Project Functionalities - Start to Finish
The Auctioneer
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When the user runs the game, the game's title page is displayed, along with a proceed button. After clicking "proceed," the user is asked to choose whether they want to play alone against the computer or multiplayer against a friend. If the user selects "single-player," they are asked for the level of difficulty for the computer they wish to play against and then asked for other data. Still, if the user selects "multiplayer," they are directly asked for both players' data. The data includes Name, Age, and Occupation. This data is stored in a text file and will be used later for outputting results, once again in another text file. After this, the user is presented with the main menu, where they can read the rules, special auctioning terms they do not understand, and the option to start the game. If the user clicks on either the rules page or the glossary page, a separate JFrame shows them the page as an image.

There is also a back button for users to go out of this page if they want to start playing the game once again. After the user activates the game, a for loop starts running, counting the number of rounds played so far. A whole match lasts for five rounds. In each round, the players will be presented with an item on which they can then place their bids, keeping in mind that each player has only 5 seconds to place their bid after the previous bid has been placed. Suppose the player fails to place a bid within 5 seconds or decides not to bid. In that case, the item is then given to the player who placed the previous bid, and the item now goes to their inventory, with the item's price being subtracted from that player's cash value. A round keeps going on until a player wins an item, after which both players' cash values update, and a new round starts (The player who lost the bid has $50,000 deducted from their cash value). Once five rounds have been completed, the for loop ends, and the user is now presented with the game results in a text file. They can also see their finishing cash value and their final inventory on the results page. After the results have been viewed, the game ends by displaying an end screen.