

# Game Collection

## User's Manual

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# System Requirements

Computer running 64 bit Windows or Linux operating system

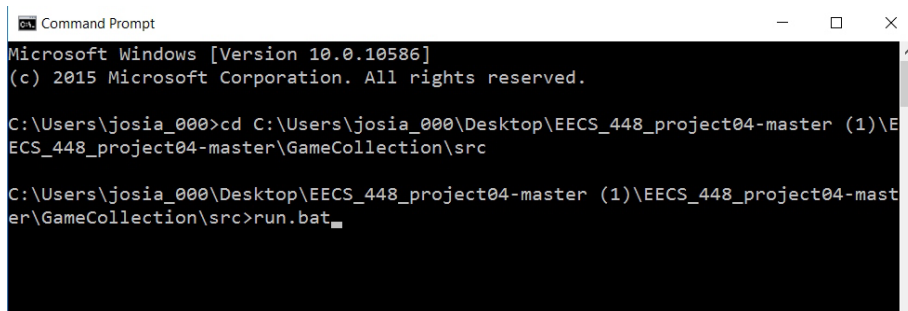
Java development kit

Latest version of Java

## Getting Started

(Instructions for Linux are given in parentheses)

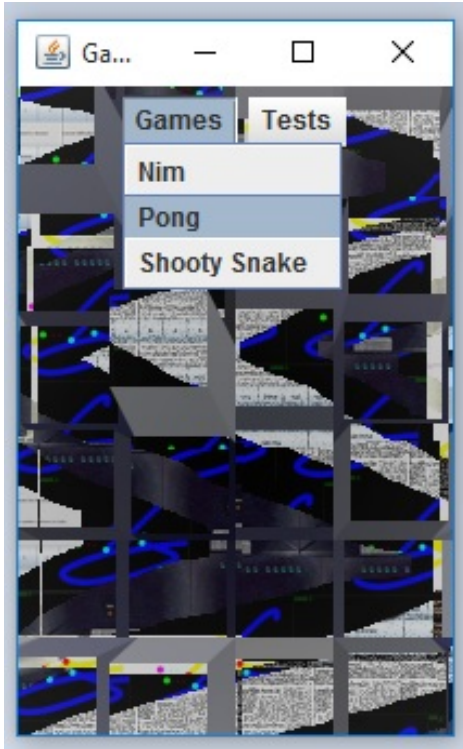
1. Open command prompt and change the current directory to “GameCollection/src” using the “cd” command and either copying and pasting the path or typing it directly. (For Linux, use terminal)
2. Enter the command “run.bat” to start the program. (For Linux, enter “bash run.sh”)



```
Command Prompt
Microsoft Windows [Version 10.0.10586]
(c) 2015 Microsoft Corporation. All rights reserved.

C:\Users\josia_000>cd C:\Users\josia_000\Desktop\EECS_448_project04-master (1)\EECS_448_project04-master\GameCollection\src

C:\Users\josia_000\Desktop\EECS_448_project04-master (1)\EECS_448_project04-master\GameCollection\src>run.bat
```



3. A window will pop up; this is the main menu.

4. To play a game, simply select it from the drop-down menu.


5. Note: Selecting an option from the Tests drop-down menu will run tests that output their data in the console.

# NIM

Nim is a turn based, 2 player game in which you compete against the computer. The game consists of 2 players (you and the computer) and a pile of stones. You and the computer alternate turns, taking between 1 and 3 (inclusive) stones away from the stone pile; whoever takes the last stone loses.

From the top to the bottom of the window, the components are as follows:

1. Instructions and rules of the game.
2. Stone pile showing the number of remaining stones. (Every new game starts with a random number of stones between 21 and 25, inclusive)
3. A panel showing the last 2 moves made during the game.
4. Buttons to make your choice of how many stones to take on your turn.
5. Current difficulty level and buttons to change the difficulty at any time.
6. Button to start a new game.

 Nim

Welcome to Nim!  
You and the computer will take turns  
taking between 1-3 stones from the pile.  
Whoever takes the last stone loses!

Remaining stones: 17  
@@@@@  
@@@@@  
@@@@@  
@@

You took 2 stones.  
The computer took 2 stones.

Pick a number of stones to take:

1

2

3

Current difficulty level is: Normal

Easy

Normal

Hard

New Game

(1)

(2)

(3)

(4)

(5)

(6)

# PONG

Your favorite 1970's game has gone to outer space! Pong is a 2 player motion game in which you compete against the computer. The game consists of 2 paddles (you and the computer), a ball, and lives at the top to keep track of score. You and the computer control your respective paddles in an attempt to reflect the ball back at each other. Players lose a life when the ball passes behind their paddle. Last paddle standing wins!

Click the new game button to start a new game.

Move your paddle with the keys A (left) and S (right).

\*Please note that CapsLock must be turned off\*

There is a slight delay after each point to help you recover.

Be careful, the longer the game goes on, the smarter the computer gets!

From the top to the bottom of the window, the components are as follows:

1. Button to start a new game.
2. Lives, 5 for each player. Your lives are on the right. The player who loses all of their lives first loses.
3. Computer paddle.
4. The ball.
5. Player paddle.



(1)

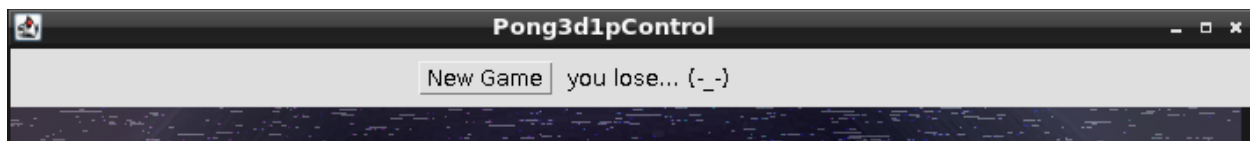
(2)

(3)

(4)

(5)

Once a player loses all five lives, a message displayed at the top if you win or lose:



After you see this message, if you would like to play again, click new game. Otherwise, click the x to close the game.

# SHOOTY SNAKE

Shooty snake is a 1 player motion and shooting game in which you play as a spherical astronaut, battling against ball-snakes. Fight, and attempt to survive as long as you can; but be careful, you only have 3 lives!

Move around with the WASD keys or the arrow keys.

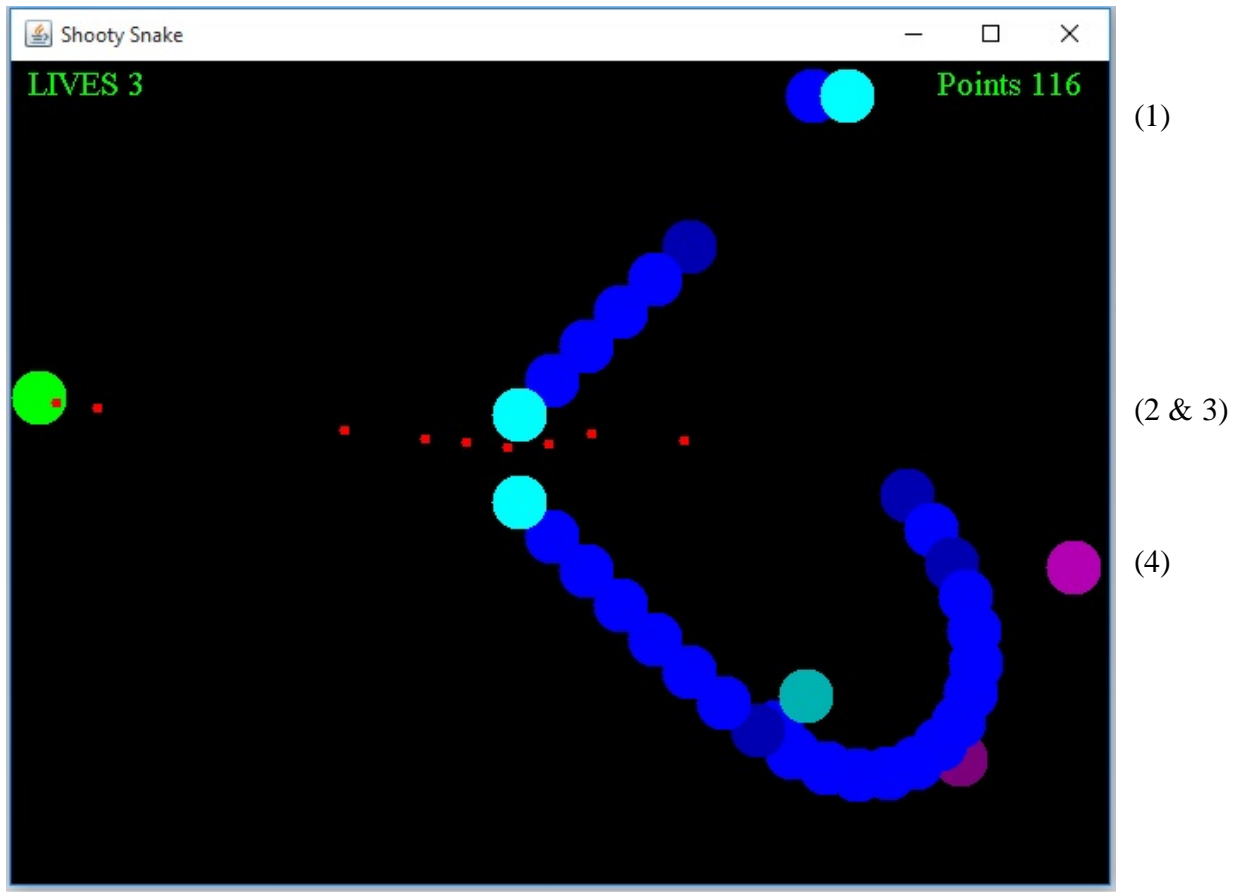
Aim with the mouse.

Shoot with the left mouse button or the space bar.

From the top to the bottom of the window, the components are as follows:

1. Number of lives remaining and your current point total.
2. The green circle is you, the viper-slaying astronaut.
3. The red dots are your shots.
4. The linked blue circles are the snakes. The cyan circles are the heads of the snake, worth 3 points, whereas the magenta enemies are Lone Wolves, worth a whopping 4!





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USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

17. Interpretation of Sections 15 and 16.

If the disclaimer of warranty and limitation of liability provided above cannot be given local legal effect according to their terms, reviewing courts shall apply local law that most closely approximates an absolute waiver of all civil liability in connection with the Program, unless a warranty or assumption of liability accompanies a copy of the Program in return for a fee.

END OF TERMS AND CONDITIONS