

WARRING STATE GAME

GROUP D:

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KEY GAME EVENTS LEVEL

- **LEVEL ONE: GAME RULES INTRODUCTION**
- **LEVEL TWO: CUSTOM SETTING**
 - **NUMBER OF PLAYER (2-4),**
 - **WITH AI ROBOT?**
 - **NUMBER OF AI PLAYER (1-3),**
 - **LEVEL OF AI ROBOT (EASY, HARD, EXPERT)**
- **LEVEL THREE: GAME PLAYING**

KEY FEATURES

- **BACKGROUND MUSIC AND MOUSE CLICKING SOUND EFFECT**
- **USER-FRIENDLY RULE INTRODUCTION PAGES**
- **UI DESIGN (INTRODUCTION PAGES, CURSOR, CARDS, FLAGS)**
- **RANDOM PLACEMENT**
- **MULTIPLE CHOICES OF AI (MINIMAX ALGORITHM)**
- **IMPLEMENT OF BOARD**

DESIGN APPROACH

- **WENBO DU:**
- **1> IMPLEMENT METHODS TO BUILD UP THE GAME**
- **2> BASIC BOARD AND CARDS**
- **3> JAVAFX EVENTS**
- **4> INTERACT JAVAFX WITH OTHER FUNCTIONS**
- **5> TEST/ FIX BUGS**

DESIGN APPROACH

- **WEIWEI LIU:**
- **1> IMPLEMENT SIMPLE METHODS**
- **2> CREATE THE GAME UI IMAGES**
- **3> ENHANCE THE DESIGN OF GAME COMPONENTS**
- **4> IMPLEMENT THE GAME UI AND SOUND EFFECTS (JAVAFX)**

FURTHER IMPROVEMENT/ PROBLEM

- **ALGORITHM**

(ALPHA BETA PRUNING, DYNAMIC PROGRAMMING)

- **MORE TEST**

- **CODE REDUNDANCY**

- **TIME MANAGEMENT**

SCREENSHOTS



WARRING STATES GAME

START

HELP?

TO START THE GAME, THE 36 CARDS ARE SHUFFLED AND
THERE ARE SEVEN KINGDOMS
(QIN, QI, CHU, ZHAO, HAN, WEI, OR YAN)

PLAYERS TAKE TURNS TO COLLECT CHARACTERS TO THEIR
SIDE, EACH TURN PLAYER CHOOSES A DIRECTION
(NORTH, EAST, SOUTH, OR WEST) TO MOVE ZHANG YI TO THE
LOCATION OF THE FURTHEST AWAY CHARACTER FROM THAT
KINGDOM, AND COLLECTS THAT CHARACTER CARD.

BACK

NEXT

IF ZHANG YI PASSES OTHER CHARACTERS FROM THE SAME
KINGDOM WHILE MOVING, HE COLLECTS THOSE CHARACTERS
AS WELL.

EACH PLAYER MAY MOVE ZHANG YI ONLY ONCE PER TURN.
AT THE END OF HER TURN, IF THE PLAYER HOLDS AN EQUAL
OR GREATER NUMBER OF CHARACTERS FROM A KINGDOM
THAN ANY OF HER OPPONENTS,
SHE TAKES THE FLAG OF THAT KINGDOM.

BACK

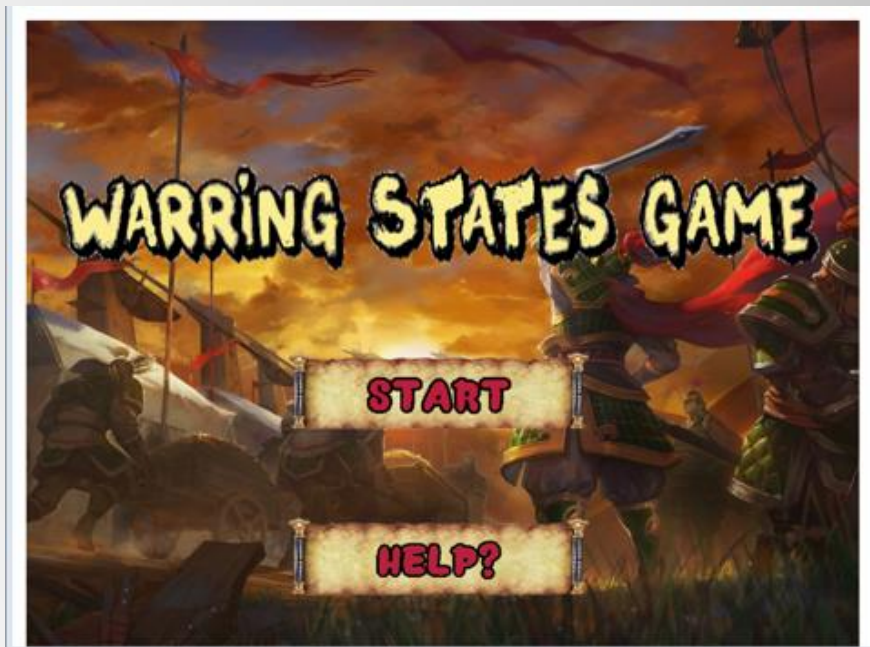
NEXT

THE GAME ENDS THERE ARE NO CARDS IN ANY DIRECTION
(NORTH, EAST, SOUTH, OR WEST) FROM ZHANG YI.

AT THE END OF THE GAME, PLAYER HOLDS THE GREATEST
NUMBER OF FLAGS WINS.
IF TWO OR MORE PLAYERS HOLD THE SAME NUMBER OF FLAGS
THE PLAYER WHO HOLDS THE FLAG OF THE KINGDOM WITH
THE GREATEST NUMBER OF CHARACTERS WINS.

BACK

START



Q&A SESSION

