

RACE CLASH WARHAMMER 40 K SOULSTORM APPLICATION

About the project:

Race Clash Warhamer 40k Soulstorm is based on the game Warhammer40k Soulstorm by Relic.

It is a real time strategy game that allows the user o take command of one the races specified in the game.

By gaining command over the race race the user can then either play the game in a Single Player Mode or Multiplayer Mode.

Please click onto the below link to get to know more about the gme:

https://en.wikipedia.org/wiki/Warhammer_40,000:_Dawn_of_War_%E2%80%93_Soulstorm

In app the which I have created the user has two races to choose from:

First race is the *DarkEldar Race* and the second race is the *Necrons race*.

For example the first pane that appears on the screen shown to the user is the *Necrons Race Pane*.

The name of the units for the *Necrons Race* as well as their special abilities contained in the app were derived from:

https://gladiusrelicsofwar.fandom.com/wiki/Necron_units

The same things goes for all of the *Dark Eldar Race* units and abilities which were derived from the page:

https://warhammer-guide.ru/wiki/Dark_Eldar.html#google_vignette.

I have programmed the app in Java(using Eclipse for Java Developers) and made use of JavaFX which is: "an open source, next generation client application platform for desktop, mobile and embedded systems built on Java. It is a collaborative effort by many individuals and companies with the goal of producing a modern, efficient, and fully featured toolkit for developing rich client applications." to develop the whole of the app.

I provide the link to JavaFX and its properties below:

<https://openjfx.io/>

My goal was to try and create an application that somehow resembles the "clash" of the units as in the real game and allow the user to specify which units he wants to choose, how many and what special abilities they have.

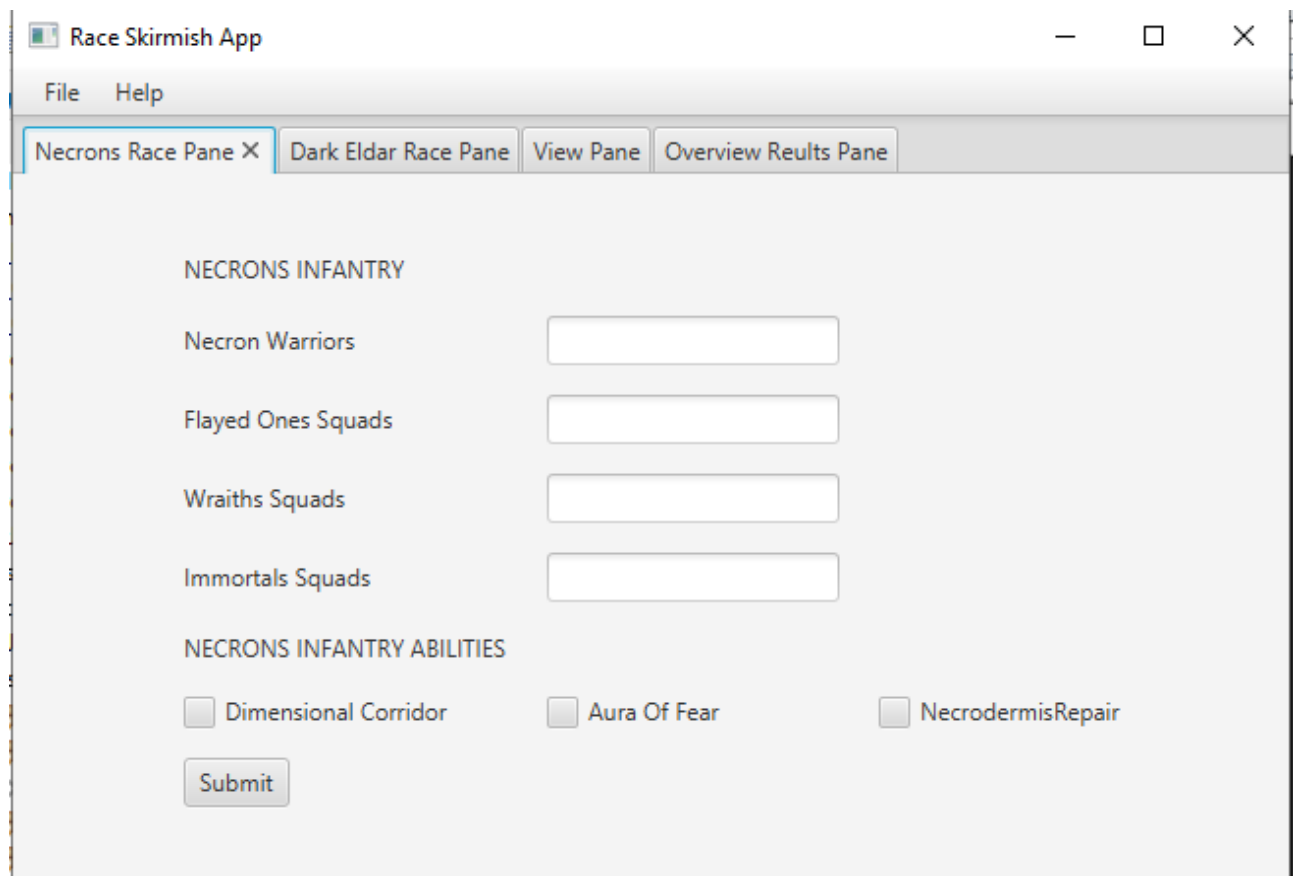
I hope that you find the whole of my application a worthwhile experience as well as learn a lot about the Java programming language and MVC architecture in general!

Application Functionality

The first Pane that appears to the user is the Necrons Race Pane.

NECRONS RACE PANE

The Necrons Race Pane looks like this:
(Please see the image on the next Page)



The screenshot shows a web application window titled "Race Skirmish App". It has a menu bar with "File" and "Help". Below the menu bar is a tabbed interface with four tabs: "Necrons Race Pane X", "Dark Eldar Race Pane", "View Pane", and "Overview Results Pane". The "Necrons Race Pane X" tab is active. The main content area of the pane is divided into two sections. The first section is titled "NECRONS INFANTRY" and contains four rows, each with a unit name and a text input field: "Necron Warriors", "Flayed Ones Squads", "Wraiths Squads", and "Immortals Squads". The second section is titled "NECRONS INFANTRY ABILITIES" and contains three checkboxes: "Dimensional Corridor", "Aura Of Fear", and "NecrodermisRepair". A "Submit" button is located at the bottom left of the pane.

In this pane the user can insert units such as:

- Necron Warriors
- Flayed Ones squad
- Immortals squad
- Wraith Squad

Please note!

In order for the score to be calculated correctly the user can only insert a number and ALL of the textBoxes must contain a valid text input.

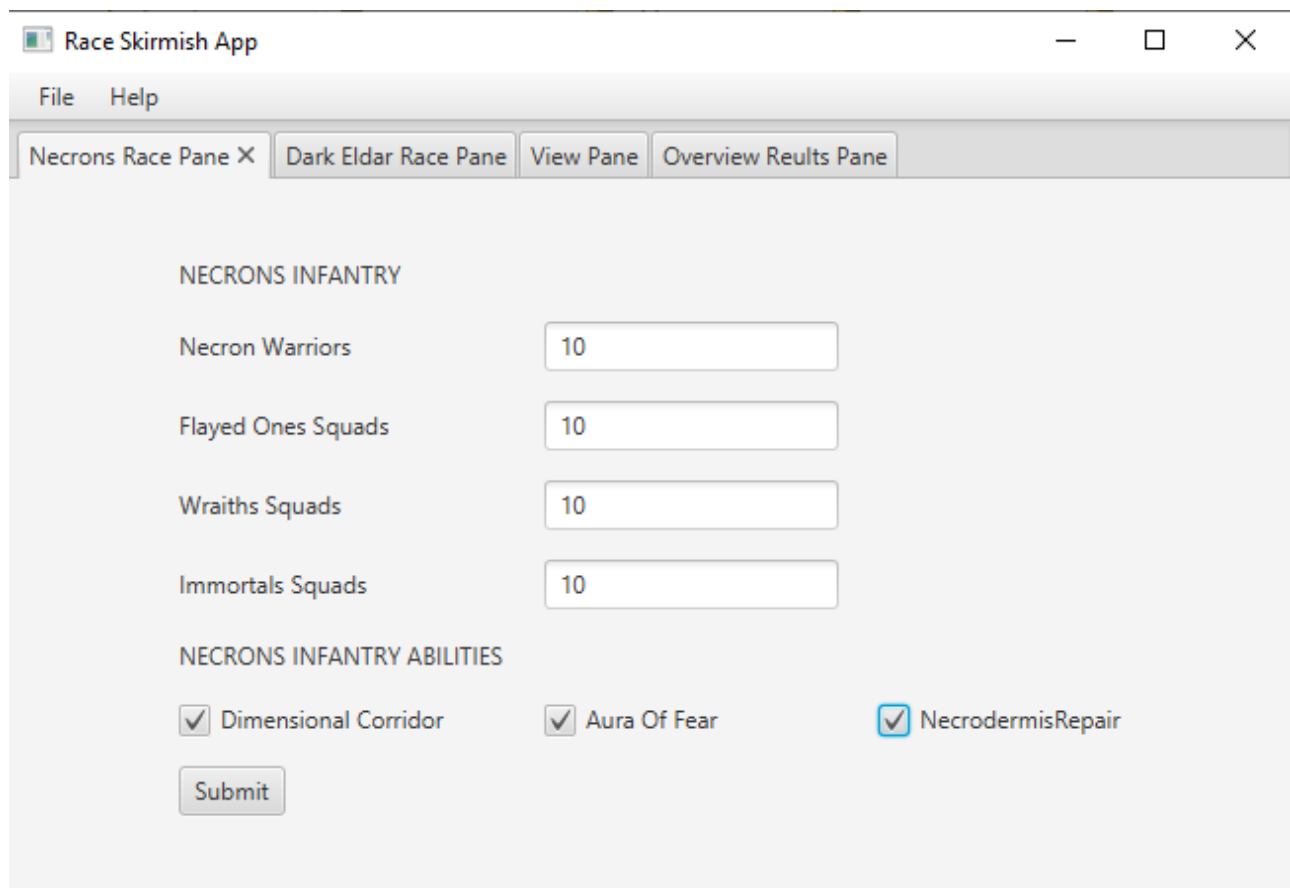
What is more the user has special abilities to choose from:

- Dimensional Corridor
- Aura Of Fear
- Necrodermis Repair

To assign a special ability the user must make use of the CheckBox.

By clicking onto the CheckBox special abilities are going to be assigned to chosen units.

The filled in NecronsRace Pane is going to look like this:
(Please see the image below)



The screenshot shows a window titled "Race Skirmish App" with a menu bar containing "File" and "Help". Below the menu bar is a tabbed interface with four tabs: "Necrons Race Pane X", "Dark Eldar Race Pane", "View Pane", and "Overview Results Pane". The "Necrons Race Pane X" tab is active, displaying the following content:

NECRONS INFANTRY

Necron Warriors	<input type="text" value="10"/>
Flayed Ones Squads	<input type="text" value="10"/>
Wraiths Squads	<input type="text" value="10"/>
Immortals Squads	<input type="text" value="10"/>

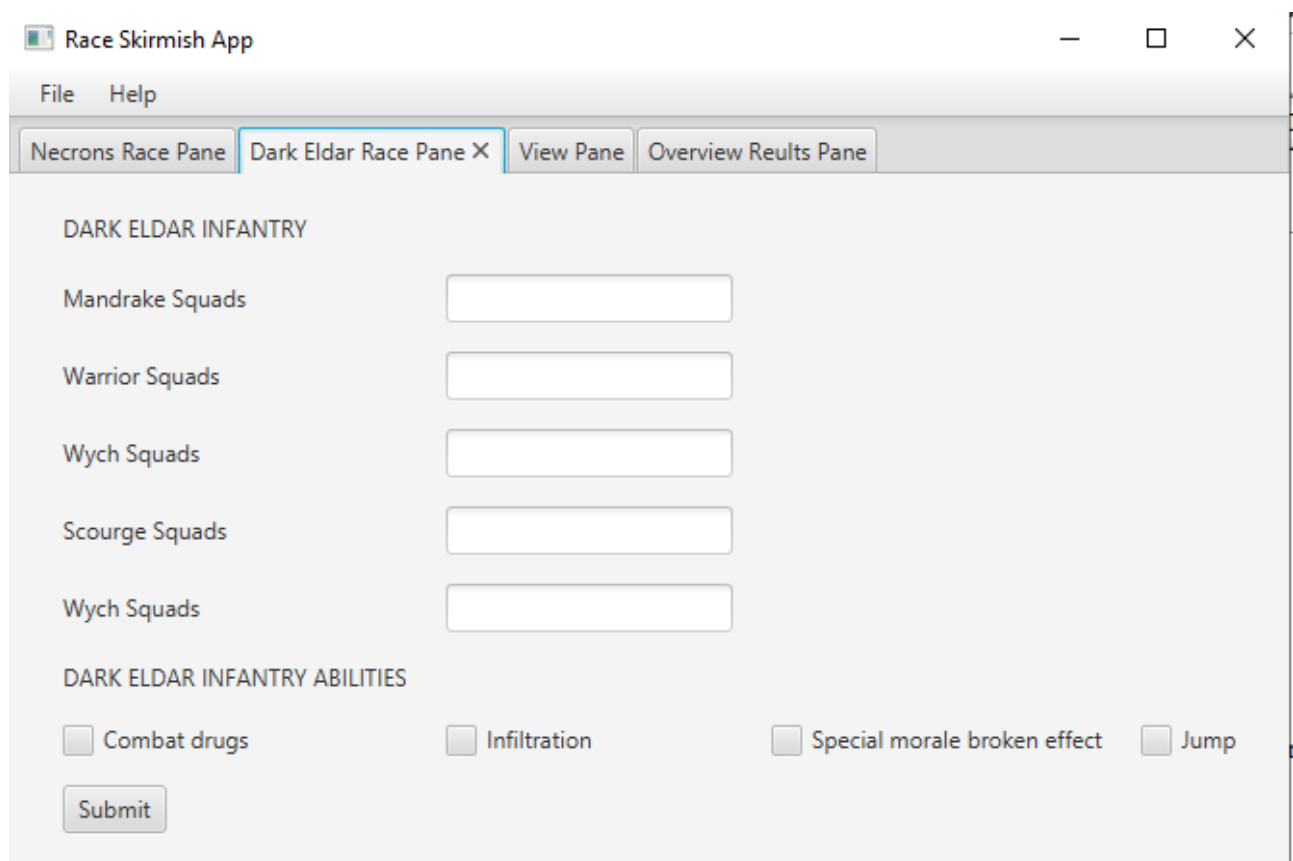
NECRONS INFANTRY ABILITIES

<input checked="" type="checkbox"/> Dimensional Corridor	<input checked="" type="checkbox"/> Aura Of Fear	<input checked="" type="checkbox"/> NecrodermisRepair
--	--	---

By clicking the **Submit** Button the amount of units and their abilities are transferred to the View Pane.

DARK ELDAR RACE PANE

The Dark Eldar Race Pane looks like this.
(Please see the image on the next page).



The screenshot shows a web application window titled "Race Skirmish App". It has a menu bar with "File" and "Help". Below the menu bar are four tabs: "Necrons Race Pane", "Dark Eldar Race Pane X" (which is active), "View Pane", and "Overview Reults Pane". The active tab displays the "DARK ELDAR INFANTRY" section with five input fields for "Mandrake Squads", "Warrior Squads", "Wych Squads", "Scourge Squads", and "Wych Squads". Below this is the "DARK ELDAR INFANTRY ABILITIES" section with four checkboxes: "Combat drugs", "Infiltration", "Special morale broken effect", and "Jump". A "Submit" button is located at the bottom left of the form.

The user has the following infantry units to declare:

- Mandrake Squads
- Warrior Squads
- Wych Squads
- Scourge Squads

- Warp Beast Packs

Please note: In order for the score to be calculated correctly the user should insert data of type integer to each of the corresponding TextBoxes.

ALL text boxes must be filled with valid input in order for the application to work correctly.

What is more he has the following DarkEldarAbilities to choose from:

- Combat Drugs
- Infiltration
- Special morale broken effect
- Jump

Please note: The user must tick the CheckBox in order for the special abilities to be added to the specified units.

The filled in Dark Eldar Race Pane is going to look like this:

The screenshot shows a window titled "Race Skirmish App" with a menu bar (File, Help) and a tabbed interface. The active tab is "Dark Eldar Race Pane". The pane contains two sections:

DARK ELDAR INFANTRY

Mandrake Squads	10
Warrior Squads	10
Scourge Squads	10
Wych Squads	101
Warp Beast Packs	10

DARK ELDAR INFANTRY ABILITIES

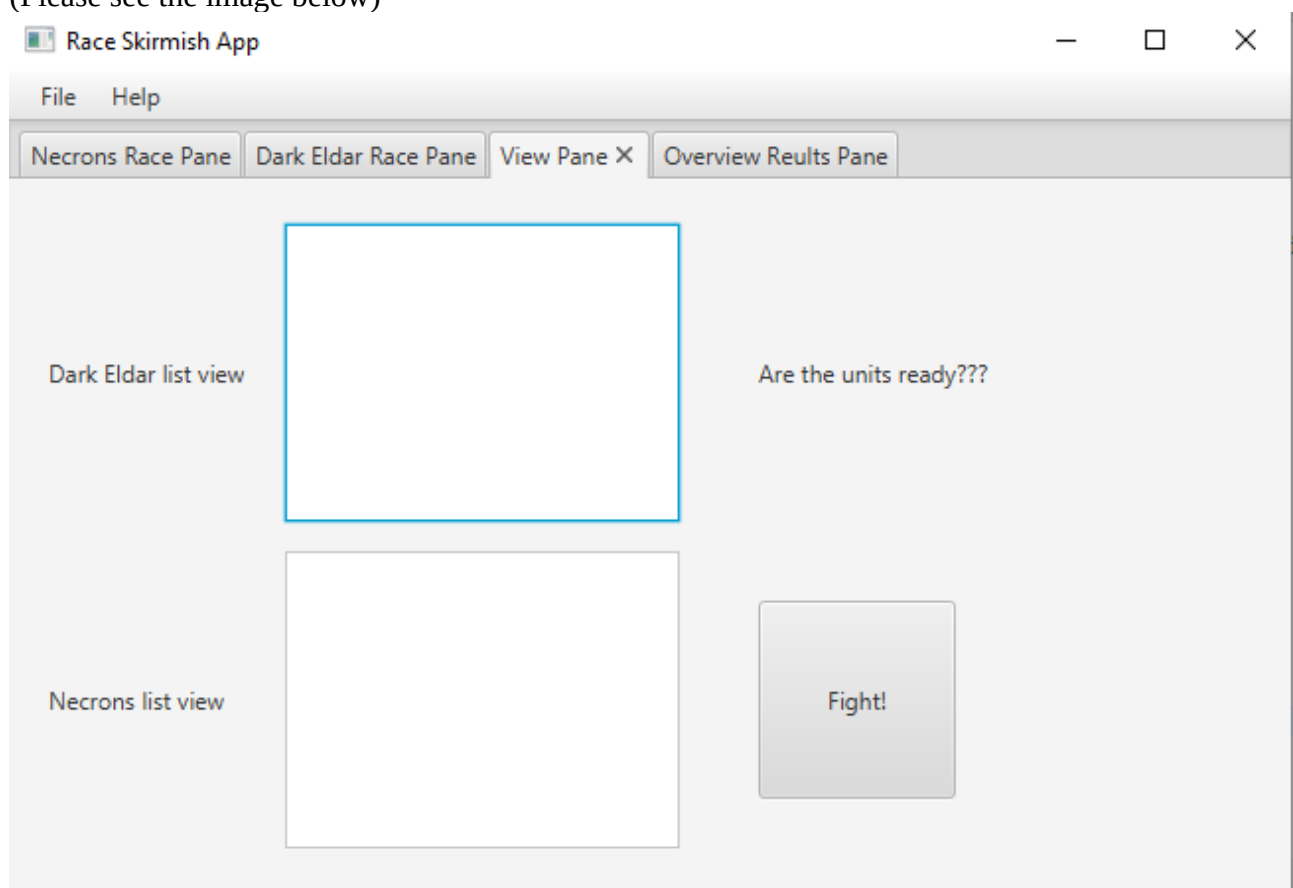
☒ Combat drugs
 ☒ Infiltration
 ☒ Special morale broken effect
 ☐ Jump

Submit

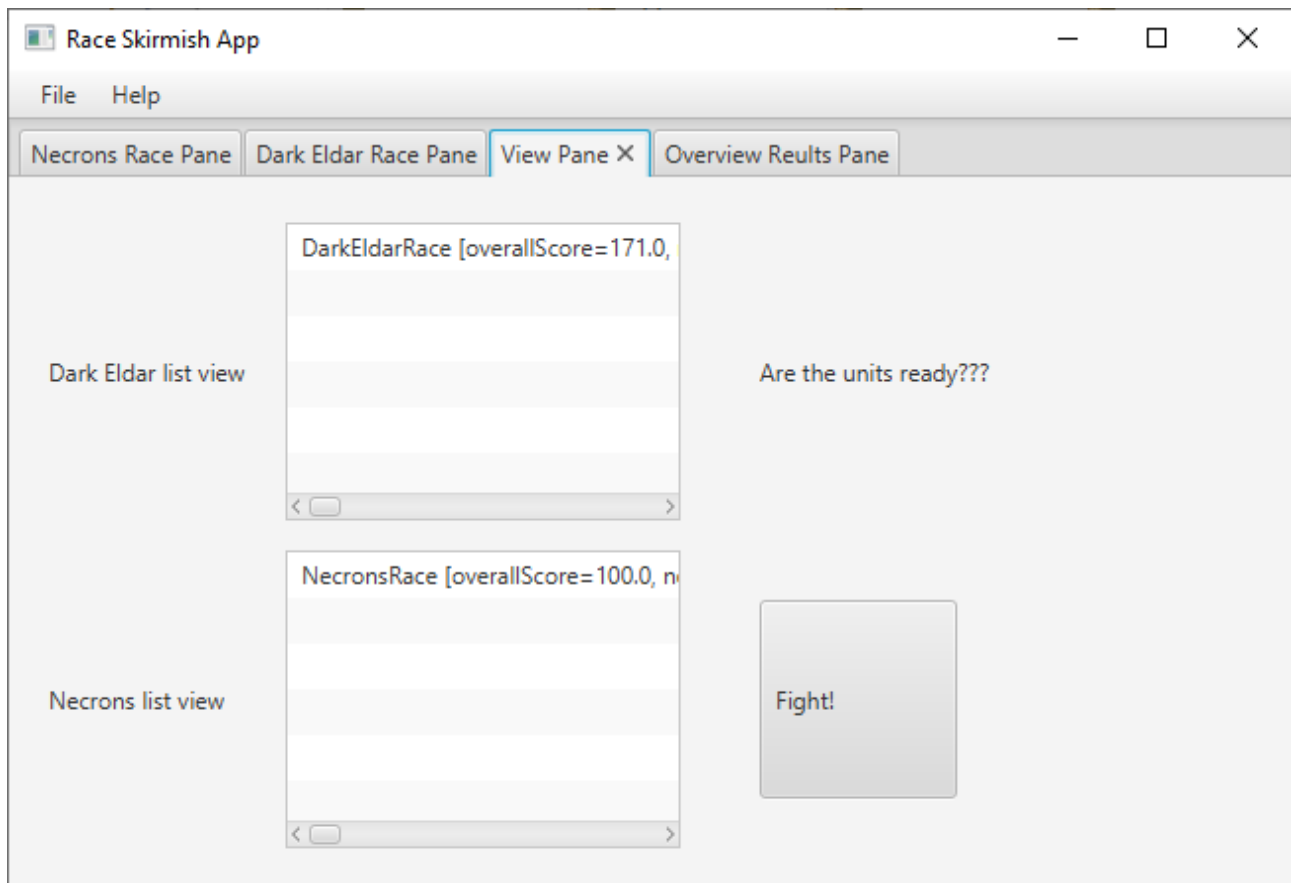
By clicking onto the Submit button the user submits the chosen units to the ViewPane.

VIEW PANE

The empty View Pane looks like this:
(Please see the image below)



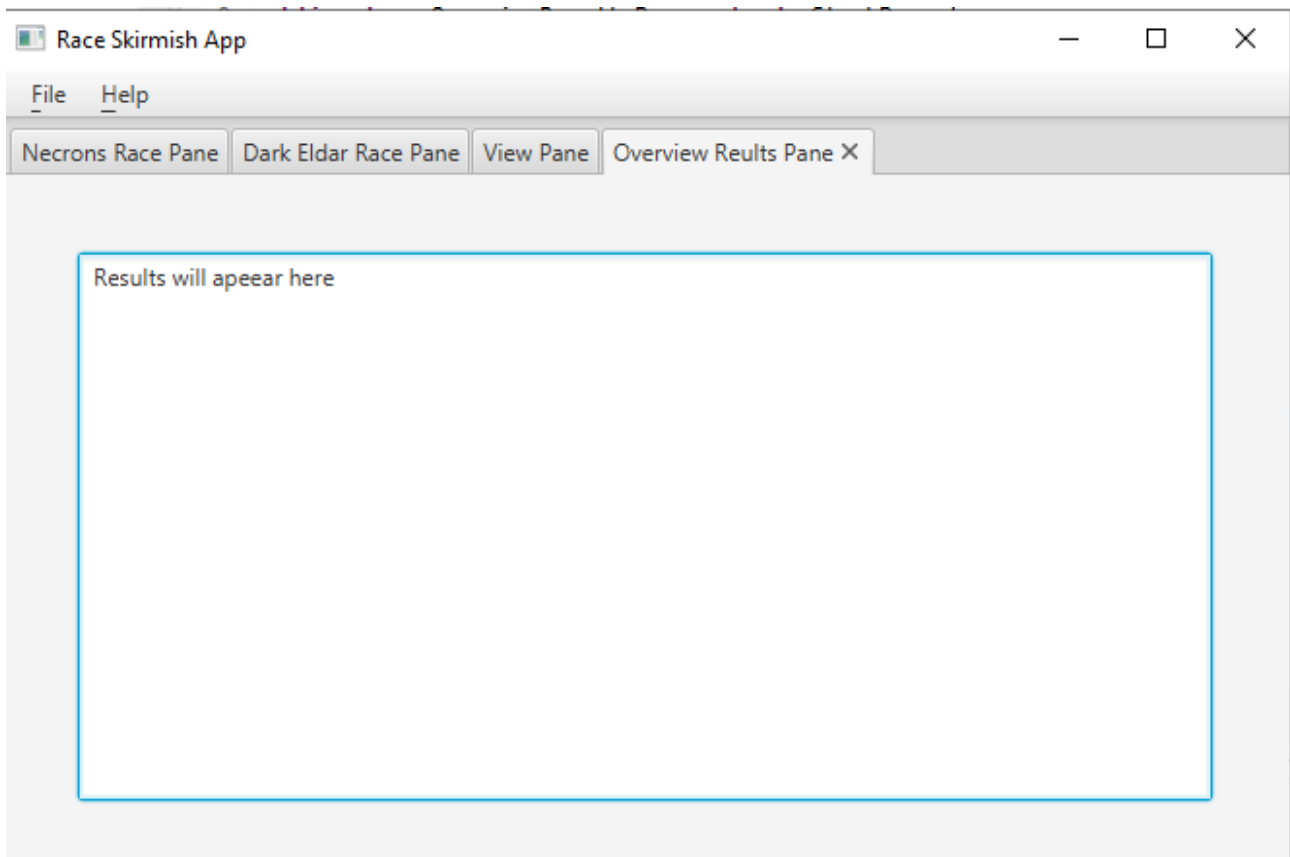
Taking into account the aforementioned examples(Necrons Pane and Dark Eldar Race Pane) and the data which we have submitted,the View Pane would look like this:
(Please see the next page)



By clicking onto the **Fight! Button** the units fight with each other and the results of the skirmish are displayed in the Overview ResultsPane.
(Please see the next page)

OVERVIEW RESULTS PANE

An empty Overview Pane looks like this:

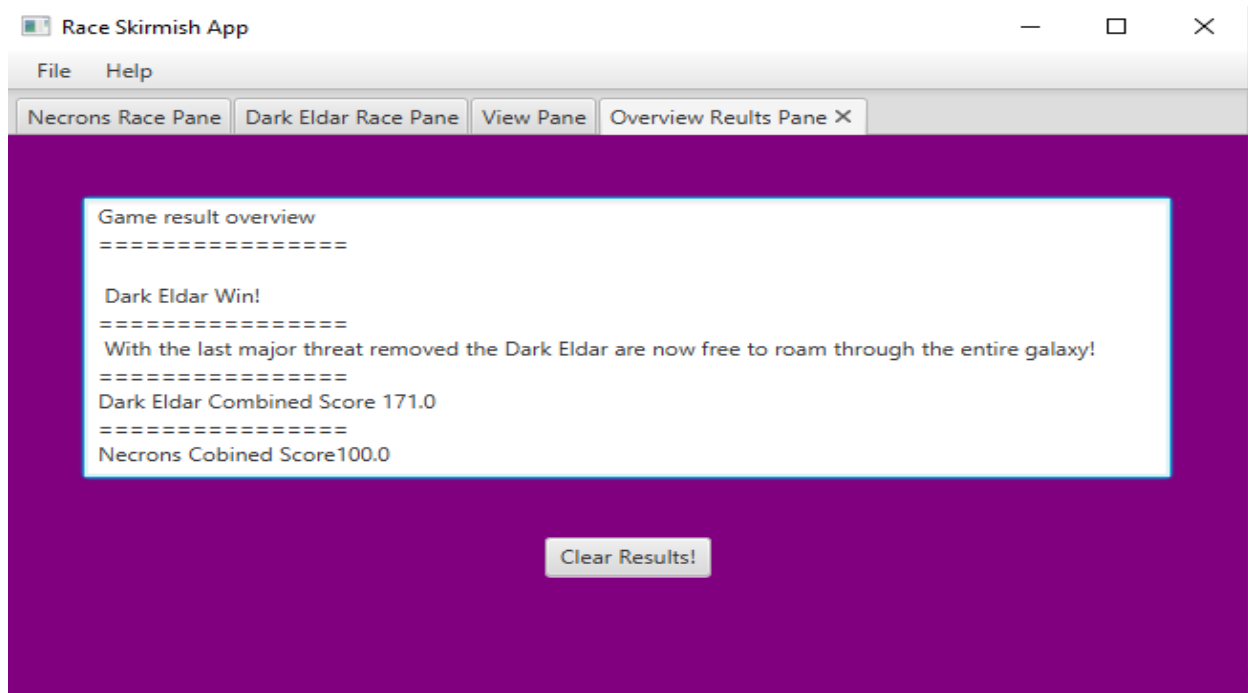


In this Pane the results are going to be displayed.

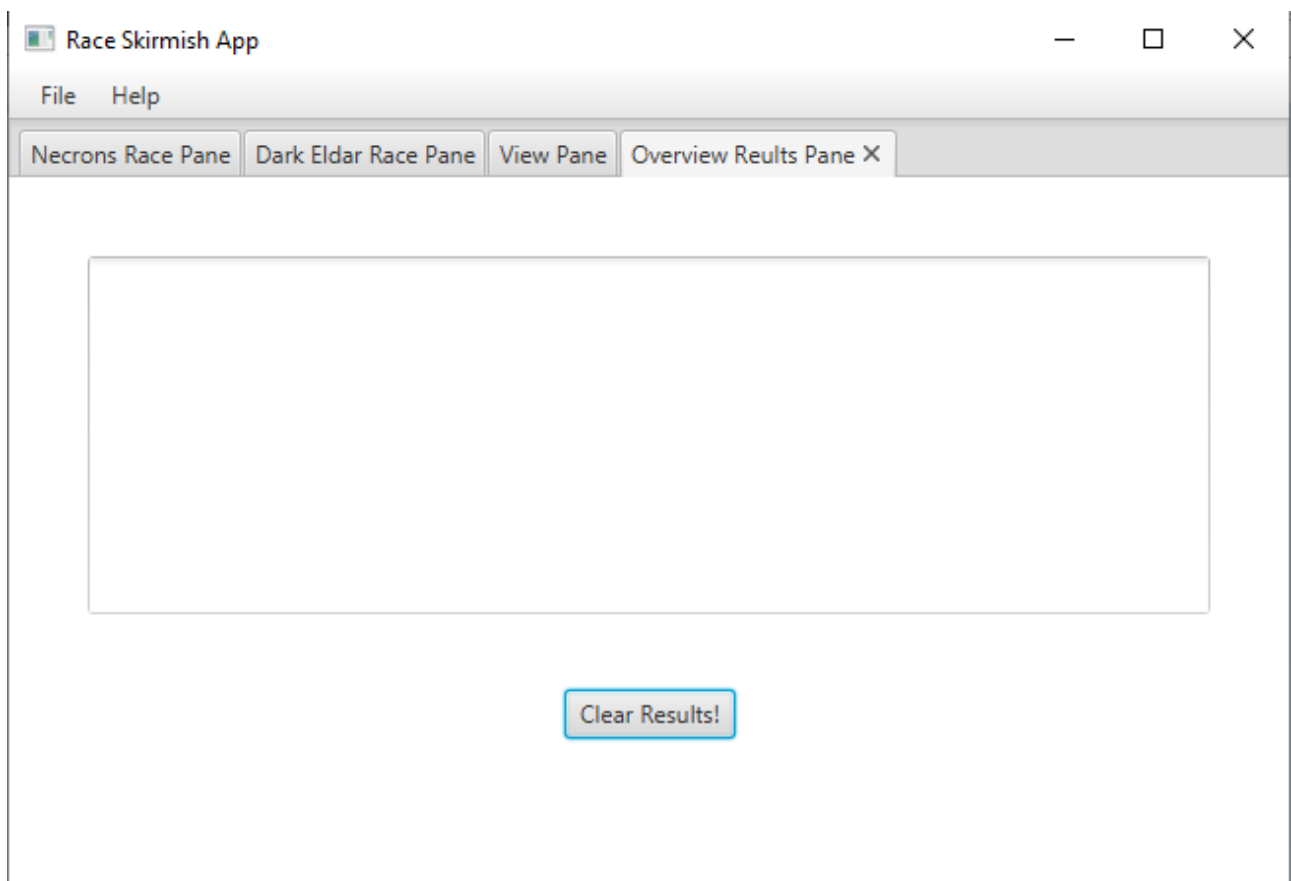
Depending on which race has a better score that race is going to be the winner.

Taing into account the aforementioned examples the OverviewResultsPane is going to look like this:

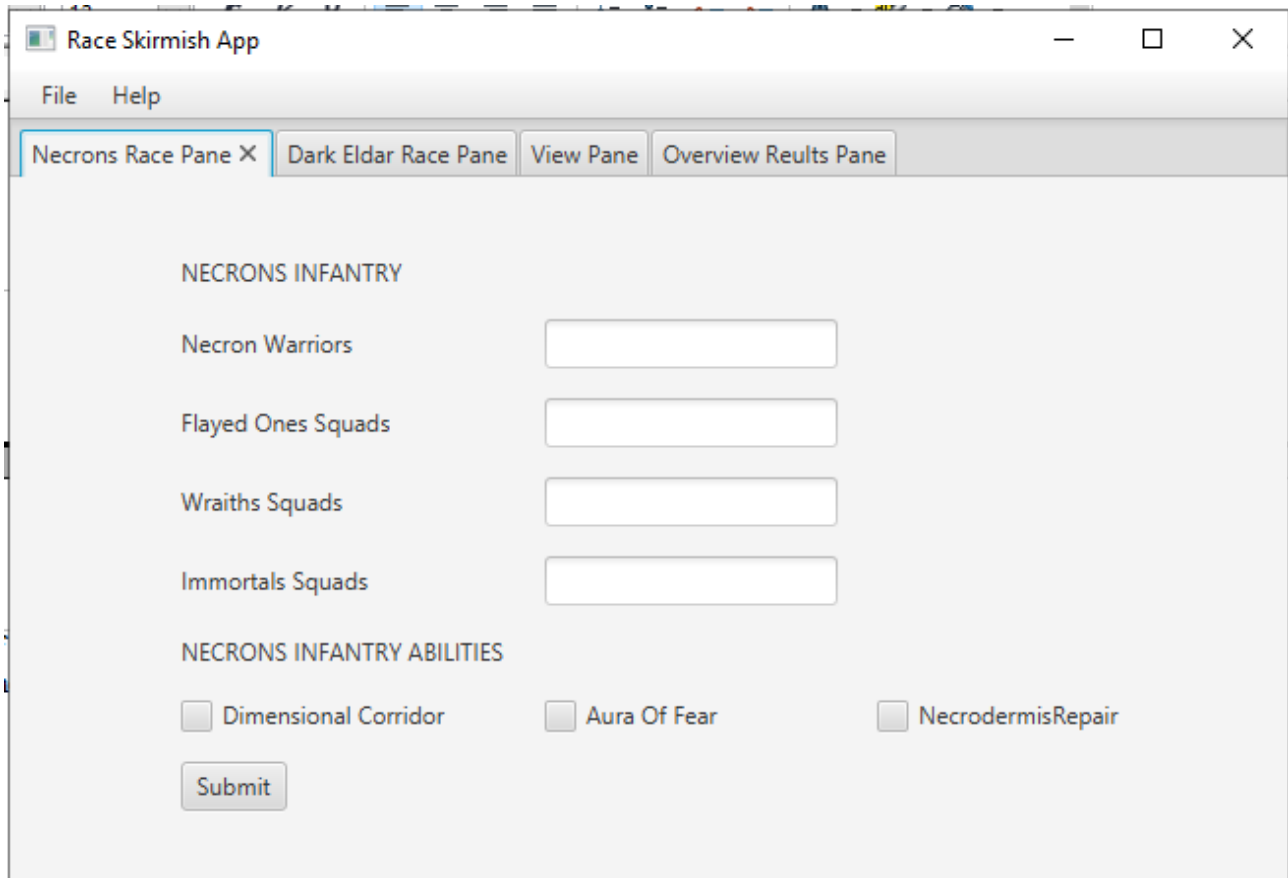
(Please see the image on the next page)



The user the has an option to clear the results with the "**Clear Results!**" **Button**. By clicking onto the button the results are going to be cleared, the user then has access to an empty Overview Results Pane,like so.

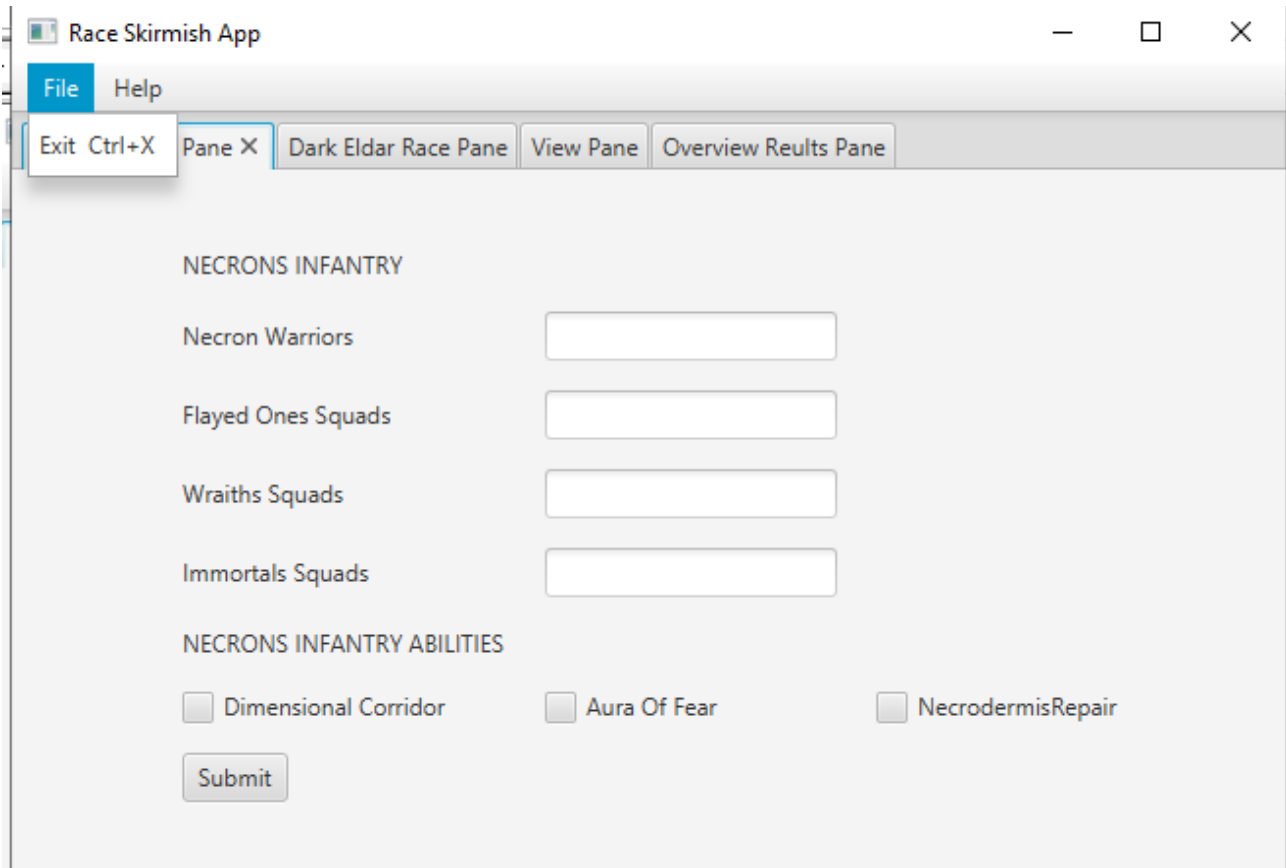


If he wants to he can later start the skirmish again by making use of the the Necrons Race pane at the beginning like so:



The screenshot shows a window titled "Race Skirmish App" with a menu bar containing "File" and "Help". Below the menu bar is a tabbed interface with four tabs: "Necrons Race Pane X", "Dark Eldar Race Pane", "View Pane", and "Overview Reults Pane". The "Necrons Race Pane X" tab is active. The main content area of the active tab is divided into two sections. The first section is titled "NECRONS INFANTRY" and contains four labels with corresponding input fields: "Necron Warriors", "Flayed Ones Squads", "Wraiths Squads", and "Immortals Squads". The second section is titled "NECRONS INFANTRY ABILITIES" and contains three checkboxes: "Dimensional Corridor", "Aura Of Fear", and "NecrodermisRepair". A "Submit" button is located at the bottom left of the active tab's content area.

He can repeat adding the information indefinitely and quit the application at any time by making use of the: File -> Exit Option like so:
(Please see the next page)



What is more the user can get to know more about the application by clicking the:
Help: About option, like so:

Race Skirmish App

File Help

Necro About Ctrl+A Dark Eldar Race Pane View Pane Overview Results Pane

NECRONS INFANTRY

Necron Warriors

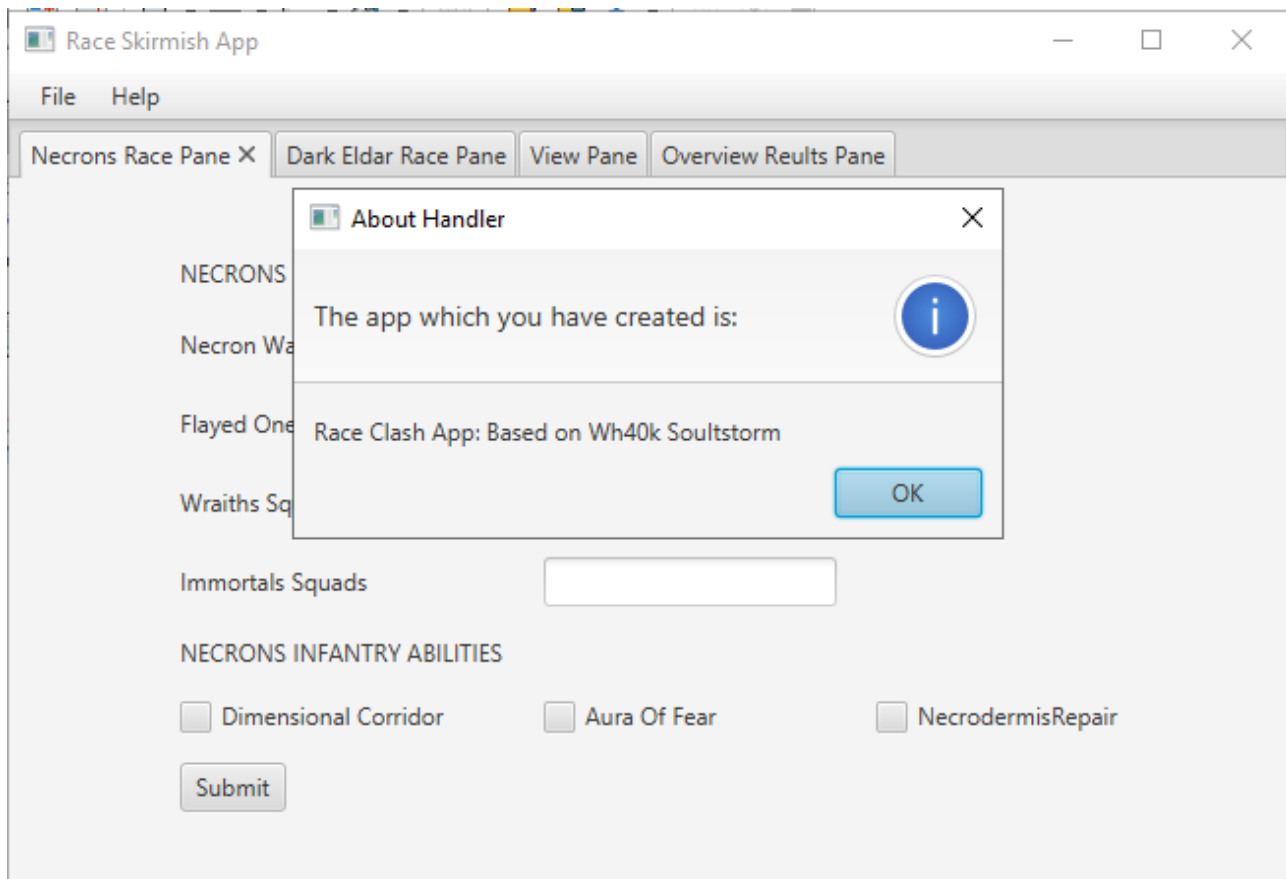
Flayed Ones Squads

Wraiths Squads

Immortals Squads

NECRONS INFANTRY ABILITIES

☐ Dimensional Corridor ☐ Aura Of Fear ☐ NecrodermisRepair



That is all of the functionality of the application covered.

Please feel free to explore the application as much as you desire. Thank you!