

User Documentation

Yinsh Project

User Documentation.....	1
1. Getting Started.....	2
1.1 Prerequisites.....	2
1.2 Prerequisites Installation.....	2
1.2.1 PIL installation.....	2
2. How to launch the game.....	3
2.1 Launch with Visual Studio Code or another code editor.....	3
3. Rules.....	4
3.1 General rules.....	4
3.2 End of the game.....	4
3.1.1 Normal mode end game.....	4
3.1.2 Blitz mode end game.....	4
4. How to play the game.....	5
4.1 Basic Controls.....	5
4.2 Navigate the Menus.....	5
4.2.1 Lobby menu.....	5
4.2.2 In-game menu.....	5

1. Getting Started

These instructions will get you a copy of the project up and running on your local machine for development and testing purposes.

1.1 Prerequisites

- Python.
- Libraries (PIL, Tkinter, Math,pygame).

1.2 Prerequisites Installation

1.2.1 PIL installation

1. Open a terminal (windows + "cmd").
2.
 - Enter "pip install pillow" on windows
 - Enter "sudo dnf install python3-pillow-tk" on Linux
 - Enter "pip install Pillow" on MacOS.

2. How to launch the game

These instructions will help launch the game.

2.1 Launch with Visual Studio Code or another code editor

1. Open Visual Studio Code.
2. Open the folder "projet_yinsh/project".
3. Open the file "lobby.py".
4. Click on the arrow at top right to launch the program

3. Rules

These instructions explain the rules of the game and the different game modes.

3.1 General rules

In the game, players take turns placing their colored rings on a hexagonal board. The game has two phases:

Phase 1: Placing Rings

Starting with the red player, each player places one of their rings on a free intersection of the board.

Phase 2: Moving Rings

Players take turns moving one of their rings.

- Choose a ring to move and place a piece of the player's color in its center.
- Move the ring in a straight line, stopping at a free intersection.
- The ring can pass over free or occupied intersections but not other rings.
- When passing over pawns, stop at the first free intersection.
- Turn over passed pieces.

If a player forms a line of five of their pieces, they remove them and score a point by placing one of their rings on the edge circles.

3.2 End of the game

3.1.1 Normal mode end game

The game ends when a player has three victory rings.

3.1.2 Blitz mode end game

The game ends when a player is the first to make a line. In this mode there can be a draw

4. How to play the game

4.1 Basic Controls

Left click : Most interactions in the game are performed using the left mouse button.
Use the left click to :

- navigate the menus
- place a ring
- place a pawn
- select a line
- select a ring

Right click : There is one specific case where you need to use the right mouse button. Use the right click to :

- change line during multiple alignment

During a game you can press "R" to restart.

4.2 Navigate the Menus

To navigate through the menus, you need to left-click a button.

4.2.1 Lobby menu

- Play: start a game
- Rules: display the rules
- Leave: leave the game
- 2 Players : select 2 players mode
- VS Bot: select versus bot mode
- Local: play on the same pc
- Online: play online
- Normal: play normal mode
- Blitz: play blitz mode
- Return: Go back

4.2.2 In-game menu

- Restart: restart a game
- Rules: display the rules
- Leave: leave the game
- Right Arrow: change the background
- Left Arrow: change the background