

CMPT 370 Group A3

User Guide

November 18, 2015

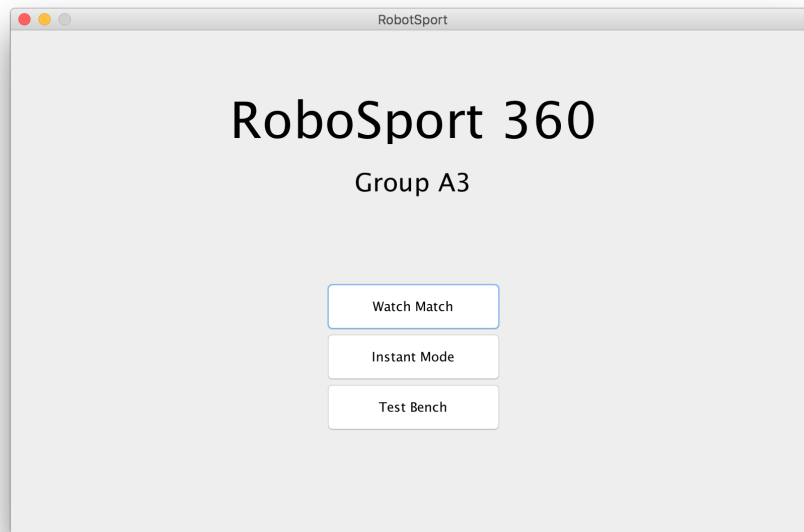
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Getting started

(This guide assumes an executable jar has been distributed to the user)
Please start the provided software and you will see the following screen:

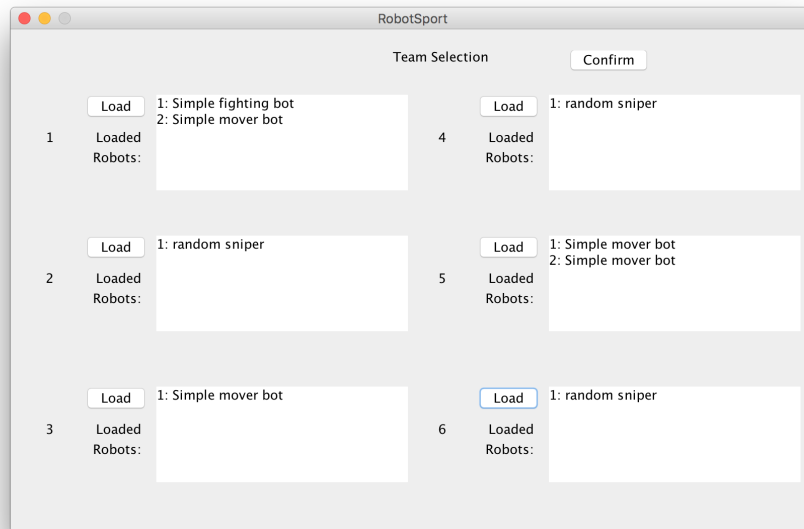
Main Menu



This menu presents you with 3 options. Presently only the “Watch Match” option is functional. The other 2 options will be implemented in future releases of the software.

To watch a RoboSport match, please select the “Watch Match” option by clicking the appropriate button.

Loading Teams

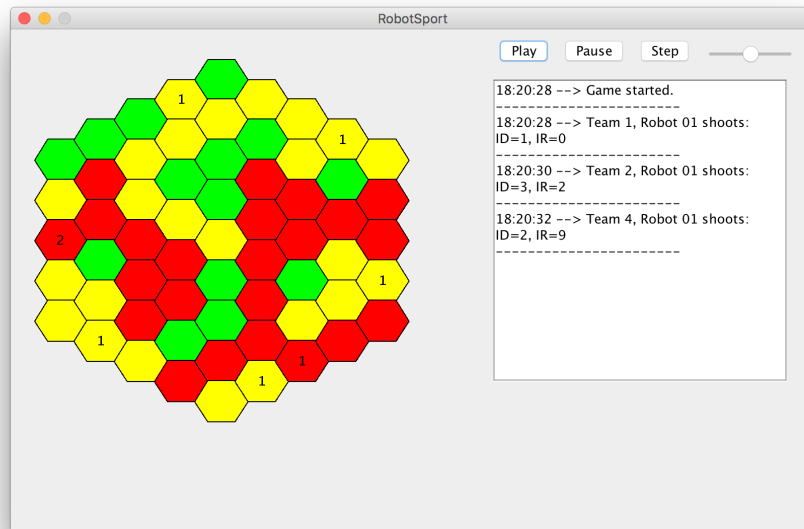


After choosing “Watch Match” from the Main Menu you will arrive at a screen which allows you to load robots onto teams to participate in a match. For each of the 6 teams you see a “Load” button. Clicking this button for a team allows you to select a JSON encoded robot specification.

It is possible to start a robot match with any number of robots up to a maximum of 4 per team. Notice the robots’ names displayed in the text area as you import the robots.

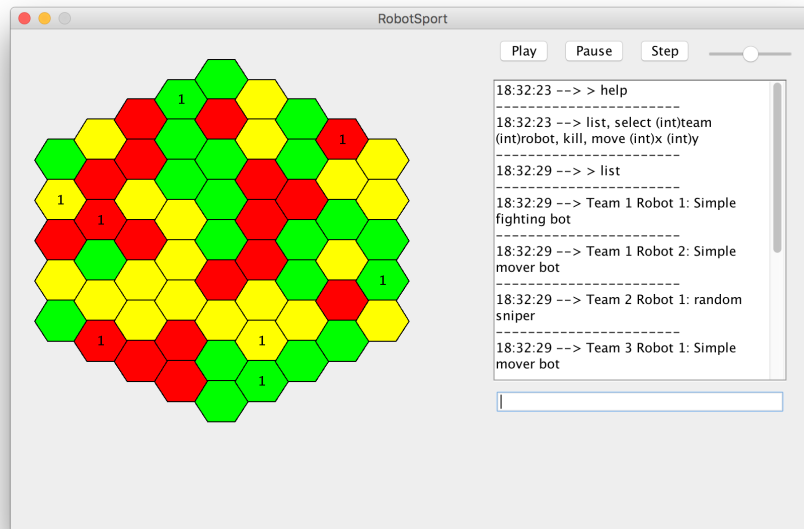
Once you are satisfied with the robots on each team select the “confirm” option in the top-right corner.

Viewing a Match



On the Game board screen you'll notice two clear portions; the display area on the left and the control area on the right. In the display area you can see the positions of the robots on the board and watch them as they move around. In the control area you can find transport controls to alter the speed at which the match plays. To start the match, press the "start" button. At this point you can use the scrubber to change the speed that moves take place. You may use the "Stop" button to pause the match, then use "Play" to resume. The "Step" button will progress the match one robot's turn at a time.

Using Test View



The test view reacts similarly to Match View, but has additional functionality to interact with the robots.

On the Test View screen, there is a terminal for user input. The following commands are supported:

- help
- Prints out the list of available commands.
- list
- Lists all robots that are on the game board.

select (int)team (int)robot

Sets the currently selected robot to the given team and robot.

kill

Kills the currently selected robot.

move (int)x (int)y

Sets the currently selected robot's position to the given coordinates.