
CS102 Parade Project

Ernest's Fixes / Comments

23 Feb 2025, 1.32am

Note: In this testing environment, I wanted speed, so I've made the bots faster as I don't want to wait 1-2 seconds for each move.

Background

This is my first time playing the game, so it is totally new to me, and I am a noob trying to navigate and find any possible ways to break the code or spoil it. I am also a noob at Parade, so I am purely playing and learning based on the rulebook too. As I immerse myself in the game, I write down comments and fix the code as and when I find any ways to improve the user experience.

1. Rulebook location fixed in RunGame.java

```
scrollRulebook("src/rulebook/rulebook.txt");
```

2. Comment: Under AccountFileManager.java, Is the "ID" useful when user creates a new instance?

```
ID/NAME/WIN/LOSS/BALANCE-[FLAIR]  
1915243a-1702-42ec-8476-af6c12b8fa57/Skibidi/0/0/0/[]
```

3. Fixed run.bat path to

```
java -cp "classes" RunGame
```

4. In the rulebook.txt, if we spam the next button until we reached the last page, it will show "This is the last page." and re-print the page 6. As this is visual clutter, I have made it such that the system will prompt the user to go to the previous page, go back to the first page, or exit. So the user might feel lost or stuck.

Under RunGame.java:

```
// Old code

    if (currentPage < totalPages - 1) {
        currentPage++;
    } else {
        System.out.println("This is the last page.");
    }
    break;

// New code :)

    if (currentPage < totalPages - 1) {
        currentPage++;
    } else {
        System.out.println("This is the last page.");
        while (true) {
            System.out.print("Enter (P)revious, (F)irst, or (Q)uit: ");
            String subInput = scanner.nextLine().trim().toUpperCase();
            switch (subInput) {
                case "P":
                    if (currentPage > 0) currentPage--;
                    // Break out of the loop to reprint the new page
                    break;
                case "F":
                    currentPage = 0;
                    break;
                case "Q":
                    System.out.println("Exiting rulebook.");
                    scanner.close();
                    return;
                default:
                    System.out.println("Invalid input.");
                    continue;
            }
            // Only reach here if input is P or F (not invalid or Q)
            break;
        }
    }
    break;
```

Note: Timed modes add a speed element while maintaining the strategic depth of classic Parade.

```
Enter (N)ext, (P)revious, or (Q)uit: n
This is the last page.
Enter (P)revious, (F)irst, or (Q)uit: n
Invalid input.
Enter (P)revious, (F)irst, or (Q)uit: n
Invalid input.
Enter (P)revious, (F)irst, or (Q)uit: n
Invalid input.
```

5. Made it such that if we are at the first page, there is no option to go to the previous page.

```
// Old code:
System.out.print("\nEnter (N)ext, (P)revious, or (Q)uit: ");
input = scanner.nextLine().trim().toUpperCase();
```

```
Page 1 of 6:
=====
PARADE RULEBOOK (COMPRESSED)
=====

Objective:
    Score the fewest points by avoiding parade cards.

Components:
    • 66 cards (6 colors, values 0-10)
    • 1 score pad

Setup:
    • Shuffle the deck.
    • Deal 5 cards to each player.
    • Place 6 cards face-up to form the initial parade.

Enter (N)ext or (Q)uit: █
```

6. Exiting the rulebook.txt terminates the program, but the user only finished reading the Rulebook and would like to play the game.

Old:

```
Enter (N)ext or (Q)uit: q
Exiting rulebook.
ernestng3@DESKTOP-0RSJ1IN:/mnt/c/Users/ernes/OneDrive - Singapore Management University/CS102 Project (20%) - G3T5/Para
de-main$ █

40      System.out.print(s:"Enter 'R' to refer to the rulebook, or 'S' to start the game: ");
41      String command = rg.sc.nextLine().trim().toUpperCase();
42      if (command.equals(anObject:"R")) {
43          scrollRulebook(filePath:"src/rulebook/rulebook.txt");
44      } else if (command.equals(anObject:"S")) {
45          int numPlayers = rg.accounts.size();
46          while (true) {
47              try {
48                  int numBots = 0;
49              }
50          }
51          if (numPlayers < 8) {
52              System.out.print(s:"Enter number of Bots: ");
```

New:

```
Enter (N)ext or (Q)uit: q
Exiting rulebook.
Enter 'R' to refer to the rulebook, or 'S' to start the game: █
```

7. Added a space for line 59 and line 90 of PlayerManager.java and changed “OR” to “or” for visual consistency; changed it not to print additional line, and a colon with a space. Decapitalized “will”.

```

59     System.out.print("Enter difficulty of bot " + i + " (Level 1 or 2);");
90     System.out.println(players.get(0).getName() + " will start first");

```

