TEXT–BASED USER INTERFACE PRESENTATION

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1 COMMANDS

The following section provides an overview of the commands that are available to the player.

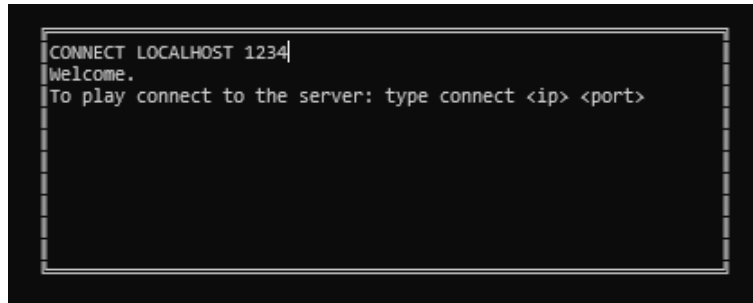| Command	Description
Connect	Connects the client to the server.
SelectUsername	Allows the selection of the username.
Back	Lets the player to go back to his/her playground while viewing another player's playground or the rulebook.
Color	Allows the selection of the player's token color.
Draw	Allows the player to draw a card from face up cards or one of the two decks, these are the resource and golden deck.
Flip	Flips the cards over.
Help	Allows the player to see the currently available actions.
Lobbysize	Allows the first player to choose the number of players.
Objective	Allows the player to choose his/her secret objective.
Place	Allows the player to place a card in his/her playground.
Starter	Allows the player to place the starter card in his/her playground
Spy <user>	Allows the player to look at the user's playground.
PM<recipient> <content>	Allows the player to write a private message.
M <content>	Allows the player to write a public message.
Rulebook	Allows the player to consult the rulebook.
MVPG <x,y>	Moves the PlayGround to the given offset.
Quit	Quits the game.

Table 1: Commands with brief description

2 HOW TO GET STARTED

Before we start, it is important to clarify that commands can be typed in both upper and lower case letters and that once a command has been executed, it cannot be interrupted.

2.1 Connection

Connect to the server by typing the IP address and the port from which you would like to connect.
Let's suppose you want to connect to the localhost server at the 1234 port, so, here's what you need to do:
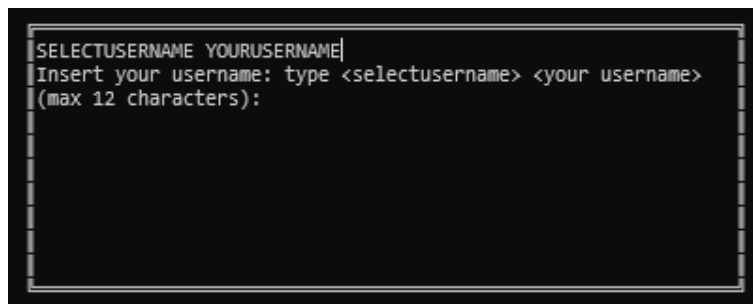

Figure 1: Connection example

2.2 Username selection

Once you've done that, you can choose your username by typing the command SELECTUSERNAME.
Just make sure that the username you choose is no more than 12 characters long.
Here's an example of how you can choose a username

Figure 2: Username selection example

2.3 Selection of the lobby size

If you would like to select the number of players in the current lobby, just type LOBBYSIZE, this value will match the number of players in the game. The minimum number of players is 2, and the maximum is 4.

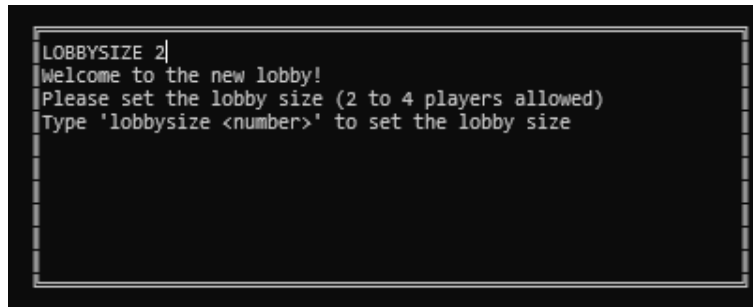Attention, only the first player to enter the game can set this value[1].

Figure 3: Lobbysize selection example

Once this is done, just wait for the number of players to be completed. You will be able to see the players connecting in the USERS CONNECTED table.

Figure 4: UsersConnected table

2.4 Set up phase

In the set up phase, there are just three simple steps to do: first, choose the starter card, then choose the token color, and finally, choose your secret objective card

- **Choose the starter card:** You can choose the starter card by typing STARTER, and then you will see the following message: "What side of the card you want to place, front or back?" To which you can answer with the side of the card you want to place.

- **Choose the token color:** Choose the token color by typing COLOR, once you have done that, reply to the message "Choose color:" by introducing one of the four available colors(blue, yellow, red and green).

- **Choose the secret objective card:** Typing OBJECTIVE, you will be able to select one of the two objective cards by writing the index of the card, once the following message has appeared: "Choose objective idx: " (see Figure 5).

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1 If a player joins the game after the lobbysize has already been set, he/she will have to wait for the number of players to be completed or will automatically join the game, if he/she completes the setted number
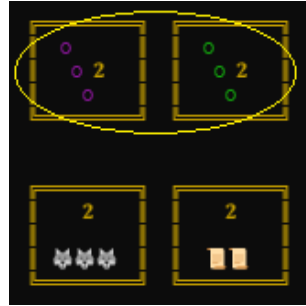
Figure 5: Secret objective selection

3 DURING THE GAME

In the game, the most recurrent actions are PLACE and DRAW[2], although it, is also possible to: observe another player's playing area (SPY), flip over the cards in the player's hand (FLIP), send public and private messages (M or PM), move within the playground (MVPG), consult the rulebook (RULEBOOK) and return to your own playground (BACK).

In the following paragraphs, we will focus on explaining how to PLACE and DRAW a card, the other commands will be detailed in the fifth section.

3.1 Place

To place a card, you just need to:

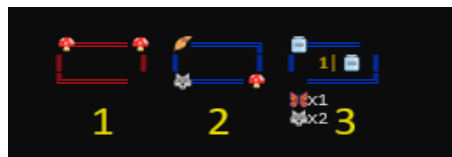1. Select a card from your hand and choose the side of the card, that is, front or back

Figure 6: Player's hand index

2. Type the coordinate at where you want to place the chosen card, writing first the abscissa and then the ordinate, separating one from the other by a comma.

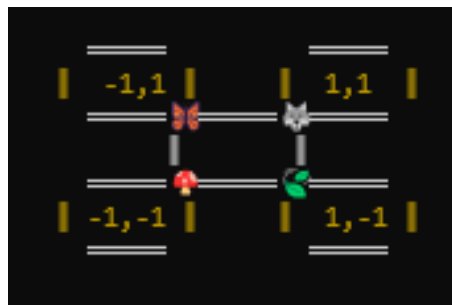**Figure 7:** Coordinates

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2 It is possible to place and draw normally before someone reaches 20 points, from then on, the additional turn starts, in which cards can be only placed, until the turn of the player who "activated" the additional turn

3.2 Draw

Draw a card by choosing the position of the card you want to draw, having in mind that: the positions of the face up cards go from 1 to 4, the position of the resource deck is 4 and the position of the golden deck is 5. This can be corroborated in the following figure:
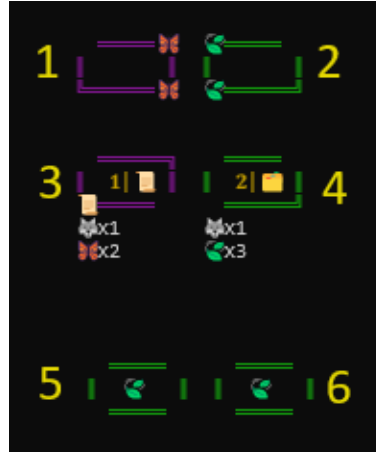

Figure 8: Cards' positions

4 GET TO KNOW THE LAYOUT

Below is the layout of the game, along with its description:
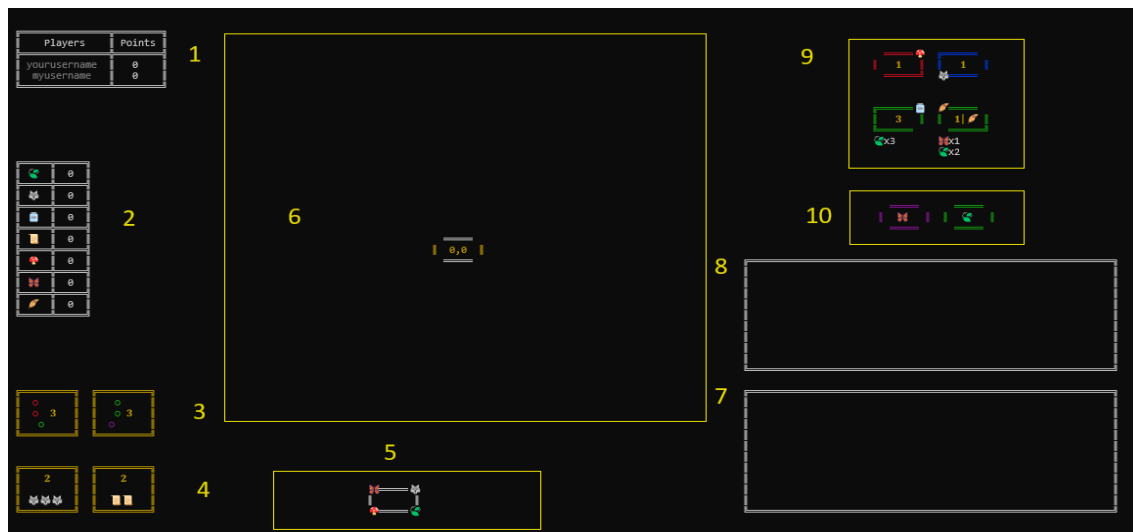

Figure 9: TUIs layout

1. **Scoreboard:** Table containing the players of the game with their respective points.

2. **Resources table**: Table containing the resources that the player has acquired and their amounts.

3. **Private objective card:** Two objective cards, from which the player will decide his/her secret objective.

4. **Common objective cards:** Two objective cards, representing the common objectives of the game.

5. **Player's hand / starter card:**This is the area where the starter card is first displayed, so that, the player can choose its side and place it; once placed, the player's hand is found in this area.

6. **Playground:** This area represents the playground area.

7. **Command's area:** In this area, the player can enter and view commands.[3]

8. **Chat:** This is where players can find the messages they have sent during the game.[4]

9. **Face up cards:** Four face up cards.

10. **Golden and Resource Deck:** The golden and resource deck respectively.

5 OTHER COMMANDS

5.1 Spy

Spy on someone else's playground by typing SPY + the username of the person you want to spy on. If, for example, you would like to keep an eye on "myusername"'s playground, you should:
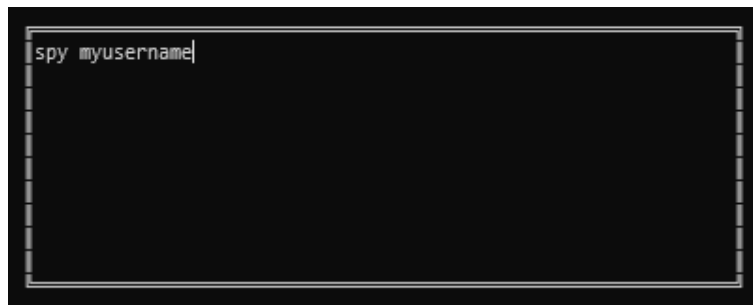

Figure 10: Spy command for spying mysusername

You can return to your playground with the command BACK.

5.2 MVPG

This is a useful command for moving inside the playground. Let's suppose that you are in the following situation, you have placed a card in the upper right part (blue card with lower right corner corresponding to quill), but the available positions after its placement don't appear (see Figure 11).

This is because the whole playground isn't displayed, so you must move to the right, to do this, use the MVPG command, writing the offset to which you want to move, in this case type MVPG 8,8, in this way, you will obtain the playground shown in the figure 12.

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3 Any errors and instructions are shown in and below the box.
4 If the message is private, only the recipient will be able to see it.

Figure 11: Overflowing playground before MVPG

Figure 12: New centered playground according to the given offset

5.3 PM

It is possible to write a private message using the following structure: PM <recipient> <content>. For example, if you want to write a private message to "user1", it will look like this: PM user1 messageContent. Please note that these three parameters must be separated by spaces

5.4 M

Unlike private message, public messages don't need to specify the recipient of the message, as the message is sent by broadcast. Its structure is as follows: M contentOfTheMessage.

5.5 Rulebook

The rulebook is reachable by typing the command RULEBOOK, this consists of two pages, in which there are brief game instructions and some useful conventions to play, such us: the legend of symbols and the different position cases of the objective cards with a position condition.
You can also type a message while consulting it and move between pages, always typing RULEBOOK an then the number of the page you want to go to; return using the BACK command.

5.6 Help

By typing HELP, you will see the actions available to you. This command can be used at any time.

5.7 Quit

Quit the game, no matter what phase you are in or where you are, just use the QUIT command.