



“King of the Hill” User Guide

Game Objective:

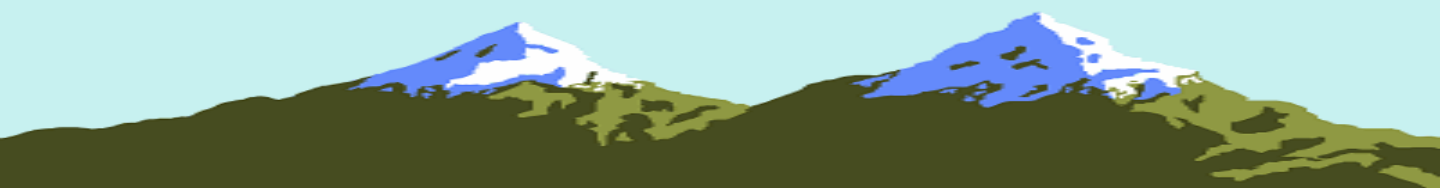
Embark on an exciting journey through the hill, where you'll need to boost your power, take down powerful bosses, and ultimately reach the final grid. Don't give up until you've conquered this challenge or choose to quit if you're not up for the adventure.


Software Requirements:

- **Python:** This game required Python 3.7 or later.
- **Libraries:** This game used libraries: tkinter, random, and queue, all built-in Python libraries. If any of them is missing, please download the latest Python in [Python.org](https://python.org). However, to run .ipynb file, you also need jupyter lab or jupyter notebook, which can be installed using ‘pip’, python’s package manager:

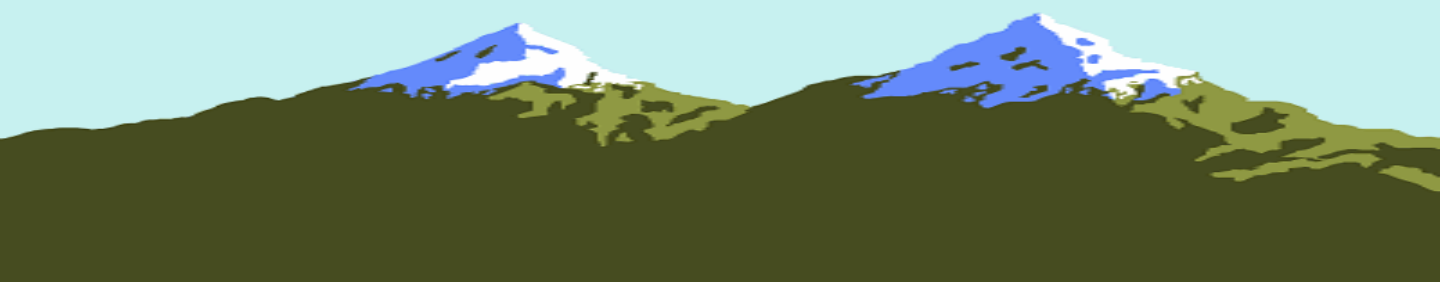
```
pip3 install jupyterlab
```

```
pip3 install notebook
```



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- **Extra files:** Ensure that all files are saved in the same folder on your computer. Although the game can run without pictures, the following files are needed for a full game experience:
 - Boss.gif
 - Hills.gif
 - Player.gif

How to play:

- **Starting the game:** by running the code, the game window will appear, and the player will be able to start.
 - **Playing the game:**
 - **Roll Dice:** Click the “Roll Dice” button to advance on the board. The final goal is to reach the top of the hill.
 - **Collect points:** landing on a Point grid adds points to your combat effectiveness.
 - **Challenges:** landing on a challenge grid initiates a mini-game, winning the game will grant you power-ups, and losing imposes penalties.
 - **Boss Fights:** landing on a Boss grid triggers a fight. Your success in the fight depends on your combat effectiveness, which you can increase by winning challenges. If your combat effectiveness is greater than the power of the boss, you'll be able to move forward without taking any damage. However, if you lose the fight, you'll suffer a deduction of 40 HP points.
 - **Health Points:** If your health points reach zero, you will be returned to the starting point.
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Contribution statement:

This project was collaboratively developed by the following members:

- Junyi Liu – u5547386

Signature: *Liu Junyi*

- Rand Fnais – u5554570

Signature: *Rand*

- Abdullah Balahmar – u5553980

Signature: *Abdullah*

Each member's contribution was crucial to the development of a fully functional game.

