



Rulebook

To play Fish-Kaboom you will have to first run the WelcomeWindow.java file and input the username you want. Other players will do the same.

As for the game itself, you will only use the mouse left and right click to play the game.

Left-Click: you will do the function of *fishing*.

Right-Click: you will do the function of *flagging*.

Fishing: The player fishes to find on the grid tiles that don't hide bombs. If the tile the player fished on has a number, that's the number of fishes the player has just caught. Each fish is worth 100 points (Example: a player discovers a tile with the number 3, 3 fishes = 300 points).

There's a catch though, not all tiles are safe, some have bombs. Bombs remove some of the fish caught by the player (and remove 500 points from its score to a minimum of 0 points).

To avoid bombs, players will have to work on the information on the board. The number each revealed tile has it's not only the number of fish caught on that tile but the number of bombs surrounding that tile (either directly on the diagonal, vertical or horizontal).

Players must try to avoid exploding bombs, once 5 bombs are exploded between all players, the game ends and the scores are totaled.

Flagging: The player flags tiles it might think are unsafe and that have a good probability of hiding a bomb. It helps are players to keep an eye on that tile for that same possibility.

Group 09

Scoreboard: Since we still have a prototype game, the scoreboard will have to be updated manually. To update the scoreboard is easy, you just click on the button of the row of the player that just clicked on a tile. If the tile had a number, you would click that number of times on the “+100 points” button, but if it was a bomb you click on the “Bomb!” button.

If for some reason you click by mistake on a “Bomb!” button you can easily remove a bomb by using the “Remove bomb.” button.

