**COMP1206 MathDoku Instructions**

**Guide:** This document will help us run and use your application during marking. Please complete the sections below. You may want to include screenshots if this helps explain the functionality. For most sections, 1-2 sentences are probably sufficient.

If you did not implement a particular part, please write “not implemented” in the relevant section.

These instructions are not assessed directly, but they will help ensure that we do not miss any important features of your application.

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| **Installing and Running the Application (Part 1)**  *Copy and paste the contents of your README.txt file below.* |
| To compile the program from command line you have to have the Board.java where you have to change the module path according to the javafx folder.  the commands:  javac --module-path=C:\Users\dell\Desktop\javafx-sdk-13.0.2\lib --add-modules=ALL-MODULE-PATH Board.java  java --module-path=C:\Users\dell\Desktop\javafx-sdk-13.0.2\lib --add-modules=ALL-MODULE-PATH Board |
| **Starting a Game (Optional – Part 1)**  *If any additional steps are needed to start a game, briefly describe them here.* |
| When the program starts you first have a menu screen where you choose a file or write directly in the textArea the format of the game you want to play and then press on the “Play game” button which will then ask again if you re satisfied with your choice. |
| **Cell Completion (Part 3)**  *Describe how to enter and clear cell values by keyboard and by mouse.* |
| By Keyboard:  You simply press in the middle of the cell you want to write on and type the value you wish.  By Mouse:  A numpad will appear at the top right above the game board. You first press on the cell you want to write in and then press the number on the numpad. It works the same way with the backspace key on the numpad (<). |
| **Can your application handle - and ÷ cages with more than two cells? (Part 4)** |
| Yes |
| **Mistake Detection (Part 4)**  *Describe how to enable mistake detection in your application.* |
| Above the board there is a button named “mistakes”. If you press the button it will turn red which means the option to show mistakes is on. To hide mistakes you simply press again on the button and it will turn white meaning the option to show mistakes is off. Also, the cages completed correctly turn green when the function is on. |
| **Win Detection / Animation (Parts 4 & 8)**  *Describe how the application notifies the player when the game is won (including any animations you have implemented for Part 8).* |
| Once you have completed every cell in the board you have to press the “mistakes” button to check if the board was correctly filled. If so, the cells will begin to change colour randomly and the animations will start making the game board move and spin as well. Furthermore, an information alert will pop up telling the player they have won the game. |
| **Clearing (Part 5)**  *Describe how to clear the board.* |
| In order to clear the board you have to press on the button on top of the game board named “clear board” and the board will clear itself. |
| **Undo/Redo (Part 5)**  *Describe how to undo / redo actions.* |
| There are two buttons on top of the game board named “undo” and “redo” which you can use to undo and redo any change. They will automatically switch to the previous board before the change was done or to the one after the change in case of the “redo” button. |
| **Loading Files (Part 6)**  *Describe how to load puzzles both from file and through text input. Also mention any limitations in what puzzles you can load (if any), e.g., up to a certain size if smaller than 8x8.* |
| From File:  You can load puzzles from file by pressing the button “Choose file” in the menu screen and it will allow you to choose any text file. Then the content of the file will appear in the textarea and you can press the button “play game” to start the game.  From Text:  You write directly in the textarea from the menu screen and when you are happy with your puzzle format you press “play game” to start.  Limitations (optional): |
| **Font Sizes (Part 7)**  *Describe how to change font sizes* |
| There is a choice box at the top of the game board which displays “Font size”. To choose you just press on it then choose the one you like most out of the three options and the font size will update automatically in every cell. |