

Projet de programmation : Zen l'Initié

User Guide



There is no need to explain how the GUI Version works. Indeed, the menus are the same as in the console version, and every button is names. Here is an explanation for the console version.

Step 1 :

When launching the game, the rules are displayed. Hit enter to start configuring the game.

```

/$$$$$$$
|_____ $$
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```

[▣] Goal :

The winner is the first player to create a chain with all of his remaining pawns (including the ZEN)

[▣] Rules :

- Rule 1° :
One can move his pawns in any direction (horizontal, vertical, diagonal)
A pawn moves as many squares as there are pawns on its movement line (including itself, the opponent's pawns and the ZEN pawn)
- Rule 2° :
A pawn can step over any friendly pawn, but is blocked by the opponent's pawns
- Rule 3° :
If a pawn stops exactly on a opponent's pawn, it replaces it on the square, and the opponent's pawn is taken off the board
- Rule 4° :
The ZEN pawn can be considered as a friendly pawn (step over it, move it) or as a opponent's pawn (remove it from board) idenpendently at each turn

[▣] How to play :

- First you will have to configure the game
- Before each turn, you will be ask if you want to quit an save the game
- At each turn, you will need to enter a pawn's coordinates and the coordinates of a valid square
- If movement is impossible for any reason, you will be asked again

[▣] Advice :

You should enlarge your terminal's window to play in the best conditions
In order to play in good conditions, this page should be able to be displayed entirely

Have fun !
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Non-graphical version

== PRESS ENTER TO CONTIUNUE ==

Step 2 :

Then you need to choose if you want to start a fresh game, or if you want to load a existent save.
Press "y" to load a game, and "n" to start a new one.

```

/$$$$$$$
|_____ $$
  /$$/  /$$$$$ /$$$$$
  /$$/  /$$_ $$ $$_ $$
  /$$/  |$$$$$$$| $$ \ $$
  /$$/  | $$_$/ | $ $ $
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|_____/ \_____/|_/ |_/

/$$ /$$ /$$ /$$ /$$ /$$
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| $$ |_/ /$$ /$$$$$ /$$ /$$$$$ /$$ /$$$$$
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| $$ | $ $ $ $ $ $ $ $ $ $ $ $ $ $
| $ $ $ $ $ $ $ $ $ $ $ $ $ $ $ $ $ $ $
|_____/|_/|_/|_/|_/|_/|_/|_/|_/|_/

```

Do you want to load a game (y) or start a fresh one (n) ?

> |

Step 3-1 :

If you chose to load a game, now choose the save you want to use. Just enter the associated number.
In this case, the player is loading “Save1” by pressing “1”.

```
1) Save1
2) SaveTest2
Choose a save file {1-2}
> 1|
```

No need to parameter the game, you can directly head to step ???.

Step 3-2 :

If you chose to start a new game, you now need to configure it. First step is to choose the game mode.
Enter the corresponding combo of letters. HA stands for Human-Auto (1 player mode) and HH stands for Human-Human (2 player mode).

```
/$$$$$$$ /$ /$ /$ /$ /$ /$
|_____$ $ /$ /$ /$ /$ /$ /$
/$$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$
/$$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$
/$$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$
/$$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$
/$$$$$$$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$
|_____/ \_____/ |_/ |_/

Choose game mode {HH | HA} :
> |
```

Note that for each step, you will be ask for confirmation (in the GUI version you can always go to the previous step using the “Back” button).

```
/$$$$$$$ /$ /$ /$ /$ /$ /$
|_____$ $ /$ /$ /$ /$ /$ /$
/$$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$
/$$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$
/$$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$
/$$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$
/$$$$$$$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$ /$
|_____/ \_____/ |_/ |_/

Are you sure you want to select HA ? (y/n)
> |
```

Step 4 :

Now you need to choose the player's names (only one if you chose HA).

Note that the configuration appears under the ZEN logo as you go on with the configuration process.

```

/$$$$$$$
|_____ $$
|  /$$/  /$$$$$ /$$$$$
|  /$$/  /$$__ $$| $$__ $$
|  /$$/  |$$$$$$$| $$ \ $$
|  /$$/  |$$_____| $$ | $$
| /$$$$$| $$$$$$| $$ | $$
|_____/ \_____/|_/ |_/

/$$ /$$ /$$ /$$ /$$ /$$ /$$
|$$| $/ |_/ |_/ |_/ |_/ |_/
|$$|_/ |_/ |_/ |_/ |_/ |_/
| $$ |  |$$| $$__ $$| $$|_ |_/ |_/ |_/
| $$ |  |$$| $$ \ $$| $$| |  |$/ |$/ |$/
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|$$$$$$$| $$| $$ |  |$$| $$ |  |$/ |$/ |$/
|_____/|_/|_/|_/|_/|_/|_/|_/|_/

Welcome to Zen l'Initie !
-----
Game mode : HA

Choose a player's name
> |

```

Step 5 :

The board is now displayed ! You are almost ready to play !

```

/$$$$$$$
|_____ $$
|  /$$/  /$$$$$ /$$$$$
|  /$$/  /$$__ $$| $$__ $$
|  /$$/  |$$$$$$$| $$ \ $$
|  /$$/  |$$_____| $$ | $$
| /$$$$$| $$$$$$| $$ | $$
|_____/ \_____/|_/ |_/

/$$ /$$ /$$ /$$ /$$ /$$ /$$
|$$| $/ |_/ |_/ |_/ |_/ |_/
|$$|_/ |_/ |_/ |_/ |_/ |_/
| $$ |  |$$| $$__ $$| $$|_ |_/ |_/ |_/
| $$ |  |$$| $$ \ $$| $$| |  |$/ |$/ |$/
| $$ |  |$$| $$ |  |$$| $$ |  |$/ |$/ |$/
|$$$$$$$| $$| $$ |  |$$| $$ |  |$/ |$/ |$/
|_____/|_/|_/|_/|_/|_/|_/|_/|_/

Welcome to Zen l'Initie !
-----
Player 1 : Test (O)
Player 2 : bot Alex (X)
Game mode : HA
Bot Difficulty : RANDOM

| 0 1 2 3 4 5 6 7 8 9 10
-----
0 | 0 . . . . X . . . . X
1 | . . . . 0 . 0 . . . .
2 | . . . X . . . X . . .
3 | . . 0 . . . . . 0 . .
4 | . X . . . . . . . X .
5 | 0 . . . . Z . . . . 0
6 | . X . . . . . . . X .
7 | . . 0 . . . . . 0 . .
8 | . . . X . . . X . . .
9 | . . . . 0 . 0 . . . .
10| X . . . . X . . . . 0

```

Step 6 :

At each Human player turn you will be asked if you want to quit. Answer “y” if you want. A save prompt will appear, if you want to save, you just have to enter a name for the save.

```
Do you want to quit ? (y/n)
> y
```

```
Do you want to save ? (y/n)
> n
```

```
Quit without saving ?
Are you sure ? (y/n)
> n
```

Step 7 :

You wan now play ! Just enter, in this order, the horizontal coordinates of the pawn to move, the vertical coordinates of the pawn to move, the horizontal coordinates of the square to move to, the vertical coordinates of the square to move to. Example :

```
Choose Pawn's X coordinate
> 0
```

```
Choose Pawn's Y coordinate
> 0
```

```
Choose a X coordinate to move to
> 3
```

```
Choose a Y coordinate to move to
> 0
```

```
You chose to move the pawn (0,0) to 3,0 (y/n)
> y|
```

This will move the pawn on square 0,0 to the square 3,0.

You are now ready to play ! Please remember to relaunch the game after saving a game, before loading it, or it just won't appear.