

Instructions to play Ricochet Robots

Token generator:

When “Next Turn” is clicked two icons are displayed. One shows the target space(numerical value on board) and the other shows the robot to be moved to that spot.

NOTE: The default mode is with colours but we also have a black and white mode that can be accessed by going to Display Settings at the start of the game. It is not mandatory to set a display setting for the game to run. The default is a regular colour mode but can be played by individuals with colour deficiency since it displays the target space and displays the robot to be moved to that target space.

Making a bid:

- The “+” or “-” buttons are used to increase or decrease the bid value.
- A player clicks “Submit” to make his bid. If the player is the first to make the bid, the timer is started.
- All other players have approximately 1 minute to make a bid with the same number, a lower number, or a higher number.
- A player may only improve his own bid so once the submit button is clicked, a player can only press the “-” button to decrease the bid value. The new bid value must be submitted to change the bid.
- A player may decrease their bid any time before the timer stops.

NOTE: Once the submit button is clicked, the bid cannot be changed at this point. This will hopefully be fixed by the next iteration.

Moving robots and scores:

- To move the robots, finish the betting round. Select a robot using right click, the program is now waiting for another input. The next right click will choose the direction of travel.
- If you select a robot using right click and decide not to move it using another right click, left click will clear the selection and allow another choice.

NOTE: **This ended up like this so I left it since it's working enough for this iteration. In the future I'd like to add some more visual detail to moving**

- The game can check if a player has won the round (i.e gets a point).

List of updates since previous iteration:

Functioning RobotMove(Note: if betsize is 1 it will just ignore the move and move on to the next player unless the move would have been a win).

The game should resize now.

Player Names in BettingPanel. If no player name typed default name assigned(Player 1, Player 2,...)

Turn round now starts when timer hits 0 OR all 4 players have submitted.

TokenBox is updated to the new version

ScorePanel is integrated and added to GamePanel.EAST

Changes to classes:

BettingPanel

GameBoard

GamePanel

MapPiece

Player

PlayerSetup

Robot

ScorePanel

Token