WARRING STATES GAME

Qianru Zhu (u6416655) Hala Alsouly (u5995105) Xiao Tian (u6277077) We designed a game called 'Warring states game'.

- 1. developed interface, which is simple and clear design, with an excessively good color.
- 2. Developed reasonable rules as required.
- 3. Implemented JavaFx.
- 4. Made Robert.
- Created some good methods, like setFlags(), setPlayersCollection(), makeRobotMove(), removeCards(), furtherCard(), quickIndex().

Outline





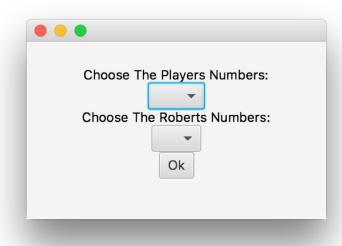
How to play:

- 1. The player moves the diplomat Zhang Yi to a card in the same row or column to collect the maximum number of cards.
- 2. If there is more than one card from the same kingdom, the player should move to the furthest one and collect all card in her way.
- 3. The player takes the rule and wins a flag if she has the highest number of card from that kingdom, or she is the last one who collects cards if there is a draw.
- 4. The winner is the player who has the highest number of flags.
- 5. If 2 or more players draw, the winner is the player who has the most powerful kingdom.
- 6. The kingdom's power is shown at the bottom of the board.

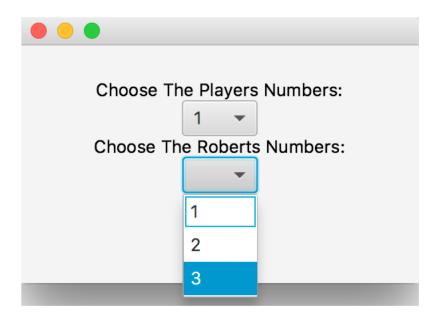
OK

Instructions

File



Console

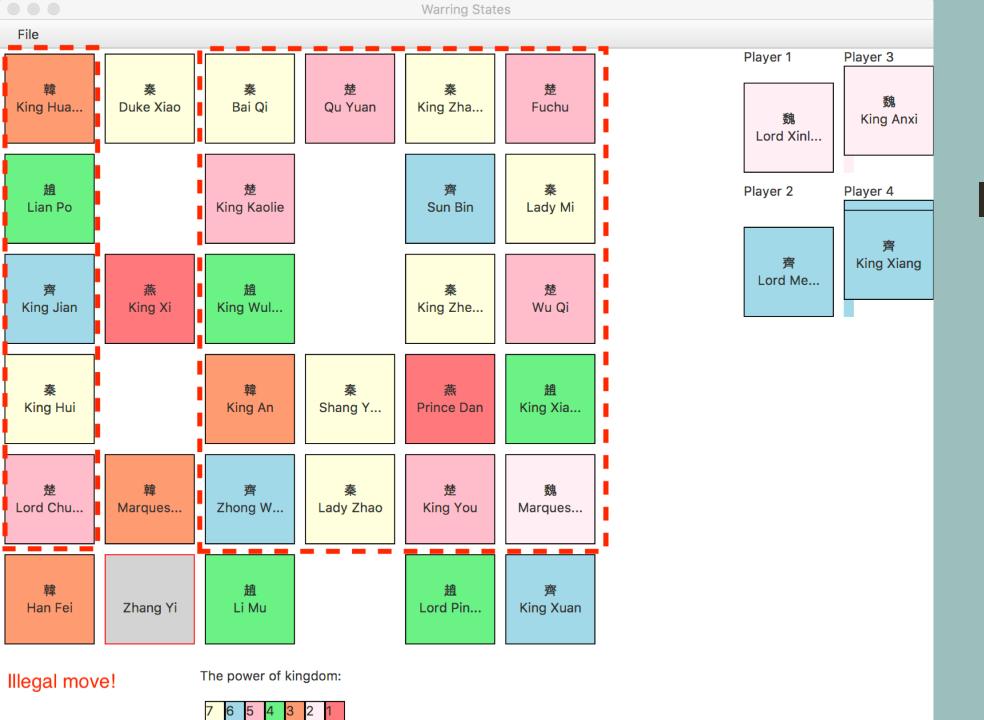




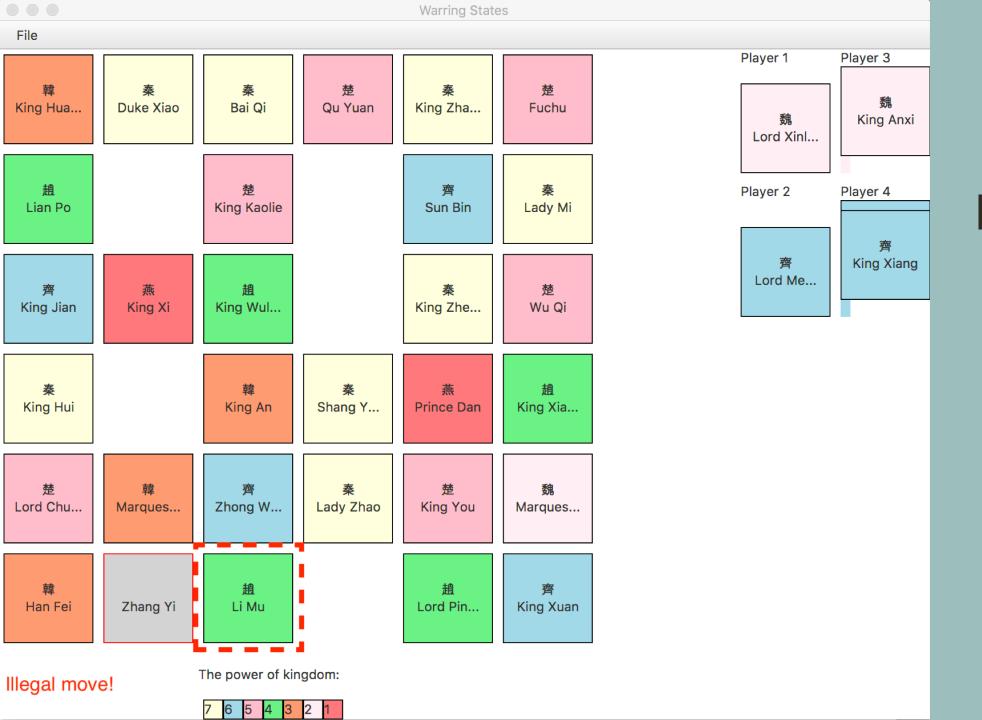
Console



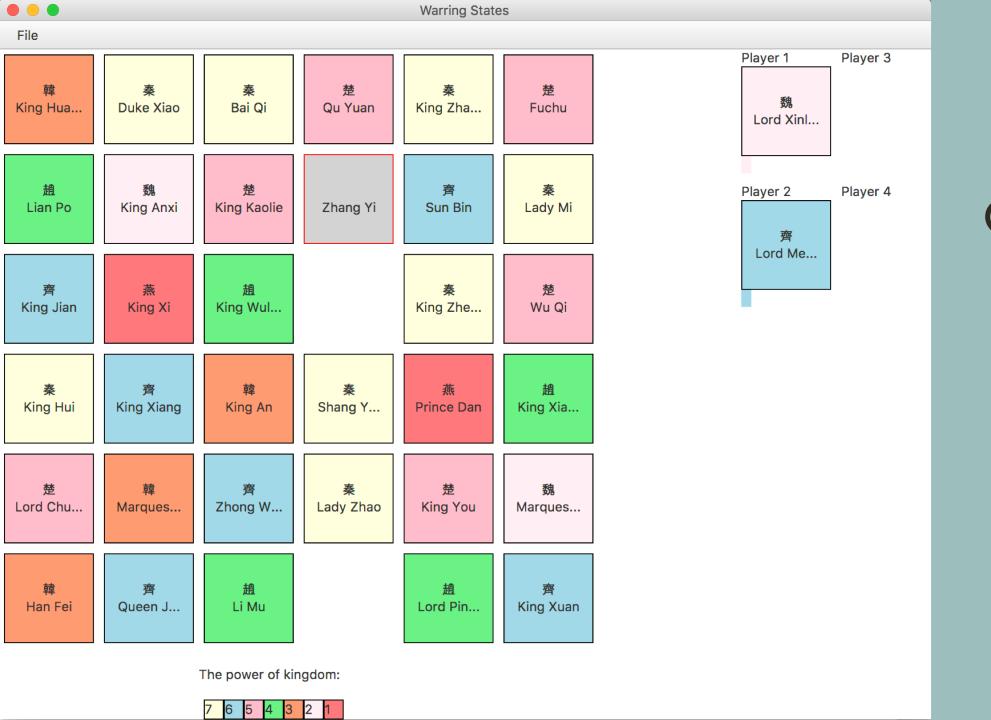
Game board



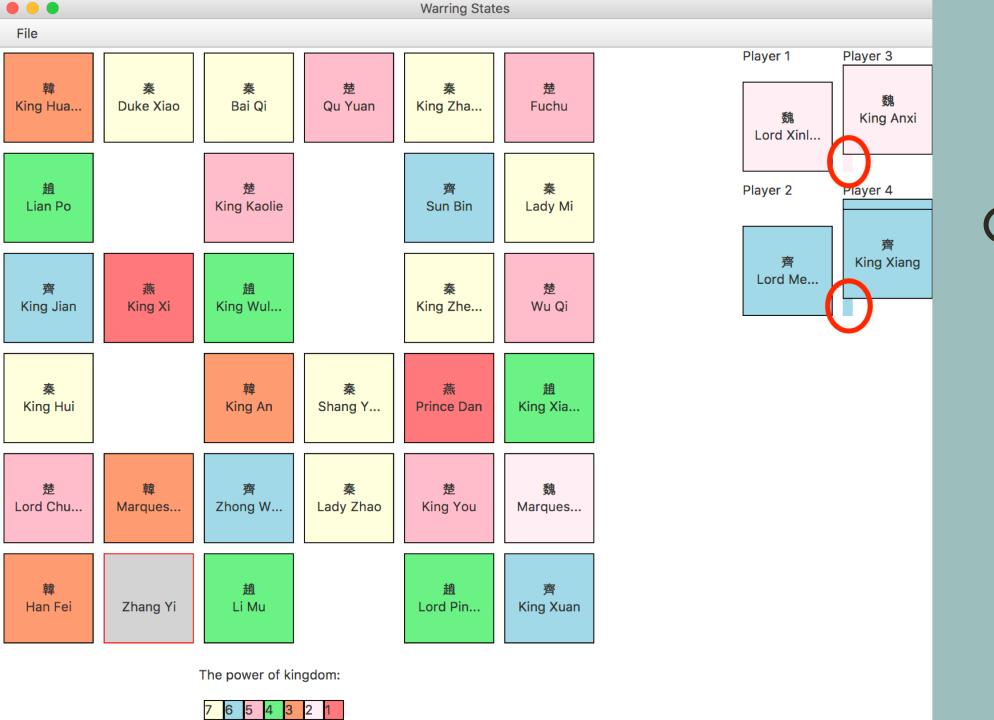
Illegal move



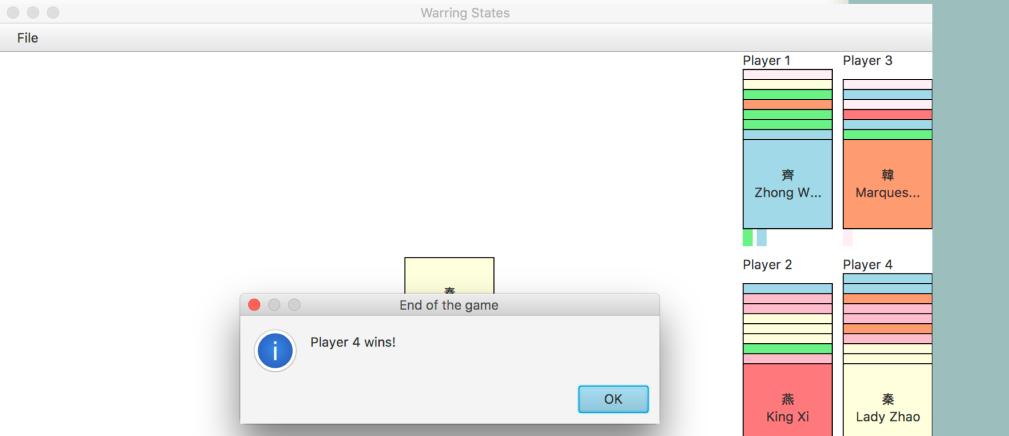
Illegal move



Grab flag



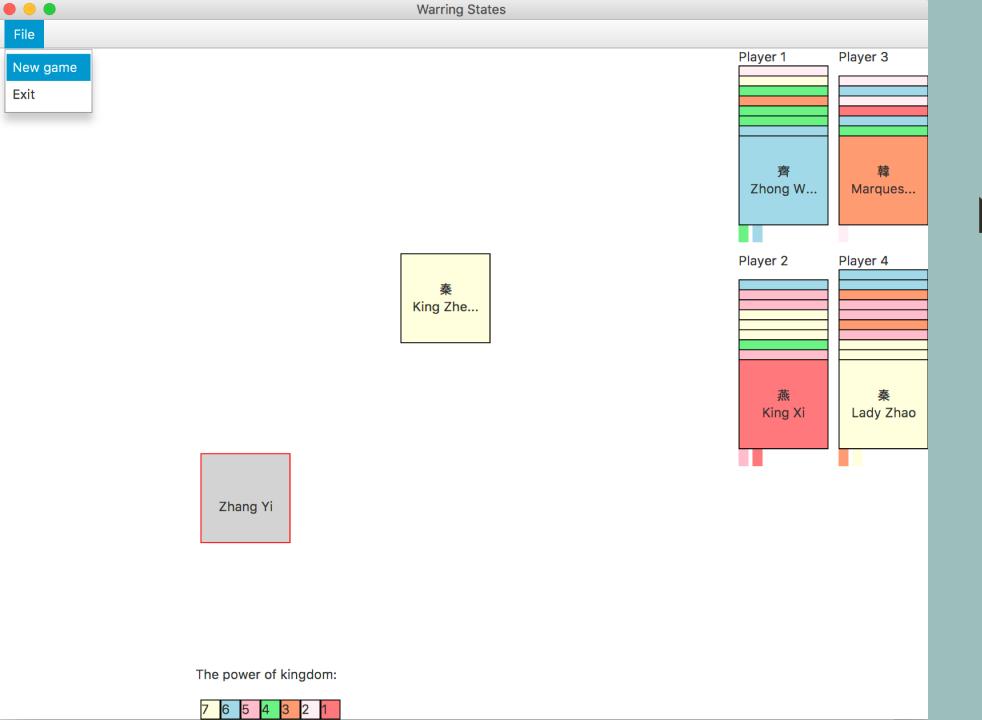
Grab flag



Winner!

The power of kingdom:

Zhang Yi



New game

Thank you

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