



# **Council of Four Game Manual**

**Authors**

**Group PS19:**  
Facchini Andrea  
Gianola Antonio  
Milanta Andrea

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# Starting the game

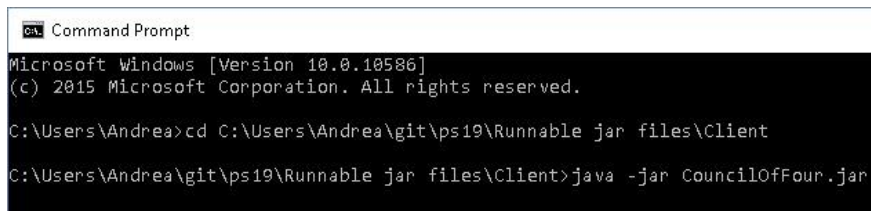
## Launching the game

The game can be started only from console.

After accessing the containing folder, the game is executed with the command:

```
java -jar CouncilOfFour.jar
```

Note: If you play with GUI make sure to have the folder “images” in the same folder of the .jar file



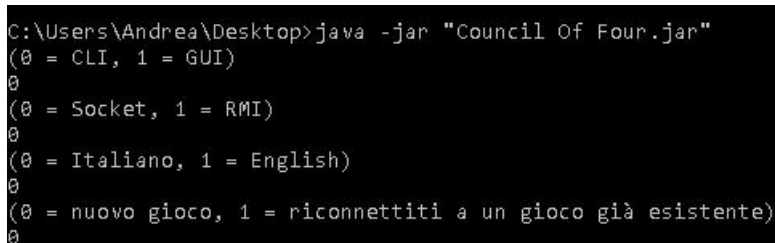
```
ca Command Prompt
Microsoft Windows [Version 10.0.10586]
(c) 2015 Microsoft Corporation. All rights reserved.

C:\Users\Andrea>cd C:\Users\Andrea\git\ps19\Runnable jar files\Client
C:\Users\Andrea\git\ps19\Runnable jar files\Client>java -jar CouncilOfFour.jar
```

## Setting game preferences

At the beginning of the game the player has to choose four settings with a numerical input

- User Interface: The player can choose to play on console (CLI) or with the Graphical User Interface (GUI).
- Connection Type: The player can choose whether to use Socket or RMI for connecting to the server.
- Language: The player can choose the language.
- New Game: The player can choose whether to start a new game or reconnect to an existing game



```
C:\Users\Andrea\Desktop>java -jar "Council Of Four.jar"
(0 = CLI, 1 = GUI)
0
(0 = Socket, 1 = RMI)
0
(0 = Italiano, 1 = English)
0
(0 = nuovo gioco, 1 = riconnettiti a un gioco già esistente)
0
```

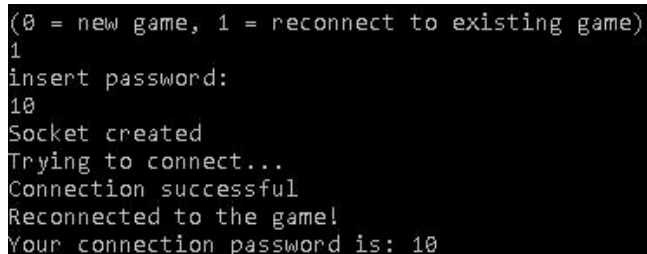
N.B. if an invalid input is inserted the choice has to be made again until a valid input is inserted.

## Reconnect to an existing game

Reconnection to an existing game is possible provided that a valid password is given and the game is still online.

All the preferences are local. Hence a player can reconnect to an existing game with new preferences.

If the password is valid the user will reenter the game and start playing when it is his turn.



```
(0 = new game, 1 = reconnect to existing game)
1
insert password:
10
Socket created
Trying to connect...
Connection successful
Reconnected to the game!
Your connection password is: 10
```

Note: If the password is invalid or the game has ended the player will be connected to a starting game and be given a new password.

# Command Line Interface

## Game Status Display

The game status is displayed by a number of strings giving various information to the player. After every action from any player which changes the “game board” the game status is updated and redisplayed automatically.

### Regions

Each region has a paragraph displaying the name, the balcony colors and the cities of the region. Also each region states its two shown business cards

```
region: HILL
balcony: [Orange, Black, White, Pink]
cities:
  Kiev:(#FFFF00, bonuses:(+ 3 coins, + 1 nobility points, + 1 victory points)number of emporia
  Lisbona:(Blue, bonuses:(+ 3 victory points, + 4 helpers)number of emporia
  Mosca:(#8B008B, bonuses:(+ 1 coins, + 4 helpers)number of emporia
  Novegro:(#FFFF00, bonuses:(+ 1 politic cards)number of emporia
  Orebro:(Blue, bonuses:(+ 3 victory points)number of emporia
permit tiles:
  first card: CITIES: Novegro, Mosca, BONUSSES: + 4 coins, + 5 victory points, + 6 victory points
  second card: CITIES: Kiev, Orebro, Novegro, Lisbona, Mosca, BONUSSES: + 2 coins
```

### King

Information about the king are displayed after the regions. In particular the current city of the king and its balcony are shown

```
KING
current city: Mosca
balcony: [White, Red, Black, Blue]
```

### Players

Player information are displayed as a list of interesting information.

All the data are public, hence know to all the players, except for the politic cards, which are private.

```
player: 11
number of emporia left: 1
coins: 11
victory points: 0
nobility points: 0
number of helpers: 2
number of main actions available: 1
number of quick actions available: 1
politic cards: [Orange, Black, Red, White, Black, Black, Blue]
free permit tiles:0
used permit tiles:0
```

## Nobility Path

The nobility path is displayed at the end of the “board” as a list of bonuses.

The position of every player can be inferred from the player own information.

The nobility path is there as a reminder mostly, as all the bonuses are applied automatically without requiring a formal request from the user

[0] stands for no bonus.

```
NOBILITY PATH:
0: [0]
1: [0]
2: [+ 2 coins, + 2 victory points]
3: [0]
4: [get bonus from one of your cities]
5: [0]
6: [+ 1 main actions]
7: [0]
8: [+ 2 politic cards, + 3 victory points]
9: [0]
10: [draw a permit tile from a region]
11: [0]
12: [+ 5 victory points, + 1 helpers]
13: [0]
14: [bonus from one of your permit tiles]
15: [0]
16: [get bonus from one of your cities]
17: [0]
18: [+ 8 victory points]
19: [+ 2 victory points]
20: [+ 3 victory points]
```

## Status Summary

At the end there is a little summary of the current situation.

**result** marks the result of the previous action.

“Everything is OK!” is the standard output.

If anything goes wrong (you don’t have money, player disconnected etc..) a relevant message is displayed in that field.

Finally there is a reminder of the active player id and your user id.

```
result: Everything is OK!
active player: 10
-----
you are player: 11
```

## Actions

When it is the turn of the player, the available choices are displayed and the system waits for the user input.

N.B. all inputs are given by mean of numerical reference (0 = choice0, 1 = choice1, ...).

## Standard player turn

The system only shows the actions the player can actually perform according to money, helpers, etc...

In particular, the action type choice is only offered when both quick and main actions are available.

In the same way, for instance, we can see that in the example the action to build a new emporium is not available, because the player would not be able to play it (No business card?)

```
choose the action type:
(0 = main actions, 1 = quick actions)
0
choose an action to perform:
(0 = build with the help of the king, 1 = elect a councillor,
2
choose a region:
(0 = PLAIN, 1 = HILL, 2 = MOUNTAIN)
2
choose a color:
(0 = Black, 1 = Blue)
1
choose a color:
(0 = Black, 1 = nothing)
0
choose a permit tile:
0 = CITIES: Parigi, Roma, BONUSSES: + 2 coins
1 = CITIES: Tirana, Roma, Stoccolma, BONUSSES: + 3 vict
0
```

Note: in case of invalid insertion the choices are reset and the player can choose again from the type of action (if optional)

## Market Phase

After every player has played his turn, the market phase is automatically started by the system.

Each player can create an order choosing how many helpers and cards to sell.

He then sets the price (money only) for his whole order.

If the player choses 0 helpers and 0 cards the order is considered empty and no price will be asked.

Once all the players have submitted an order, the player, according to his random given turn, has the possibility to buy an order.

The system in these case shows all the orders in the market, but then lets the user choose only between those he can actually afford.

```
how many helpers do you want to sell?(available: 1)
1
choose a politic card:
(0 = Joker, 1 = White, 2 = Red, 3 = White, 4 = Red, 5 = Red, 6 = Orange, 7 = nothing)
0
choose a politic card:
(0 = White, 1 = Red, 2 = White, 3 = Red, 4 = Red, 5 = Orange, 6 = nothing)
5
choose a politic card:
(0 = White, 1 = Red, 2 = White, 3 = Red, 4 = Red, 5 = nothing)
5
set the price for your order:
10
Everything is OK!. Waiting For Player

MARKET
orders:
  player: 12 [helpers: 1, politic cards: Joker,Orange, permit tiles: 0, price: 10]
  player: 13 [helpers: 1, politic cards: Black,Red, permit tiles: 0, price: 13]

choose an order:

  0 = [helpers: 1, politic cards: Black,Red, permit tiles: 0, price: 13]
  1 = nothing
```

## End Of Game

A game is either ended because one of the player has built 10 emporia or because there is only one player left in the game.

In either cases the winner is the player with the most victory points.

When a game is won every player is notified with the list of players ordered by how the finished and the explicit identification of the winner.

Note: It can happen that the winner is a disconnected player.

```
player: 10
number of emporia left: 9
coins: 2
victory points: 7
nobility points: 0
number of helpers: 1
number of main actions available: 0
number of quick actions available: 0
politic cards: [Blue, Blue, Black, Black]
free permit tiles:0
used permit tiles:0

player: 11
number of emporia left: 10
coins: 11
victory points: 2
nobility points: 0
number of helpers: 2
number of main actions available: 1
number of quick actions available: 1
politic cards: [Orange, Black, Orange, Joker, Pink, Black]
free permit tiles:0
used permit tiles:0

WINNER: 10

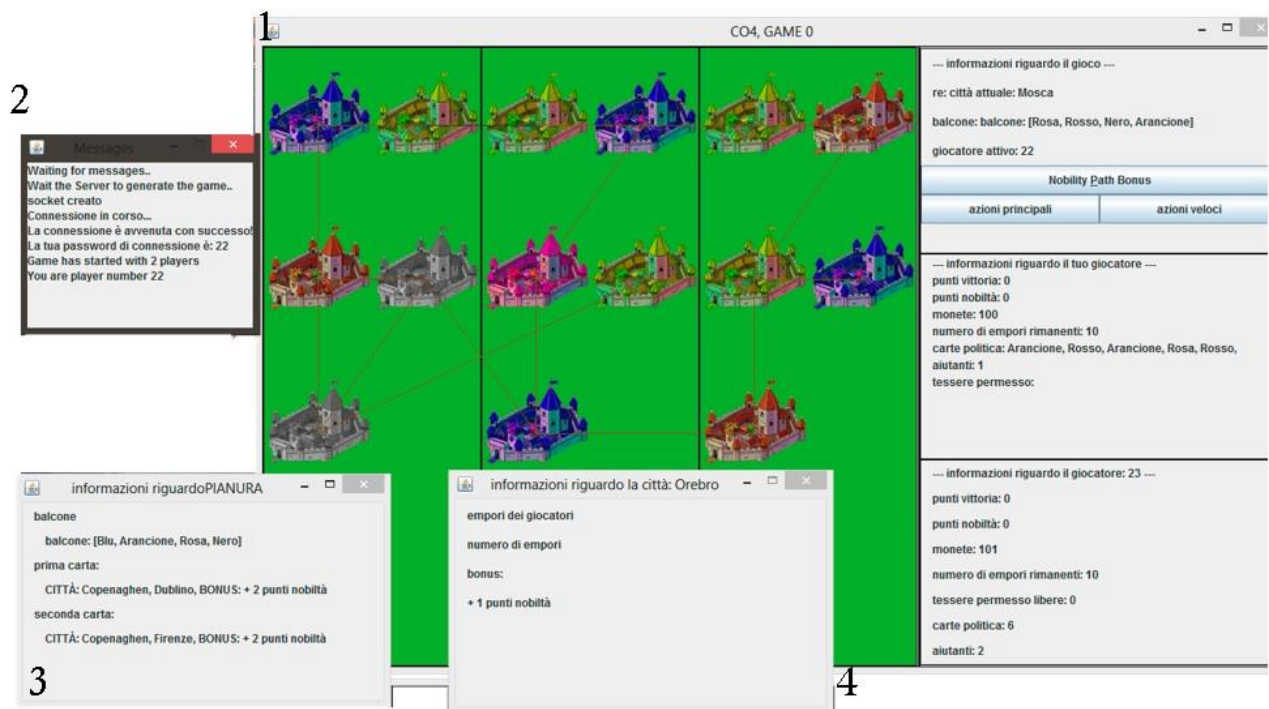
result: Enjoy your life, the game is over
Connection has quitted!
The program will now close
```

# Graphical User Interface



# Game Status

## Main Screen



The Main Screen of the game (1) is composed by the Map Panel in the center and an Information/ Actions Panel on the right. The first shows all the cities, with different colors and names on Tooltip. A frame with all the information is displayed by clicking a city (4). A similar panel (3) is opened when clicking on a region, the full green space in the bottom of the map.

On the right, the first panel shows information about the game and the possible actions, while the others show information regarding the other players.

A message panel (2) shows information about the server, the connection, the turn and notifies the market phase.

## Nobility Path

The Nobility Frame is opened by clicking at any moment on the “Nobility Path Bonus” button and allows to see all the bonuses in the Path.

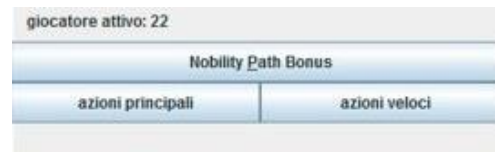
position:	bonus
0	
1	
2	+ 2 monete, + 2 punti vittoria,
3	
4	bonus di una città su cui hai un emporio,
5	
6	1 extra azioni principali,
7	
8	+ 2 carte politica, + 3 punti vittoria,
9	
10	pesca da una regione una tessera permesso,
11	
12	+ 5 punti vittoria, + 1 aiutanti,
13	
14	bonus di una tua tessera permesso,
15	
16	bonus di una città su cui hai un emporio,
17	
18	+ 8 punti vittoria,
19	+ 2 punti vittoria,
20	+ 3 punti vittoria,

# Actions

## Action Type

When it's the turn of the player, the Action Buttons are enabled. The player can choose to take a fast and a main action in the order he prefers.

By clicking on the type of the action, others Action buttons are generated, allowing the player to choose his move. Only the actions that the player can currently take are showed.



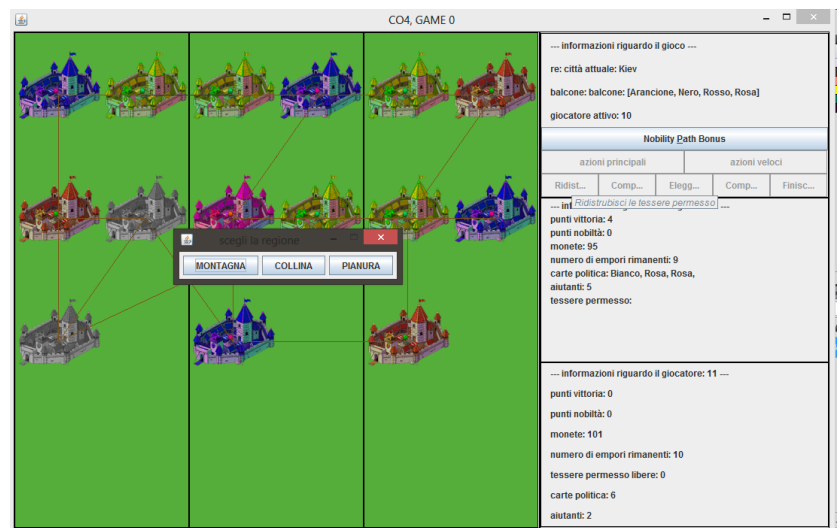
Note: once a button is pressed, it's **not possible** to revert the choice.

## Performing an action

After the player chooses his move, the game asks, with a chain of pop ups, more information, like in which region, city or card the player wants to play.

Only the possible plays are showed.

Note: once a button is pressed, it's **not possible** to revert the choice.



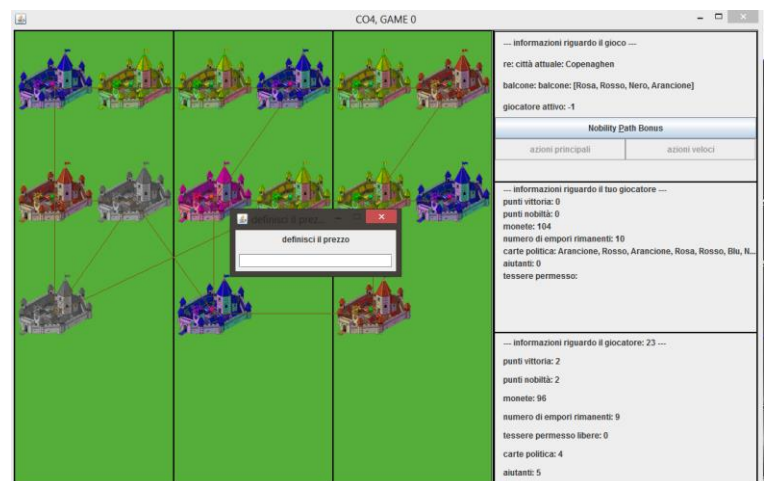
## Market Phase

### Preparing an Order

After every player has played his turn, everyone is asked to submit an order.

The question frames are similar to the ones from the action chapter.

After the player has created his order, he has to set the price via an insertion box.



### Buying an order

Once all the orders have been submitted, every player is shown the market and he has the possibility of buying an order.

The orders are all written in the Market Frame, while the Buy Frame show only the orders that the current player can actually afford.

The tooltip text shows a summary of the order.

