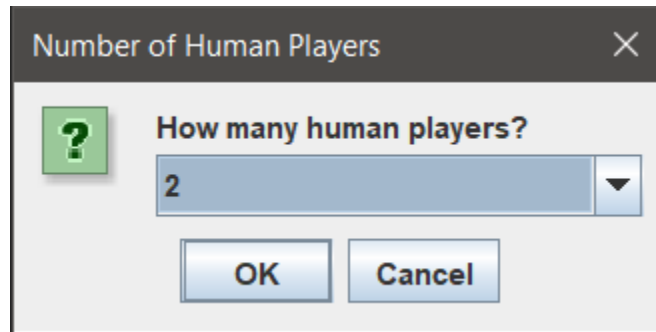


DREAM TEAM SYSC 3110

Dream Team RISK Manual

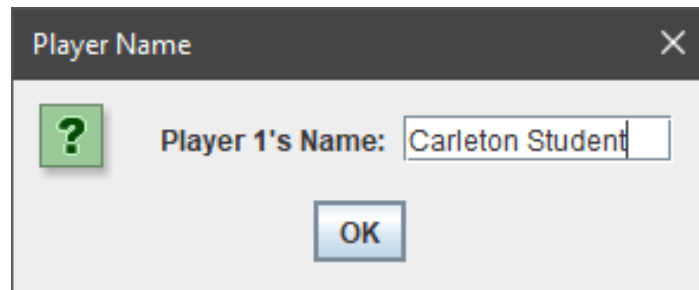
Game Setup

When running the program, the user(s) will initially be prompted with a user input dialog asking for the number of human players that wish to participate in the game, minimum being one and max being six.



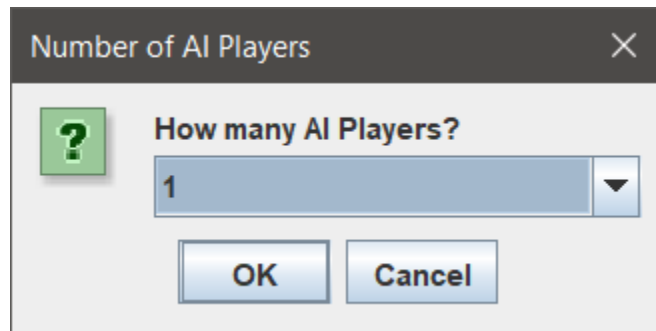
A dialog box titled "Number of Human Players" with a close button (X) in the top right corner. It features a green square icon with a white question mark on the left. The text "How many human players?" is displayed above a text input field containing the number "2". To the right of the input field is a small downward-pointing arrow. Below the input field are two buttons: "OK" and "Cancel".

After selecting a option and clicking "OK", each human player in the game will then be prompted for their name.



A dialog box titled "Player Name" with a close button (X) in the top right corner. It features a green square icon with a white question mark on the left. The text "Player 1's Name:" is displayed above a text input field containing the text "Carleton Student". Below the input field is a single button: "OK".

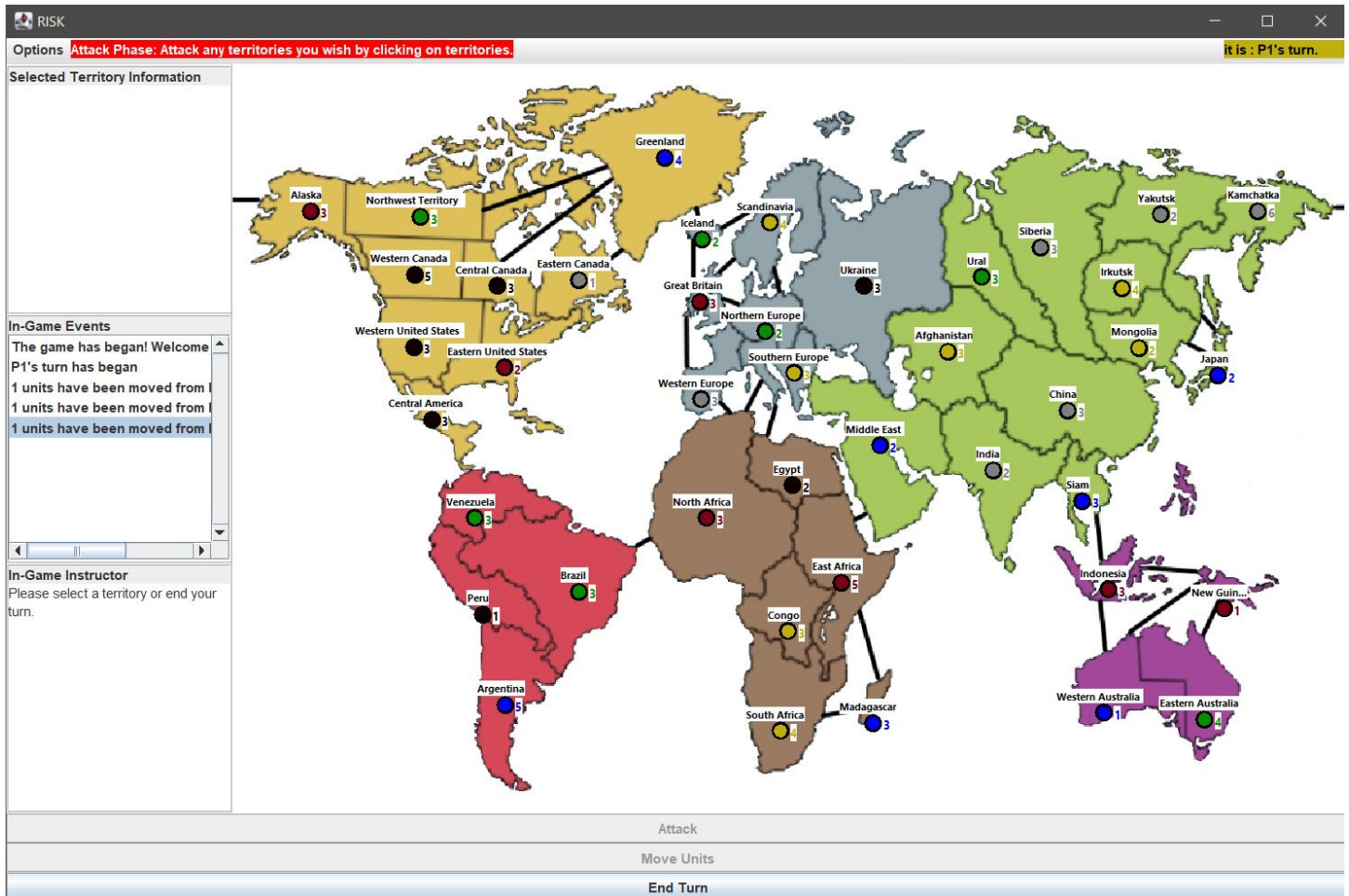
If the user(s) selected a number of players below the maximum amount (six), then the user(s) will be prompted with how many AI players they would like to join them in their game. If there is only one human player than at least one AI must join them in the game. If there are two or more human players than zero AI can be selected.



A dialog box titled "Number of AI Players" with a close button (X) in the top right corner. It features a green square icon with a white question mark on the left. The text "How many AI Players?" is displayed above a text input field containing the number "1". To the right of the input field is a small downward-pointing arrow. Below the input field are two buttons: "OK" and "Cancel".

The Games Main Display

After the player information has been inputted, the player order is randomized along with their respective color for the game. The games main window will open, containing the world map with all the territories painted on with the color of the current owner. The top bar contains “Options”, which contains the option to play the game in full screen mode. It also displays the current players turn with their respective color as a highlight, and what phase they’re currently on.



Selected Territory Information

The “Selected Territory Information” panel on the top left of the games main window will show the information corresponding to the territory that the current player has clicked on. This information displays the name of the territory, the current owners name and color of the territory, and the number of units positioned in the territory.

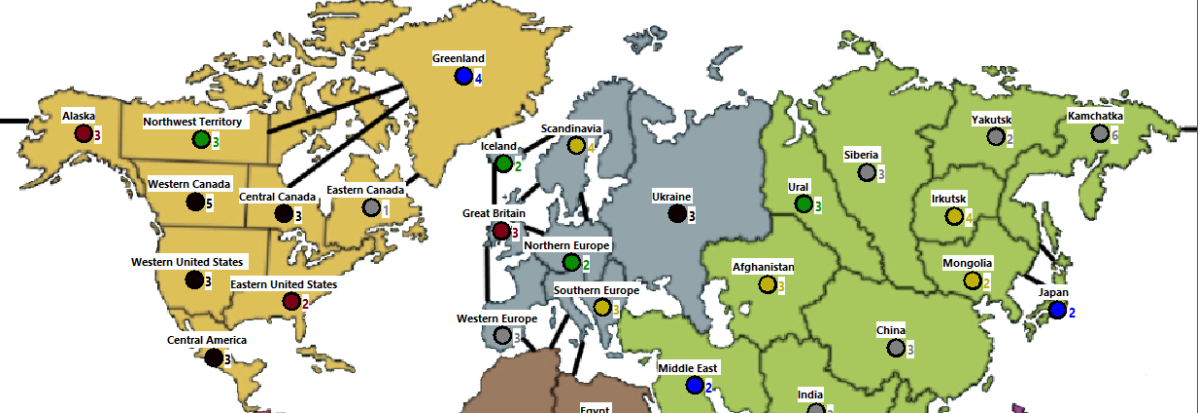
RISK

Options **Attack Phase: Attack any territories you wish by clicking on territories.** it is : P1's turn.

Selected Territory Information	
Name	Southern Europe
Owner	P1
Colour	YELLOW
Units	3

In-Game Events

The game has begun! Welcome
P1's turn has begun
1 units have been moved from I
1 units have been moved from I
1 units have been moved from I




RISK

Options **Attack Phase: Attack any territories you wish by clicking on territories.** it is : P1's turn.

Selected Territory Information	
Name	Northern Europe
Owner	P3
Colour	GREEN
Units	2

In-Game Events

The game has begun! Welcome



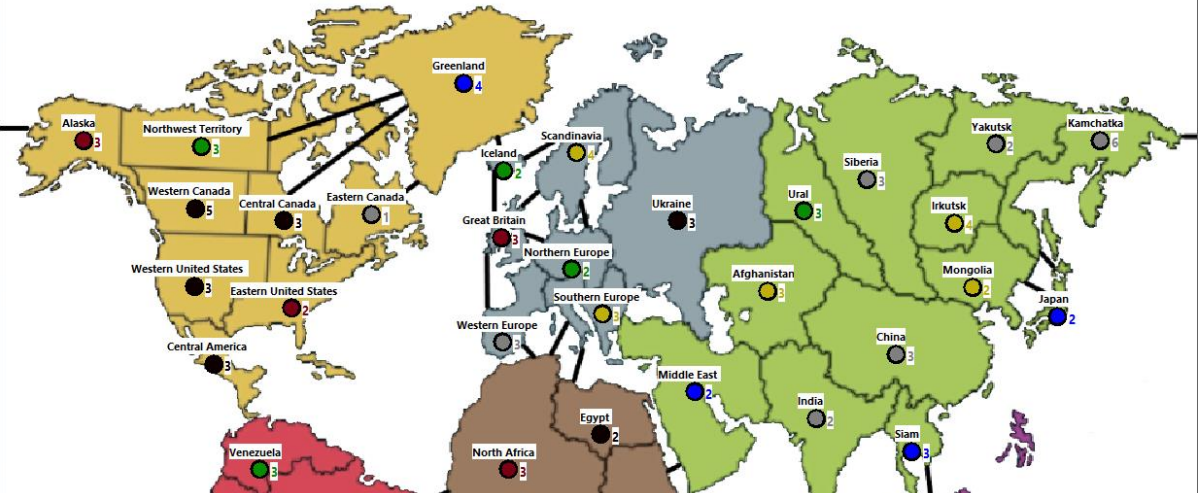
RISK

Options **Attack Phase: Attack any territories you wish by clicking on territories.** it is : P1's turn.

Selected Territory Information	
Name	North Africa
Owner	P2
Colour	RED
Units	3

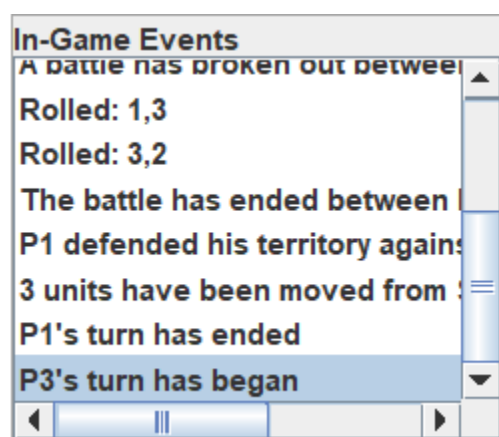
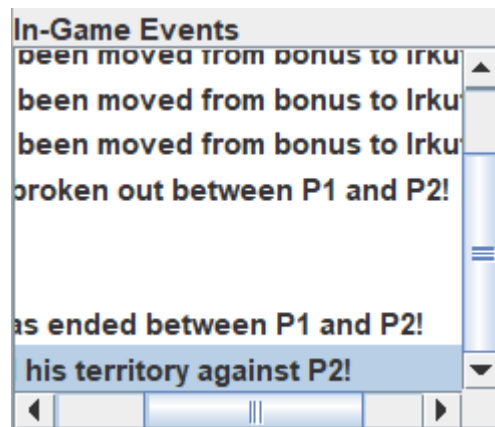
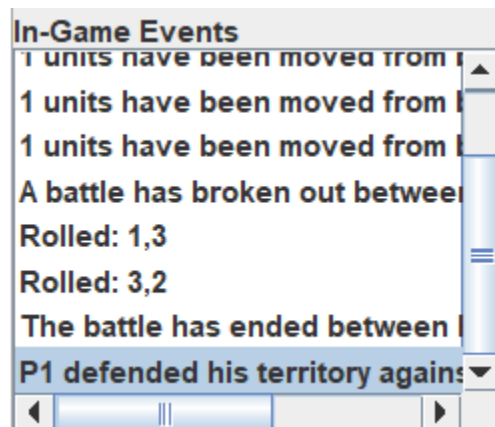
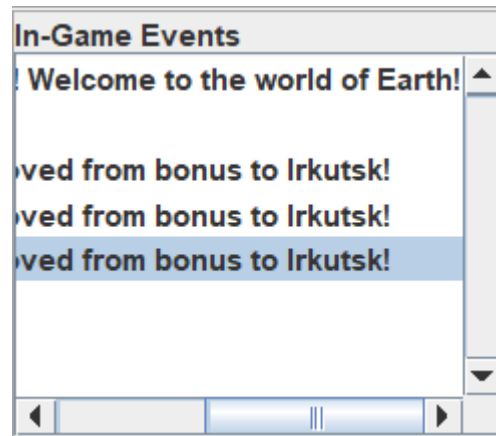
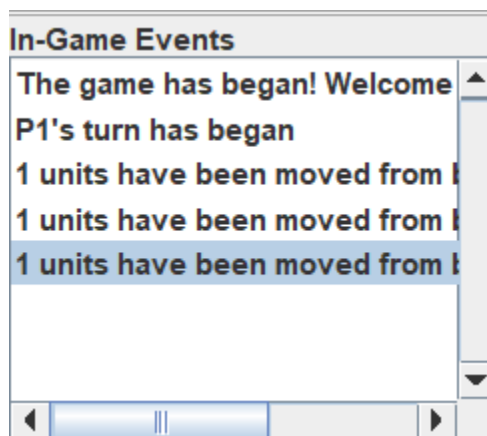
In-Game Events

The game has begun! Welcome
P1's turn has begun
1 units have been moved from I
1 units have been moved from I
1 units have been moved from I



In-Game Events Panel

The “In-Game Events” panel on the left shows textual representations of the events that are occurring in the game. These events include, number of units moved onto a territory, a battle breaking out between two players, the dice roll numbers for a battle, the outcome of a battle, and finally when a player turn begins and ends. The Panel is small so using the horizontal scroll bar may be necessary in certain cases.



In-Game Instructor

The In-Game Instructor is displayed in a panel near the bottom left of the main games window. It tells the current player what they can do depending on what phase they're in

In-Game Instructor

Please select a territory or end your turn.

In-Game Instructor

Select a territory to attack

Bonus Troupe Phase

At the start of a players turn, they begin with the 'Bonus Troupe Phase'. During this time, the current player is awarded bonus units in which they can place anywhere on the map as long as they own the territory. The current player must place all off their bonus troops onto the map before proceeding to the other phases.

The number of bonus units rewarded follows this formula:
(*Number of owned territories / 3*) + (*'Continent Bonus'*)

The 'Continent Bonus' amounts are as follows:

Asia: 7

Europe: 5

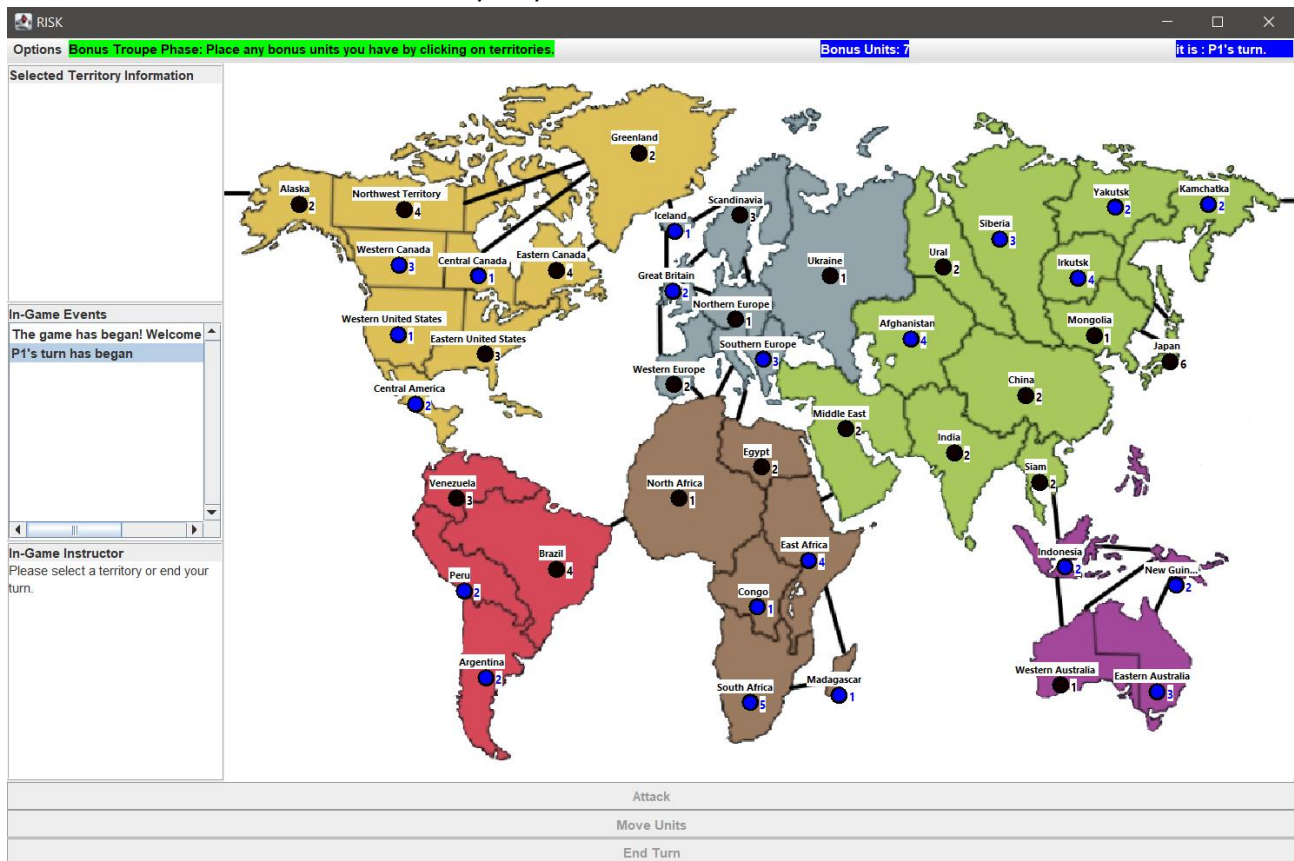
North America: 5

South America: 3

Africa: 3

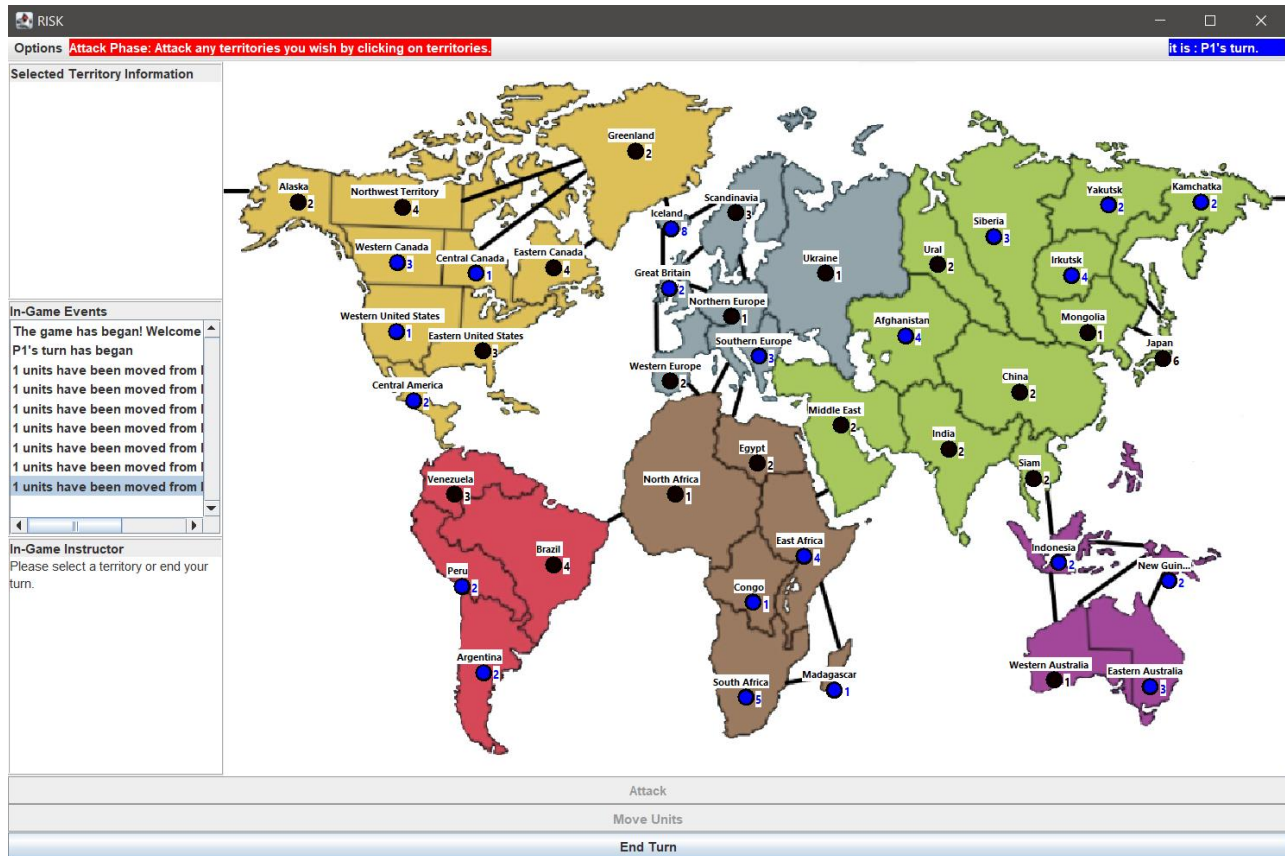
Australia: 2

The player must have control of all the territories within a continent when their turn begins in order to receive the 'Continent Bonus' of whatever continents they may have under control.

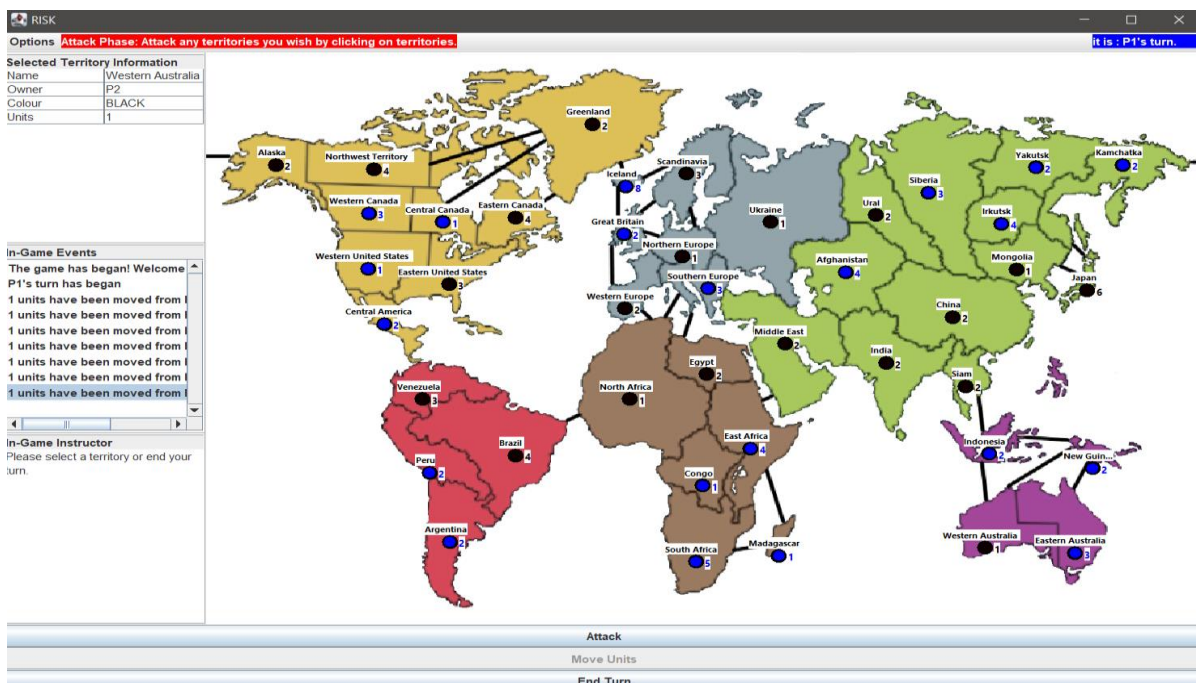


Attack Phase

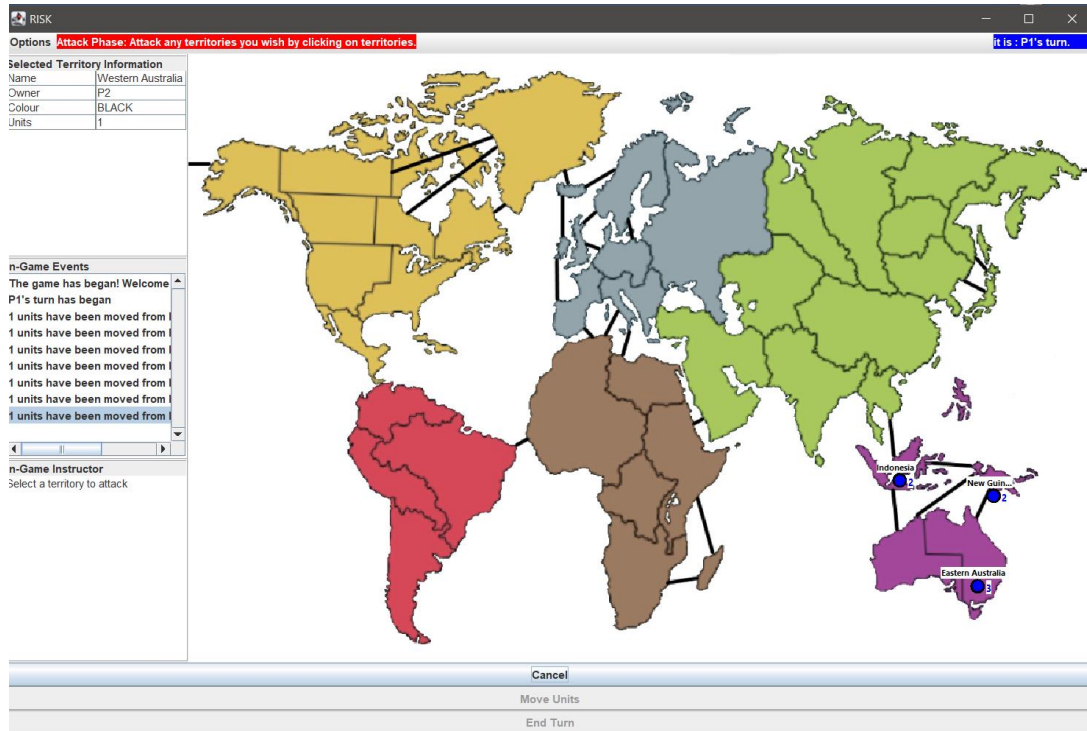
After the Bonus Troupe Phase, the current player is then moved on to the Attack Phase. At this time, the current player can attack enemy territories that neighbor their own as long as they have more than one unit in their own territory. The current player isn't forced to attack however, if the time is not right, they can always just end their turn and move on to the Move Unit Phase.



After selecting an "attackable" territory, the "Attack" button on the bottom will be enabled. If the user pushes the "Attack" button it means they wish to attack the selected territory.



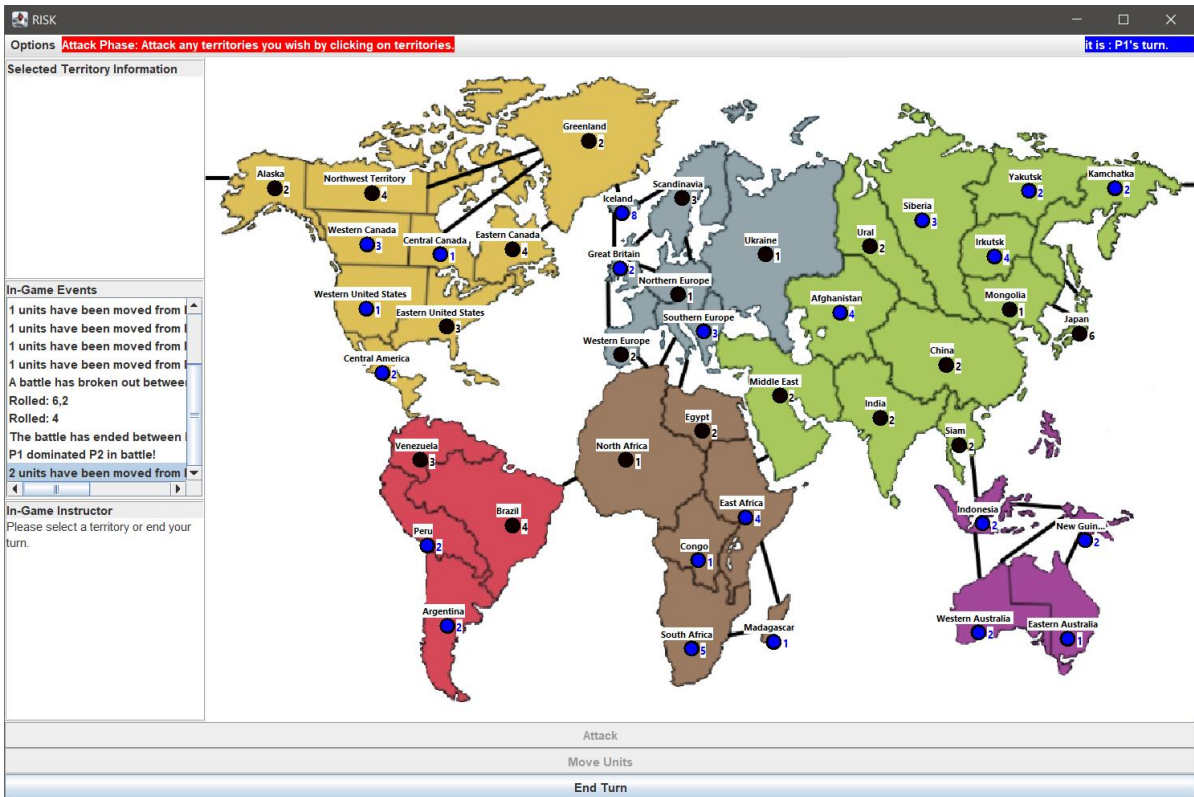
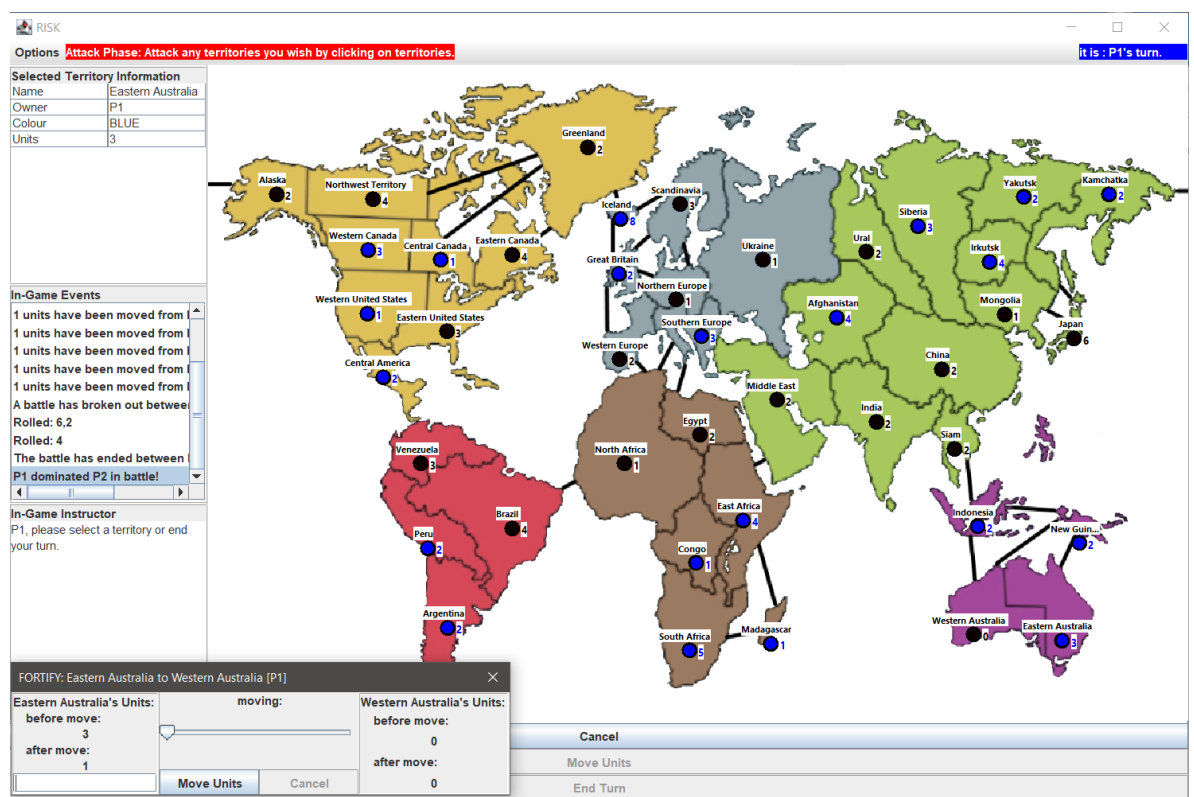
After pushing the “Attack” button, all the territories that neighbor the selected territory that also belong to the current player will display, the current player then gets to selected from which territory they will attack from.



After selecting the territory the current player wishes to attack from, the dice roll windows will display, asking the attacking and defending player how many die they want to roll with.

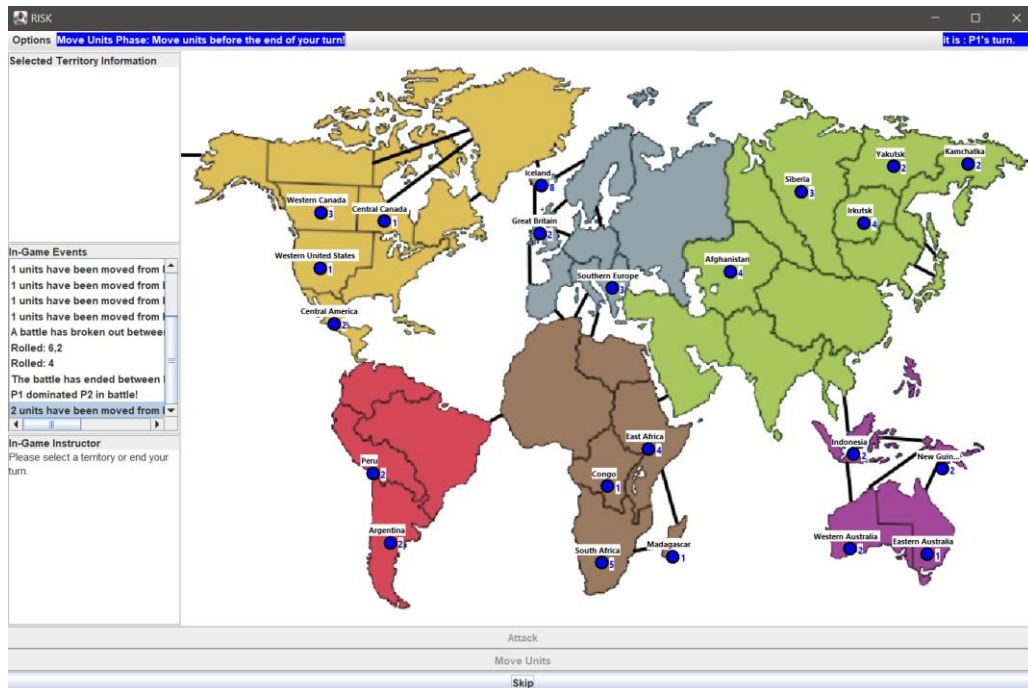


Afterwards, the outcome of the battle will be displayed in the Game Events Panel as well as the number of units on the map being updated according to the outcome. If the attacker takes over the defending territory than they are asked to move a number of units from the attacking territory to their newly claimed territory.

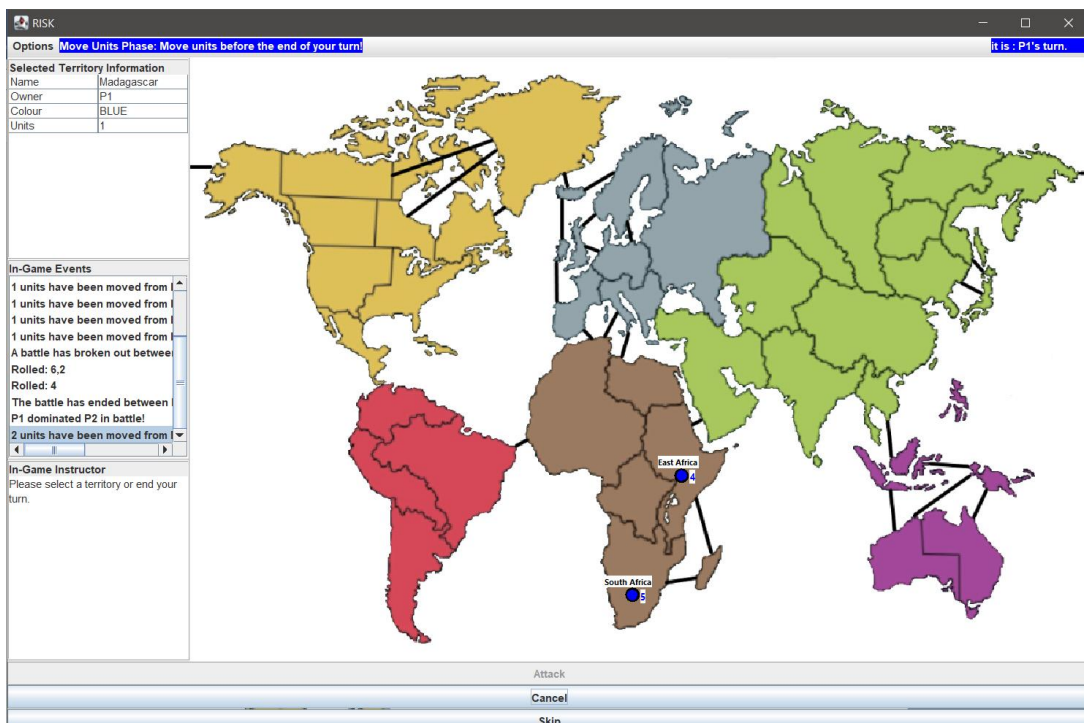


Move Unit Phase

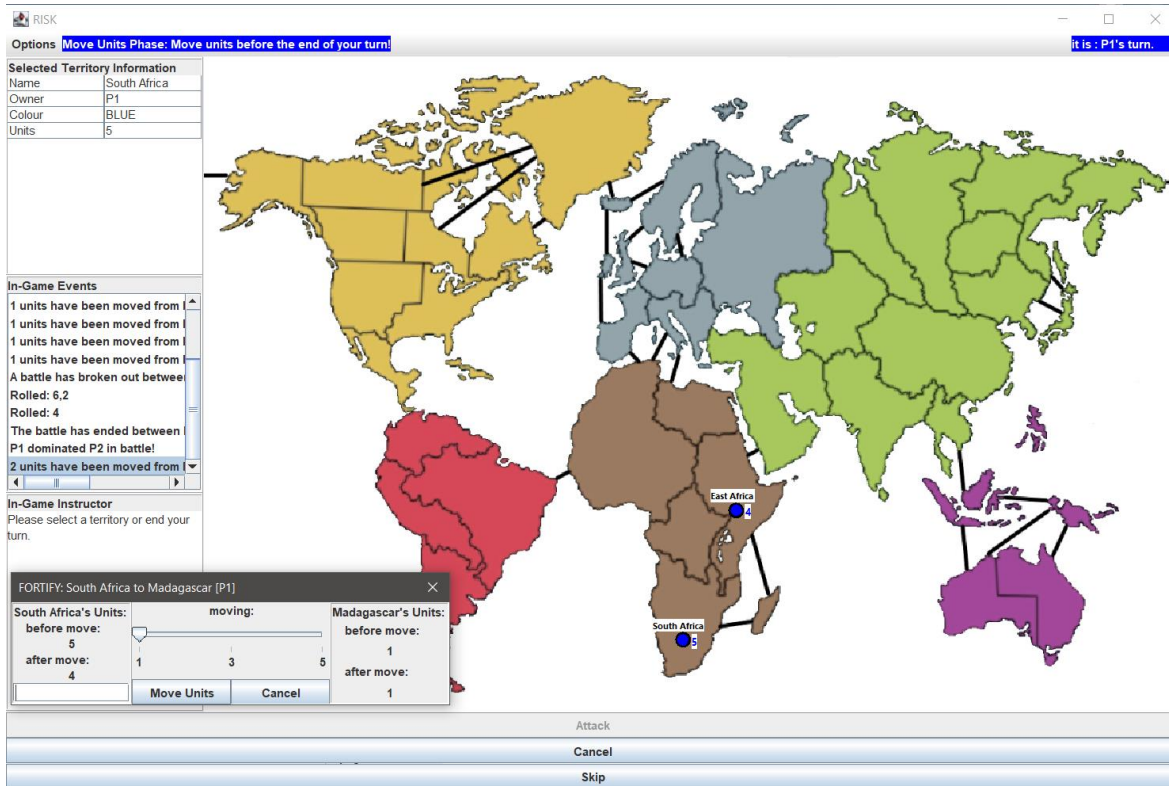
Once the current player presses the “End Turn” button, they are moved to the Move Unit Phase. In this phase the current player can move units from one territory to another under specific conditions. These conditions include; The territories must be owned by the current player, the territories must be neighboring, and they can’t move from a territory that only has one unit in it. The current player first selects the territory they wish to move units on to than presses the “Move Units” button. The current player can always just press the “Skip” button if they do not want to move any of their units.



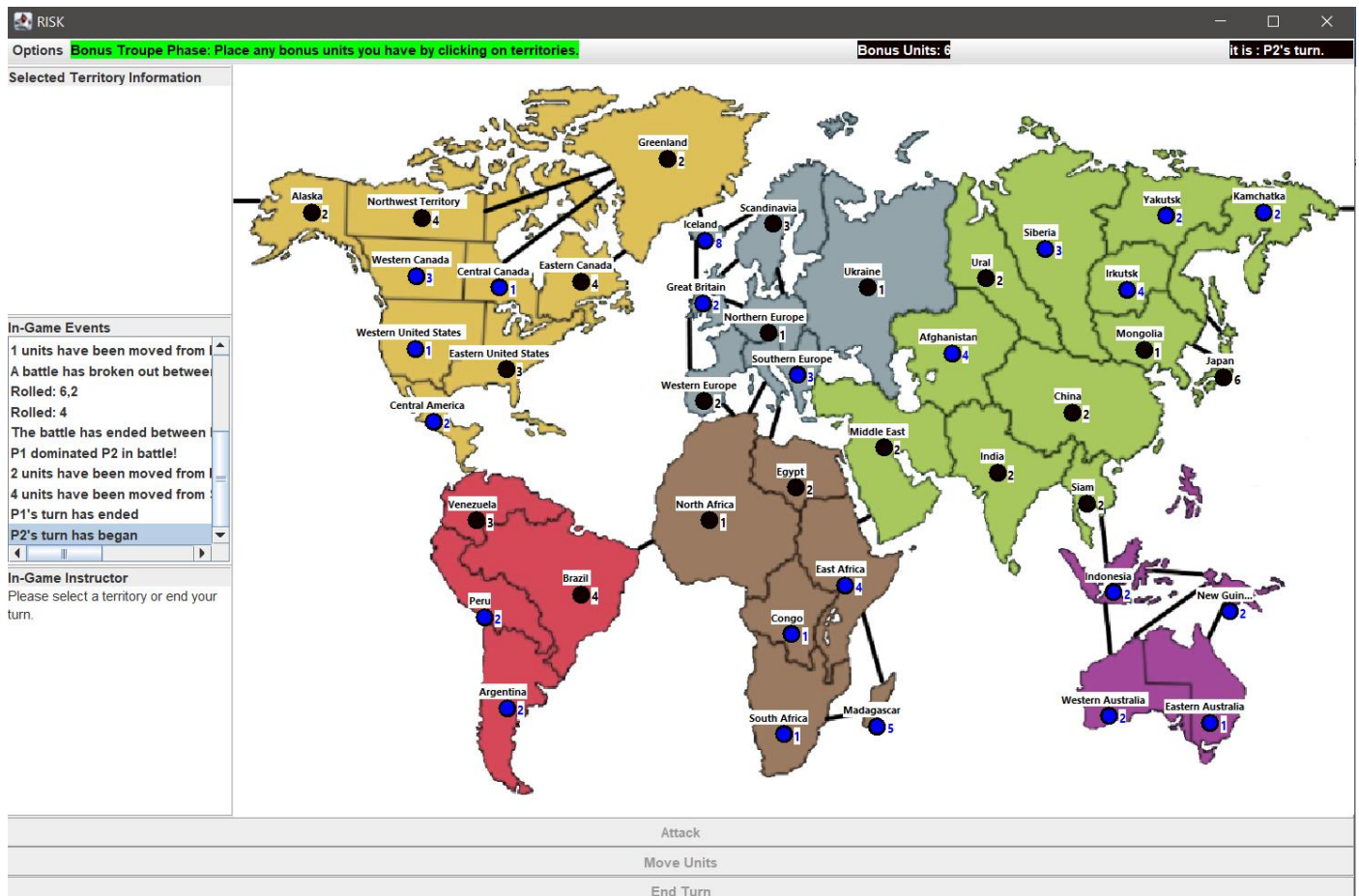
After pressing “Move Units”, all the neighboring territories of the selected territory will display. The current player then selects the territory they want to move units from onto the territory they wanted units on. The player can press the “Cancel” button if they change their mind.



A window will pop up asking for the specific number of units they want to move after picking the territory they want to move units from.

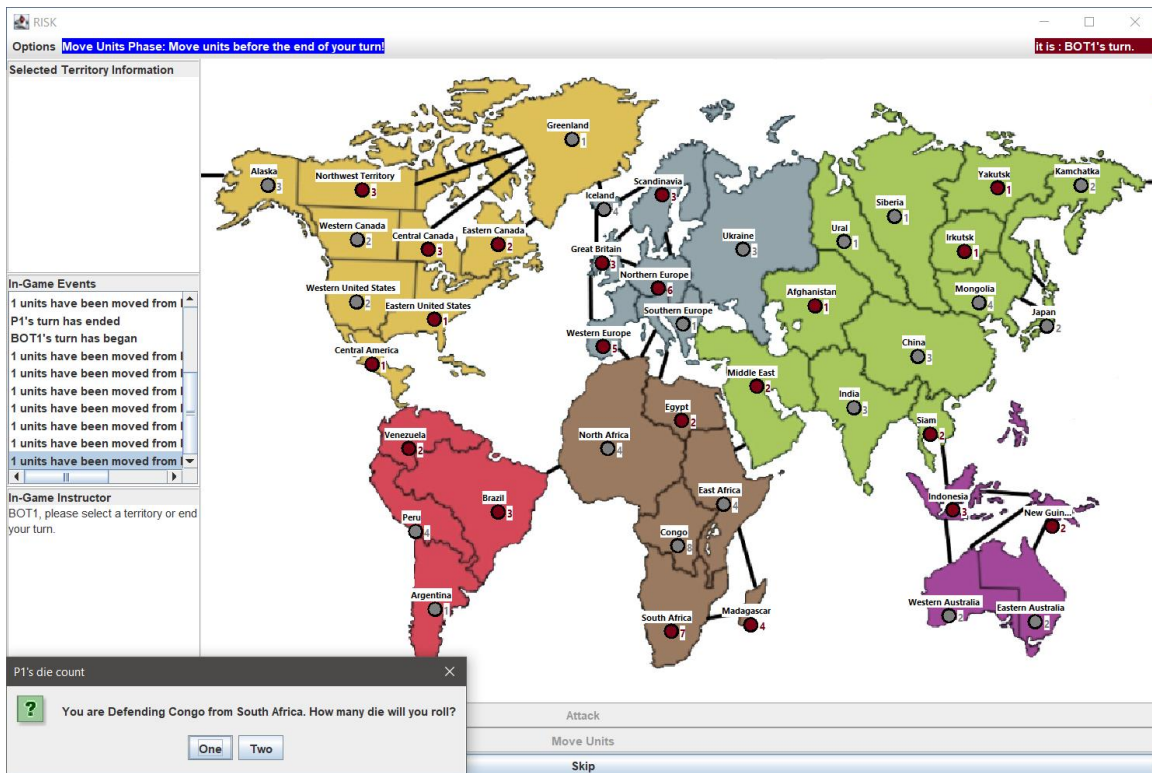


After selecting the number of units, they are then moved to the territory and the current players turn ends.



AI Players

When playing with AI, all that changes is when it is their turn. When it is their turn, they will place their bonus units immediately and move straight to attacking. Most likely a window will pop up asking a specific player how many defending dice they want to use from an AI's attack. The territory the AI is attacking from will be displayed along with the territory being defended within said window.



The defending die count window can be moved to the side so the user(s) can see the map to determine their defending die count accordingly. After several defending rolls, the AI will eventually end their turn.

