User Manual.

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This document contains the user manual for the application “WarGames” for a better coprenhesion and use of the system.

Main page

The following images is the main paige, where the user gets access to the other sections of the program.

Figure 2 The main page of the program

1. Help menu: The help menu contains two buttons. They are hints and close. Hints opens a pdf document that contains the user manual, and the close buttons close the main page.

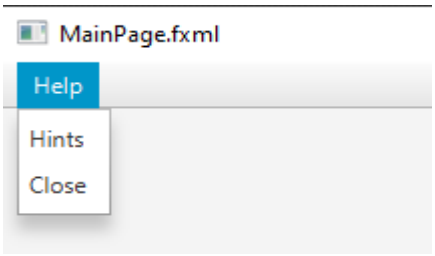

Figure 1 An image of the help menu

2. Th edit button opens a new window that allows the user to edit the parameters of the army. This window will be explained later in the user manual.

3. The menu button “Options” contains different useful buttons. They are “Generate army”, “Display all units”, “Load an army” and “Save the Army”.

a. Generate army: This button generates a pre-defined army, but the name of the army must be entered by the user in a pop-up window with a text field for an input.

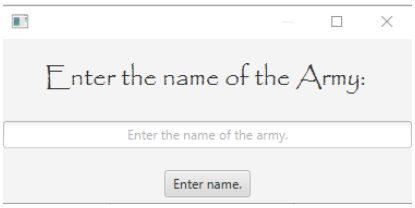

Figure 3 An image with the pop-up window for generate an army

b. Display all units: This buttons open a new window with contains a view of all units of the army. This window will be explained later in the manual.

c. Load an army: This button opens a file-search-window, where the user can define, which file will try to load as an army. The user can select between two different type of files, csv, and txt. The type of the file can be selected in the new window.

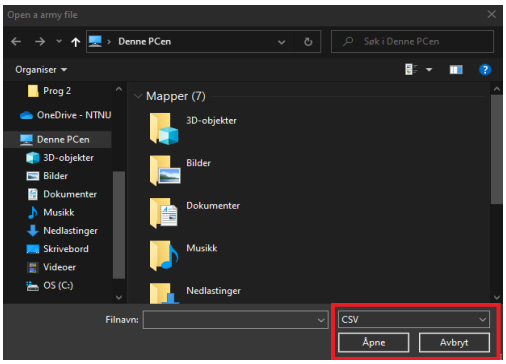

Figure 4 Image of the file-search-window

d. Save the army: This buttons open a folder-search-window, where the user can define, where save the army. As in the case of the load an army, the user can choose the format of the file to save.

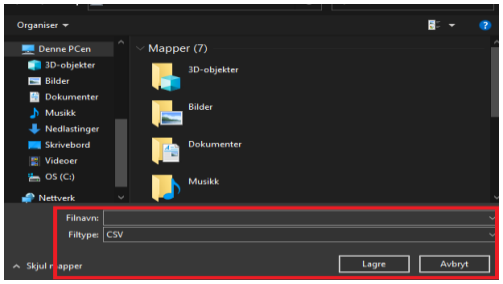

Figure 5 Image of the folder-search-window

4. Simulate button: The simulate button run the simulation between the two armies. The simulation is depended on the combo box “speed”. If the speed is “Skip”, the simulation will be skipped. If the speed is “Normal”, an animation in the main page will start. And if the speed is “Slow”, a new window will be open with a deeper info about the battle.
5. Combo box terrain and speed: These two are combo box where the user can choose different aspect of the simulation. The terrain changes the image of the battle and after the simulation. The speed combo box defines the type of simulation to be showed.
6. The reset button: This button restarts the armies with help of a backup armies that are not affected by the simulation. This button also updates the information displayed in the GUI.

Editing army page

The follow image is the editing army page, where the user is allowed to change the parameters of the armies, as the name or the units.

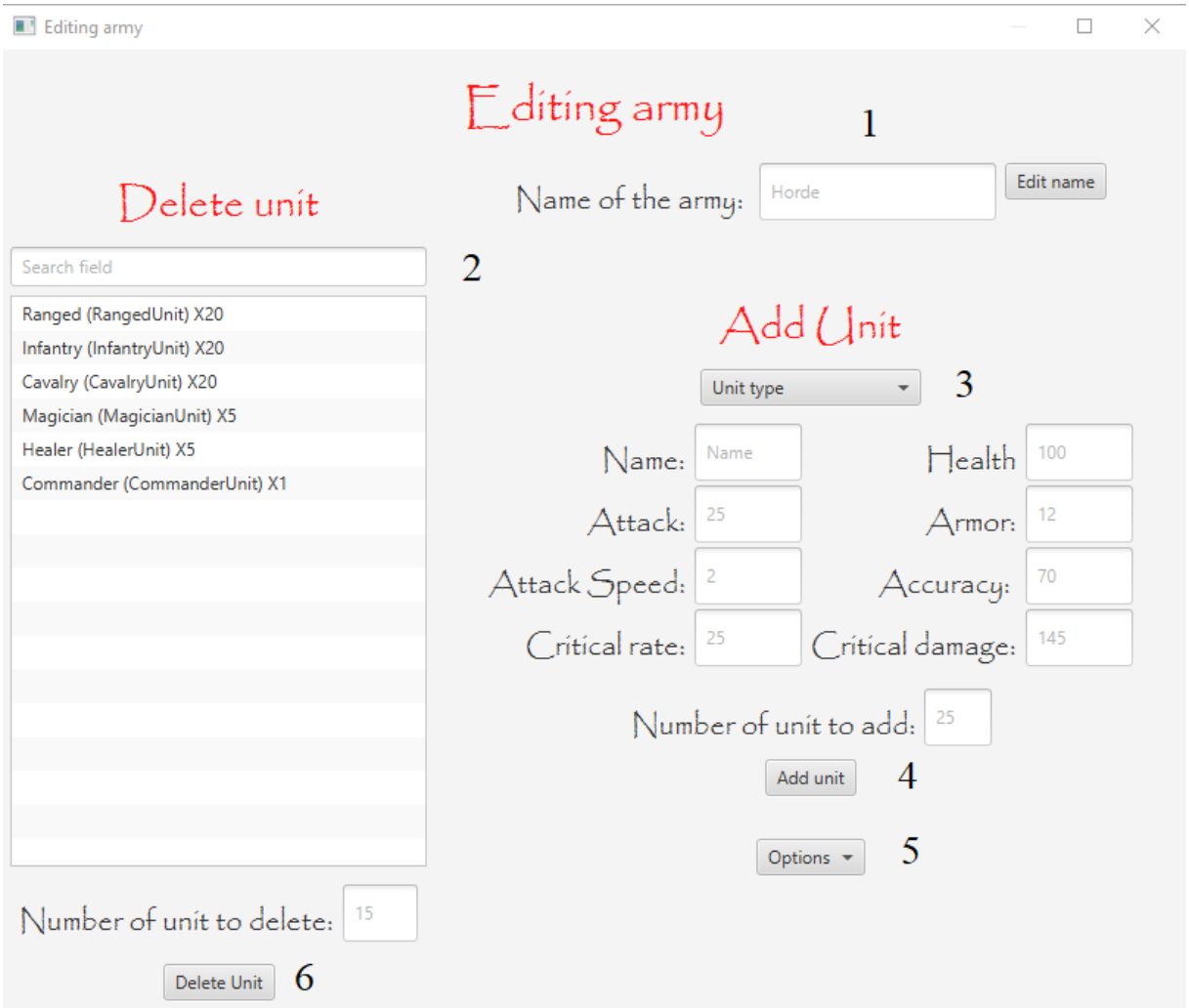

Figure 6 Image of the editing army page

1. Edit name: The user can change the name of the army by writing in the text field and clicking the button.
2. Search field: In this field the user can enter and input. If some names of the units match the input, they will be showed in the list. If the field is blank all the units will be showed.
3. Unit type: Combo box where the user can select the type of the unit to add. Select a unit is obligatory to add a new unit.

4. Add a unit: The fields name, health, attack, armour, attack speed, accuracy, critical rate, critical damage, and number of units, are optional. The user can choose to fill them or just use the pre-defined data. If the user fills them. All the field must contain a positive integer number except of the field name that can contains all type of string data. Accuracy and critical rate must be between zero and hundred. Critical damage must be over hundred. To add a unit is just clicking the button add unit when the wanted data is entered.
5. Options: Menu button options is the same that in the main page.
6. Delete units. To delete a unit. It must be selected in the table view that contains all units. The number of units to delete must be entered in the text field under the list view.

Display all units

The following image is the display army page. Where the user can see all the different units that shape the army.

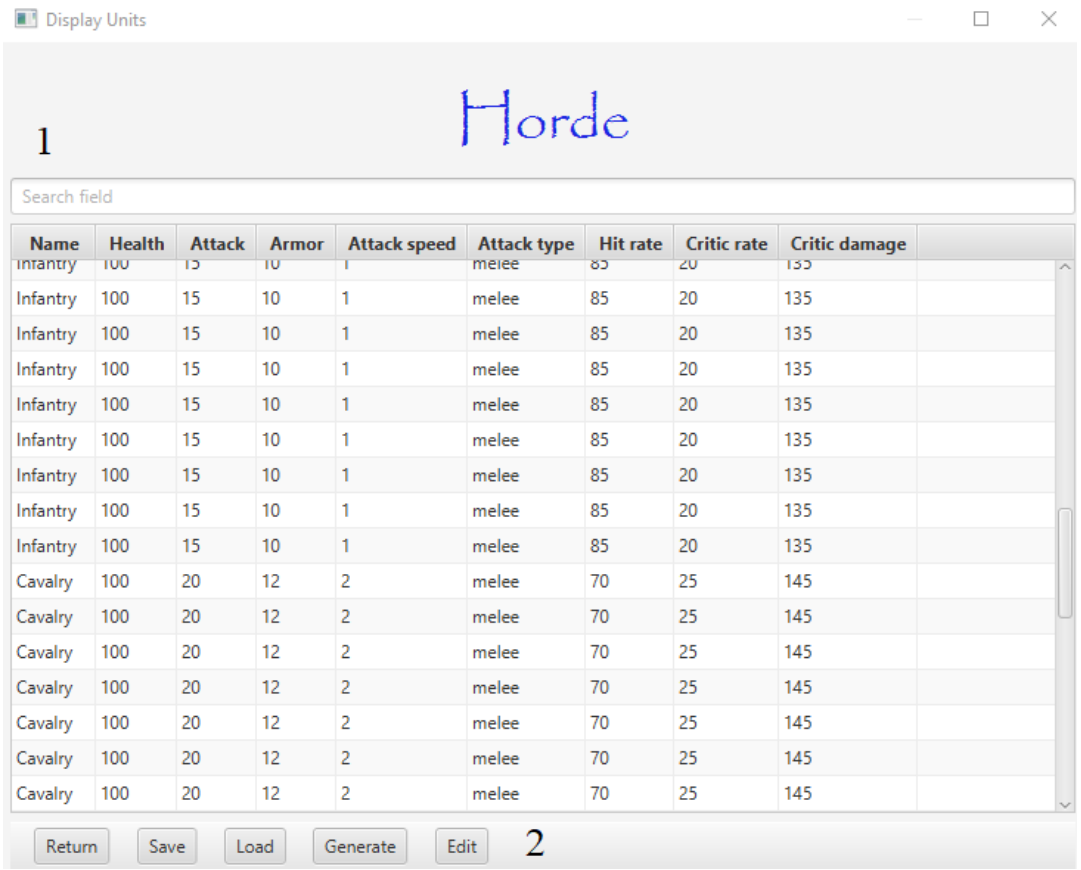

Figure 7 Image of the display army page

1. Search field. As in the editing page, the user can search for a wanted unit by entering the name of the unit in the search field. It will be display in the table view.
2. These buttons are the same that in the menu button “options” of the main page except the return button that returns to the main page.

Simulation page

The following image is the display simulation page. Where the user can watch a real time animation of the battle. The information of the battle is save in real time allowing the user pause and restart the simulation whenever the user want.

Figure 8 Image of the simulation page

1. Setting menu. In the setting menu are two buttons, close and reset. The button close, as its name says, close the simulation and returns to the main page. While the reset buttons restart the simulation.

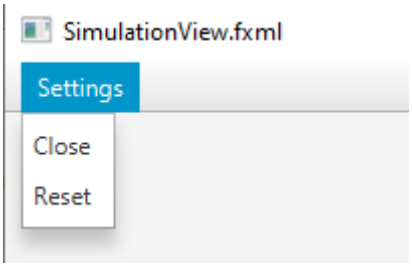

Figure 9 Image of the settings menu

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