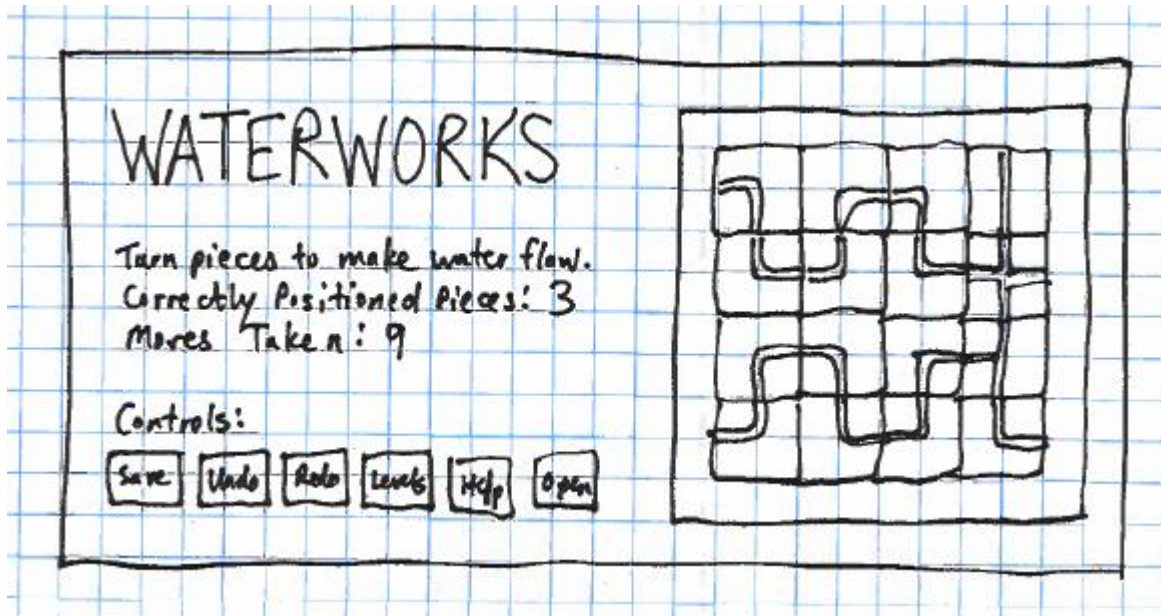


Screen Design Diagram

Layout your game screen. Be mindful of how layouts work. Certain things aren't possible – so don't plan for them.

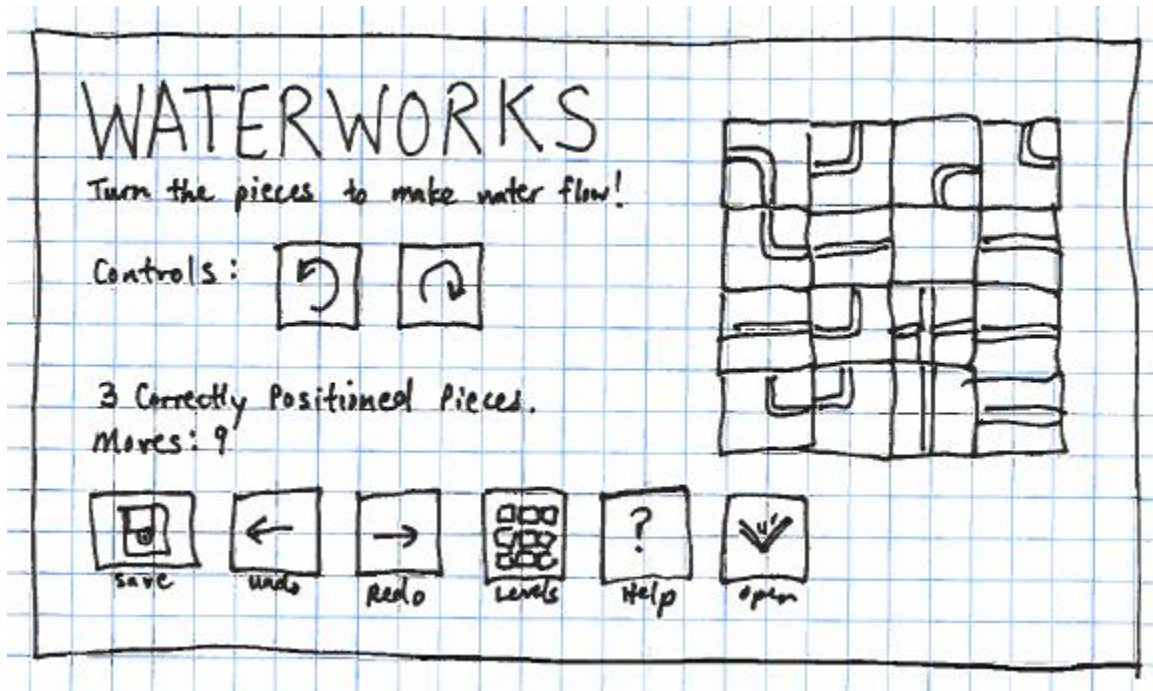
This will be submitted on paper. Take a picture of it with your phone before you hand it in.



Include things needed by your project:

- Widgets positioned roughly as you intend to position them.
- Widgets roughly in the proportions you intend.
- Your grid (as needed) – of the correct number of rows and columns.
- Moves counter
- Score
- Prompt/Instructions label
- Turn information
- Title
- Pictures as needed to fill the extra space
- Buttons as needed for:
 - Save/Open
 - Undo/Redo
 - Instructions
 - Levels
 - High scores
 - Help/Instructions

Why bother with this? The first thing that needs to happen when coding is you need to add **all** of your widgets to the game screen. Students like to add half of them and then complain later. With this diagram, you will be able to lay out your project quickly.



Making sure the design can be made with panels:
 Divide the screen up into slices (boxes). If it is possible, you can make the screen.

