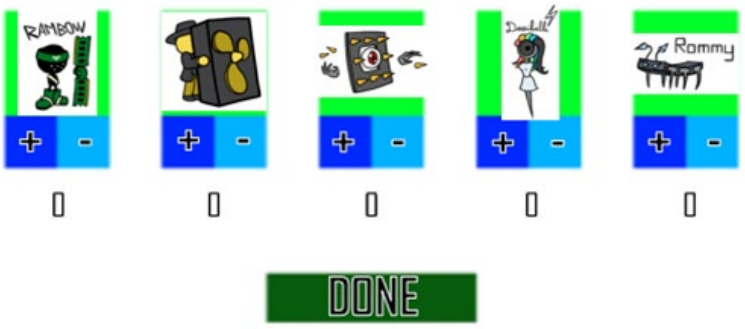
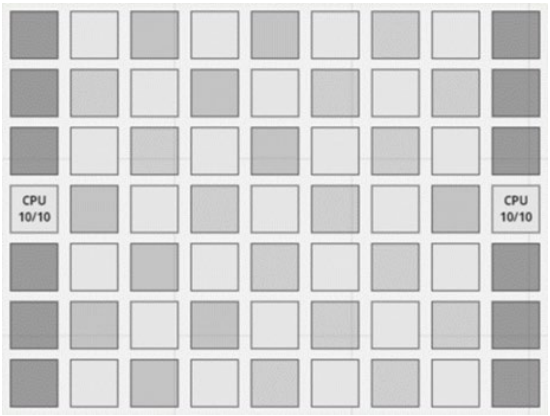
Game Instructions

- Before the game starts, each player has **16 Bits**, a currency they can use to buy characters for their team, which will then be stored in an inventory that will later on be used during the game. They can buy multiple of the same character. They don't need to spend all the bits either. That section would look like so:



- After the game starts, the players can start placing their characters on the board and/or move or attack with said characters. Each player has their own turn to do any of these things. Taking any of these actions will end a player's turn and pass it to the opponent (you can only either place, move or attack in a turn). The player that gets to play first is chosen randomly.

- The 9x7 grid shown below is a representation of the board. The CPUs of each team can be found on each opposing side of the board (marked in red). The blue zone next to the CPUs is where the players can place their characters.



- A character can only move horizontally and vertically. The player may mix the two if the character they want to move is able to move more than one tile.

- A character can only attack another if the one getting attacked is within the attacker's range.

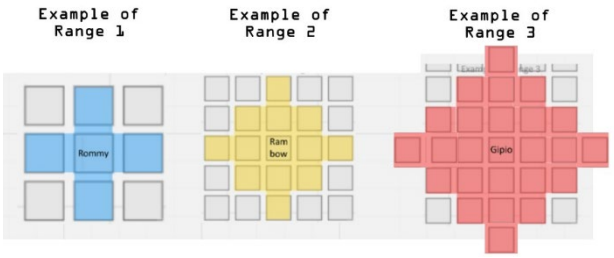
- If a character's HP reaches 0, it dies and it cannot be revived/reused.

- The game ends when a player destroys the enemy's **CPU** or all of the enemy's characters.

Stats

Each character has 6 different stats: **HP**, **Damage**, **Speed**, **Range**, **Target**, and **Cost**.

- **HP:** How much **DMG** the character can take before being destroyed.
- **DMG:** By how much it reduces the **HP** of the target, when attacking.
- **SPD:** How many squares can it move in 1 turn.
- **Range:** From how many squares away can it attack a target. There are 3 different types of range:



- **Target:**
  - **Single (S)** = Attacks 1 enemy within **Range**.
  - **Area (A)** = Attacks all enemies within **Range.**
- **Cost:** How many **Bits** it costs to buy the character in the beginning of the game.

Characters

- All the characters are based on computer components and all of them have different stats that affect their playstyle and interactions with other characters:
  - Rambow (**RAM**)
  - El Ventito (**Fan**)
  - Gipio (**GPU**)
  - Decibelle (**Sound Card**)
  - Rommy (**BIOS ROM**)

STATS	Max HP	DMG	SPD	Range	Target	Cost
Rambow	2	2	2	2	S	3
El Ventito	5	0	1	1	S	3
Gipio	1	1	2	3	S	4
Decibelle	4	2	1	2	A	4
Rommy	2	1	4	1	S	2

Additionally, El Ventito can push back the target by 1 square when attacking. This is the only character with a special property since they deal 0 DMG.

How to play on the website (hardware-warfare.onrender.com):

On the prototype of this game, the two players will only be able to play one character of each team. The player on the left will be Player 1 and will be able to play with their Rambow, while the player on the right will be Player 2, who will play with their Decibelle.

The characters of the player from the left will have their corresponding tiles marked with a blue background, while the characters of the player from the right will be marked with red.

Above the board, the turn counter can be found. If the counter is at an odd number, it means it's Player 1's turn, and if it's at an even number, it means it's the right Player 2's turn.

Below the board, there are the HP counters, which is where the players can see all of their characters' health.

Even though we can see all of the characters' HP, the only ones that really matter for the prototype are Blue Rambow's and Red Decibelle's.

Below the HP counters, there are all of the buttons that will control our characters. There are four buttons with each direction that the players can ***move*** their characters with and one ***attack*** button to deal damage to the enemy on each side.

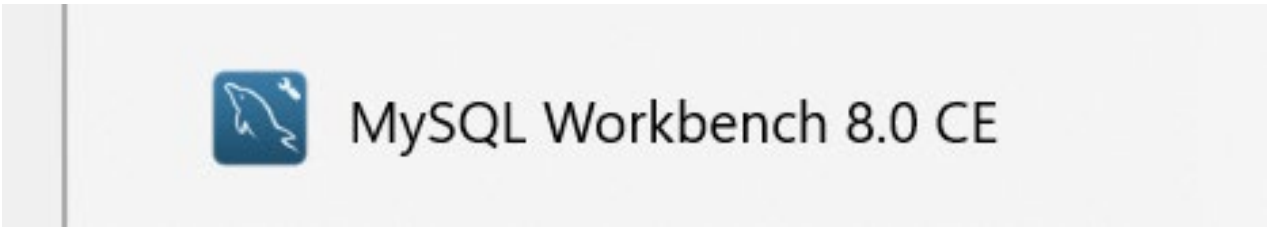
Player 1 can click the ones on the left and Player 2 can click the ones on the right.

Nothing will happen if one of the characters kills the other, as this version of the game is purely for experimental purposes.

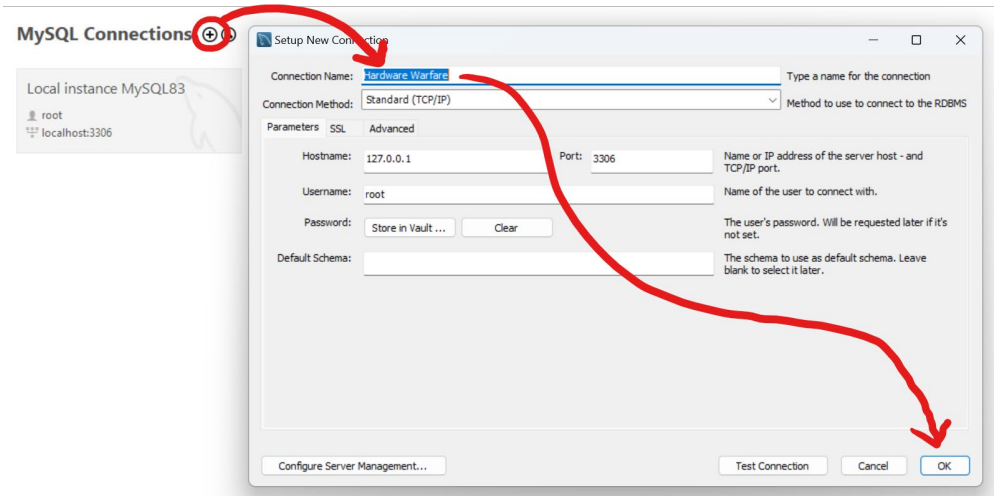
How to set up the prototype locally:

1. Download the project's source code zip folder on Canvas (EXTRACT THE CONTENT AFTER FULLY DOWNLOADED):

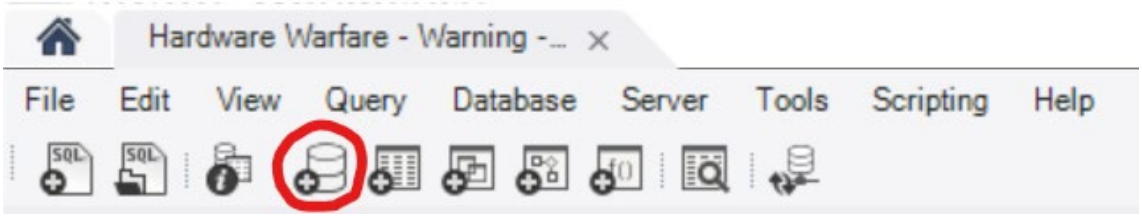
2. Open MySQL Workbench:



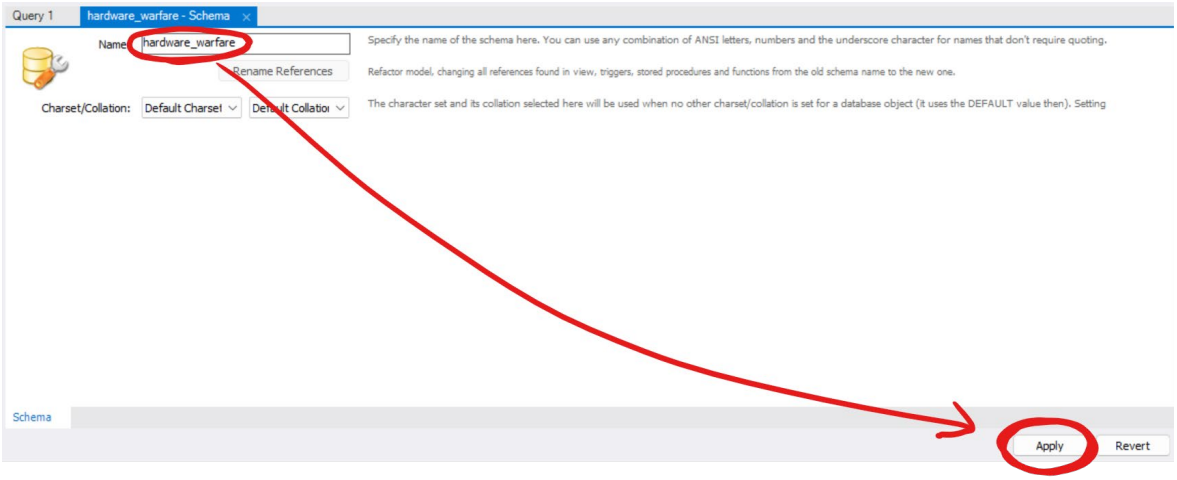
3. Create a new SQL connection, call it Hardware Warfare and click "OK":



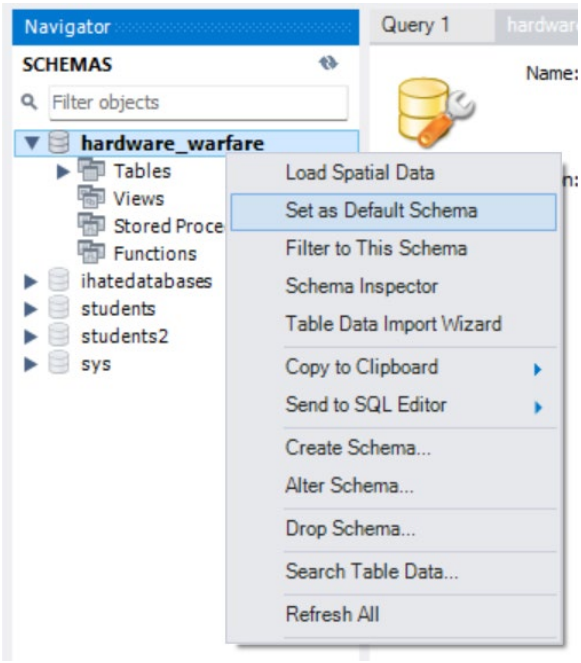
4. Create a new schema:



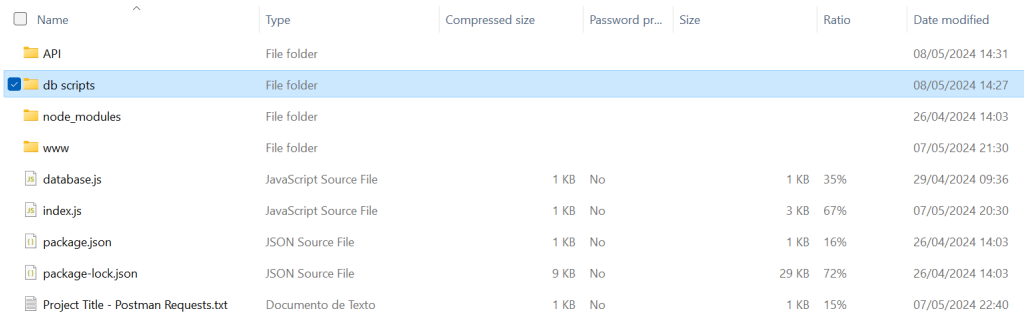
5. Name schema “hardware_warfare” and click “Apply”:



6. Once it’s on the schema navigator, set “hardware_warfare” as Default Schema:

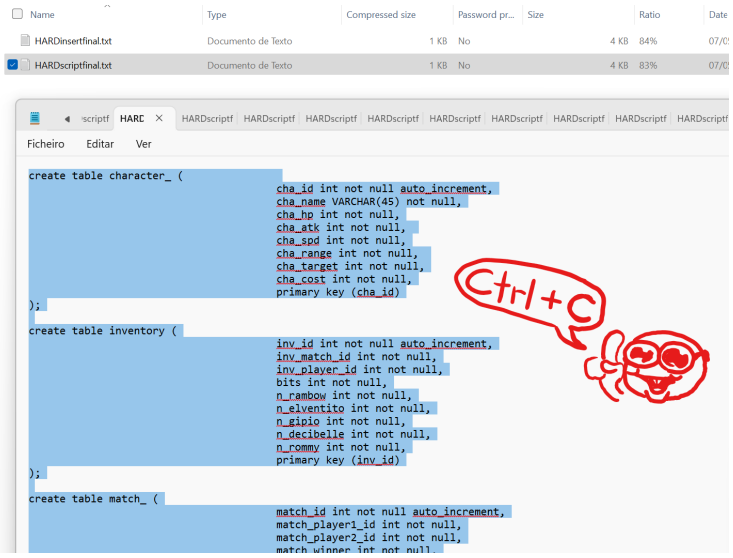


7. Open the “db_scripts” folder:

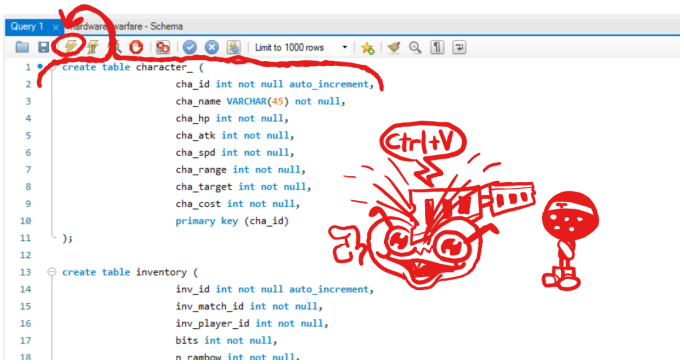


Name	Type	Compressed size	Password pr...	Size	Ratio	Date modified
API	File folder					08/05/2024 14:31
db scripts	File folder					08/05/2024 14:27
node_modules	File folder					26/04/2024 14:03
www	File folder					07/05/2024 21:30
database.js	JavaScript Source File	1 KB	No	1 KB	35%	29/04/2024 09:36
index.js	JavaScript Source File	1 KB	No	3 KB	67%	07/05/2024 20:30
package.json	JSON Source File	1 KB	No	1 KB	16%	26/04/2024 14:03
package-lock.json	JSON Source File	9 KB	No	29 KB	72%	26/04/2024 14:03
Project Title - Postman Requests.txt	Documento de Texto	1 KB	No	1 KB	15%	07/05/2024 22:40

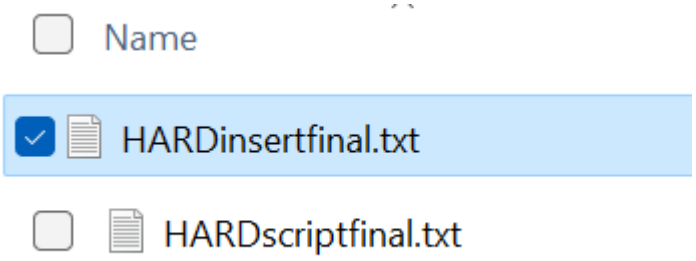
8. Copy all of the text inside “HARDscriptfinal.txt”:



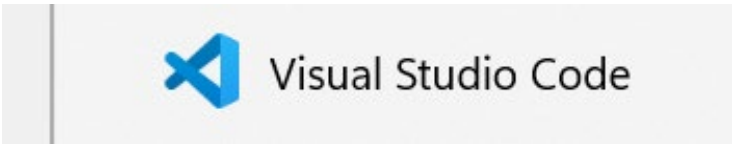
9. Go into a query and paste all of the text and click on the “Execute” button:



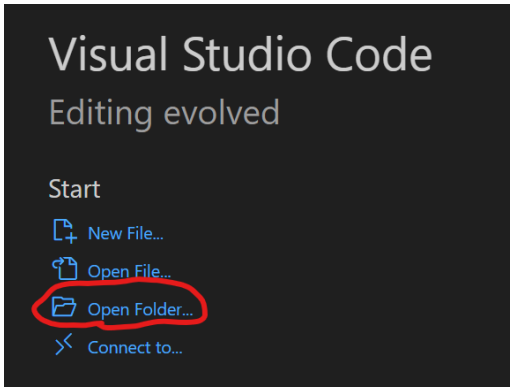
10. After being done, repeat steps 8 and 9 with “HARDinsertfinal.txt”:



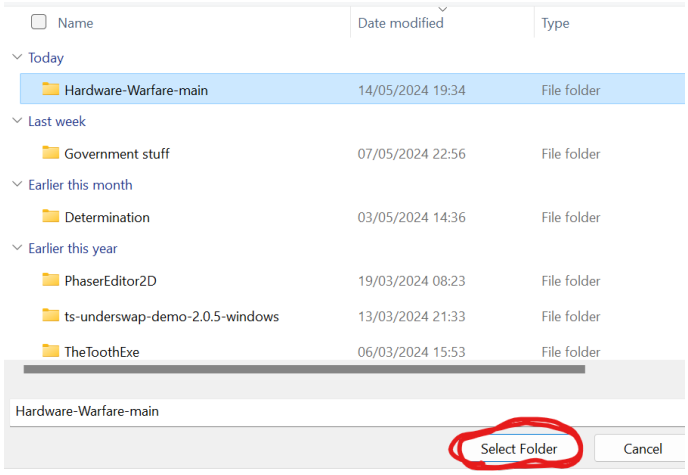
11. Open Visual Studio Code:



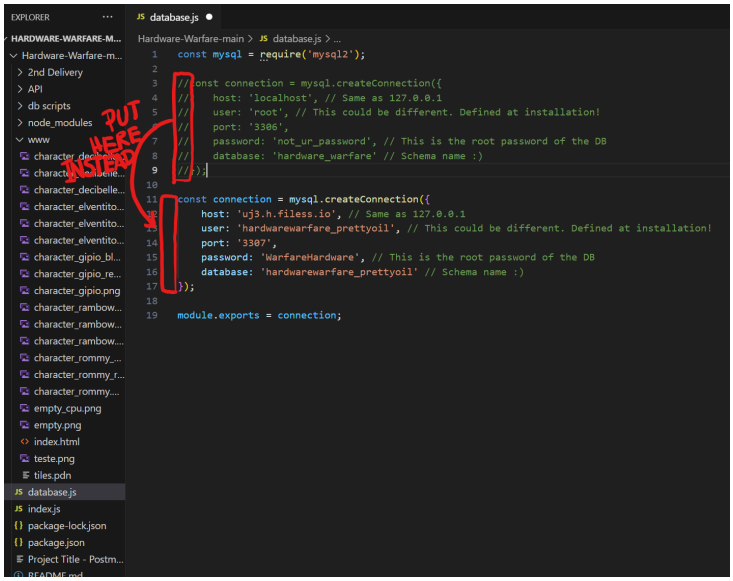
12. Click on “Open Folder...”:



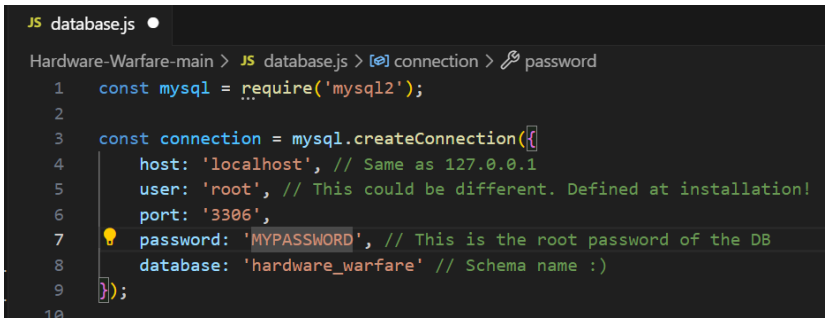
13. Select the project’s folder and click “Select Folder”:



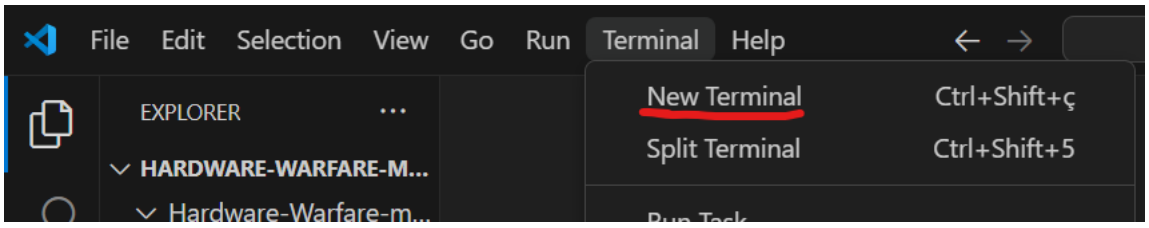
14. Once the folder is set up, go to “database.js” and switch the comment on the bricks:



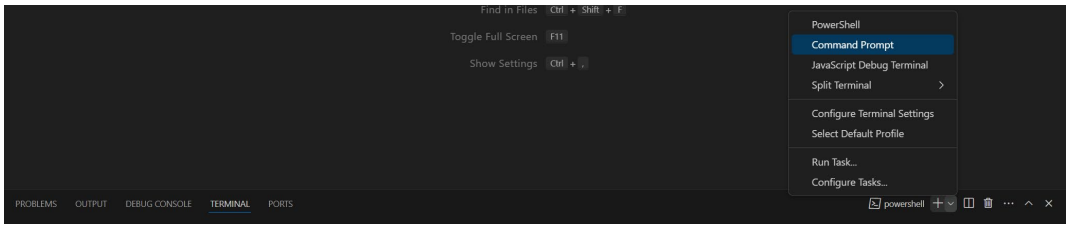
15. Change the predefined password in the file as your SQL password:



16. Open a new terminal:

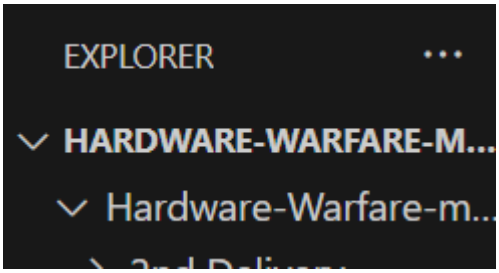


17. Make a “Command Prompt” terminal:

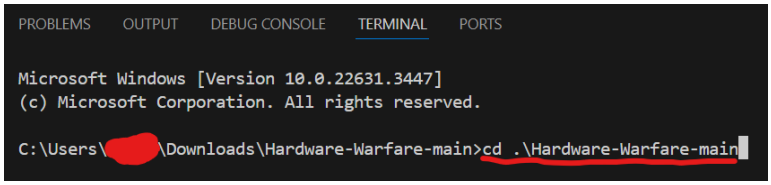


18.

a. Check if the folder you selected has a folder with the same name inside it:

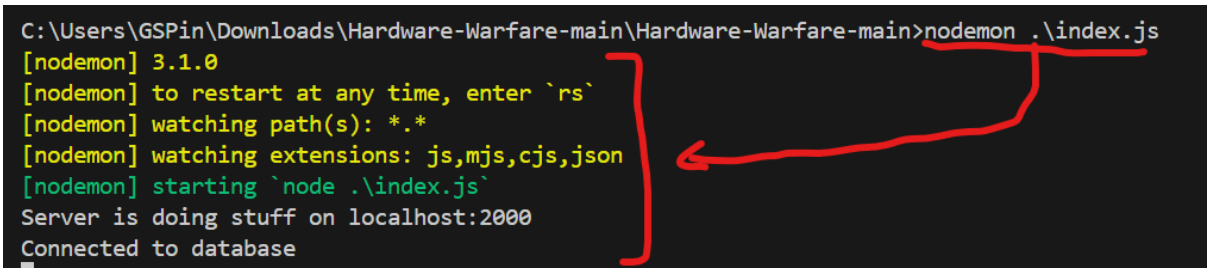


If so, insert "cd .***name of the folder***" into the command prompt:

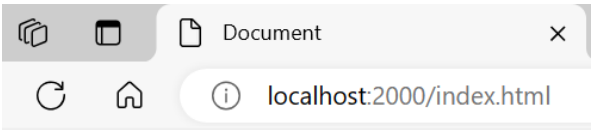


If it's just one folder, skip this step.

b. Insert "nodemon .\index.js" into the command prompt to obtain the following result:



19. Go into a browser and look for "localhost:2000/index.html" in the search bar:



20. Done! Have fun!

Hardware Warfare: Prototype

The board is 9x7

Turn: 21