

## User Interface Backlog

### Main Screen

- Start Game
- Settings
- User Account
- Tutorial

The main screen will have a list of options that user can select from to access the information about the game or game itself

### Start Game

- New Game
  - Ask the user how many players
  - Select difficulty level if against computer
  - Choosing color pieces depending on first player
- Load Game

Where the user will choose how many players or against computer. If player chooses computer then it should ask them player the difficulty level of the computer, followed by asking the user which color piece they would like to play as. The flow of this process should be as order once one option is does it should bring them to the next until they are ready to play the game.

### In Game

- Showing player turn
- Hint Button
- Showing score
- Creation of board
- Pieces move

Other than flashing whose turn it is the screen should already show username followed by user color piece and the whomever user turn it is should become highlighted or bolded. For the end of the game it can flash who won at the bottom of the screen. From what the board already looks, the scoring system at the top and the pieces moving are I feel are already fit for the game.

**Hint-** Have a hint button located under the game board. This option can be only available for easy and medium difficulty. When the button is click it will show the possible moves the player can make. We can take it a step further and have all the possible moves but highlights the best possible move for the player at the given time. Within the settings we can have the player chooses how many hints they can get for the entity of their game. Unlimited hints to 20 hints per game. This feature can allow the player to challenge themselves within a game by limiting the amount of hints they have per game. I view this within the settings of having the number space followed by two up and down arrows allowing the user to click to add or subtract hints. To the side of the box there can be a checkbox saying unlimited hints

### **User Account**

- Create User Account
- Delete User Account
- Check Players stats

In this screen that player would be able to create a user account or delete existing ones. With the already created user accounts the player would be able to choose player 1 and 2 user name. If both players have assigned username and player 1 chooses to play the computer in **Start Game** screen it should default player 2 username to Computer (level difficulty). Also this screen would allow the player to look up account stats.

### **Tutorial**

- Strategic terms page

Ex: Opening, corners, mobility, edges, parity, endgame

### **Openings**

- Paralell Opening -on the same line
- Diagonal Opening -on the next line either up or down
- Perpendicular Opening

## **Corners**

- Once played are immune to flipping for the rest of game in regards to horizontal, vertical, and diagonal lines. A piece is stable if it has the same color on all four axes.

## **Mobility**

- To achieve these one must force opponent to play moves that are not good moves like giving up a corner.

## **Edges**

- Edge pieces can anchor flips that moves to all regions of the board.  
If poorly played can be poison for later moves.

## **Parity**

- The most important parts of the strategy. It is about getting in the last move in every empty region in the endgame. Controlling how edge positions are played and interact.

## **Endgame**

- The last 20 or so moves of the game. Special techniques like sweeping, gaining access, and the details of move order can have impact on the outcome of the game.(counting of disks in final stages is important.)

## **Settings**

- Hints
- Game Timer
- Clock
- Music?

Within the settling I think most of these option will be check boxes

