

HICKHACK IN GACKELWALD BOARDGAME



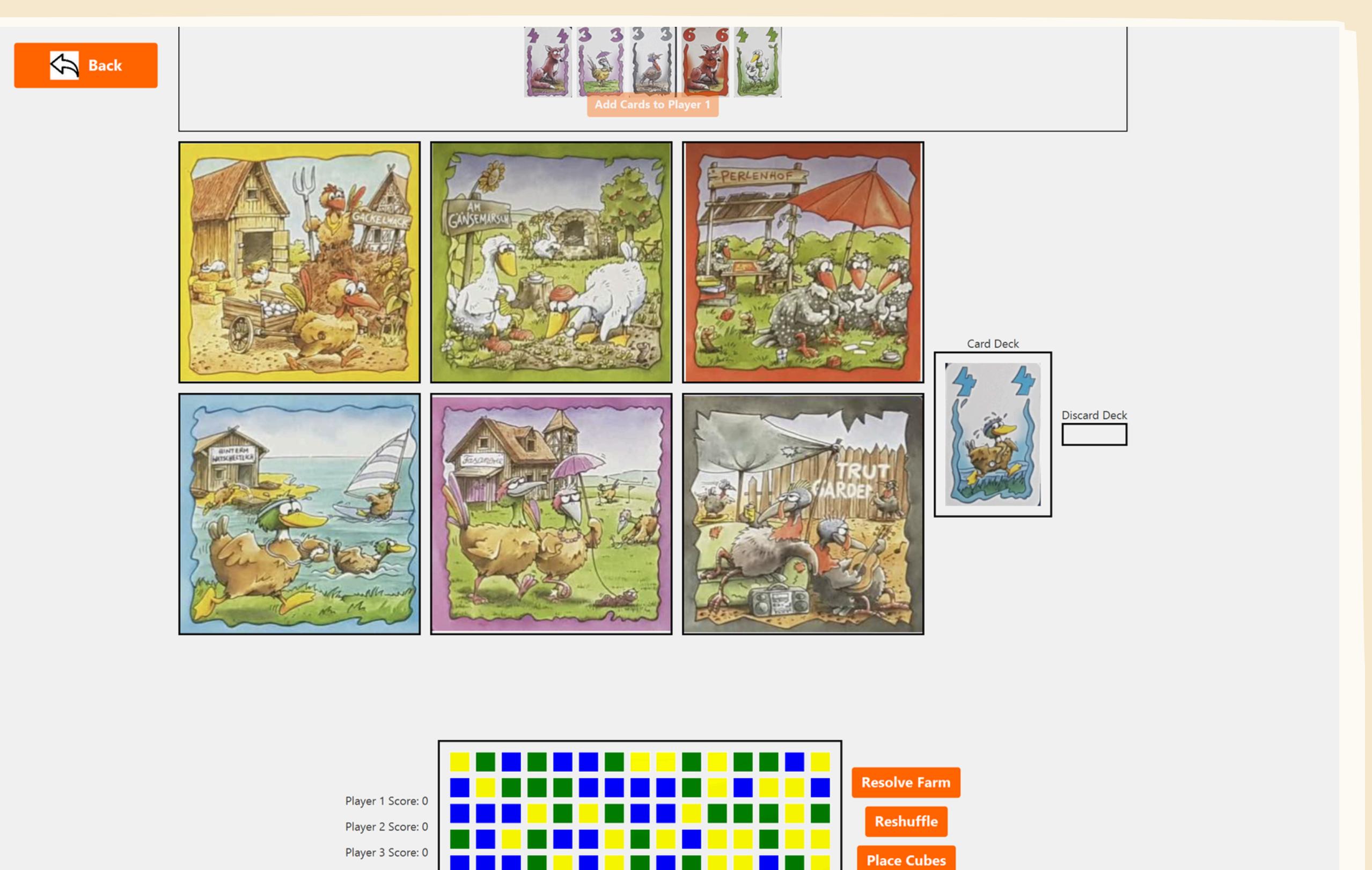
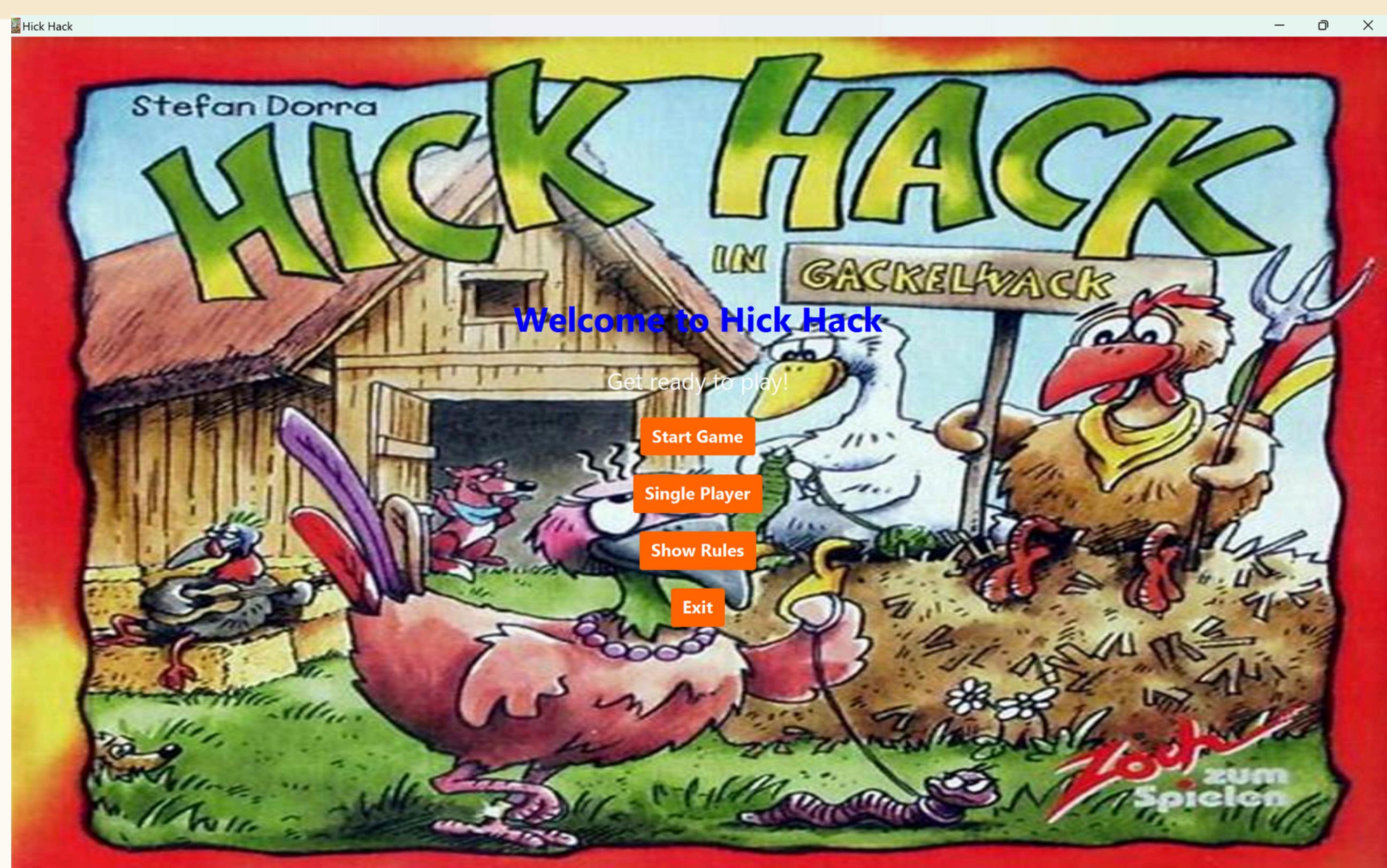
OBJECTIVE

Understand and Implement the Game Logic/Rules
 Implement 2 Game Mode for GUI: Singleplayer and Multiplayer
 Use Java, SceneBuilder to implement

MEMBERS

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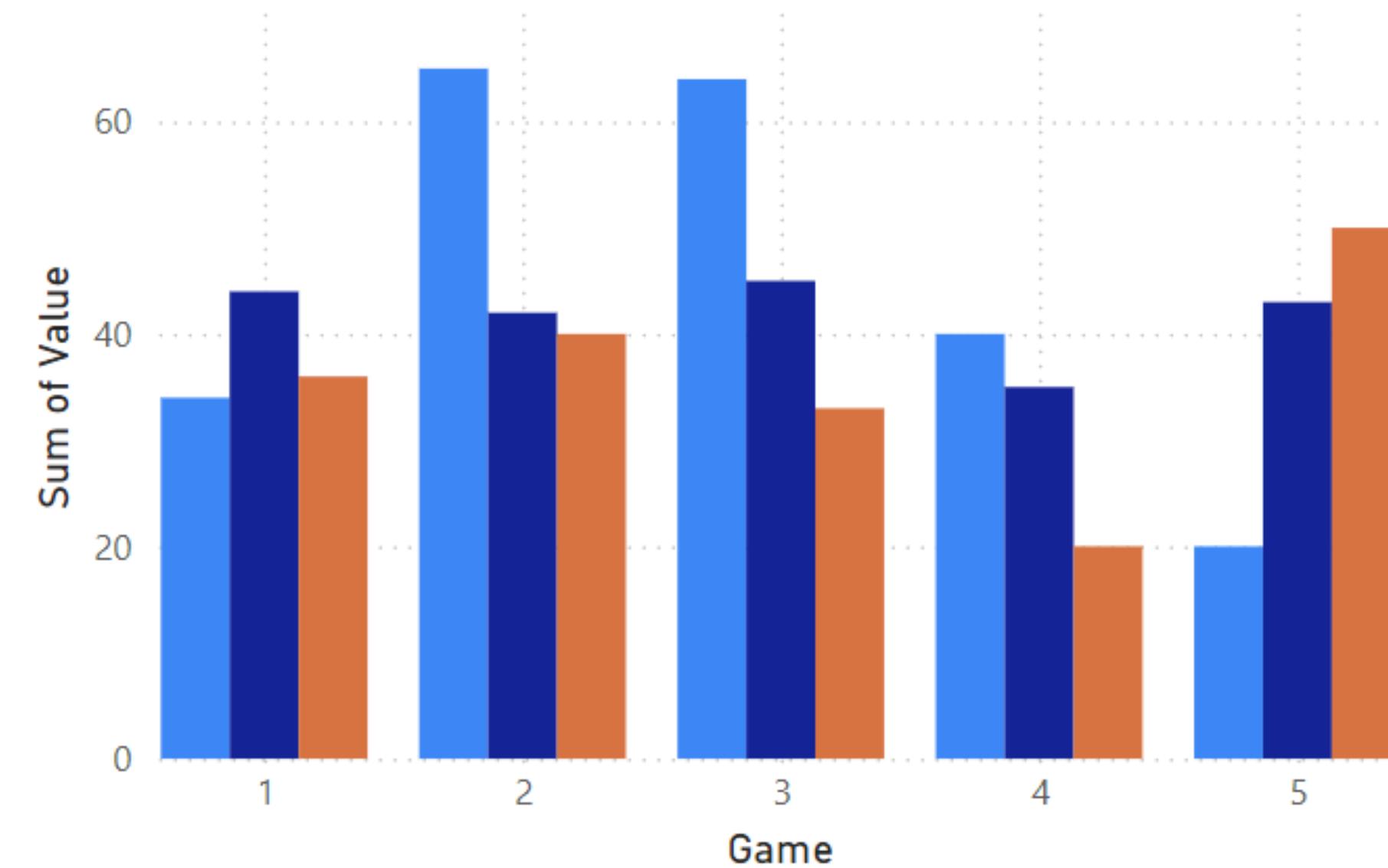
RESULTS



VISUALS AREA

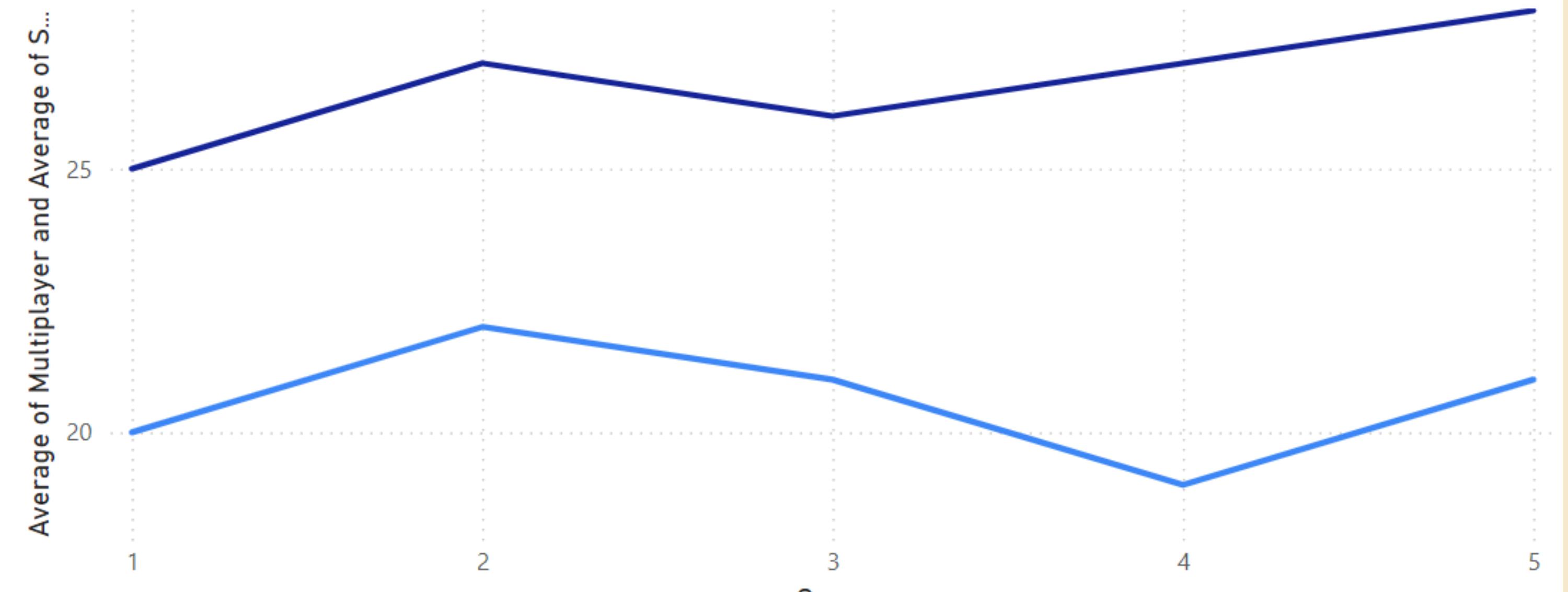
Summary of 5 Multiplayer Games

Attribute ● Player 1 ● Player 2 ● Player 3



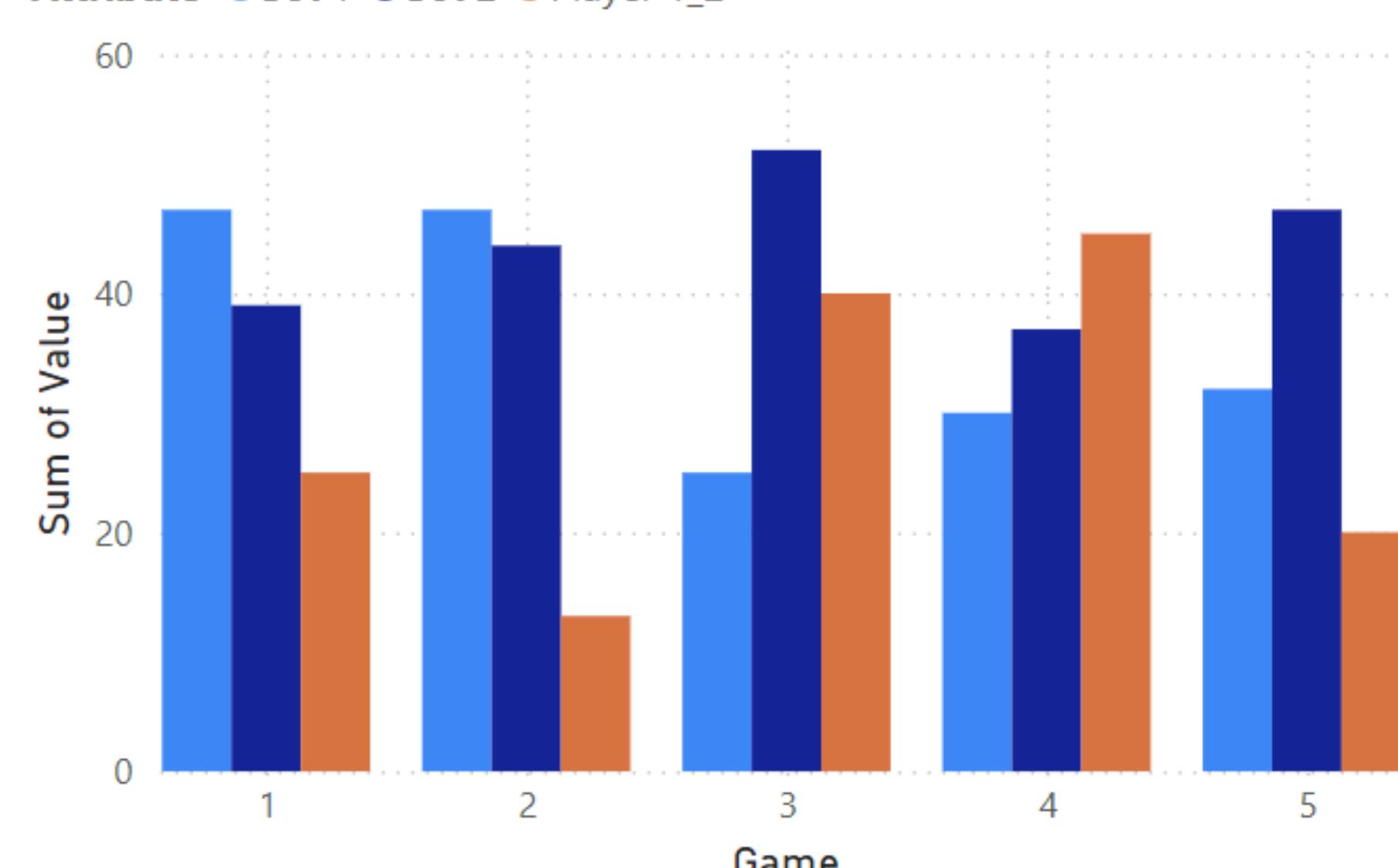
Comparison of Timeplay between Multiplayer and Singleplayer

● Average of Multiplayer ● Average of Singleplayer

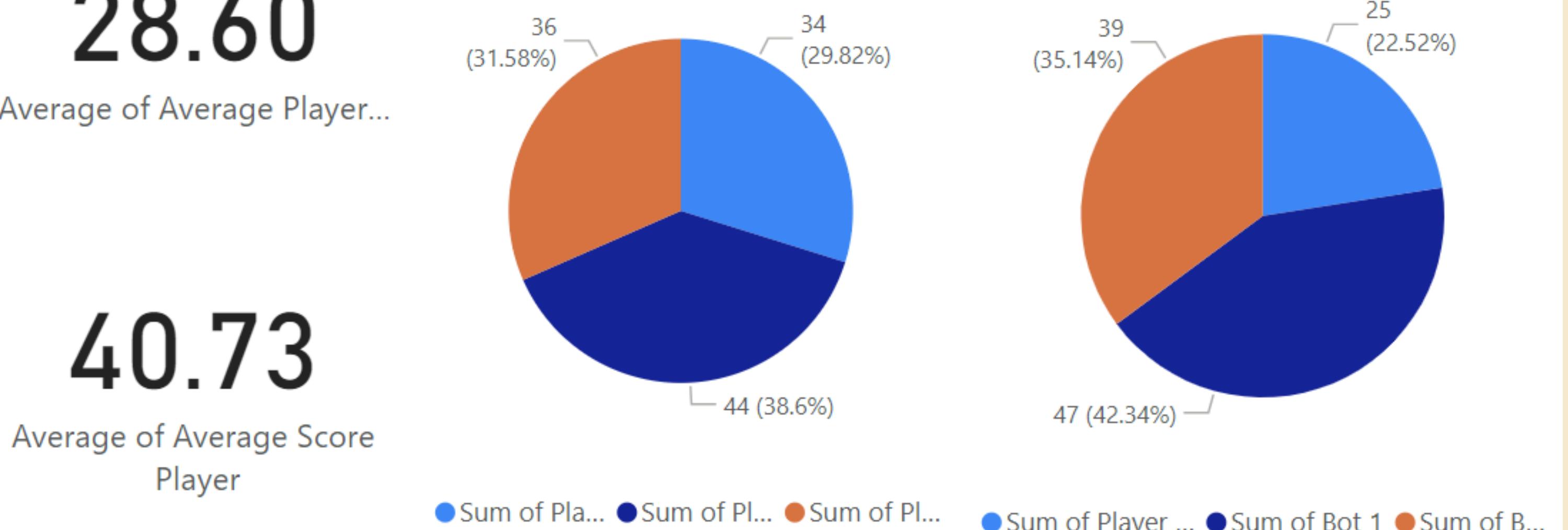


Summary of 5 Singleplayer Games

Attribute ● Bot 1 ● Bot 2 ● Player 1_2



Sum of Player 1, Sum of Player 2 and Sum of Player 3



ANALYSIS

- Average points in Multiplayer mode is higher than Singleplayer mode
- Player choosing Singleplayer has less probability to win the game.
- Average timeplay of Singleplayer is much higher than Multiplayer (26 vs 21)

CONCLUSION

- Understand the logic/rules of Board Game
- Implement the Game Logic, game modes of GUI

