

COMP41670

Catan Junior Software Engineering Assignment



Authors :

Niall Donohoe - 17340571

Shea O'Sullivan - 17391401

Catan Junior

Instructions for Software Version of Game

Step 1 – Download the code from GitHub

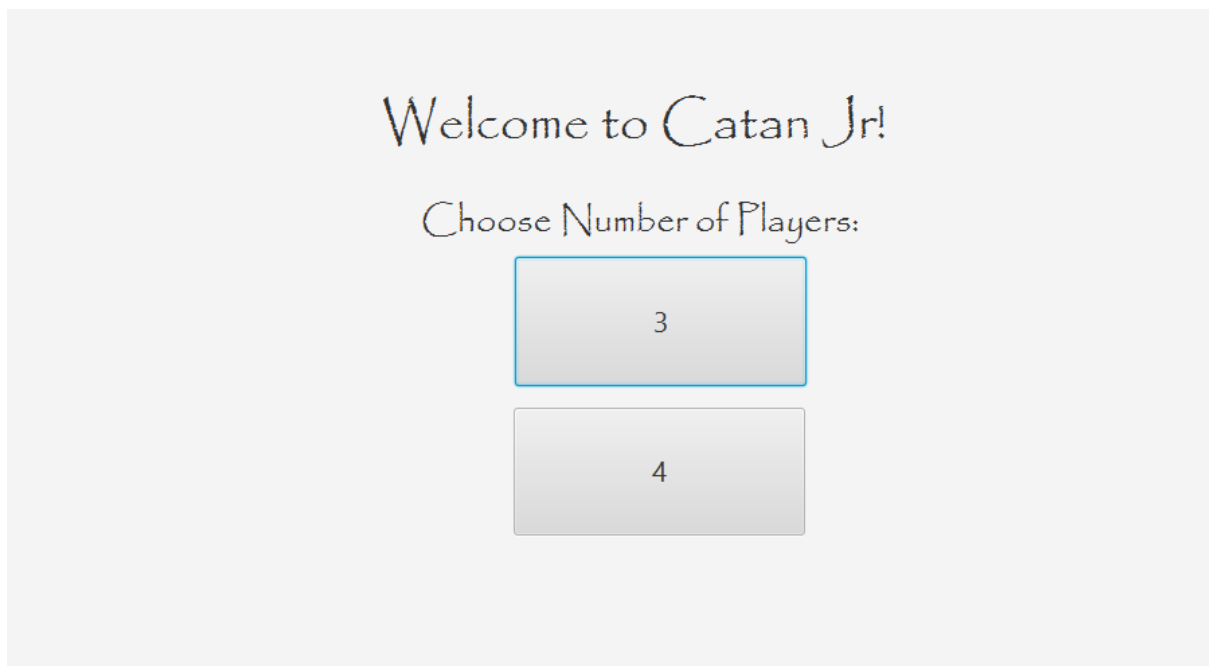
Step 2 – Open the project in Eclipse

Step 3- Running the Game:

1. Navigate to the directory “Catan Source Code/GUI/”
2. Locate “Main.java” right click and Run as java Application

Step 4 – Choose Number of players

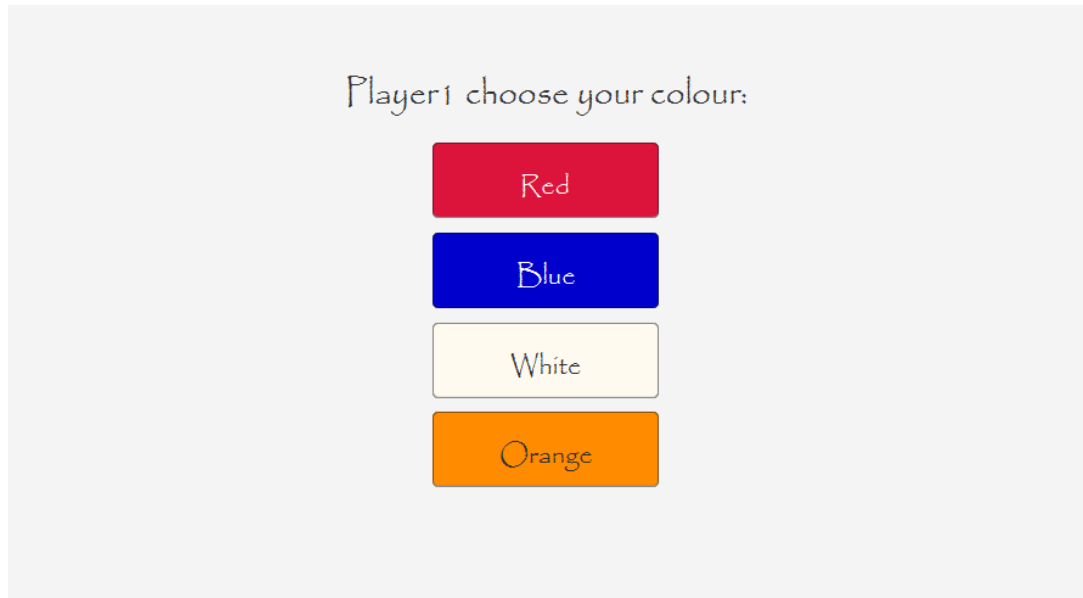
Step 3 should cause the window below to open



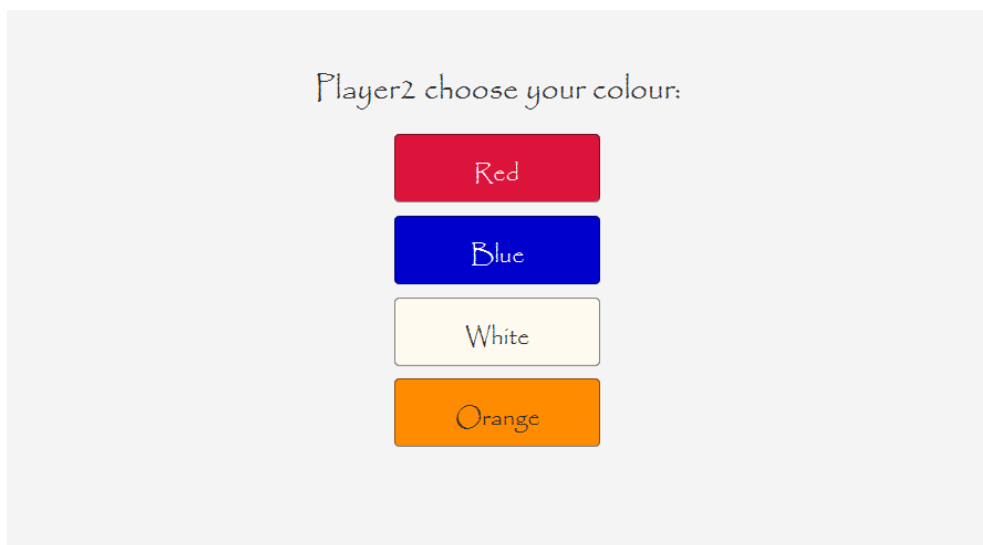
Simply choose the number of players by clicking the number in the window.

Step 5 – Choose player colours

The window changes scene to that below



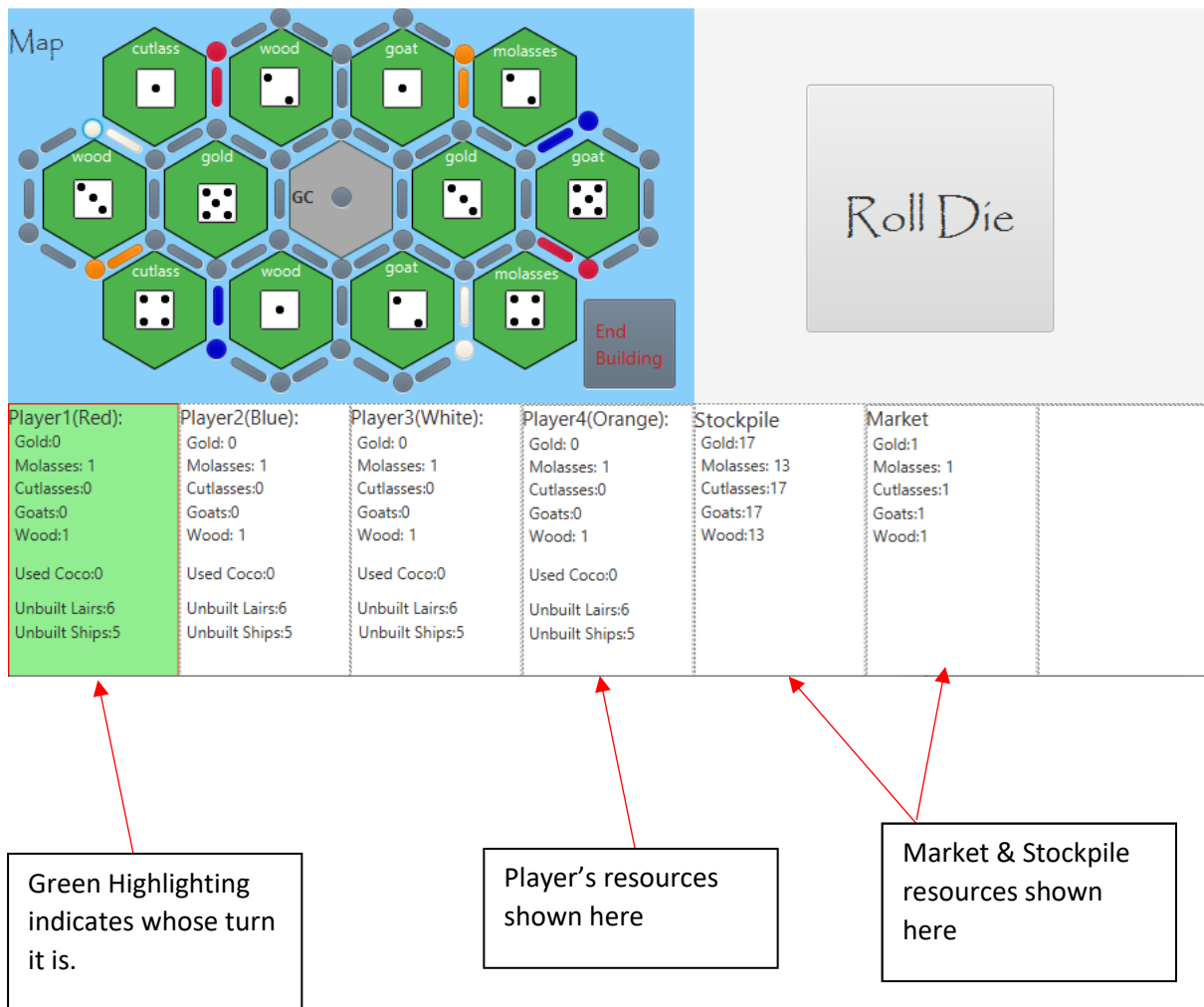
Simply click on the colour desired, if the colour is correctly chosen the scene changes and the next player may choose their colour. The console indicates progress.



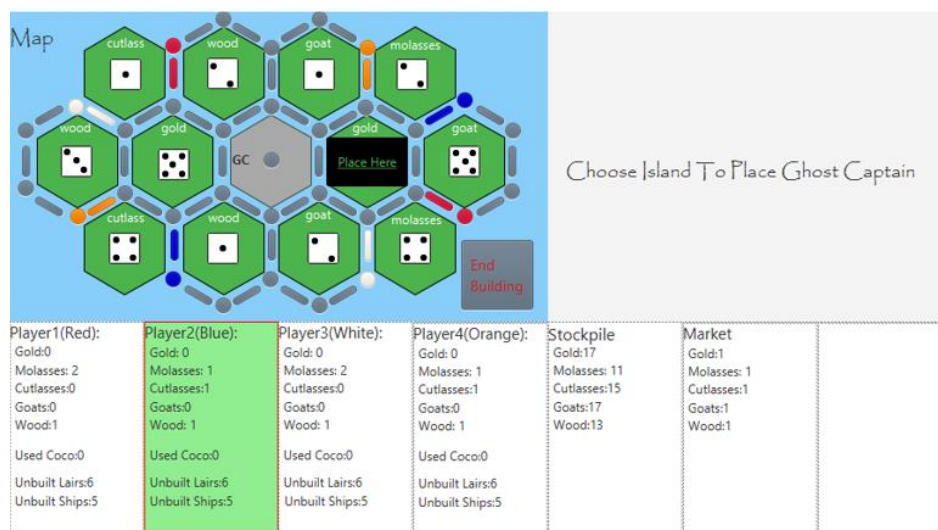
Repeat until all players have chosen a colour.

Step 6 – Play the Game!

The game has now been initialized. We can move on to the game play scene.



Player clicks Roll Die at the start of their turn. If they Roll a 6 they will have to choose the Ghost Captain Location by clicking an island in the GUI.



After that they are directed to the Choose Action Scene

Map

Choose Action:

Build

Buy Coco Tile

Trade

End Turn

| Player1(Red): | Player2(Blue): | Player3(White): | Player4(Orange): | Stockpile | Market | |
|-----------------|-----------------|-----------------|------------------|--------------|-------------|--|
| Gold:0 | Gold: 0 | Gold: 0 | Gold: 0 | Gold:17 | Gold:1 | Blue player gets cutlass Orange player gets cutlass Red player gets molasses White player gets molasses |
| Molasses: 2 | Molasses: 1 | Molasses: 2 | Molasses: 1 | Molasses: 11 | Molasses: 1 | |
| Cutlasses:0 | Cutlasses:1 | Cutlasses:0 | Cutlasses:1 | Cutlasses:15 | Cutlasses:1 | |
| Goats:0 | Goats:0 | Goats:0 | Goats:0 | Goats:17 | Goats:1 | |
| Wood:1 | Wood: 1 | Wood: 1 | Wood: 1 | Wood:13 | Wood:1 | |
| Used Coco:0 | Used Coco:0 | Used Coco:0 | Used Coco:0 | | | |
| Unbuilt Lairs:6 | Unbuilt Lairs:6 | Unbuilt Lairs:6 | Unbuilt Lairs:6 | | | |
| Unbuilt Ships:5 | Unbuilt Ships:5 | Unbuilt Ships:5 | Unbuilt Ships:5 | | | |

Player has the following actions to choose from.

Information about the game appears here.

We wish to develop this Ship

Action: Build – Clicking Build

Map

Lair costs 1 molasses, 1 cutlass, 1 goat, 1 wood
 Ship costs 1 goat, 1 wood

| Player1(Red): | Player2(Blue): | Player3(White): | Player4(Orange): | Stockpile | Market | |
|-----------------|-----------------|-----------------|------------------|-------------|-------------|--|
| Gold:0 | Gold: 0 | Gold: 0 | Gold: 0 | Gold:17 | Gold:1 | |
| Molasses: 3 | Molasses: 1 | Molasses: 3 | Molasses: 1 | Molasses: 9 | Molasses: 1 | |
| Cutlasses:2 | Cutlasses:2 | Cutlasses:2 | Cutlasses:2 | Cutlasses:9 | Cutlasses:1 | |
| Goats:2 | Goats:2 | Goats:0 | Goats:2 | Goats:11 | Goats:1 | |
| Wood:1 | Wood: 3 | Wood: 5 | Wood: 5 | Wood:3 | Wood:1 | |
| Used Coco:0 | Used Coco:0 | Used Coco:0 | Used Coco:0 | | | |
| Unbuilt Lairs:6 | Unbuilt Lairs:6 | Unbuilt Lairs:6 | Unbuilt Lairs:6 | | | |
| Unbuilt Ships:5 | Unbuilt Ships:5 | Unbuilt Ships:5 | Unbuilt Ships:5 | | | |

The player must then click on the ship or lair they wish to build.

Map

Lair costs 1 molasses, 1 cutlass, 1 goat, 1 wood
Ship costs 1 goat, 1 wood

End Building

| Player1(Red): | Player2(Blue): | Player3(White): | Player4(Orange): | Stockpile | Market |
|-----------------|-----------------|-----------------|------------------|-------------|-------------|
| Gold:0 | Gold: 0 | Gold: 0 | Gold: 0 | Gold:17 | Gold:1 |
| Molasses: 3 | Molasses: 1 | Molasses: 3 | Molasses: 1 | Molasses: 9 | Molasses: 1 |
| Cutlasses:2 | Cutlasses:2 | Cutlasses:2 | Cutlasses:2 | Cutlasses:9 | Cutlasses:1 |
| Goats:1 | Goats:2 | Goats:0 | Goats:2 | Goats:12 | Goats:1 |
| Wood:0 | Wood: 3 | Wood: 5 | Wood: 5 | Wood:4 | Wood:1 |
| Used Coco:0 | Used Coco:0 | Used Coco:0 | Used Coco:0 | | |
| Unbuilt Lairs:6 | Unbuilt Lairs:6 | Unbuilt Lairs:6 | Unbuilt Lairs:6 | | |
| Unbuilt Ships:4 | Unbuilt Ships:5 | Unbuilt Ships:5 | Unbuilt Ships:5 | | |

Player does not have required resources to build lair.

Must click this when finished

Position has been developed

Note that the player must click the End Building button when they are finished building, this returns them to the Choose Action scene.

Action: Buy Coco Tile – Clicking purchases a coco tile if the player has resources, if the player gets to move the ghost captain it is done in the same manner as above. If the player gets a ship or lair it is also handled in the same manner as above.

Action: Trade – Clicking trade, the Choose Action panel becomes the trade panel as shown

Select Offered Resource:

Gold

Molasses

Cutlasses

Goats

Wood

Select Requested Resource:

Gold

Molasses

Cutlasses

Goats

Wood

Choose Who You Would Like To Trade With:

Stockpile

Market

Step 1 – Choose resource to offer

Step 2 – Choose resource desired

Step 3 – Choose who you trade with

The Software then handles any trades if they are possible

Action: End Turn – This finishes a players turn and the cycle repeats for the next player.

This continues until a player has built all their Lairs. At this point we see the following, except with the winning player colour.



At this point it is time to click End Game, and start another one!

