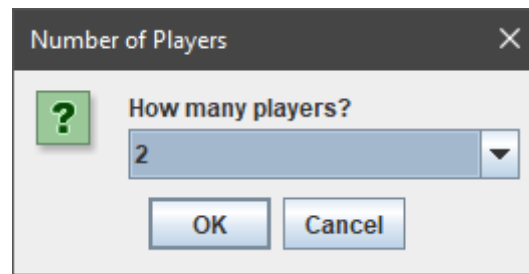


DREAM TEAM SYSC 3110

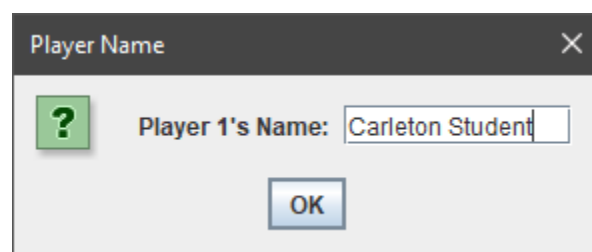
A guide to Dream Team RISK

When a user runs the program, they will initially be prompted by a user input dialog asking for the amount of players that wish to participate in the game.



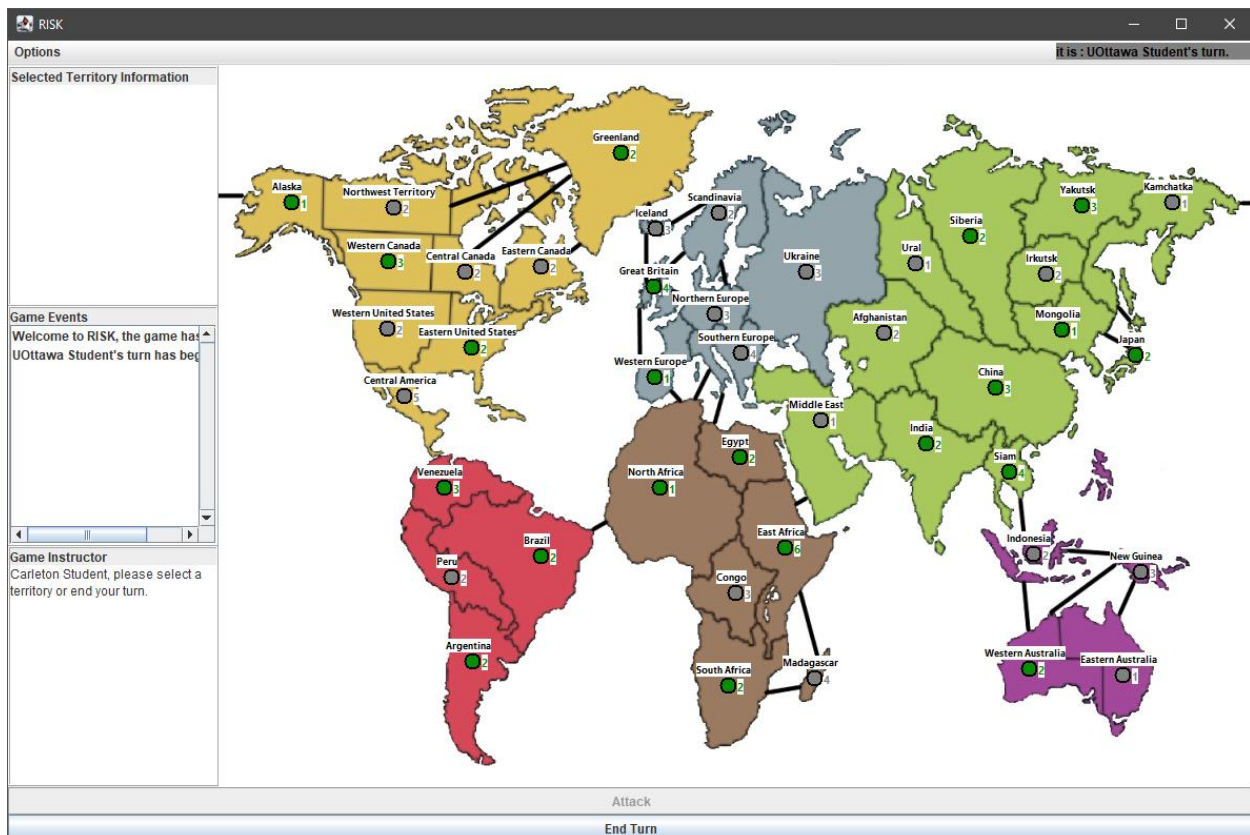
A dialog box titled "Number of Players" with a close button (X) in the top right corner. It contains a green question mark icon, the text "How many players?", a text input field with the number "2" and a dropdown arrow, and two buttons labeled "OK" and "Cancel" at the bottom.

After selecting a valid number and clicking "OK", each of the players will then be prompted for their names.

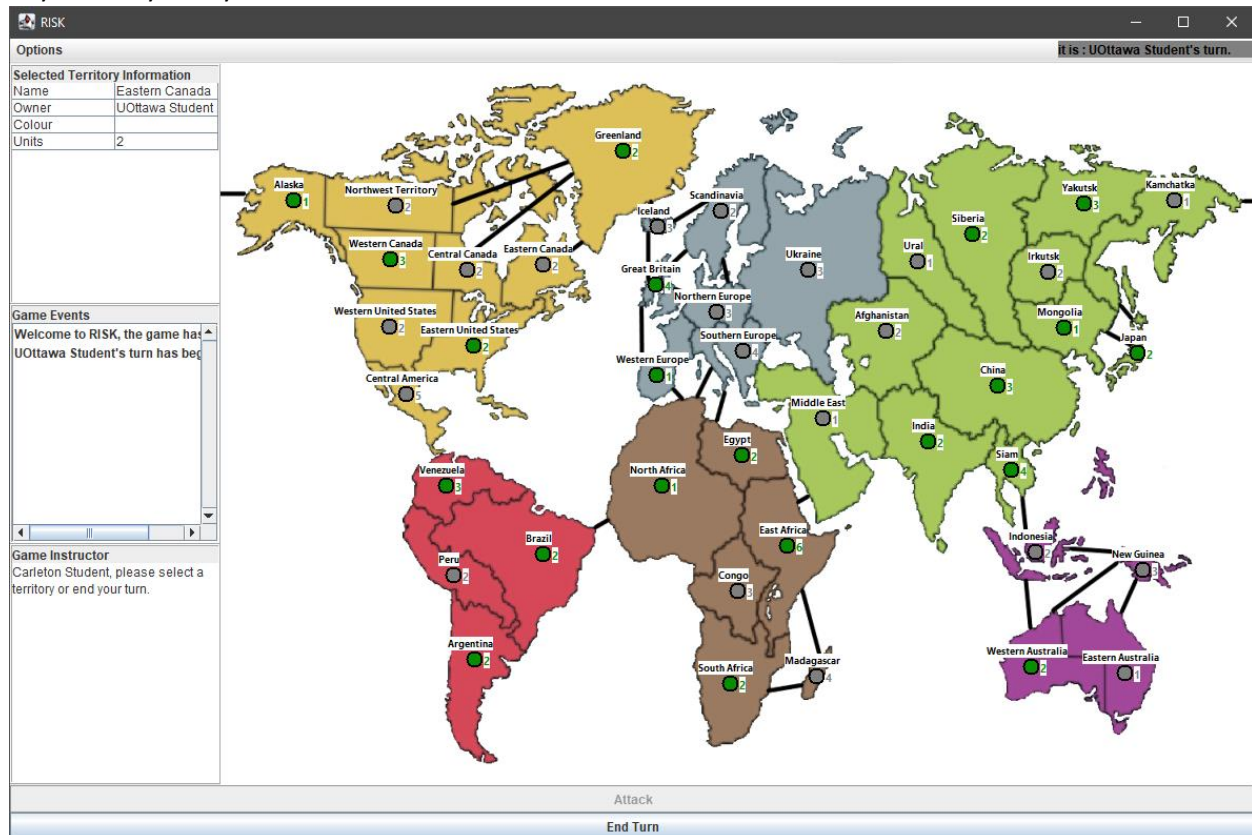


A dialog box titled "Player Name" with a close button (X) in the top right corner. It contains a green question mark icon, the text "Player 1's Name:", a text input field containing "Carleton Student", and an "OK" button at the bottom.

After all the valid information has been input, a map will appear of the board that is currently being played on, with all the territories painted on.

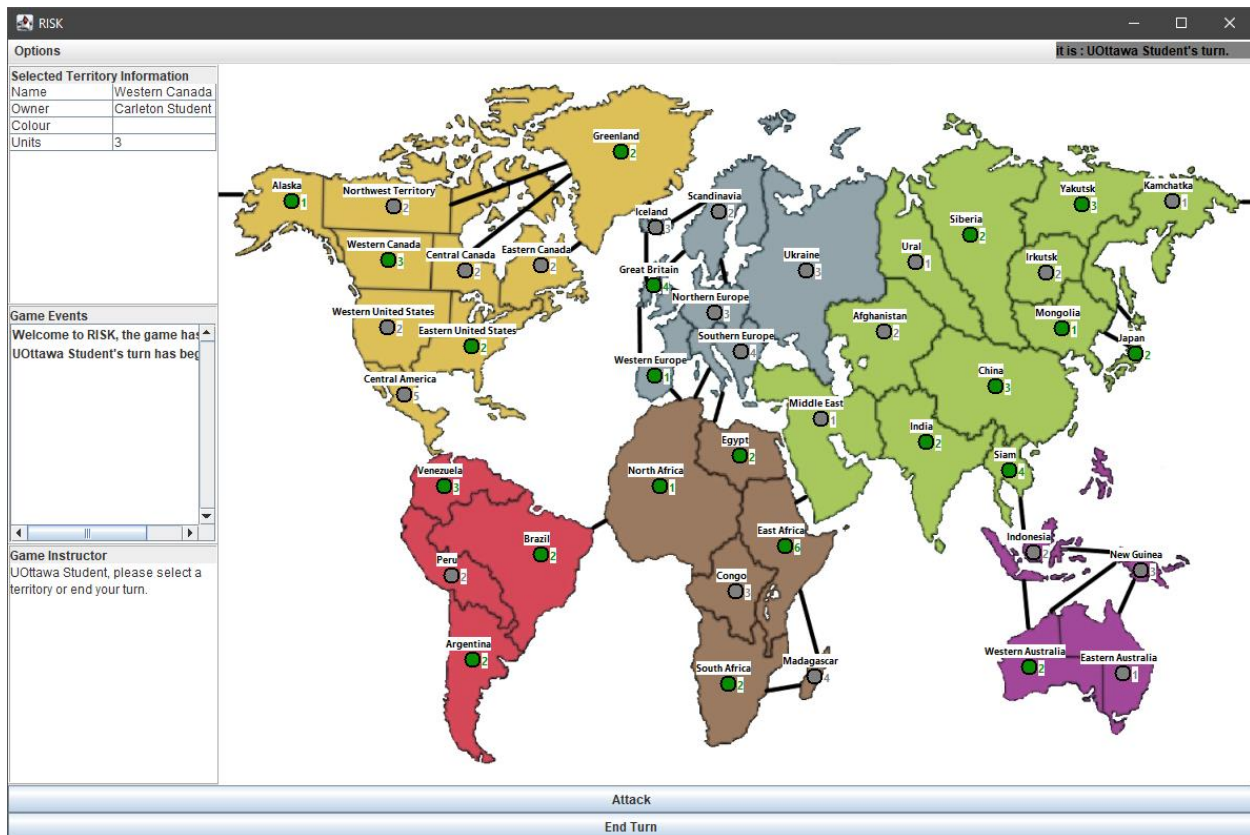


In the top right of the frame, notice the player turn and color. This designates whose turn it is currently. “Selected Territory Information” panel on the left-hand side will show the information corresponding to any territory that you have clicked on.

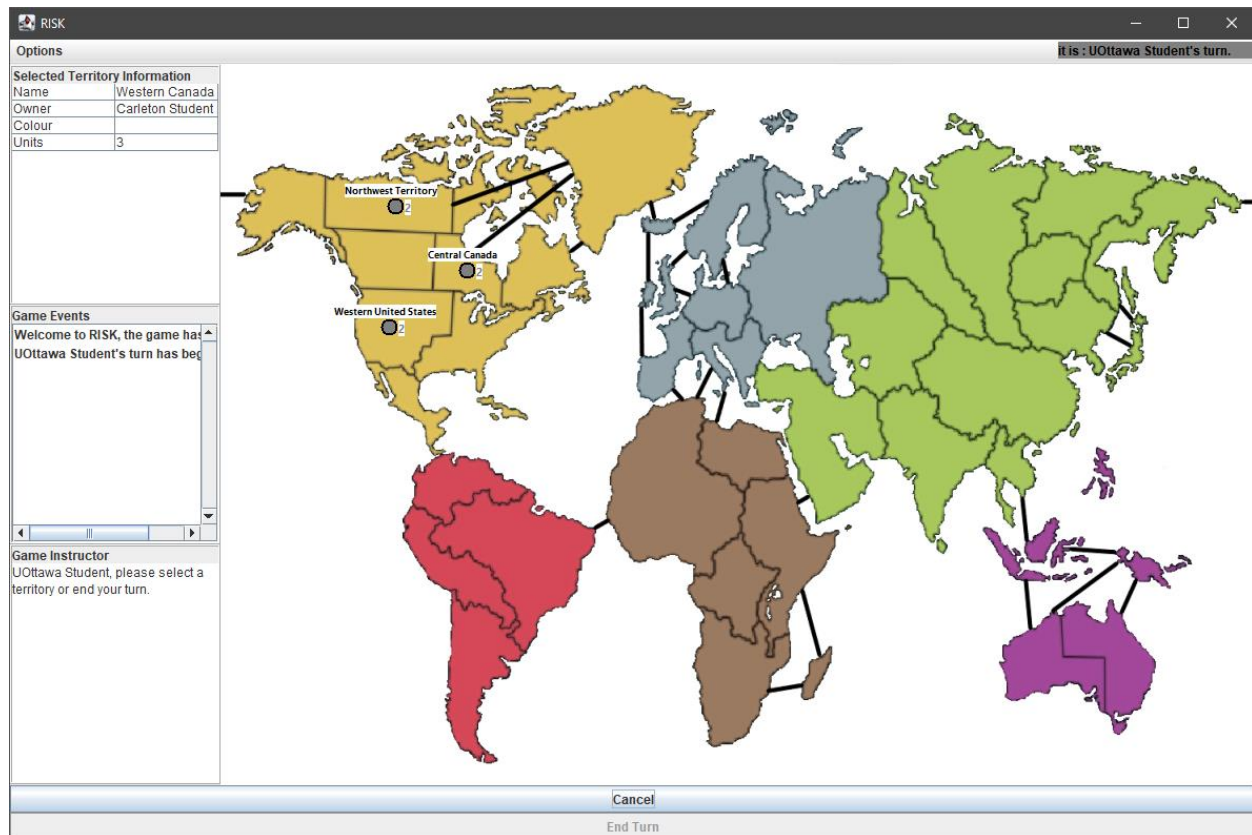


The “Game Events” panel on the left shows textual representations of the events that are occurring in the game. The game instructor panel will show you any instructions on how to perform anything at any stage of the game.

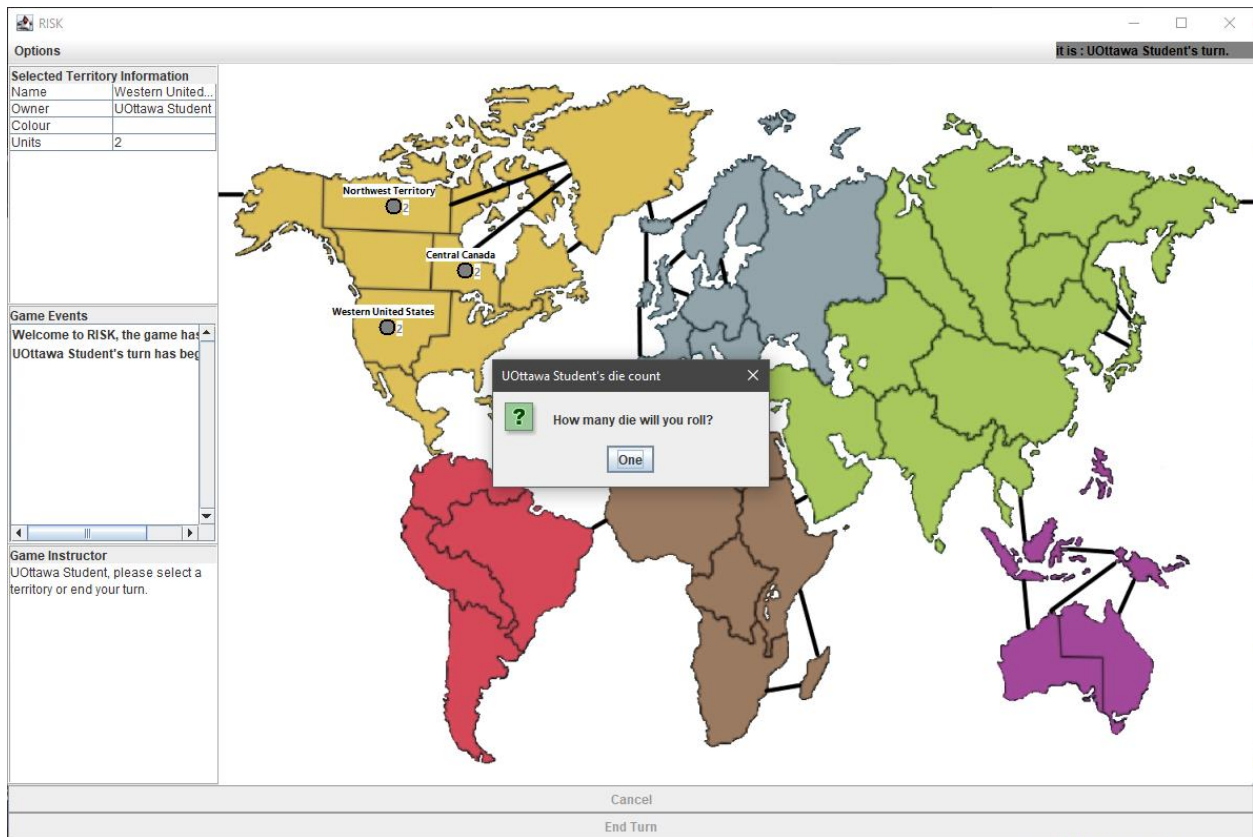
After selecting an “attackable” territory, the “Attack” button on the bottom, will be enabled. If the user selects this it means they wish to attack the previously selected territory.



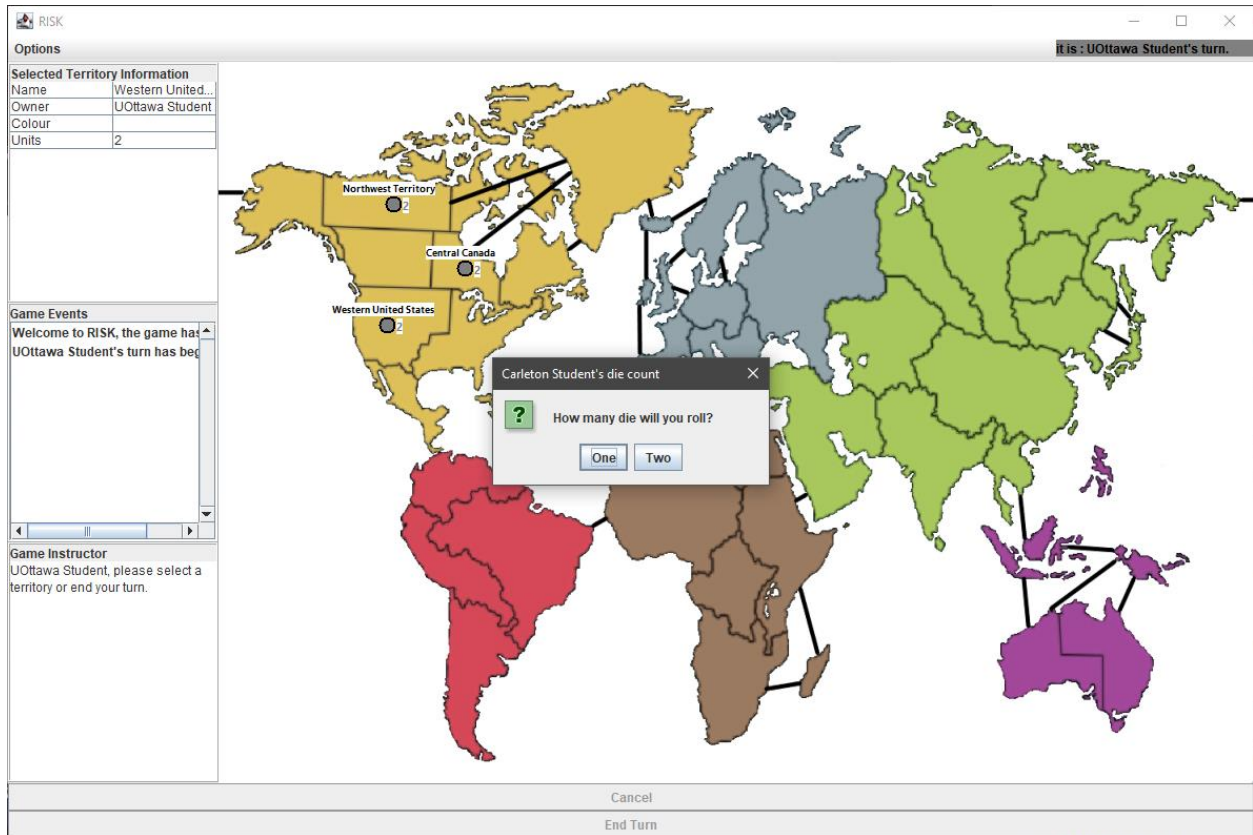
Selecting attack will prompt the user to select another territory out of the ones that are now displayed on the map. These territories that appear will consist of all the neighboring territories that the current player owns.



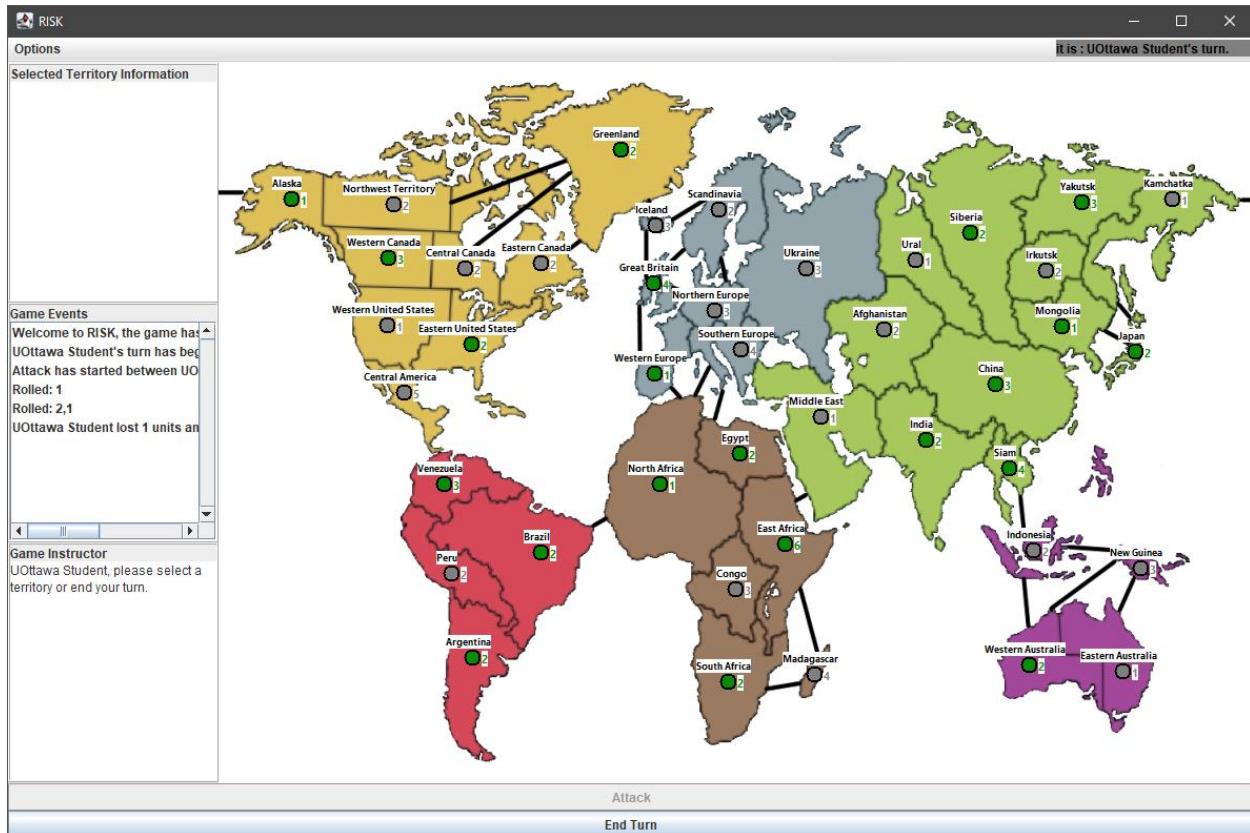
After selecting another territory, the game will prompt the user for an amount of dice rolls.



The defending player will be prompted for dice rolls.



After the attack the map will be automatically updated. 😊



If an attack is performed and the attacker depletes the defender's users to zero, the attacker will be prompted for an number of units they wish to move into the territory they conquered.

