

COMP1206 MathDoku Instructions

Guide: This document will help us run and use your application during marking. Please complete the sections below. You may want to include screenshots if this helps explain the functionality. For most sections, 1-2 sentences are probably sufficient.

If you did not implement a particular part, please write “not implemented” in the relevant section.

These instructions are not assessed directly, but they will help ensure that we do not miss any important features of your application.

Installing and Running the Application (Part 1)

Copy and paste the contents of your README.txt file below.

Follow the instructions below!

1. In the command prompt, go to the file location of MathDoku

2. Now type: `set PATH_TO_FX="path\to\javafx-sdk-11.0.2\lib"`

* Use your own path `PATH_TO_FX="<path>"` to the location of `javafx-sdk-11.0.2\lib`

* You must have JavaFX 11 and above to be able to run the MathDoku

* Example: `set PATH_TO_FX="C:\Program Files\Java\javafx-sdk-11.0.2\lib"`

3. Now use the following command: `javac -encoding UTF-8 --module-path %PATH_TO_FX% --add-modules javafx.controls Main.java`

4. After that enter: `java --module-path %PATH_TO_FX% --add-modules javafx.controls Main`

I have created a .bat file to run these commands!

It is called RUN.bat

If you would like to use it you have to set the path to your JavaFX 11 on line 6

Starting a Game (Optional – Part 1)

If any additional steps are needed to start a game, briefly describe them here.

Select the desired grid size on the slider and press the “start” button.

Cell Completion (Part 3)

Describe how to enter and clear cell values by keyboard and by mouse.

By Keyboard:

Press the numbers from 1-8 on the keyboard(not the keypad).

Press backspace to remove.

By Mouse:

Press the buttons below the grid.

Press the delete button to remove.

Can your application handle - and ÷ cages with more than two cells? (Part 4)

Yes

Mistake Detection (Part 4)

Describe how to enable mistake detection in your application.

Once in a game, check the show mistakes check box.

Win Detection / Animation (Parts 4 & 8)

Describe how the application notifies the player when the game is won (including any animations you have implemented for Part 8).

The animations creates random colours appear on each cell and opens a dialog window to notify the user.

Clearing (Part 5)

Describe how to clear the board.

Press the “clear” button and press “ok” in the dialog box.

Undo/Redo (Part 5)

Describe how to undo / redo actions.

Press undo/redo buttons. Note that in the beginning they are both disabled.

Loading Files (Part 6)

Describe how to load puzzles both from file and through text input. Also mention any limitations in what puzzles you can load (if any), e.g., up to a certain size if smaller than 8x8.

From File:

Press the “Load from file” button in the main menu and choose a file with the file chooser

From Text:

Press the “Load from text” button in the main menu and then write it in the text area in the dialog window opened.

Limitations (optional): none

Font Sizes (Part 7)

Describe how to change font sizes

Once in a game, press the button below the “Font size” label.

Solver (Part 9)

Describe how to solve a puzzle, how to get a hint and any limitations there might be (e.g., up to what size you can solve reliably and within <1 min). Also mention where we can find your code for solving the puzzle (which files and lines)?

Solve puzzle:

Press the “solve” button.

Get hint:

Press the “hint” button.

Limitations (optional):

Can only solve generated puzzles.

Files / lines for solver:

Main.java lines 800 - 830

Random Game Generator (Part 10)

Describe how to generate a random game, including what options the player can select. Also specify where we can find your code for generating the puzzle (which files and lines)? Where in the code do you ensure there is only one solution (which file and lines)?

Generate puzzle (including options):

Options: board size represented by the main menu slider.

Press the “Start” button in the main menu.

Files / lines for generator:

Main.java lines 1174 - 1429

File / lines to ensure there is only one solution:

Not implemented

Additional Information (Optional)

Any other information that may be useful for us to know.