Project Functionalities - Start to Finish
The Auctioneer
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- The user runs the game
- The title page is displayed with a “Proceed” button
- After clicking “Proceed,” the user decides whether they want to play single-player or multi-player
- After the user chooses, they are directed to a page where they have to enter their data; If they chose Multiplayer, both players have to enter their data. Data includes (Name, Age, and Occupation)
- This data is stored in a text file using BufferedReader, which will be used later for outputting results
- After inputting data, there is then a very brief loading screen gif displayed, to make the game seem a little more realistic, and is included just for fun purposes
- After this, the main menu is displayed, where the user can either pick to view the rules of the game, view the glossary if they do not know a specific term, or simply start playing the game. The glossary and rules pages are also available throughout the game, like a back button if the user(s) do not know what something means, or want(s) to read the rules again
- The ItemDisplayPage is then presented, with a picture of the item, its name, its price, its liquidity property, its appreciation rate, and the year it was made.
- When the “Proceed button” is pressed, for loop starts with the number of rounds (3) which ends after all rounds have finished
- After the user understands the item, it is time for the first player to go (Even in single-player, the user still goes first), and this is done by clicking “Proceed”
- 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 15 seconds to place their bid after the previous bid has been placed. Suppose the player fails to place a bid within 15 seconds or decides to end the bid. In that case, the item is then given to the player who placed the previous bid, free of charge, but the item is added to that player’s net worth. 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 all rounds have ended, the for loop terminates, and the user(s) are now presented with the EndScreen page
- On the EndScreen page, the winner’s name, net worth, age, and occupation are displayed using BufferedWriter
- After viewing the results of the game, the user(s) can exit the program and game, by clicking the “End game” button
- The Program is then, as a result, terminated!

CITATIONS
(Used For Code -> Not directly copied):
(APA FORMAT)

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