

Risk Game Implementation

A detailed view of a Risk game board. The map shows continents including North America, South America, Europe, Africa, Asia, and Australia. Oceans are labeled 'Atlantic Ocean' and 'Indian Ocean'. Various colored army pieces are placed on the map: red pieces in North America, green pieces in Europe and Asia, black pieces in Africa, blue pieces in South America and Australia, and grey pieces in Asia. The text 'Risk Game Implementation' is overlaid at the top.

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Risk

- Turn based game
- 2-6 Player
- 42 territory
- If one player takes every territory, game over

Player turn

- Getting and placing new armies
 - At the game start each player select territories one by one and than deploy given armies
 - Each player takes armies at the start of their turn according to the number of their territory number.
 - Each player takes armies at the start of game according to the number of player.

Player Turn

- Attacking
 - Adjacent territories
 - Rolling Dice
 - Attacker rolling up to three dice
 - Defender rolling up to two dice
 - Each player's highest die is compared

Player turn

- Fortifying
 - Player has the option to maneuver any number of armies

Implementation

- Java
- JavaFx
- Fxml

Design

- State Pattern
 - Each player have a state and traverse on that states at their turns according to game
 - SelectingTerritoryState
 - DeployingState
 - AttackingState
 - TransferState
 - EndGameState
- UI Fxml (MVC)
 - Every UI Page have a controller

