

# DEAR MARKER, PLEASE READ

Greetings,

Our game is based on the board game Can't Stop. The game has been tested on Windows and Linux (Ubuntu) devices. Any other operating system (e.g. macOS) may yield unexpected results. We recommend playing the game on a computer using the Windows or Ubuntu operating system.

To begin, the game can be executed by double-clicking on the **CantStopGame.jar** file or for running it via a command line interface, simply type **java -jar CantStopGame.jar** to run. Please note that it is recommended to have the latest version of the Java Runtime Environment (JRE) installed on your device (JRE 18 and above recommended).

The game's first screen is the main menu. The lower left corner has a button labeled "Info" that displays some information about the Can't Stop board game. The bottom middle section of the main menu screen has a "Credits" button that informs about the names of our group members. The lower right corner button labeled "Setting" allows players to configure the game's environment (number of players, difficulty of computer-controlled players if applicable, color scheme to use, etc.). There is also a Color Blindness test integrated with the Setting dialog box.

To begin playing, either use the "Load" button to load a previously saved game session or "New Game" to initiate a new session. The 'Setting' dialog box would appear in the case of beginning a new session. The NPCs (Non-Player Characters) take on the role of the computer-controlled player(s) and are available in two difficulty modes "Easy" and "Hard".

After a game begins, there are placeholder names put in place ("Alan Walker", "Ben Kenobi", "Ethan Wong", "Jackson Lee") for the human players. The players can enter any name they wish directly into the text boxes representing the names.

The first player clicks on "Roll" to roll the dice for the first time. From then on, the user has to click on only 2 dice of the 4 shown on-screen. So that one pair is formed by the manual selection and the other 2 dice automatically form another pair. (Refer to the official Can't Stop game rules for guidance on how to play). Then, to confirm the selection, the player hits the "Select Pair" button. The pieces (runner cones) would move automatically on the board.

Every player takes turns to roll dice, select pairs and pass control over to the next player. The computer controlled players automatically roll dice and fulfill their turns.

In case the game needs to be saved for continuing at a later time, the menu bar at the top of the screen has a "save game" option that allows players to save the current state of the game.

## Possible Issues

When loading a saved game, sometimes the NPCs may not load back. Also the game window may improperly not show all the buttons or text at once.