User Manual

Jump In! SYSC 3110 Project

By: Jay McCracken 101066860

Purpose:

Creation of the Puzzle Game Jump In for the course SYSC 3110, being made for educational purposes.

**4 main milestone goals:**

* Basic game logic implemented in text-based format. Due October 18th (15%)
* GUI implementation of the game, and Unit tests. Due November 4th (20%)
* Add a solver and unlimited undo/redo. Integrate solver for hints. Due November 18th (30%)
* Add Save/Load feature, as well as a game level builder. Due December 2nd (35%)

**Basic Concept of the game:**

The object of the game is to move the rabbits and foxes around the game board until all the rabbits are safe in brown holes.

• Foxes move by sliding forward or backward. Foxes cannot jump over obstacles or be placed elsewhere on the board.

• Mushrooms are stationary and cannot be moved.

• Rabbits move by jumping horizontally or vertically over one or more spaces with obstacles: other rabbits, foxes, mushrooms or a combination of these:

    - Rabbits must land on the first empty space after a jump - they can never move over empty spaces.

    - Rabbits can never move without jumping over at least 1 obstacle, thus they can never move to an adjacent space.

    - A hole with a rabbit inside is an obstacle, while empty holes are not obstacles.

    - A rabbit can jump into – but not over – an empty hole.

    - If needed, rabbits can jump out of holes they are already sitting in.

    - Rabbits can jump over a fox no matter the orientation of the fox: tail to front, front to tail, or over the side.

How to Use:

The game is divided into parts the basics of the games changes depending on what milestone has been completed, see below how to use the milestones so far.

**Milestone 1:**

The game is currently set up as a text-based game. When the game loads in the it will all be within the console. The board will be created

**Milestone 2:**