*4/12/23*

**Hex Game Tasks**

\*NOTE: There will be overlap in some of these tasks.\*

* Edit the first panel that pops up when the game is run. In the current version (from the HexGame\_1.zip file posted on GitHub), this is handled through the JPanel object “gameSettings” in the GUI class. Right now, it only has a “Start Game” button. Something like a JRadioButton needs to be added to let the player choose between 2-Player Mode (human vs. human) and 1-Player Mode (human vs. computer).
* Implement an adjacency matrix that calculates winning paths (ideally in the BoardData class). Generate a Command message or Dialog Box that notifies players which side won, red or blue (whoever connects their sides first.)
* Paint hex tiles the appropriate color when a player clicks on them. This will depend on whose turn it is, and whether or not the move is legal. A condition should be added to block this paint function if a tile has already been selected. (Board data will be needed.)
* Create a button next to the main board that lets you play the game again after someone wins. It should clear the board (repaints all the tiles white) and reset the data (clears the adjacency matrix) when it’s clicked.
* For 1-Player Mode, write methods and/or a class for a “computer player” that automatically selects a tile after the human player selects a tile. (Having the computer pick a random tile is probably easiest for now.)
* Edit methods/classes to keep track of whose turn it is. Display an info box next to the game board that tells the players whose turn it is. (In the example program that David posted on GitHub, I think this is handled in multiple classes, including the TurnViewer class, which is used in the generateBoardPanels() method of the main GUI class.)
* Make sure the game is “aesthetically pleasing,” as it says in the assignment. Dr. T specifically mentioned sound effects, so it might be a good idea to add those.