

User Guide

ZEN GAME



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1. PREPARATION BEFORE PLAYING

First of all, the game asks the user to continue with either a console interface or a graphical user interface. Here the graphical interface has not been completed, the presentation and demonstration of the game will be done with the command-line interface (cli / console). The default language of the game is English.

Here is the first display

```
Welcome to the Zen Game!
*****

Which interface do you want to continue with?
  1. Command Line (cli)
  2. Graphical User Interface (GUI)
|
```

Continuing on the console interface, the user arrives on the menu, the home page. He will have the choice between going to the options, and start preparing the game.

```
HOME
*****
  1. Settings
  2. Play

What do you want to do?
|
```

If he chooses to go to the settings first, he has 4 possibilities: load a game, change language, quit the game, or go back to the menu.

```
SETTINGS
*****
  1. Load a game
  2. Change language
  3. Exit the game
  4. Back

What do you want to do?
```

Here's the first option. The game asks to enter the path of the game it wants to resume, in the form "data/configN.txt", or to go back.

```
Enter the pathname of the previous game:
  1. Back
data/config2.txt|
```

Here's the second option. The game offers 3 different languages: English, French or Spanish.

```
What will be the new language?
```

1. French
2. Spanish

By returning to the main menu, the user could have directly "played".

```
HOME
```

```
*****
```

1. Settings
2. Play

```
What do you want to do?
```

So this is the next window. Here the game sets the mode chosen by the player, if he enters "1", then the mode is AA (Auto-Auto), if he enters "2" the mode is HA (Human-Auto) and if he enters "3" the mode is HH (Human-Human).

```
NUMBER OF PLAYERS
```

```
*****
```

1. 0
2. 1
3. 2
4. Back

```
How many human players are there?
```

Depending on the mode previously chosen, the game asks the user to enter the name of the player(s) or not.

```
What's the first player's name? (name "A.I." impossible)
```

```
J1
```

```
What's the second player's name? (name "A.I." impossible)
```

```
J2
```

2. COURSE OF THE GAME

Directly, the presentation of the game and its rules are displayed first in the user's language, and the game board is displayed quietly behind it.

GAME:

The game is played on this 11x11 square board. Each player has a colour, white or black, randomly selected. Pawns are already placed on the board before the game begins. The winner is the first who succeeds in forming a continuous chain with all of their pawns still remaining on the board, including the "Z" pawn if it is still on the board.

Good luck and have fun !

RULES:

Rule 1:

Pawns move in a straight line in any direction. Every pawn must always move as many squares as there are pawns on the moving line selected (Horizontal / Vertical / Diagonal). All counters are taken into account including the moved pawn as well as "Zen".

Rule 2:

Any pawn may pass over one or more pawns of its color and "Zen", but never over his opponent's.

Rule 3:

Any pawn can capture an opponent's pawn by placing itself on the square occupied by the taken one, while respecting Rule 1. Taking is not mandatory. It is forbidden to take his own pawns.

Rule 4:

At each move, the "Zen" pawn, common to all players, can be either white or black (friend/enemy) depending on the interest of the player. The "Zen" can thus be captured by a player, he is then removed from the game. When it is moved by a player, his opponent does not have the right to put it back on the same square on the next move. It is forbidden to move it, if it is not in contact with at least one pawn (white or black).

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The number of rounds is counted, some options are available, and comprehension information is present to improve the players' comfort. The user only has to enter the coordinates of the pawn he wants to move, as well as the coordinates of the square where he wants to place his pawn in the form of a "LetterNumber".

```
ZEN GAME : Move n° 0
*****
To access File, write: files
To access the Rules, write: rules
To visualize the History of the played moves, write: history
To play, write the corresponding box in the form: LetterNumber
O = White (J1), X = Black (J2), Z = Zen
*****
```

	A	B	C	D	E	F	G	H	I	J	K
11	O	X	X
10	O	.	O
9	.	.	.	X	.	.	.	X	.	.	.
8	.	.	O	O	.	.
7	.	X	X	.
6	O	Z	O
5	.	X	X	.
4	.	.	O	O	.	.
3	.	.	.	X	.	.	.	X	.	.	.
2	O	.	O
1	X	X	O

```
Pawns remainings : O = 13, X = 13
It's J1's turn!
```

```
Which pawn do you want to move?
a11
Where do you want it moved to?
d8|
```

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As written above the tray, he can also enter certain words to access various options. If he chooses to write "files", he can then directly load another game, save the current one, quit the game or come back.

```
Which pawn do you want to move?
files

                                FILES:

0. Back
1. Load a game
2. Save the game
3. Leave the game
|
```

If the user wishes to review the rules of the game, simply enter the word "rules" in the same way.

```
Which pawn do you want to move?
rules

                                RULES:

Rule 1:
    Pawns move in a straight line in any direction. Every pawn must always move as many
    squares as there are pawns on the moving line selected (Horizontal / Vertical / Diagonal).
    All counters are taken into account y including the moved pawn as well as "Zen".

Rule 2:
    Any pawn may pass over one or more pawns of its color and "Zen", but never over his
    opponent's.

Rule 3:
    Any pawn can capture an opponent's pawn by placing itself on the square occupied by the
    taken one, while respecting Rule 1. Taking is not mandatory. It is forbidden to take his
    own pawns.

Rule 4:
    At each move, the "Zen" pawn, common to all players, can be either white or black (friend/
    enemy) depending on the interest of the player. The "Zen" can thus be captured by a player,
    he is then removed from the game. When it is moved by a player, his opponent does not have
    the right to put it back on the same square on the next move. It is forbidden to move it,
    if it is not in contact with at least one pawn (white or black).

Which pawn do you want to move?
|
```

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And finally, if he wishes to see the history of all the moves made during the game, he can enter the word "history". Either he then chooses to come back to move his pawn, or he decides to see how the pawns were arranged on the board at a particular point in the game.

Which pawn do you want to move?

history

HISTORY:

0. Back

1. A11 -> D8

2. B7 -> D7

3. C8 -> F8

|

This is the set as it was after the "1. A11 → D8 " move is made.

Which pawn do you want to move?

history

HISTORY:

0. Back

1. A11 -> D8

2. B7 -> D7

3. C8 -> F8

1

	A	B	C	D	E	F	G	H	I	J	K
11	X	X
10	O	.	O
9	.	.	.	X	.	.	.	X	.	.	.
8	.	.	O	O	O	.	.
7	.	X	X	.
6	O	Z	O
5	.	X	X	.
4	.	.	O	O	.	.
3	.	.	.	X	.	.	.	X	.	.	.
2	O	.	O
1	X	X	O

0. Back

1. A11 -> D8

2. B7 -> D7

3. C8 -> F8

3. ONCE THE GAME IS OVER

Finally, when a player has won, a window appears to congratulate them and another one that brings them back to the main menu of the game (Match in AA (Auto-Auto) mode performed).

```
10 | .   .   .   .   .   .   .   .   .   .   .   .
    |
  9 | .   .   .   .   .   .   .   .   .   .   .   .
    |
  8 | .   .   .   .   .   .   .   .   .   .   .   .
    |
  7 | X   .   .   .   .   .   .   .   .   .   .   .
    |
  6 | .   .   .   .   .   .   .   .   .   .   .   .
    |
  5 | .   .   .   .   X   .   .   .   .   .   X   .
    |
  4 | .   .   .   .   .   .   .   .   .   .   .   .
    |
  3 | .   .   .   .   .   .   .   .   .   .   .   .
    |
  2 | .   .   .   .   .   .   .   .   .   .   0   .
    |
  1 | .   .   .   .   .   .   .   .   .   0   .   .
    |
   +-----+
Pawns remainings : 0 = 2, X = 3
It's A.I. 1's turn!

CONGRATULATIONS
*****
A.I. 1 won against A.I. 2
Nothing stops the great A.I. 1!
Never forget: the most important thing is to participate!
*****

HOME
*****
    1. Settings
    2. Play

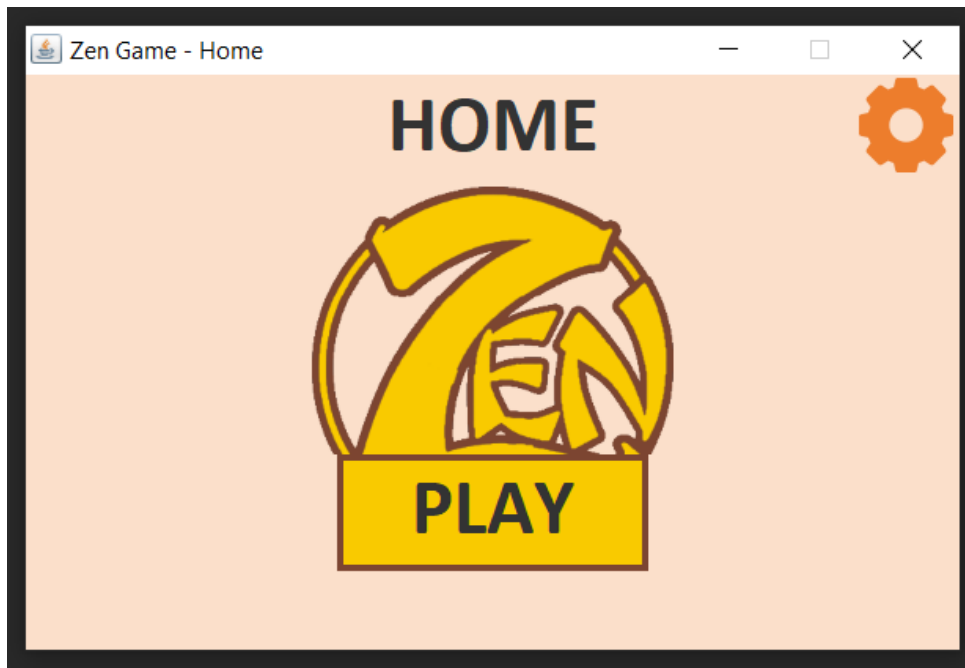
What do you want to do?
|
```

Now that the knowledge has been acquired, you just have to play,
good luck!

ANNEX

Version 1.0 of the game does not offer the possibility to play in graphic mode, it will be available soon in version 2.0. Here are the 2 graphical interfaces already realized :

The menu of the game presents its logo, a button " PLAY " to be able to start playing, and a cog to access the options.



Options are also available, allowing the user to resume a game, change the language or exit the game.

