

# Graphical User Interface (GUI) Documentation

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# 1 Introduction

The GUI is composed of the following scenes:

- **Connection Scene** → It's used to receive the connection parameters from the user
- **Select Username Scene** → It's used to receive the username from the user
- **Lobby Scene** → It's used to allow users to wait before the game begins
- **Setup Scene** → It allows users to complete the game setup
- **Game Scene** → It's the main scene where the game is played
- **Crash Scene** → It's the scene loaded when there is a server/client crash.
- **End Scene** → It's the scene where the winner (or winners, in case of a tie) are displayed

In every scene of the game, it's possible to open the Settings and Rulebook pop-up scenes by clicking on the icon located at the bottom right of the screen.



Figure 1: Settings and Rulebook

## 1.1 Icon Legend

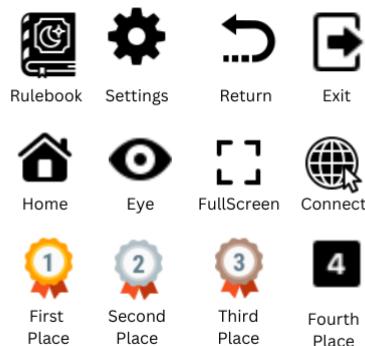


Figure 2: Icons by Icons8

## 1.2 Settings and Rulebook

Clicking on the settings button will open a pop-up that contains the settings, with three buttons: one to toggle fullscreen mode, one to close the settings pop-up, and one to quit the game. Additionally, there is a list of commands. To close the pop-up, it is also possible to click again on the settings button.

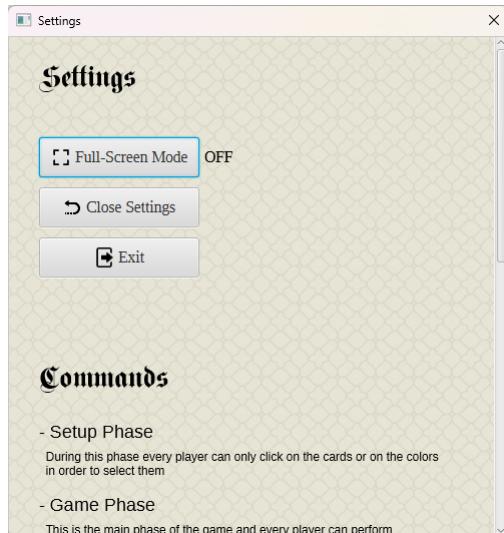


Figure 3: Settings

Clicking on the rulebook button opens a pop-up displaying the game rulebook. To close it, similar to the settings pop-up, it is possible to click again on the initial button.

## 2 Connect Scene

This scene receives the connection parameters from the user: the IP address of the server and the server port.

### 2.1 Overview

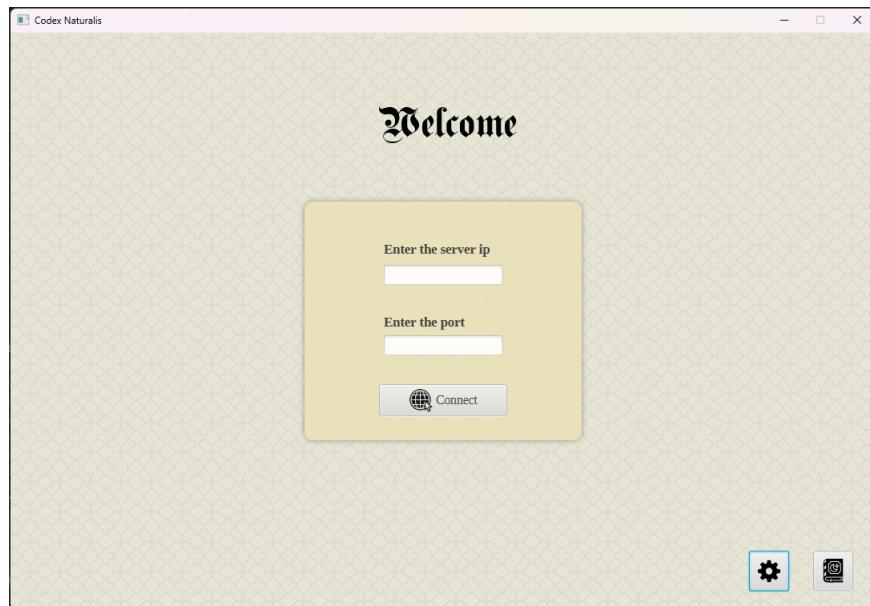


Figure 4: Connection Scene example

To start the connection, you need to press 'Connect' or press 'Enter' in the port field. Leaving the IP address field empty will connect to the localhost.

### 3 Select Username Scene

This scene allows the player to enter their username and join a game by pressing "Enter" after typing their username into the text field.

#### 3.1 Overview

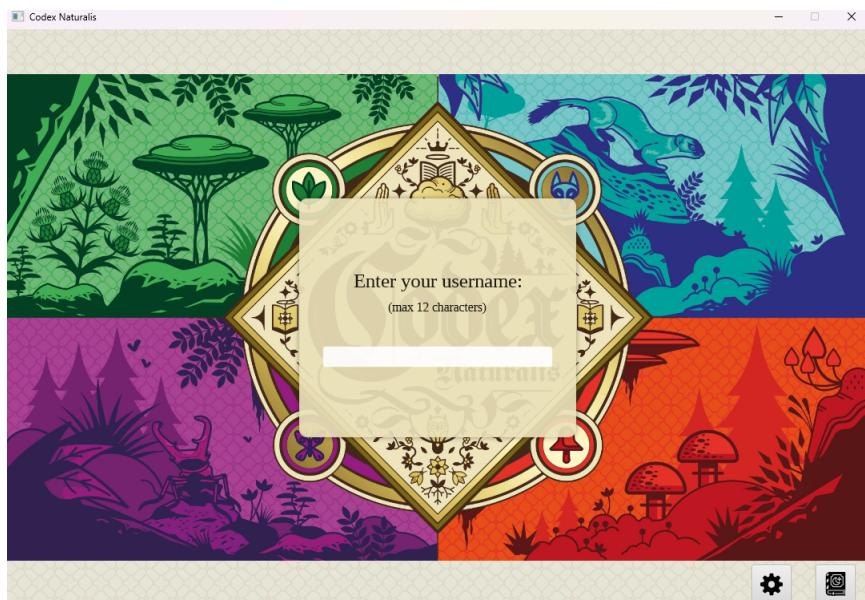


Figure 5: Select Username Scene example

The username must be unique and no longer than 12 characters.

## 4 Lobby Scene

This scene is used to wait for players to start the game. The first player to join the lobby becomes the creator and defines the number of players for the game.

### 4.1 Overview



Figure 6: Lobby Scene example

## 5 Setup Scene

This scene allows players to select their starter card side, color, and secret objective card by left-clicking on their desired card or color.

### 5.1 Overview

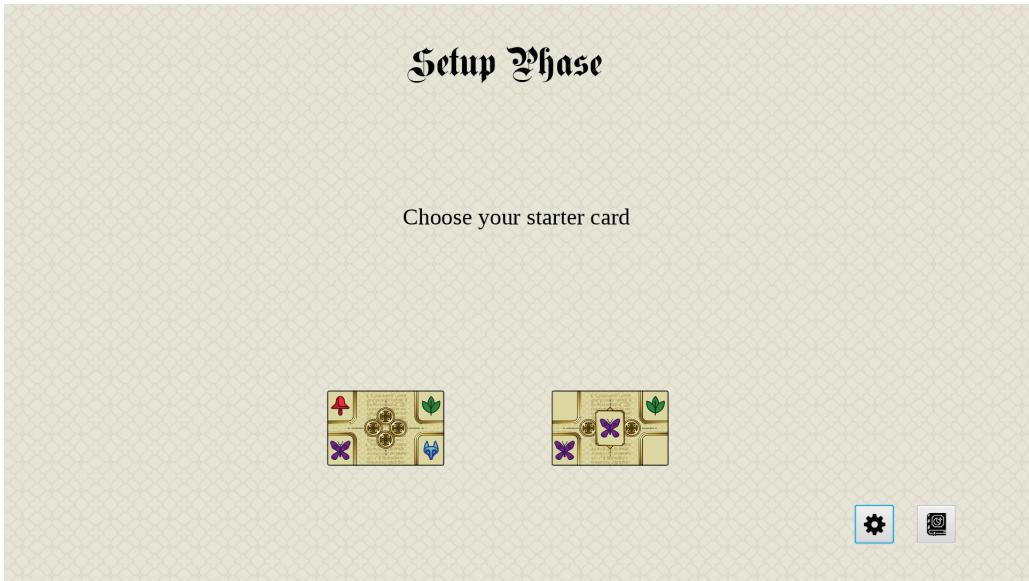


Figure 7: Setup Scene example

## 6 Game Scene

This is the main scene where the game is played, and represent the Game Phase.

### 6.1 Overview



Figure 8: Game Scene example

#### 6.1.1 Player Info Pane

Every player has their player info pane visible to all other participants with their information.

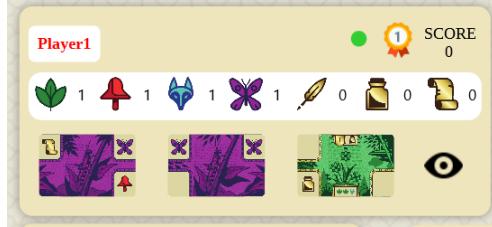


Figure 9: Player Info Pane example

This pane contains:

- Their cards (which can be flipped)
- An eye icon for observing their playground
- Their score and ranking
- Their resources
- Their name
- Their status, which is online if the circle is green or offline if it's grey

## 6.2 Commands

This scene allow the following action:

- **Actions the player can perform at any time:**

- **Flip the visible side of the cards:** left-click to flip other players' cards and right-click to flip your own cards.
- **Observe other playgrounds:** left-click on the EYE icon in the player info-box.s Then left-click on the HOME icon or one of your cards to return to your playground
- **Open Rulebook/Settings:** left-click on the BOOK/SETTINGS icon in the bottom right corner of the screen (left-click again to close it). s
- **Send Message:** select recipient from the multiple-choice menu under the chat, write your message and release ENTER to send it.

- **Actions the player can perform only during his turn:**

- **Place a card:** left-click on the card image to select its visible side and view all empty positions. Then, left-click on an empty position to place the card. To deselect the card, left-click on the card itself, or click on another card to change the selection. The card's side placed is always the visible one, even if the card is flipped after the selection
- **Draw a card:** left-click on one of the face up cards or one of the decks. This action can only be performed after a placing a card

When the game is suspended, which occurs when only one player (or fewer) remains connected, that player can only send messages.

## 7 Crash Scene

When a crash occurs, it's necessary to close the application and restart it to start a new game or reconnect to an existing one.

## 8 End Scene

This scene show the winner/winners to all the players. There could be multiple winners if the final score, the score obtained during the game, and the score obtained from objective cards (secret and common) are the same, and if the number of completed objectives is also the same. If the total score is identical but one player has completed fewer objective cards than others, the winner is the player who has completed more.

### 8.1 Overview

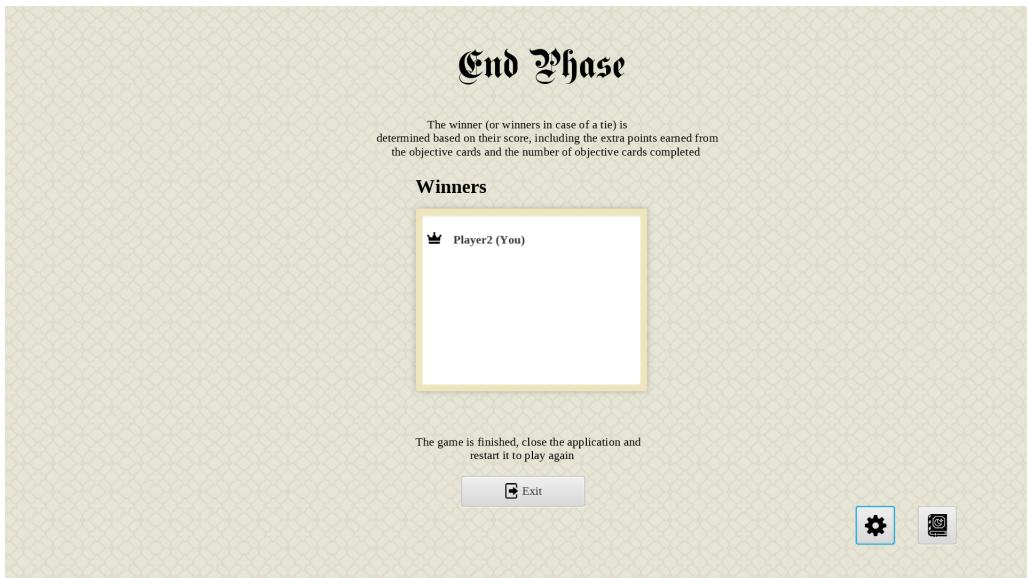


Figure 10: End Scene example

To start another game, you need to exit or close the application and then restart it.