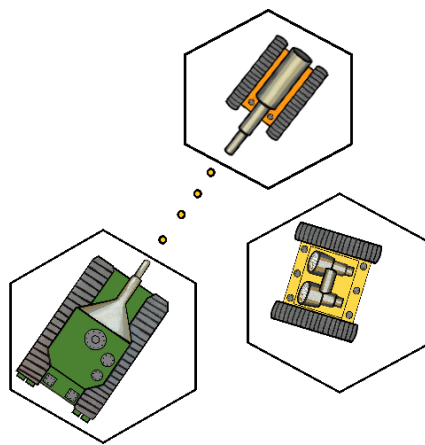


# Robo Sport - *User Guide*



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## Getting Started

### System requirements:

To install and run Robo Sport you will need:

1. A computer running Windows 7 or higher
2. A computer that has Java SDK 1.8 or higher installed
3. Around 50 MB of available system memory

### Installing Robo Sport:

To install using Gitlab:

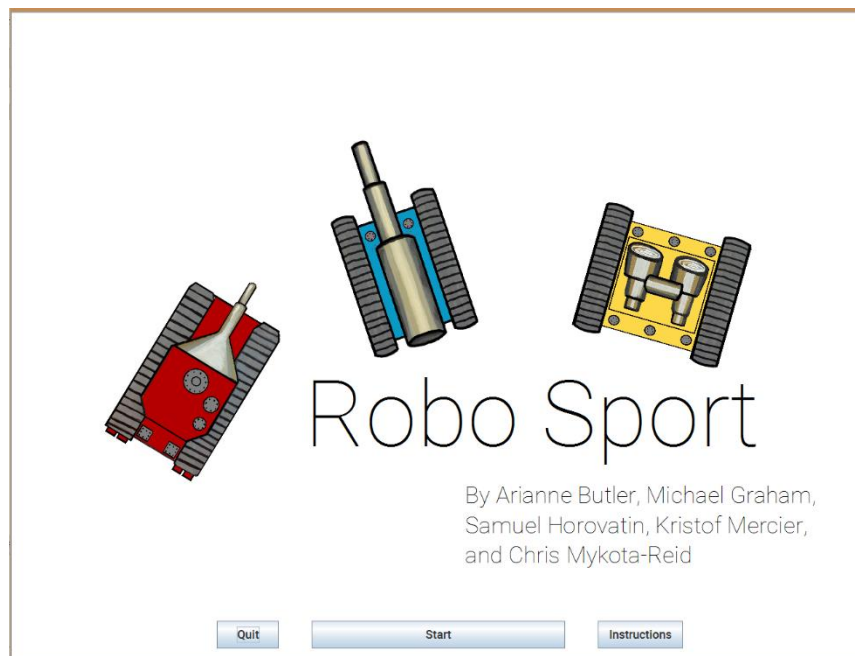
1. Insure that git is installed on the computer you wish to play on, or that there is access to the internet.
2. Using the terminal, type in the following:  
**git clone https://git.cs.usask.ca/370-16/370-16D2.git**  
(Valid gitlab login credentials are required to clone from gitlab)  
If using the internet version of gitlab, navigate to:  
<https://git.cs.usask.ca/370-16/370-16D2/tree/Implementation>  
- click download zip button and unzip
3. Once a copy of the project is obtained, open it in your favourite IDE and play from there. IntelliJ or Eclipse are recommended.

## Introduction

Enter Robo Sport and take control. Become the commander of an elite squad of Robotic war machines. Start your career as a master tactician on a futuristic hexagonal battlefield. Your squad of Robotic minions depends on sharp wit and cunning tactics to help guide them to victory against your foes. Engage in small skirmishes to grand wars against teams of human and AI players. Use your three distinct Robotic warriors to turn the tide of the battle and burn your own trail to victory.

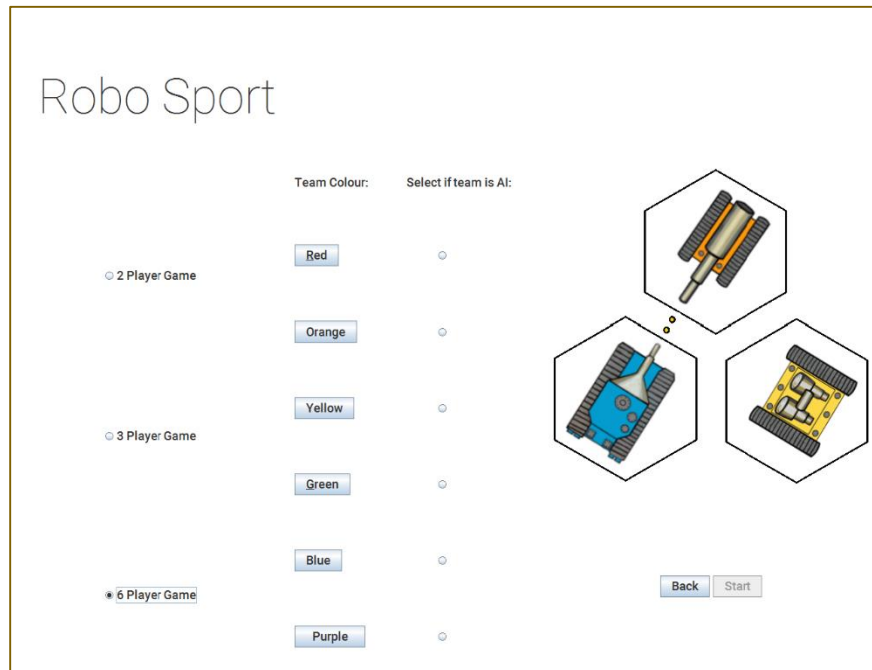
## Game Set-Up

Upon start-up, Robo Sport will display the following title screen:



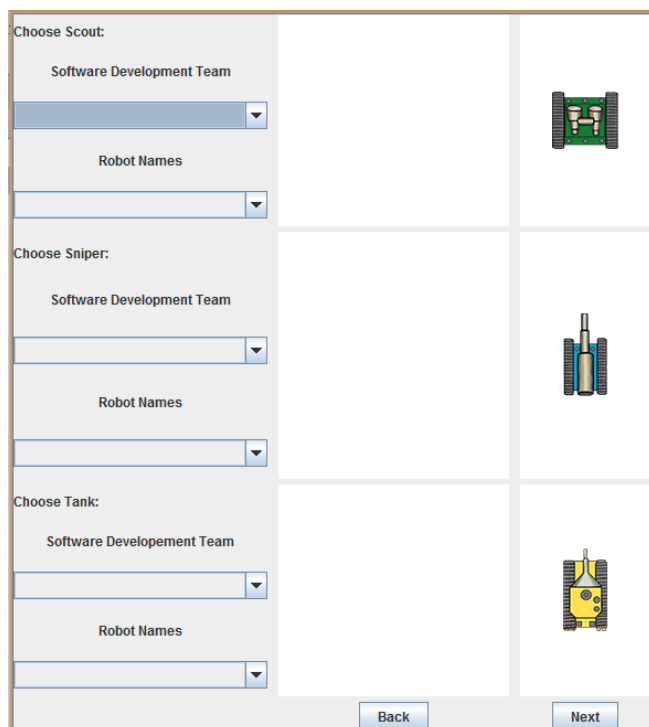
From this screen you can quit the application, start a new Game, or read the instructions. Once you have perused the instructions, you are ready to start your first game of Robo Sport.

**Select the Start Button** which will bring you to the Set-Up screen:



From the Set-Up screen, you can start to set up game details. You can **choose from a two, three, or six player battle**. Don't have any friends to play with? No worries! **Simply select the AI check box for computer controlled teams** and the application will take care of the rest. Now that you have decided how many teams will play and who will control them, you must populate the teams with robot warriors. To do so, **select the team color** you wish to populate.

Upon selecting the team color, the following team building screen will open:

The image shows the 'Team building screen'. It is divided into three sections: 'Choose Scout:', 'Choose Sniper:', and 'Choose Tank:'. Each section has a dropdown menu for 'Software Development Team' and a 'Robot Names' dropdown menu. To the right of each section is a small icon representing the robot type: a Scout (top), a Sniper (middle), and a Tank (bottom). At the bottom of the screen, there are 'Back' and 'Next' buttons.

You're almost there! To populate a team, **select a software development team** to recruit robots from. Once you have selected a development team, you may now select a particular **tank, sniper, and scout** to be added to your team. **Select from the Robot names**; this will populate the stats display on the right with the robot battle statistics. Once you have selected all the robots for a team, that team is ready for battle! Simply repeat for all other teams. Once all teams have been populated with robots, **select start in the Set Up Screen** which will start the main game!

## Game Instructions:

### Rules:

Each player controls a team of three robots: a scout, a sniper, and a tank. Each of the three robots has its own unique statistics regarding health, movement, range, and severity of attack. Each of the robots are limited by a set visual field, enabling them to see either one, two, or three hexagons in any direction. This visual field is equal to the individual robot's range of fire. Although each of the robots has its own set of behaviors and statistics, they share the primary goal of finding and attacking the other team's robots.

Each type of robot can withstand a different number of attacks. Once a robot has been attacked to its limit of health, it is removed from the game board and the game continues until only one team is left. The last remaining team on the game board is the winner. If the game continues for a certain predetermined amount of time, the game ends in a draw.

The game rules and control flow will vary slightly depending on the amount of players in the game. If more than one human player is participating, the game will support a shared-controller multiplayer format for two, three, or six players. A team can consist of all human players, all computer players, or a mixture of both. For a two or three player game each side of the hexagon will be five tiles in length. For a six player game, each side will be seven tiles in length.

On the game board, each team begins with all of their robots on their own starting tile. The starting tiles are located at the corners of the game board. Turns commence with the red team and move in a clockwise direction until all teams have taken a turn. For every turn, only one of the three robots may move. Depending on which robot is in play, it may move up to three spaces in any direction. It is possible for more than one robot to occupy the same space at the same time. When a robot is within its shooting range from another robot, it may shoot. The range for each robot is specified by its range statistic. When a shot is fired at a given tile, damage occurs to all units residing on that tile. A robot is capable of both moving and attacking in the same turn. If a robot attacks before it has used all of its moves, it may move again after the attack.

### Controls:

**Attack:** Press the attack button then click on a legal tile to fire a shot at that tile

**Move:** Press the move button and then click on a legal tile to move to that tile

**Ending a turn:** Press the End Turn button once you're done your turn. The End Turn button will open up a new window. The following player should press OK once they are seated and ready for their turn.

**How to forfeit:** Press the forfeit button to end the game early and give up your chance to win

