

User Documentation

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User's Manual

1. About Farkle

1.1. Traditional Rules of Farkle

Farkle is a game typically played with six dice and more than one player. The traditional rules dictate that each player takes turns rolling the dice in succession, with each turn producing a score. The score produced from the players current turn is added to that players previous score accumulation. The goal is to be the first player to reach 10,000 points. The scoring is generated as follows:

- 1) At the beginning of the turn, the player rolls all 6 dice.
- 2) Scoring for each roll is as follows: Each 1 = 100 points, each 5 = 50 points, (3) 1s = 1000 points, (3) 2s = 200 points, (3) 3s = 300 points, (3) 4s = 400 points, (3) 5s = 500 points, (3) 6s = 600 points, a straight = 1500 points, (3) pair = 750 points, and more than three of a kind doubles the value for each additional match (e.g. (5) 3s = $300 \times 2 \times 2 = 1200$ points).
- 3) Dice resulting in a score are chosen and removed by the player (the player must pick up at least one scoring die, but does not need to pick up all scoring die), and the player decides if they want to roll with the remaining dice or pass to the next player.
- 4) At least one die must be set aside after each roll.
- 5) A “farkle” occurs when a roll results in no points. All points accrued during that turn are forfeit, and play is passed to the next player.
- 6) If the player has scored all six dice, he or she can roll again with all six dice.
- 7) Once a player has surpassed the winning point total, each successive player has one last chance to score enough points to surpass the leader.

1.2. Rules for this Single Player Game Version

The single player version follows the same scoring rules as dictated by the traditional rules of Farkle; see section 1.1 for more information on scoring. In the single player version, the player is limited to a total of ten turns while trying to earn as many points as possible. The goal in this version is to try and beat your high score.

1.3. Rules for the Two Player Game Version

The two player version follows all of the same rules as dictated by the traditional rules of Farkle; see section 1.1 for more information. When a player finishes a turn and has a total game score greater than 10,000 points, the other player has one last chance to try and score enough points to surpass the leader. The player with the most points after that final turn, wins the game.

2. Installation

2.1. Minimum System Requirements

The Farkle software requires the following basic system configuration

- 1) Windows Vista SP2/7/8
- 2) Java Runtime Environment (JRE) version 7 or higher
- 3) 128MB of RAM minimum
- 4) At least 130 MB of hard disk space (124 MB for JRE, and 6 MB for Farkle)
- 5) Minimum Pentium 2 - 266 MHz processor

2.2. Setup

Farkle setup features a standard Microsoft Windows setup interface making installation simple and straight forward. Double click the “Install Farkle.msi” file found in the downloaded .zip file to launch the setup wizard. This installation will add Farkle to your start menu, along with a shortcut on your desktop. You can cancel the setup at any time by clicking the “Cancel” button.

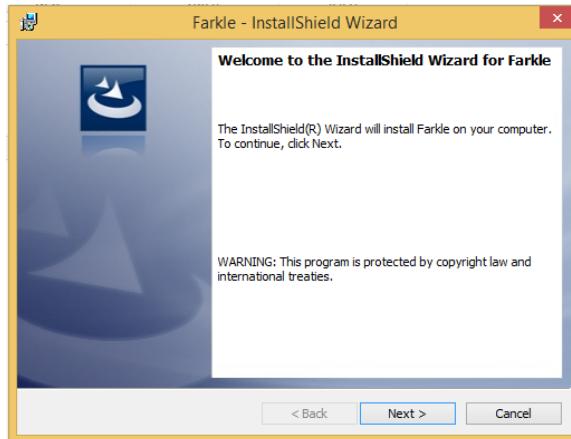


Figure 1

Click “Next” on the welcome screen to continue installation (see figure 1).

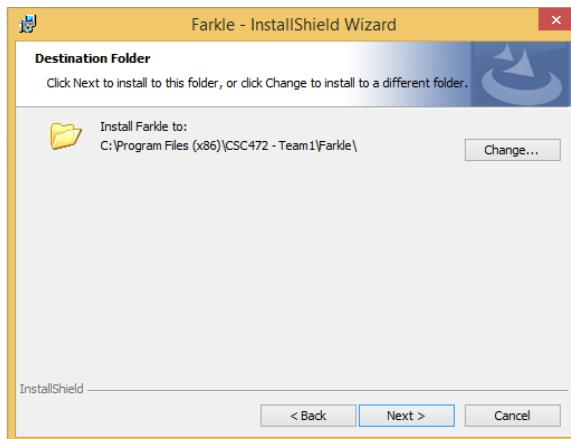


Figure 2

If the default destination folder is acceptable, click “Next” (see figure 2). If you’d like to change the default destination folder, click “Change”. Note, changing the default installation folder will not affect the operation of the program.

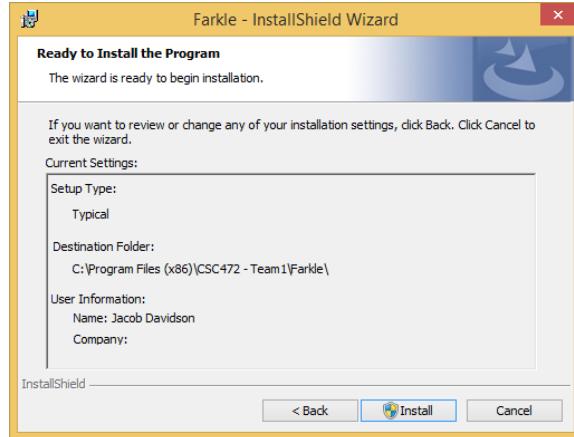


Figure 3

Review your setup configuration, and click “Install” (see figure 3).

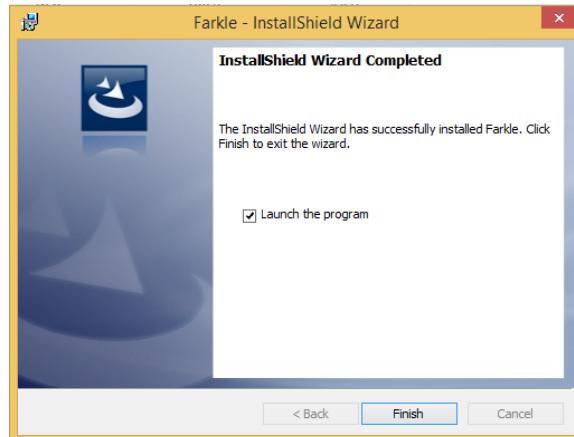


Figure 4

Farkle has been successfully installed! If you’d like to immediately run the application, leave the “Launch the program” box checked and click “Finish” (see figure 4). If the Java Runtime Environment is not installed on your computer, you will see the following dialog box when you try to run the application for the first time.

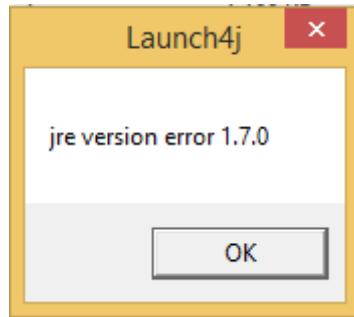


Figure 5

If you get the error shown in figure 5, select the “OK” button to be redirected to the Java website where the latest version of the Java Runtime Environment can be downloaded and installed (an open internet connection is required). Farkle will run normally upon installing the latest version of the Java Runtime Environment.

2.3. Uninstalling

You can uninstall Farkle in one of two ways: by launching the “Uninstall Farkle” program, or by using the Microsoft Windows Control Panel.

“Uninstall Farkle” program:

- “Uninstall Farkle” is located in the Farkle program group of the Microsoft Windows Start menu. Click the “Uninstall Farkle” Icon to run the uninstall program.

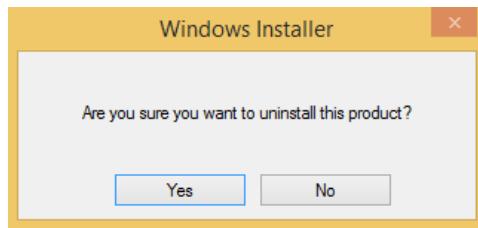


Figure 6

- You will be asked, “Are you sure you want to uninstall this product?” Click “Yes” to continue with removing Farkle, or click “No” to cancel (see figure 6).
- If you click “Yes” all files will be removed, including the start menu icon, and desktop shortcut.

Microsoft Windows Control Panel:

- Select the “Control Panel” from the Microsoft Windows Start menu
- Select the “Uninstall a Program” link
- Highlight “Farkle” in the list of programs, and select “Uninstall”
- You will be asked, “Are you sure you want to uninstall Farkle?” Click “Yes” to uninstall, or “No” to cancel.
- If you click “Yes” all files will be removed, including the start menu icon, and desktop shortcut.

3. Farkle Gameplay

3.1. Game Mode Options Menu

Upon opening the application, the user is greeted with a game mode options menu used to select the Farkle game mode.

3.1.1. Starting Farkle in One Player Mode

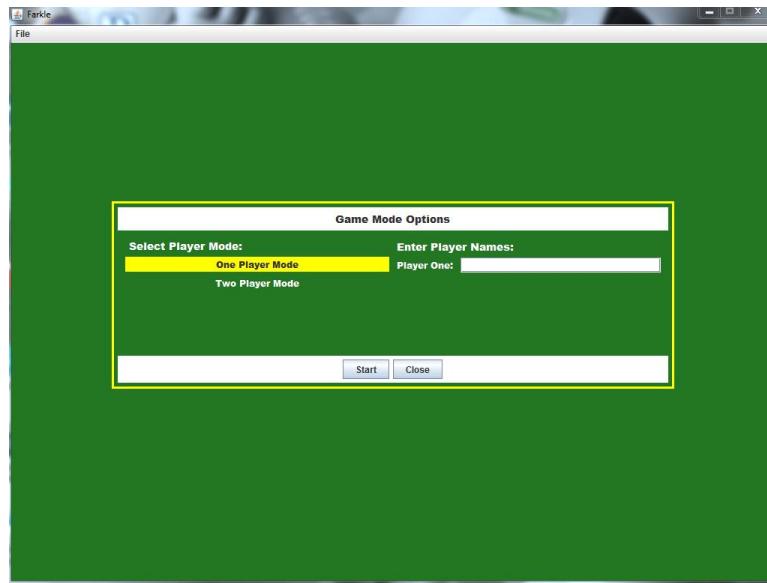


Figure 7

To start Farkle in one player mode, you must first select the “One Player Mode” option beneath “Select Player Mode” (see figure 7). Next, enter the name of “Player One” in the text box beneath the “Enter Player Names” heading. Finally, select the “Start” button. Note, selecting the “Close” button at any time will close the application.

3.1.2. Starting Farkle in Two Player Mode Against a Human Opponent

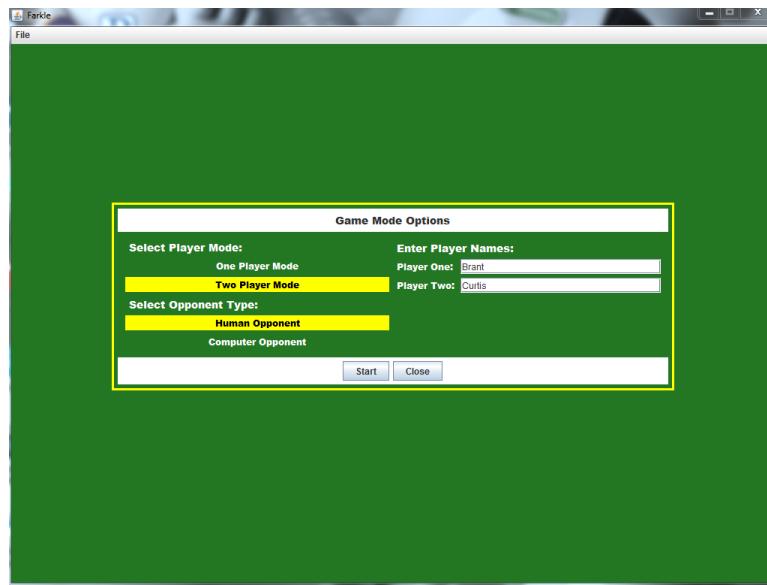


Figure 8

To start Farkle in two player mode against a human opponent, select the “Two Player Mode” option beneath “Select Player Mode”. This will cause the “Select Opponent Type” menu to appear. Select the “Human Opponent” option beneath the “Select Opponent Type” heading (see figure 8). Enter the names of “Player One” and “Player Two” in the text boxes beneath the “Enter Player Names” heading, and select the “Start” button. Note, selecting the “Close” button at any time will close the application.

3.1.3. Starting Farkle in Two Player Mode Against a Computer Opponent

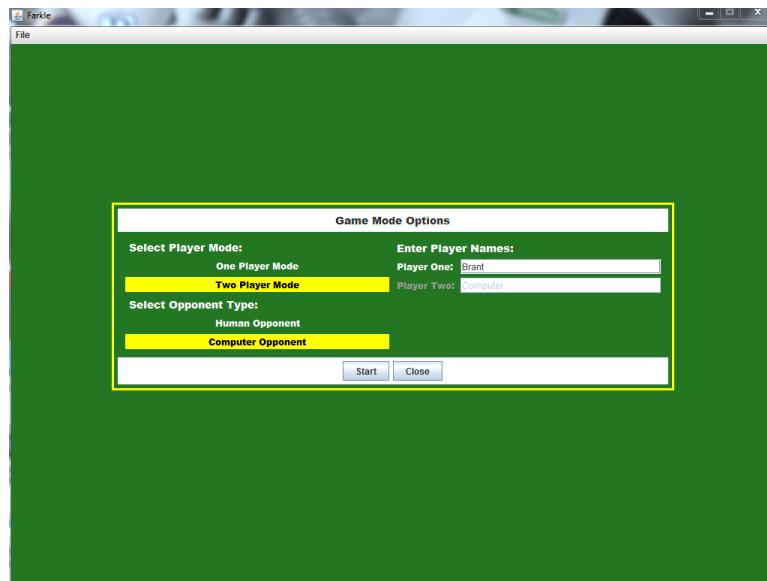


Figure 9

To start Farkle in two player mode against a computer opponent, select the “Two Player Mode” option beneath “Select Player Mode”. This will cause the “Select Opponent Type” menu to appear. Select the “Computer Opponent” option beneath the “Select Opponent Type” heading (see figure 9). Enter the name of “Player One” in the text box beneath the “Enter Player Names” heading, and select the “Start” button. Note, selecting the “Close” button at any time will close the application.

3.2. The Farkle File Menu

The Farkle file menu is found at the top of the Farkle application window (See figure 10).

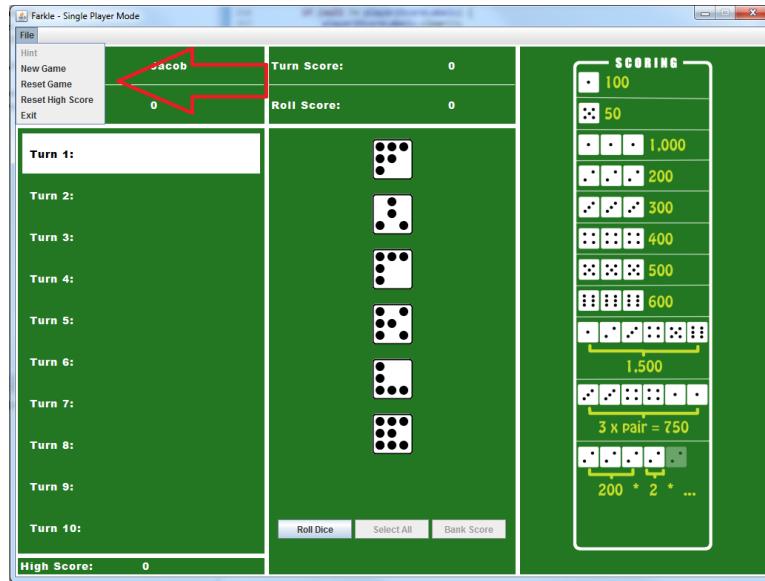


Figure 10

3.2.1. “New Game” Option

Selecting the “New” option from the file menu indicates that you want to start a new game. The existing game will immediately end, and the game mode options box will be displayed allowing you to start a new game in one player mode, two player mode against a human opponent, or two player mode against a computer opponent.

3.2.2. “Reset Game” Option

Selecting the “Reset” option from the file menu indicates that you want to reset the game with the current settings. The current game will immediately end and be restarted with all of the same settings, which includes the player mode, opponent type, and player names.

3.2.3. “Exit” Option

Selecting the “Exit” option from the file menu will immediately end the current game and close the application.

3.2.4. “Hint” Option

The “Hint” option is available after a player takes a turn, and before that player selects any dice. Selecting the “Hint” option will display a pop up message with the dice to select to achieve the maximum score for the current roll (see figure 11).

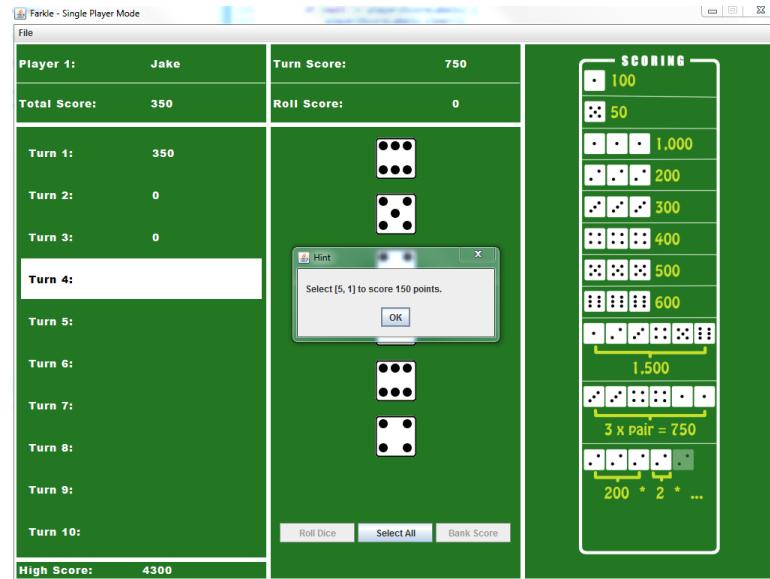


Figure 11

3.2.5. “Reset High Score” Option

The “Reset High Score” option is enabled for single player mode only. Selecting this option will reset the saved high score to 0.

3.3. Single Player Mode

To start the Farkle application in one player mode, see section 3.1.1 of this manual.

3.3.1. One Player Mode Rules

The single player version follows the same scoring rules as dictated by the traditional rules of Farkle (see section 1.1 of this manual for more information on scoring). In the single player version, the player is limited to a total of ten turns while trying to earn as many points as possible. The goal in this version is to try and beat your high score.

3.3.2. Turn Indicator



Figure 12

The current turn is indicated by highlighting the roll number on the left side of the application window in white (see figure 12).

3.3.3. Taking a Turn

See section 3.5 of this manual for details on taking a turn in the Farkle application.

3.3.4. Total Score

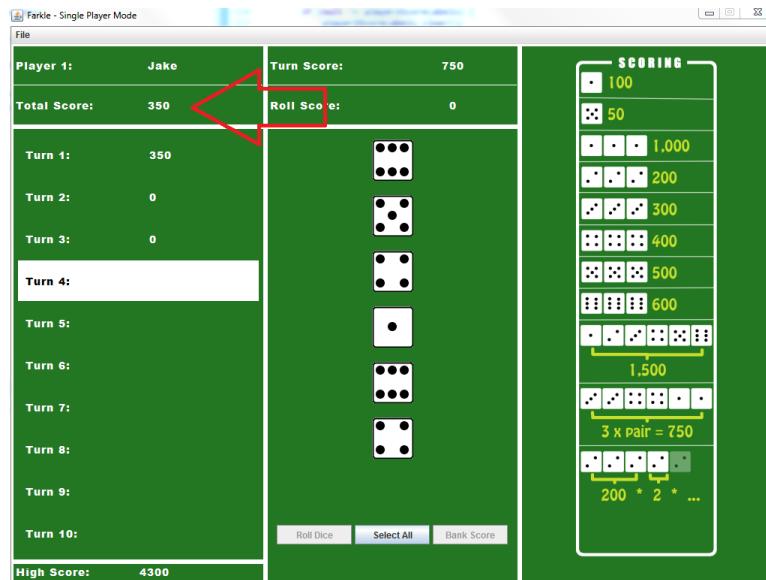


Figure 13

The total score for the current game is indicated just below the player's name in the upper left corner of the application window (see figure 13).

3.3.5. High Score



Figure 14

The current high score is indicated on the bottom left of the application window (see figure 14). This score is initially set to 0. If you beat the high score, this will be set to the new high score. The high score is stored on the hard drive and will not reset after the application is closed. An achieved high score is acknowledged at the end of the game with a congratulatory message (see figure 15). See section 3.2.5 of this manual for information on resetting the high score.

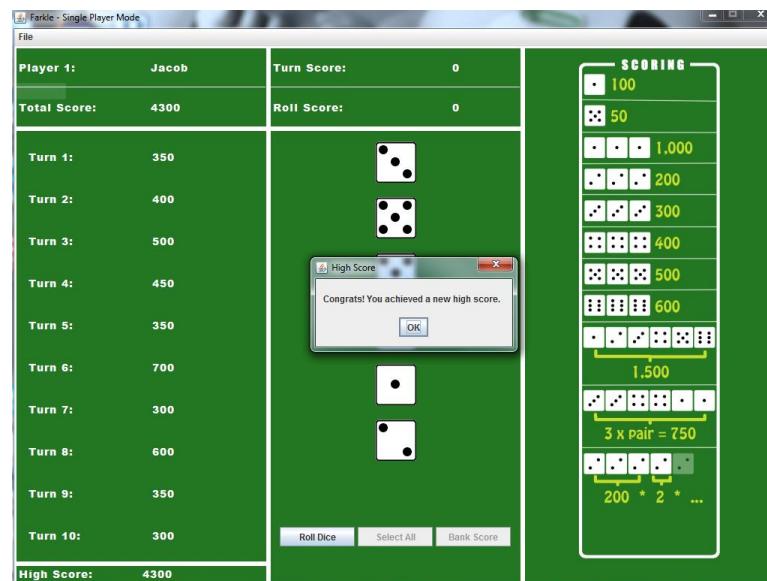


Figure 15

3.3.6. End of Game

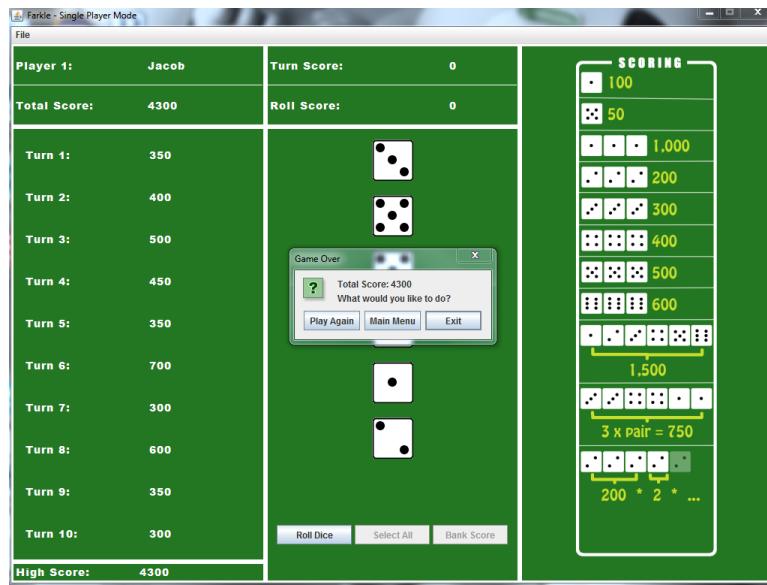


Figure 16

At the conclusion of the tenth turn in one player mode, a popup box will display the score from that game (see figure 16). Select the “Exit” button to immediately close the application. Selecting the “Main Menu” button will cause the application to return to the game mode options menu (see section 3.1 for more information on this menu). Selecting the “Play Again” button will restart the single player game with the same player name.

3.4. Two Player Mode

To start the Farkle application in two player mode against a human opponent, see section 3.1.2 of this manual. To start the Farkle application in two player mode against a computer opponent, see section 3.1.3 of this manual.

3.4.1. Two Player Mode Rules

The two player version follows all of the same rules as dictated by the traditional rules of Farkle; see section 1.1 of this manual for more information. When a player finishes a turn and has a total game score greater than 10,000 points, the other player has one last chance to try and score enough points to surpass the leader. The player with the most points after that final turn, wins the game.

3.4.2. Player Turn Indicator

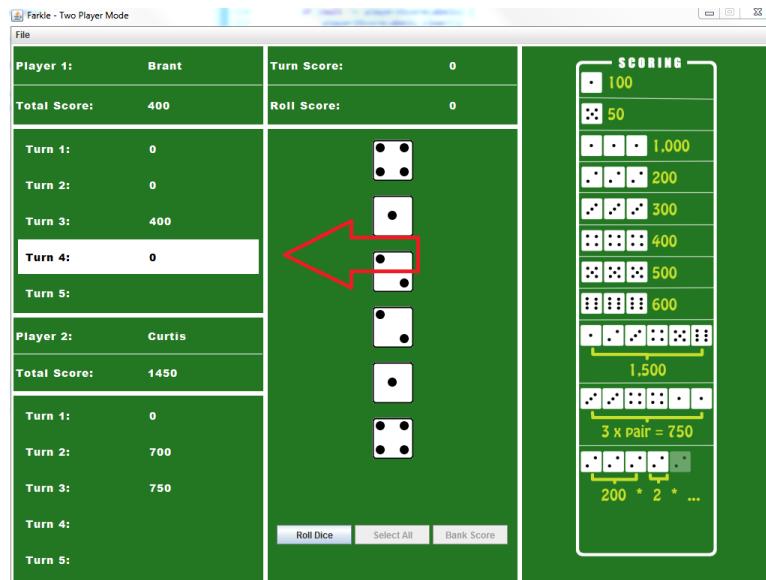


Figure 17

The current player's turn is indicated by highlighting that player's turn on the left side of the application window in white (see figure 17).

3.4.3. Taking a Turn

See section 3.5 of this manual for details on taking a turn in the Farkle application.

3.4.4. Total Score for Each Player

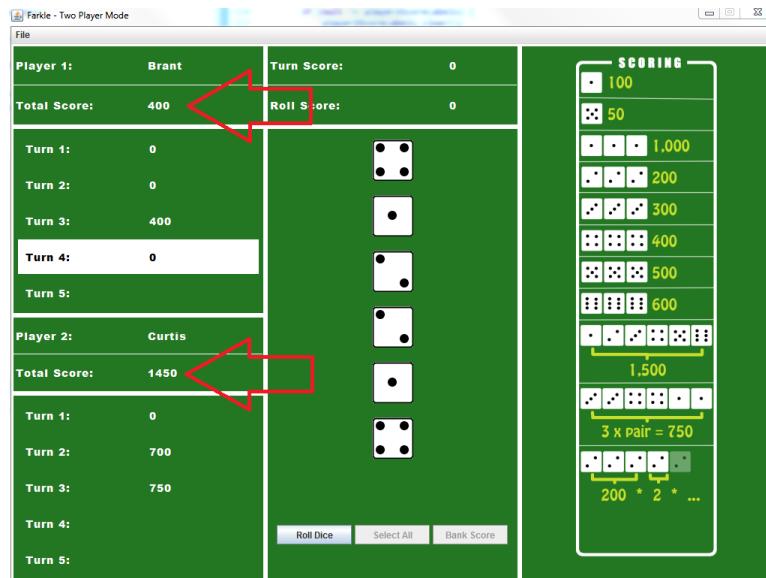


Figure 18

The total score for the current game for each player in two player mode is indicated below each player's name on the left side of the application window (see figure 18).

3.4.5. Winning in Two Player Mode

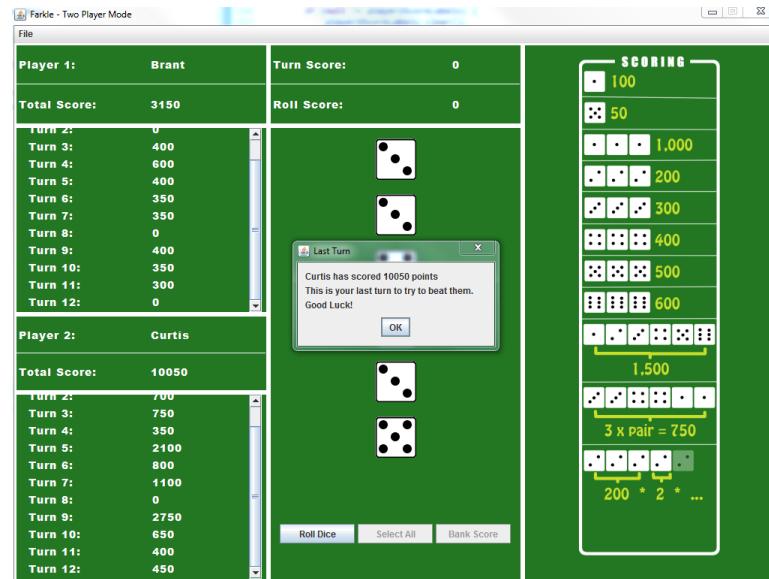


Figure 19

A message box will be displayed after a player surpasses a total score of 10,000 (see figure 19). This indicates that the other player has one last turn to try and surpass the total score of the first player to earn more than 10,000 points. At the conclusion of this turn, the winner is the player with the most points.

3.4.6. End of Game



Figure 20

At the conclusion of the game in two player mode, a popup box will declare the winner of the game (see figure 20). Select the “Exit” button to immediately close the application. Selecting the “Main Menu” button will cause the application to return to the game mode options menu (see section 3.1 for more information on this menu). Selecting the “Play Again” button will restart the two player game with the same settings, including the player types and player names.

3.5. Taking a Turn

For the current turn indicator in one player mode, see section 3.3.2. For the current player turn indicator in two player mode, see section 3.4.2.

3.5.1. Rolling the Dice

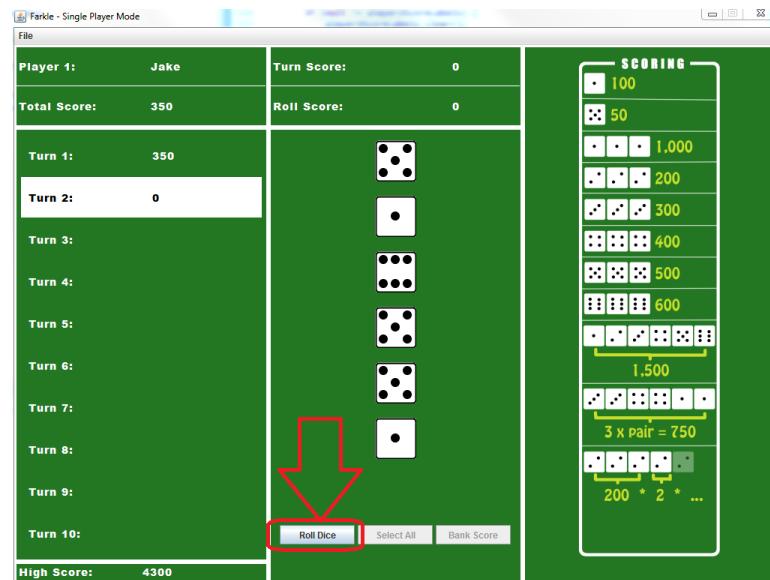


Figure 21

At the beginning of a turn, or after selecting scoring die during a given roll, the “Roll Dice” button will be enabled (see figure 21). Selecting the “Roll Dice” button will roll all of the dice at the beginning of a turn or after a bonus roll is issued, and will roll the remaining dice after selecting scoring dice from a previous roll.

3.5.2. Scoring Possibilities

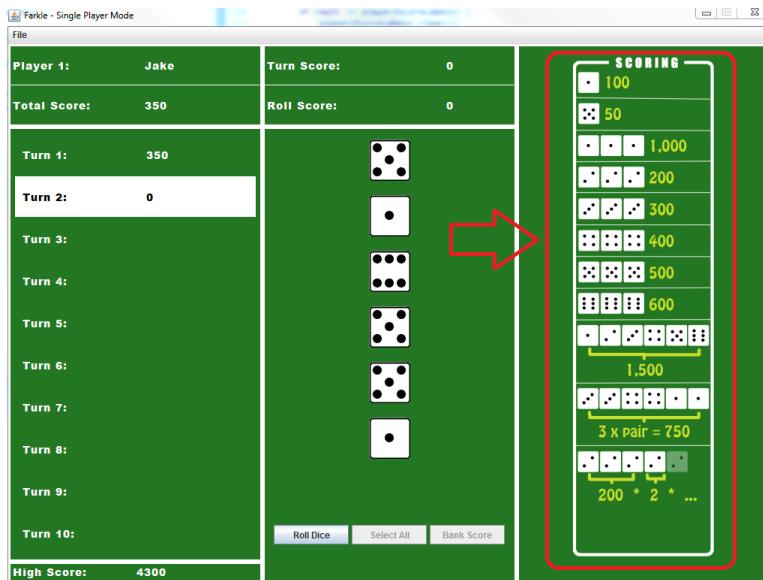


Figure 22

An image depicting all scoring possibilities is provided on the right hand side of the screen to aid in your selection of scoring dice after each roll (see figure 22).

3.5.3. The Dreaded Farkle

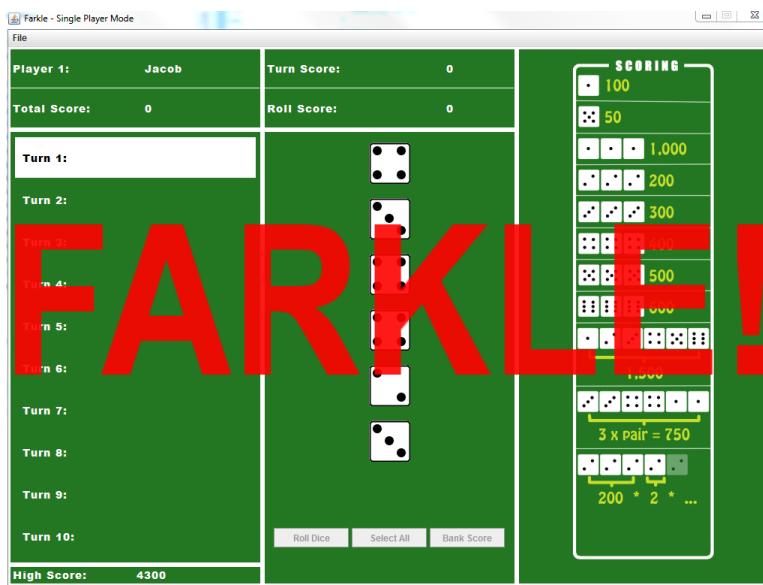


Figure 23

A roll resulting in no possible scoring combination of dice is known as a Farkle. The Farkle message will be prominently displayed on the screen (see figure 23), the current turn will immediately end in 0 points, and play will pass to the next player (in two player mode) or to the next turn (in single player mode).

3.5.4. Selecting Scoring Dice

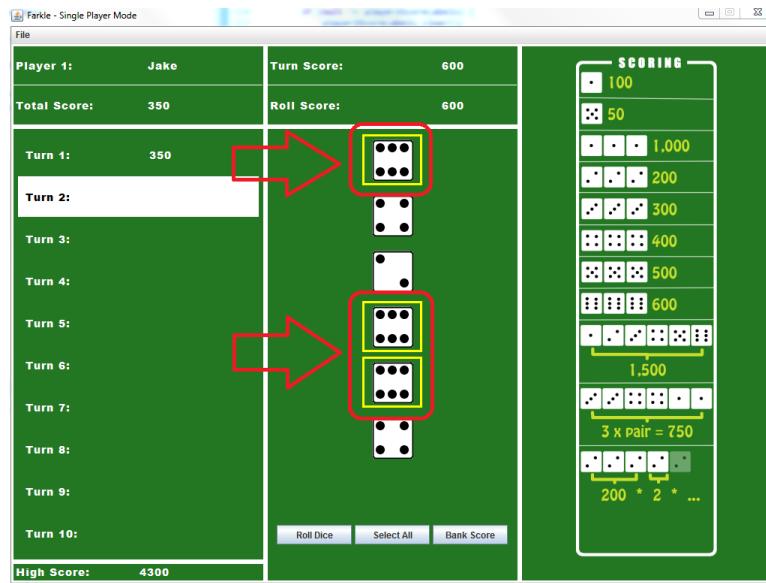


Figure 24

Each roll of the dice must result in at least one scoring die. After rolling, you must select all scoring dice you intend to keep before rolling again or banking your turn score, and a minimum of one die must be selected. Note, you do not necessarily need to keep all scoring dice before rolling again. Selected dice will be outlined in yellow (see figure 24), and, as long as all selected dice count toward the roll score, the “Roll Dice” button will be enabled (see section 3.5.1 for more information on rolling the dice). If the turn score is greater than or equal to 300 points, the “Bank Score” button will be enabled (see section 3.5.7 for information on banking the turn score). The “Select All” button is provided to conveniently allow you to highlight all unlocked dice after a roll.

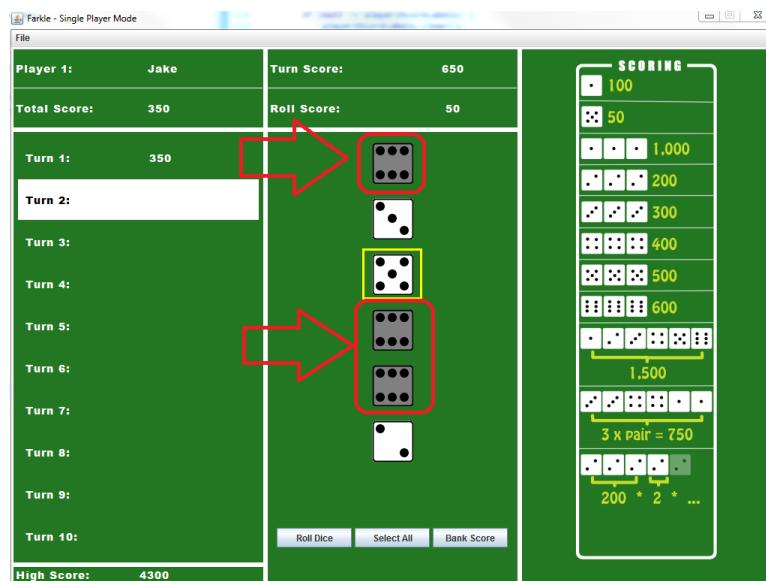


Figure 25

Grayed out dice indicate that they are locked (see figure 25). After selecting scoring dice and rolling the remaining dice, the previously selected dice will be locked. Scoring for the locked dice has already been added to the turn score, and do not count toward the current roll score. If no combination of the unlocked dice after a given roll results in a score, the turn results in a Farkle.

3.5.5. Roll Score



Figure 26

The roll score can be found on the top center portion of the application window just above the dice and below the turn score (see figure 26). The roll score provides the score of the selected dice of the current roll.

3.5.6. Turn Score

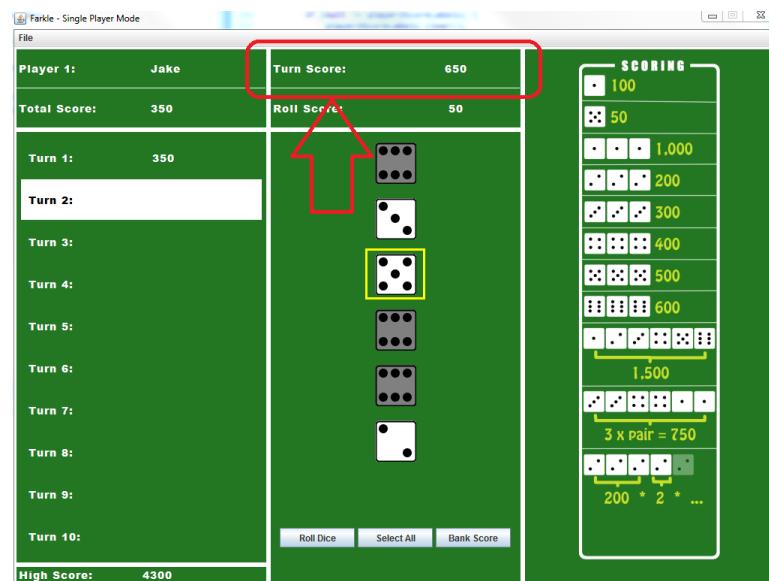


Figure 27

The turn score can be found on the top center portion of the application window just above the roll score (see figure 27). The turn score provides the total score for the current turn, including the roll score.

3.5.7. Banking the Turn Score

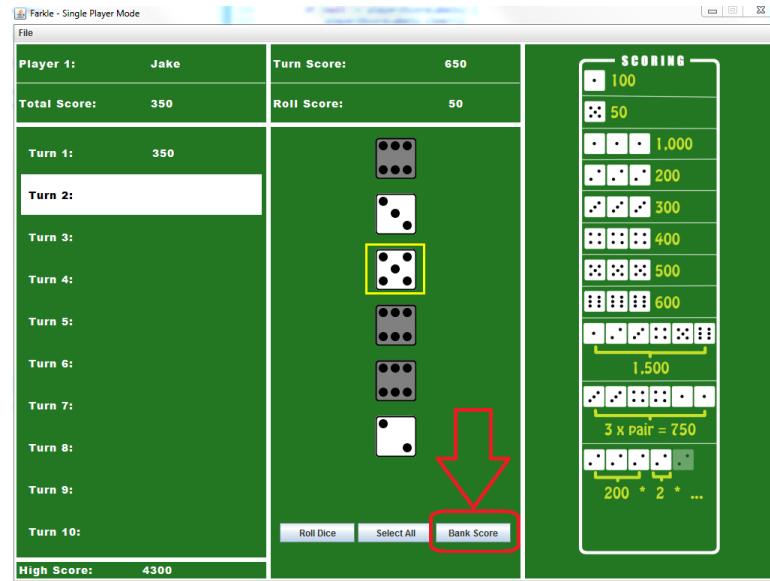


Figure 28

If a turn score greater than or equal to 300 points is reached, the “Bank Score” button is enabled (see figure 28). The “Bank Score” button can be found on the right side of the group of buttons located at the bottom center portion of the application window. Selecting the “Bank Score” button will display the turn score in the associated turn number on the left side of the screen, and add the turn score to the total game score for the current player. In single player mode, play will pass to the next turn, and in two player mode, play passes to the next player.

3.5.8. Bonus Roll

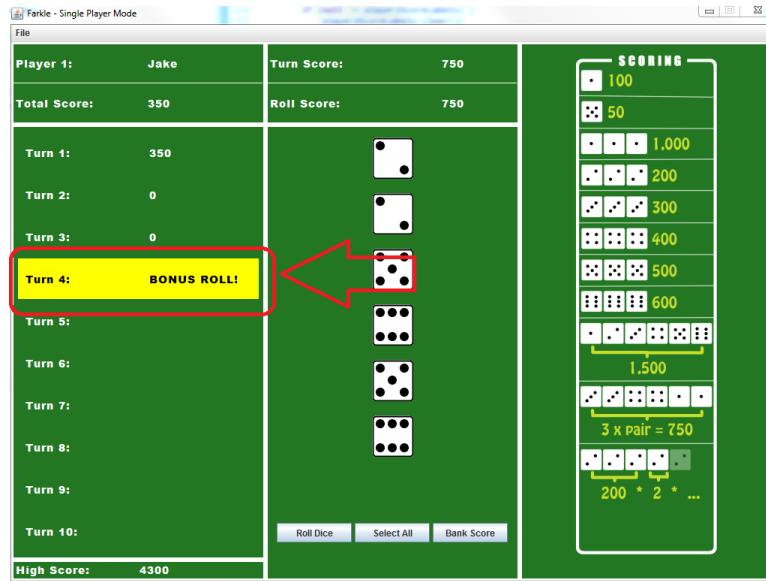


Figure 29

If all six dice contribute to the score of a given turn, a bonus roll is given to the current player for that turn. A bonus roll is indicated by highlighting the current turn in yellow and displaying “Bonus Roll” (see figure 29). When a bonus roll is given, all six dice are unlocked and deselected. The player can then choose to roll again using all six dice. There is no limit to the number of bonus rolls that can be earned for a given turn.