb, index, middle finger extended and thumb is close to middle finger) to use black magic

(7) Thumb down to taunt (text UI)

(8) Clap to say gg

(9) Pistol gesture (finger and thumb extended) for threatening, rotate pistol along x axis to fire