**German University in Cairo**

**Media Engineering and Technology**

**Prof. Dr. Slim Abdennadher**

**Computer Programming Lab,** *Spring 2015*

**How to run the final submission?**

**Team ID: Team 51**

**Team members: ( Hatem El Sayed Mohamed- 31-4562 ) , (Omar Hassan Mohamed Tag el din - 31-5039)**

**Does your game work on any screen size? No**

**Does your game need any special setup?  
 It needs to be resized to be able to work on all screen sizes and pixels.**

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| **Feature** | **How to do it?** |
| **Start the game** | Start Game button |
| **Activate a spell** | Click on the spell needed to be activated, a popup window will appear with 2 choices either set spell or activate spell press activate spell |
| **Set a spell** | Click on the spell needed to be activated, a popup window will appear with 2 choices either set spell or activate spell press set spell |
| **Summon a monster** | Click on the Monster needed to be summoned a popup window will appear with 2 choices either set or summon press summon |
| **Set a monster** | Click on the Monster needed to be summoned a popup window will appear with 2 choices either set or summon press set |
| **Attack a monster** | Change phase to battle phase then Click on attack button from the left menu then choose a monster from your monster area to attack with if the opponent monster’s area is empty, the life points will be deducted directly, else, after clicking on you needed monster a window will appear to choose which monster do you need to attack |
| **Summon a monster with sacrifice** | Click on the monster needed to be summoned or setted from the hand if it needs sacrifices a window on the right will appear to choose which monster to sacrifice with |
| **Summon a monster with 2 sacrifices** | Click on the monster needed to be summoned or setted from the hand if it needs sacrifices a window will appear on the right to choose which monsters to sacrifice with |
| **End phase** | There is a button on the left menu called endphase |
| **End turn** | There is a button on the left menu called endturn |