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OBJECT ORIENTED PROGRAMMING IN JAVA

SPLENDOR

User Manual

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GOAL

Splendor is a board game, meant to be played by 2 to 4 people, where the goal is to seize control over the trade in precious stones. To win the game, a player must get 15 prestige points by buying cards (precious stones).

Establishing a good strategy is essential to win the game. You must think wisely when drawing some tokens (the money in this game) in order to buy the good cards. Once you have bought a card, its precious stone counts as a bonus for your next purchases.

For example, if you have bought 2 ruby cards, and you want to buy another card that costs 4 rubies, you will have to draw only 2 ruby tokens in order to buy it, because 2 ruby tokens and 2 ruby cards count as 4 rubies, which is enough to buy the card.

CONTROLS

CONSOLE

In console mode, the game can be played exclusively by typing numbers and words on the console. Here are the different controls you can use in this mode:

- **SELECTING AN ACTION:** You will see a list of actions at each player's turn. To select an action, you just have to enter the number associated with the action.
- **SELECTING A TOKEN:** To select a token, you have to write the color entirely on the console. (For example: EMERALD)
- **BUY A CARD:** To buy a card (from the board or from your reserved cards), you will have to enter its coordinates. The row corresponds to the card's level (the level is on the deck on the left), the zero for the columns starts at the first column on the left.
- **RESERVE A CARD (exclusive to the Normal mode):** Reserving a card can be made by using the same commands as buying a card.

GRAPHICAL

In graphical mode, the game can be played exclusively with the mouse. Click on the right zones to select an action, a token, or a card.

RULES

- There are two game modes: Simple and Normal. The Normal game is identical to the original *Splendor* game. The Simple game is a simplified version where only two players can play, with no possibility to reserve a card and therefore no possibility to get a gold token, and no nobles are present in the game.
- Buying a card (precious stone) can grant you some prestige points. The goal is to be the first to get 15 prestige points in order to launch the last run. At the end of the game, the player with the most prestige points wins. In case of a tie, the player with the least amount of bought cards wins.
- You cannot have more than 10 tokens in your purse. If you get more than 10 tokens, you will be asked to give back some tokens until you have 10 in total.
- You cannot reserve more than 3 cards.
- When you reserve a card, you get a gold token. This token acts as a joker. You can use it to replace any other token, which can be a game changer if you do not have enough tokens to buy a card.
- In the Normal mode, you can get some nobles to visit you and grant you 3 prestige points by buying cards of a certain color. You can get up to one noble during each run.

LAUNCHING COMMANDS

A **build.xml** file is present in the game's root repertory. This file allows you to execute several actions, such as:

- **ant compile** compiles the game and stocks all the **.class** files in the **classes** repertory.
- **ant jar** generates the **.jar** executable at the game's root repertory.
- **ant javadoc** generates the **javadoc** in the **docs/doc** repertory.
- **ant clean** cleans the repertory (deletes all content in the **classes** repertory and the generated **javadoc**).

To launch the game, you will have to enter several arguments:

```
java -jar splendor.jar [arguments]
```

- **--mode simple/normal** to select the game mode.
- **--players N** to select the number of players (exclusive to the normal mode)
- **--display console/graphical** to select the display mode

Examples:

```
java -jar splendor.jar --mode simple --display console
```

```
java -jar splendor.jar --mode normal --players 3 --display graphical
```