Turn Interface - displays current player’s turn

-Needs Text element

Setup interface - includes buttons for placing new cubes

Setup End interface - button to end player’s setup phase

-should have a text element in the button to say what it does

unit stats hover interface - shows unit info while hovering over setup interface element for a specific unit

Interface toggle - button to toggle visibility of the setup interface

setup point use - slider showing number of points used compared to number of points available

setup point use - text box for showing number of points used compared to points available

-need two of them, preferably color coded per player

-possibly write player number underneath, like ‘P1’ and ‘P2”

game over interface - displays game over and who won

-Needs a text element