

Warring States

JOY BEGETS SORROW

GROUP:WED16M

DANNY FENG – U6611178

CHI BEN – U6555078

VISHNUvardhan Jasti – U6611697

Assignment Contribution Summary

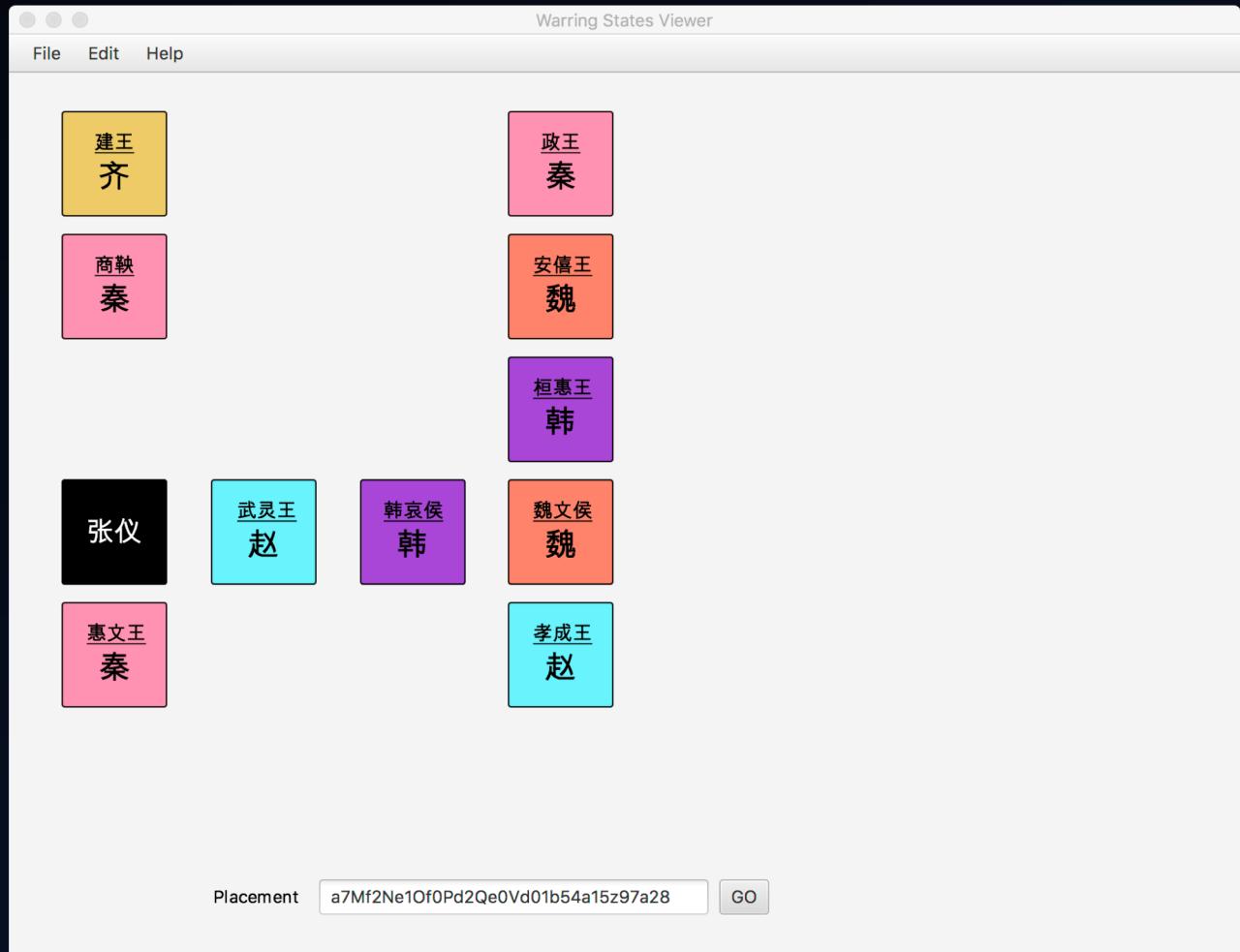
- * u6611178 Owned Task 4, Task 6, Task 7, Task 8, Task 9, Task 11.
- * u6555078 Owned Task 2, Task 3, Task 5, Task 10, Task 12;
- * u6611697 Owned Task 7, helped fixing bugs and did documents includes rules book, presentation slider.

About the Game

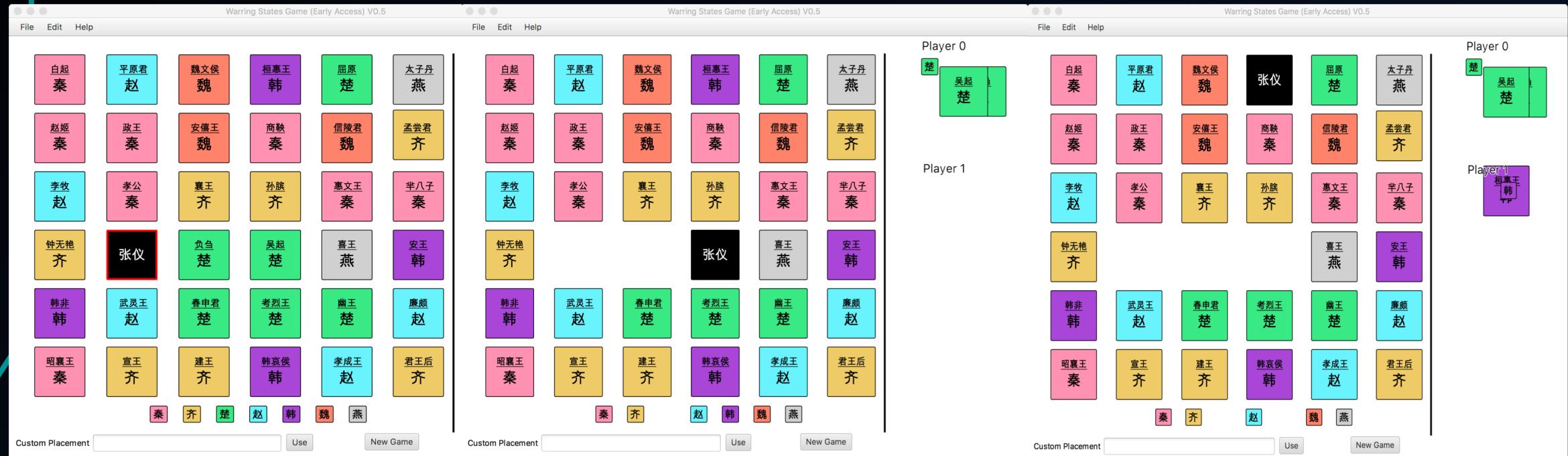
- A Fast paced board game played between 2-4 players.
- Consists 35 cards representing characters from the Seven Kingdoms, and one card representing the diplomat Zhang Yi.
- Player with greater or equal number of character cards from a kingdom after their turn gets the kingdom flag.
(If a different player already holds the flag, the flag is transferred)
- Player with more number of flags wins the game.

PART 1- Implementation of viewer

- All the kingdom cards are colour coded bearing their kingdom name.
- Takes input valid placement string and displays the characters on the board



PART 1- Implementing playable Warring States game



- A basic playable Warring States game that allows legal moves and collects supporters

PART 1- Compute Scoring

- Flag is transferred to player who has greater/equal number of character cards of kingdom after their turn.
- Winner is declared by the number of flags they own.

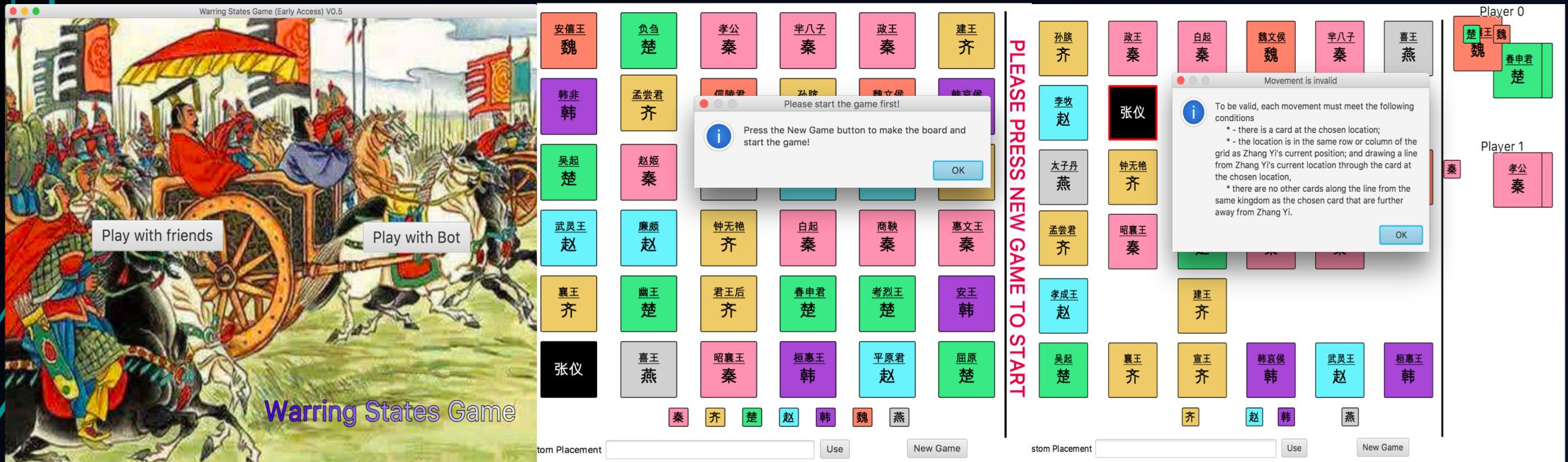


PART 2- Basic Computer Opponent

- Generate a valid move
- The computer opponent randomly selects a move from available legal moves after a player's turn

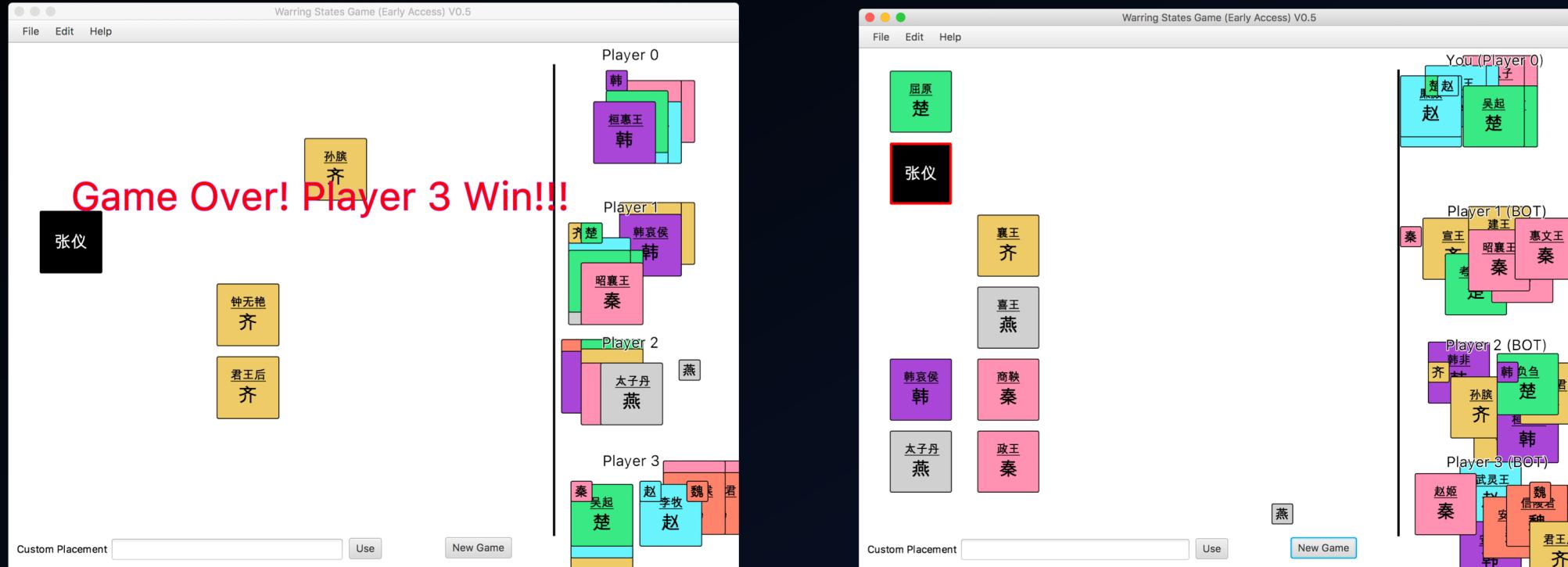


PART 2- Improvements to GUI and Functions



- Display error message in the GUI

PART 2- Improvements to GUI and Functions



- Game supports 2-4 players and up to 3- bots

Further Improvements

- Give an option to the user to change difficulty level when playing with bots.
- Improve the efficiency
- Make the code concise

