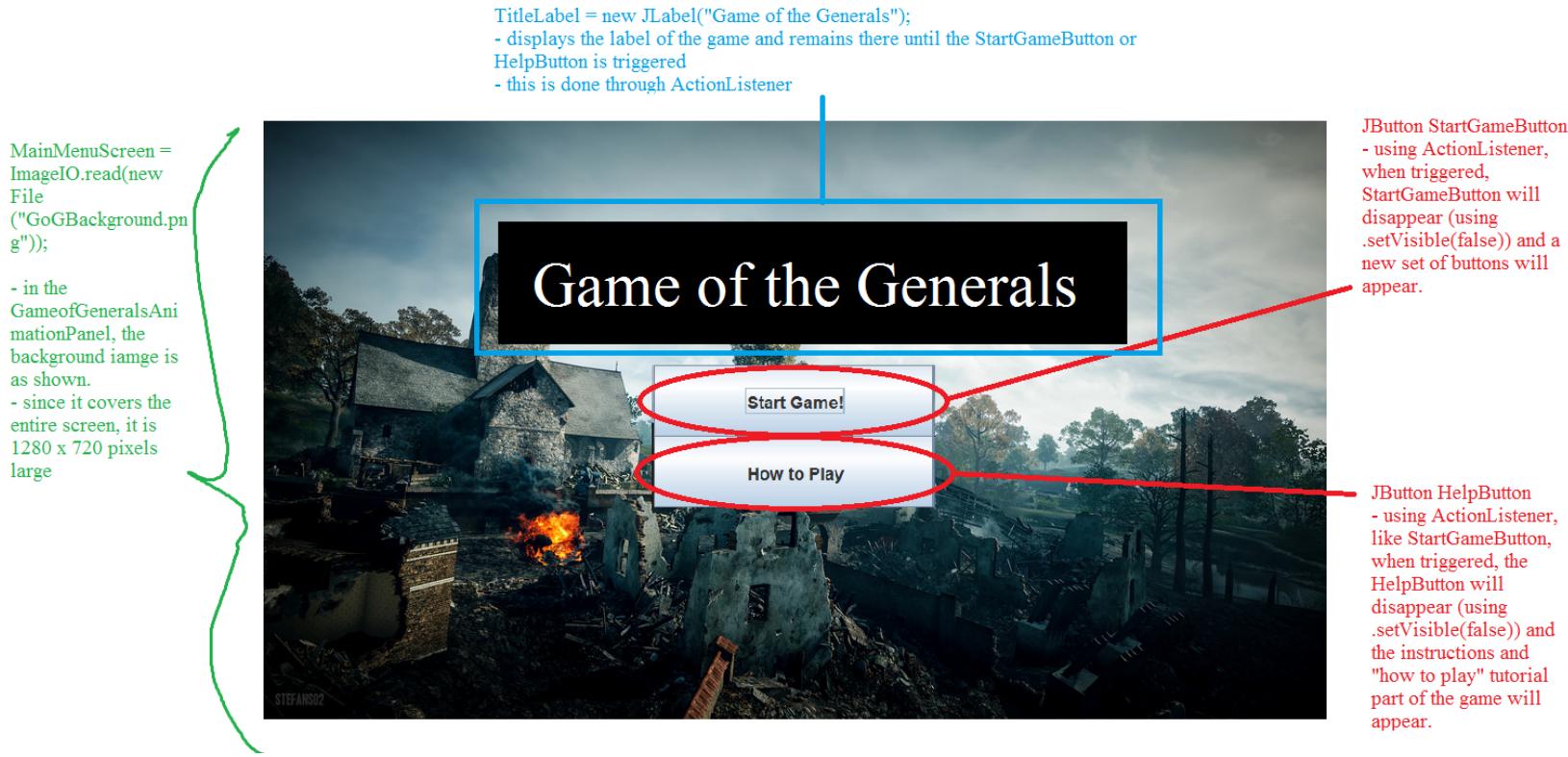
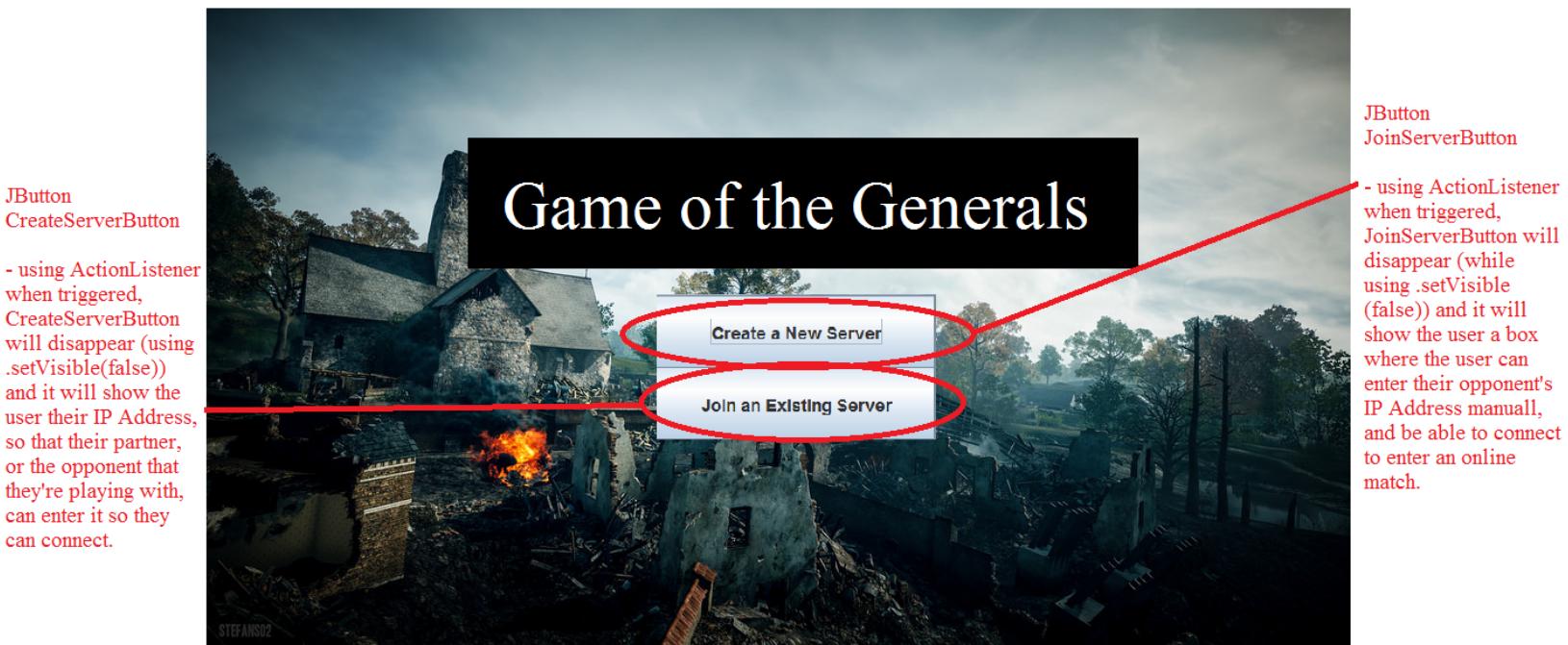


“Game of the Generals” - User Interface Screens

Screen 1: Displays when the player



Screen 2: Occurs after one clicks “Start Game!”

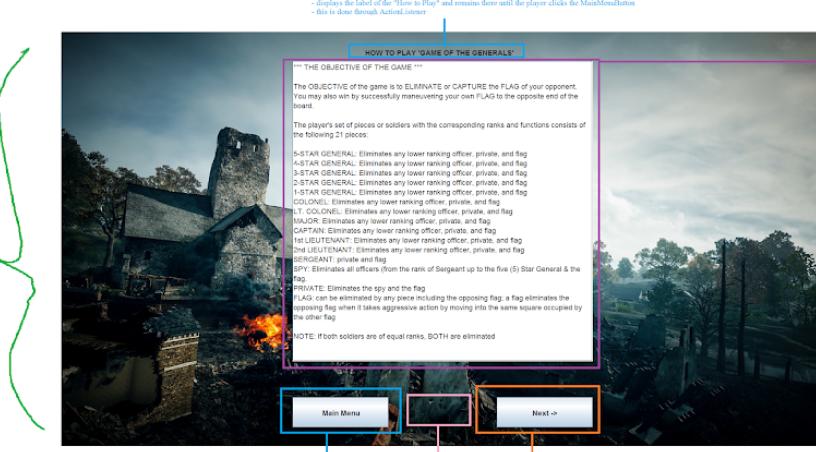


Screen 3: Occurs after the player clicks: "How To Play"

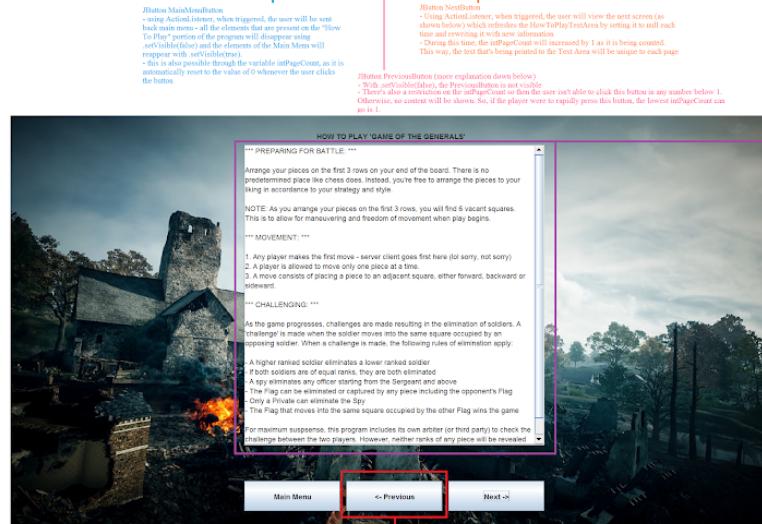
(These images will be available as separate pictures, since the text on some are too small.)

MainMenuScreen =
ImageIO.read(new
File
("GoGBackground.png"));

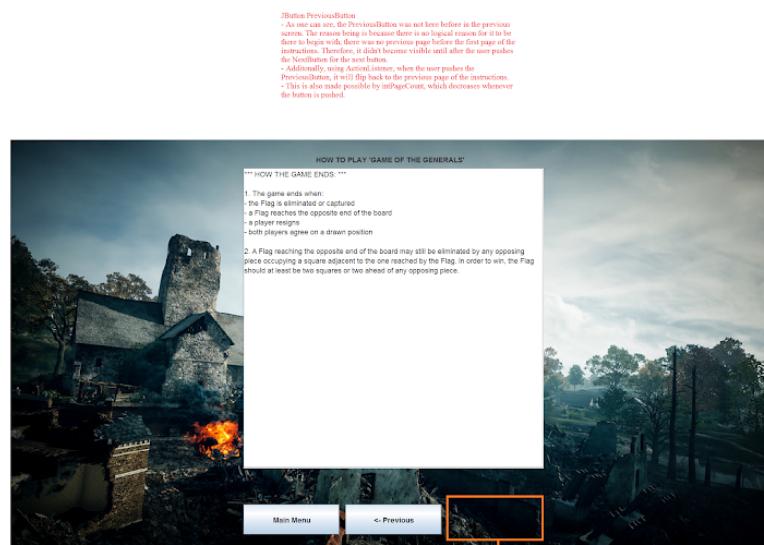
- in the GameofGeneralsAnimationPanel, the background image is as shown.
- since it covers the entire screen, it is 1280 x 720 pixels large



```
HowToPlayLabel = new JLabel("HOW TO PLAY 'GAME OF THE GENERALS'");
- display the label of the "How To Play" and remove from the MainMenuButton
- this is done through ActionListener
```



```
HowToPlayTextArea = new JTextArea();
- Using ActionListener, once the user triggers the HowToPlayTextArea will become visible
- This is done through the MainMenuButton
- In the HowToPlayTextArea, the instructions are shown. This is only a temporary display as it changes when the user triggers the MainMenuButton, Preconditions or MainMenuButton
- Each time that the player triggers an event that would cause the text to change, the previous text would need to be cleared. Therefore, this is done possible through HowToPlay.setCaretPosition(0)
```

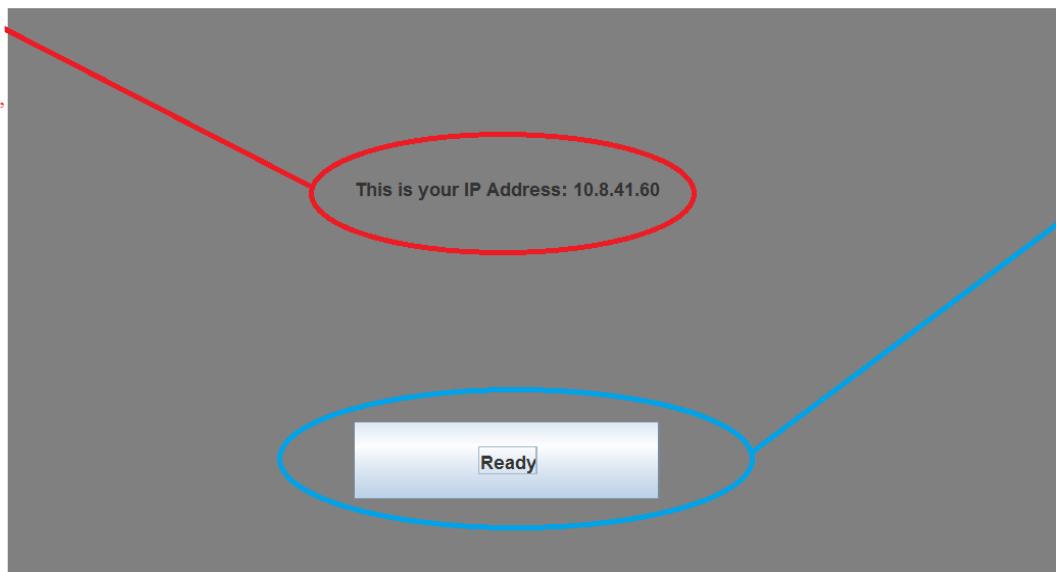


```
HowToPlayTextArea = new JTextArea();
- Using ActionListener, once the user triggers the HowToPlayTextArea will become visible
- This is done through the MainMenuButton
- In the HowToPlayTextArea, the instructions are shown. This is only a temporary display as it changes when the user triggers the MainMenuButton, Preconditions or MainMenuButton
- Each time that the player triggers an event that would cause the text to change, the previous text would need to be cleared. Therefore, this is done possible through HowToPlay.setCaretPosition(0)
```

Screen 4: Occurs after the player clicks: “Create a New Server!”

```
addAddress.setText  
(str.AddAddress);
```

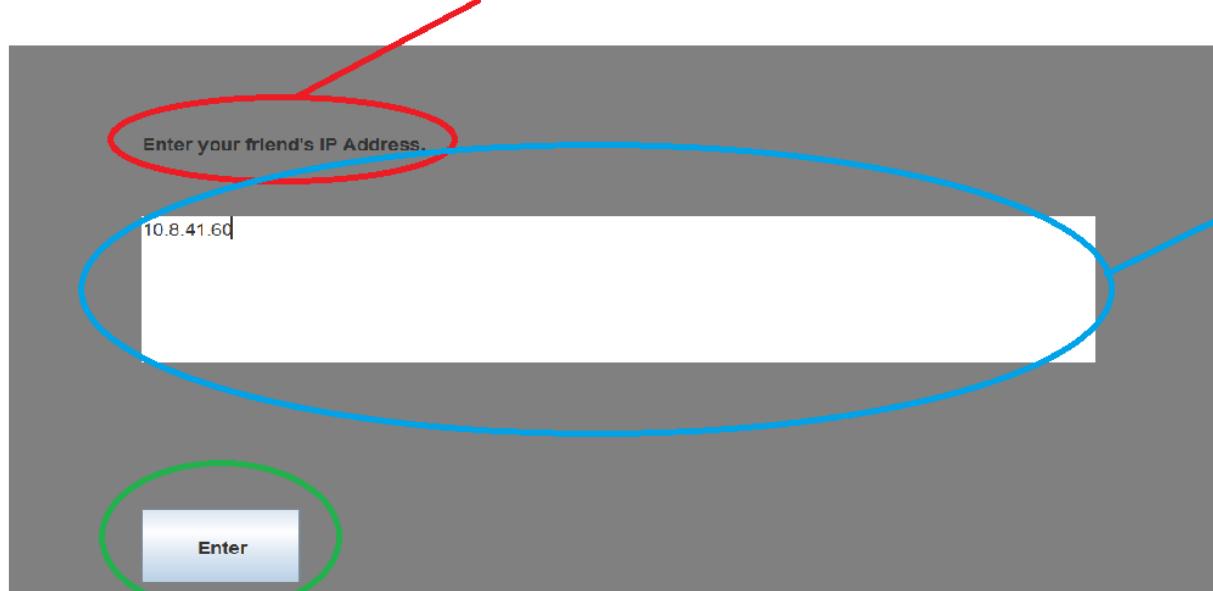
- using ActionListener, once the CreateServerButton is triggered, this screen will appear and grabs the IP Address for the user.
- using SuperSocketMaster.java and the code ssm.getMyAddress(), the program will retrieve the online address and display it through strAddAddress and addAddress.setText (strAddAddress);



JButton sReadyButton
- using ActionListener, when triggered, all the elements present on this current screen will disappear and launch the actual game
- this includes board and pieces, chat box, and legend
- this is done through .setVisible(true)
- the boolean variable called blnPlay will also change from blnPlay = false to blnPlay = true

Screen 5: Occurs after the player clicks: “Join an Existing Server!”

```
String strAddAddress = ("Enter your friend's IP Address: ");  
- Instructs the player to enter their opponent's or friend's IP Address which is provided by the user who clicks the "Create a Server" option
```



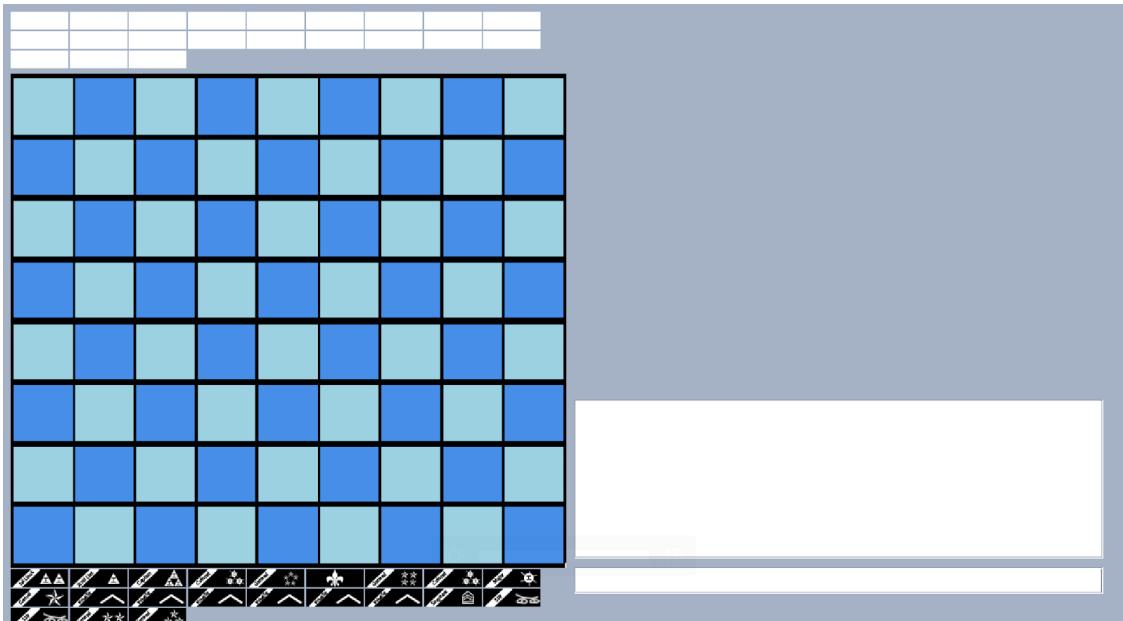
JTextArea addFriend

- Asks the user to enter their friend's IP address manually so that the two players can enter in an online game, since the connection is open for one client to enter

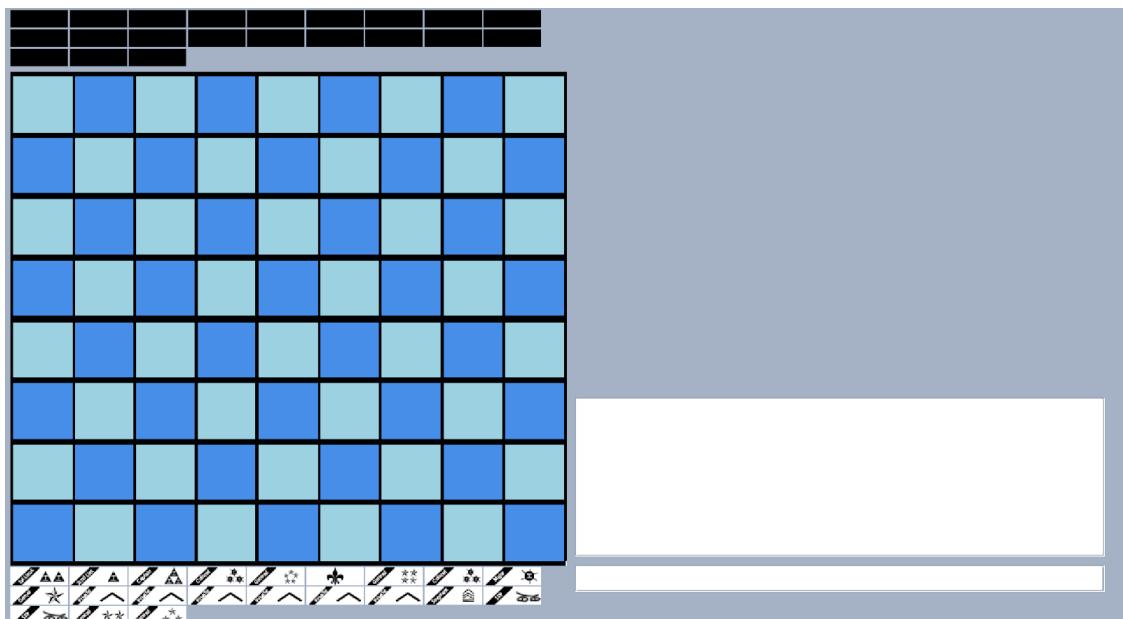
JButton enterButton

- Using ActionListener, once this button has been triggered by the user, SuperSocketMaster (or ssm) will use ssm.connect() to connect to the open server
- Once this connection has been established, the two players will be able to play "Game of the Generals" together
- All elements present on this screen will also disappear and show the actual game play instead

Screen 6: Occurs after the player clicks “Ready” in the “Create a New Server!”



Screen 7: Occurs after the player clicks “Enter” in the “Join an Existing Server!”

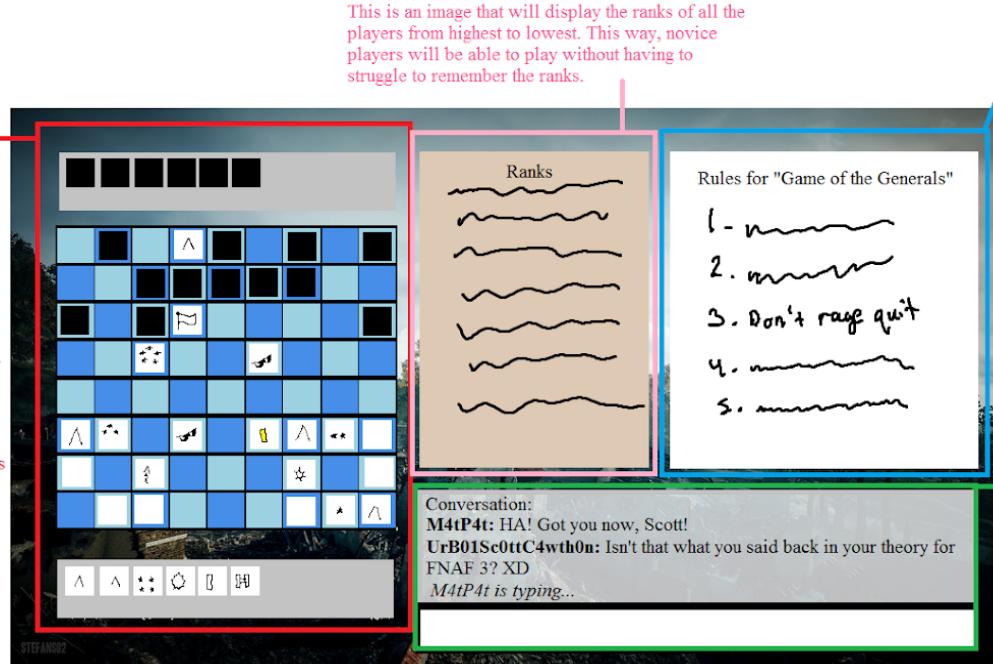


Note: Because the two players enter into the game into two different ways, they will have two different views of looking at the board - their pieces on the bottom with their ranks showing, while their opponent’s pieces are blank. Otherwise, they would be able to anticipate their opponent and, therefore, ruin the game.

Screen 8: During the Game (Fast Forward on Gameplay in the perspective of White Pieces)

This is where the two players play the actual game, itself.

- In the very beginning of the game, the players must drag and drop the pieces to their liking. This is shown in the grey boxes.
- Once both players place their pieces down, the game begins. The players drag and drop their piece to wherever they wish. However, a piece can only move 1 tile once per round to either left, right, up or down. No diagonal movement allowed.
- Due to the lack of an actual arbiter to compare the ranks of each player without the exposure of another piece, "Game of the Generals" comes with its own arbiter. It will compare the ranks of the two pieces once they end up on the same tile as each other. Whichever has the lower rank will return to the grey box and "dies".



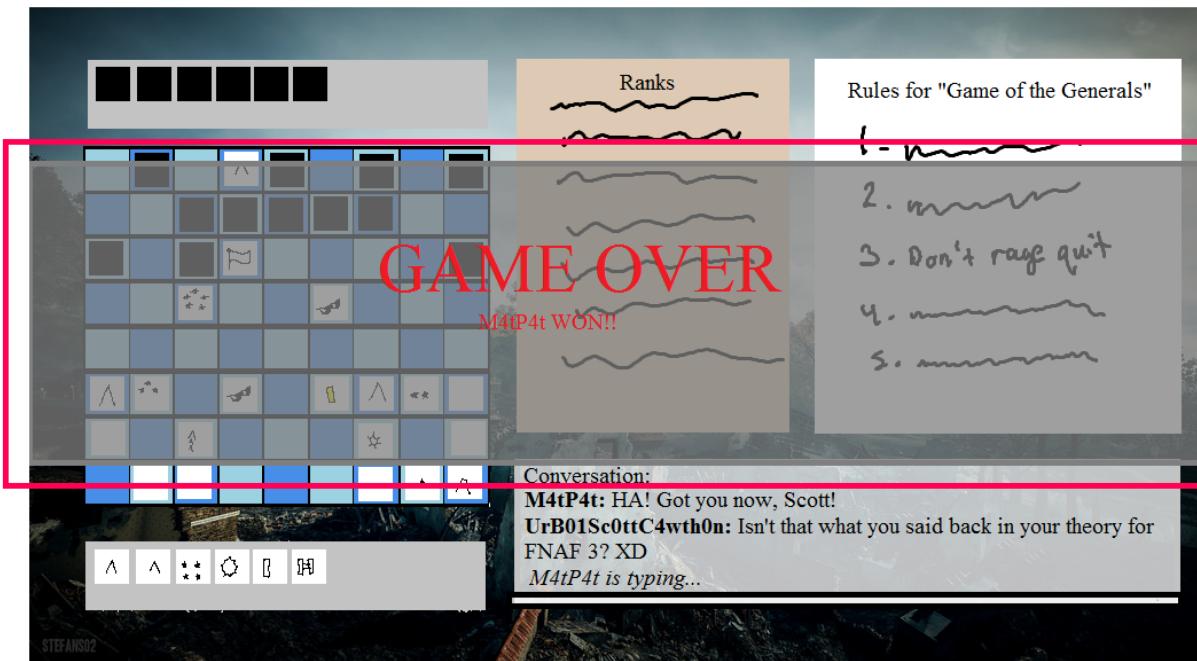
This is a textbox that will display a brief version of the rules that were displayed in the "How To Play" Screen.

- This is just in case the players need to refer back to the rules without much of a hassle.

This is the chat system which allows the two players to talk to each other throughout the duration of the game.

- The large text area is the chat history, so they are able to scroll back to previous text. Therefore, this requires a scroll pane.
- The small text box is where the player can type their response. In the case scenario where the player has a lot to say and exceeds the couple of lines that are shown, a scroll pane is also added.

Screen 9: End of the Game - GAME OVER (In the perspective of White Pieces)



Eventually, the game will come to an end. This can be done in two ways:

1. When one of the player's flag have been eliminated or captured
2. When one of the player's flag have reached the opposing end of the board

In the scenario where the opponent, which is Team Black, wins, then the game will check to see if one of these conditions are true. If so, then a message will pop up and say, "Game Over. [insert Opponent's name] won!!"

After this the game ends and the players cannot interact with the pieces or the chat system.

Screen 10: End of the Game - CONGRATULATIONS (In the perspective of White Pieces)



Eventually, the game will come to an end. This can be done in two ways:
1. When one of the player's flag have been eliminated or captured
2. When one of the player's flag have reached the opposing end of the board

In the scenario where the opponent, which is Team Black, loses, then the game will check to see if one of these conditions are true. If so, then a message will pop up and say, "Congratulations! [insert Opponent's name] won!!"

After this the game ends and the players cannot interact with the pieces or the chat system.