

GUI Report:

In the initial GUI design, each player is associated with a certain colour (red, blue, yellow, or green), and all sectors and units are colored according to which player owns them. Unowned sectors are colored gray. Each player has a status card in the bottom right corner of the screen that displays the player's colour, what percentage of the map they own, the amount of each resource they own, and when it is that player's turn (Fig. 1). Units are represented by stylized icons containing the unit's level (Fig. 2) and each player has their unit's colored depending on their own associated player color. Landmarks are represented by white squares displaying an icon indicating the landmark's associated resource type (Fig. 3).

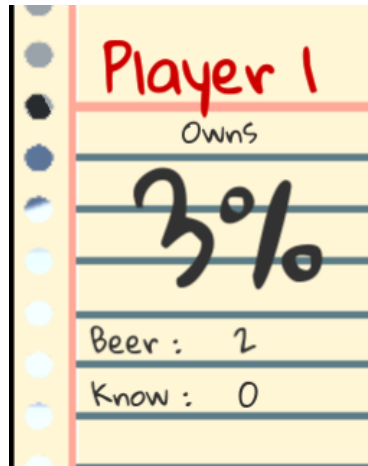


Figure 1: Image of one player's status card



Figure 2: Image(s) of one player's units, ranging from level 1 to 5



Figure 3: Images of landmark icons

The initial GUI design prioritizes clarity, simplicity and accessibility. The player cards are positioned so that they obscure as little of the map as possible. The colors that are associated with each player have been chosen to be easily distinguishable from each other so the state of the game is easily readable (N8). The amount of resources that each player owns is displayed on the players' status cards because it is essential information which is not always immediately obtained simply from looking at the map. The numbers that indicate the level of a unit and the icons that indicate the resource type of a landmark are kept simple to maximize clarity, even at lower screen resolutions and for users with impaired vision.