

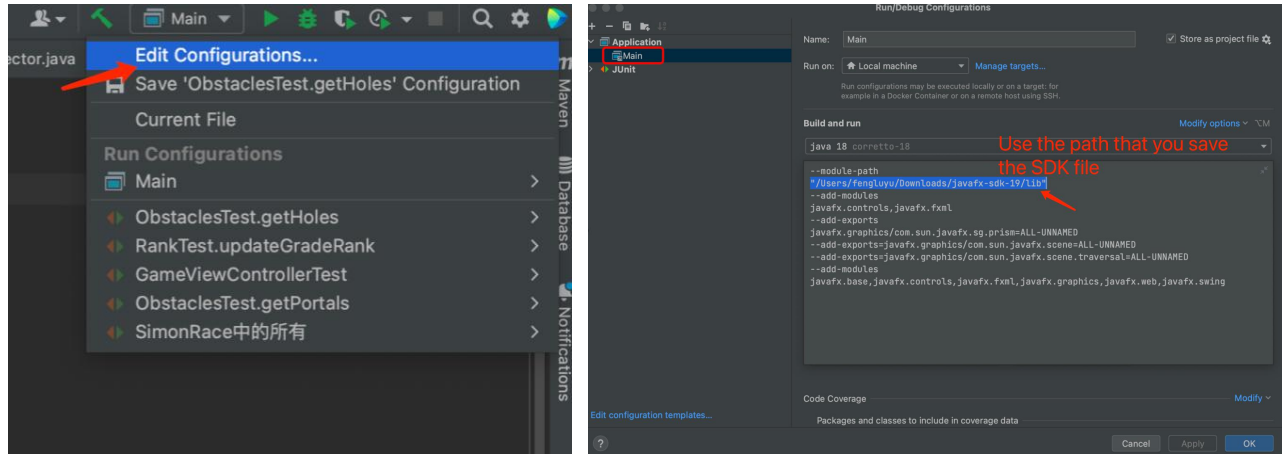
Operating environment: JDK 18, Maven

Test environment: Junit 4

## 1. Environment Configuration

(1) Select the JavaFX SDK file adapted to the system and download it. The download link is <https://gluonhq.com/products/javafx/>;

(2) Configure the SDK file in IDEA;



## 2. Game Rules

(1) At the beginning of the game, all players are at the bottom, and the player who reaches the top first wins;

(2) For each victory, the player's total Grade points will be added by one point, and the leaderboard will be ranked from high to low by default according to the total Grade points;

(3) When the player rolls the dice, the step dice controls the number of steps; the direction dice controls the walking direction, 1 and 2 are walking forward, 3 is walking backward, and 4 is staying still;

(4) Players will be prohibited from moving forward when encountering a fence, and can only choose to go left or right;

(5) When the player encounters the button, the board will be rearranged;

(6) When a player encounters a portal, he will randomly exchange positions with another player;

(7) When the player encounters a hole, he will pause for one round.