

In order to run application, simply execute `Blokus_Iteration_4.jar`. This will bring you to the main menu of the game. Select settings from the dropdown menus and checkboxes, then confirm your selection and the game will launch. Your bank of pieces will be to the left of the board in the game window, and pieces can be rotated with the scroll wheel before being placed with left click.

Working features:

- 4 player human game
- Final score calculation both for normal and for advanced scoring mode
- Save and Load buttons
- Surrender button
- Piece selection, rotation and placement
- Main menu dropdown selection
- Colorblind mode
- Error message when attempting to instantiate a game with more humans than there are players

Partially working features:

- Computer players can take turns and place pieces, but will occasionally freeze on their turn, occasionally their turn leads to random pieces of all colors appearing at random on the board, and may cause upsets in the turn order (The HUD still indicating Player 3's turn while the game board has cycled back to player 1)
- Computer players may not take their turn at all, and instead their turn will be controlled by mouse click just like a player turn.
- Computer players create an exception when a saved game is loaded

Basically games with computer players, while not entirely unplayable, are broken and unstable.

Unworking features:

- Back button (supposed to return to main menu)
- 2 and 3 player games