User Manual

## Software Engineering

Group 8

Spring 2014

User Guide

1 System Requirements
The workstation running the ant game will need:
- Java 7 or above installed (Java Runtime Environment, but a JDK will also work)
- 1GB RAM
- 50MB Free hard drive
- 1GHz Processor
- The monitor at the workstation will have a resolution of 1024 x 576 or greater.

2 Starting the Game
To start running the game, you'll need to obtain a copy of the 'AntGame.jar' file. The
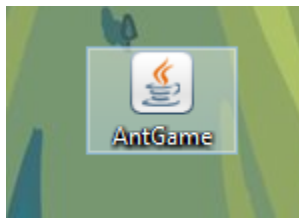
jar file contains all of the files the game requires internally to run, and so nothing else is needed to play.
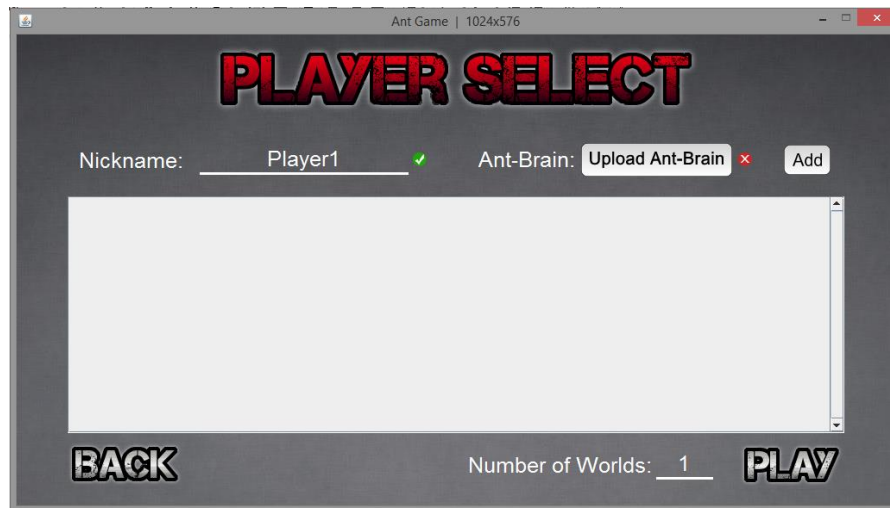Once you have this, simply double click on the file to run it. The game should be ready


to play within a few seconds.
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3 Playing a Tournament

From the main menu, click on 'Tournament', this will open up a screen to allow you to


input players into the tournament, and specify how many maps the game should create for the tournament.

Next to 'Nickname' you can add a name for a player to be added to the game. Next to 'Ant-Brain', clicking on the 'Upload Ant-Brain' button brings up a window to upload the ant-brain for the next player. The symbol next to both the name and the upload button will let you know if the name/brain is valid, if both are valid, then click on 'Add' to add the player to the game.
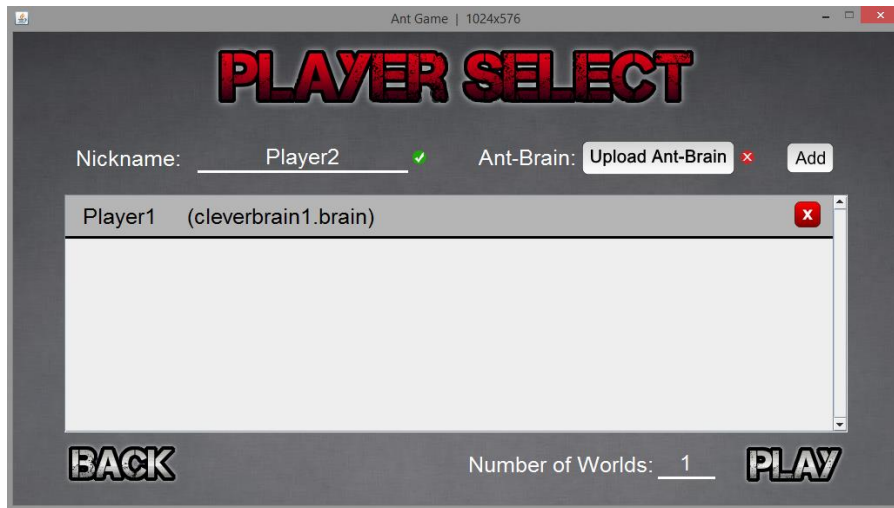
The player should now be added to the game. You can add an indefinite amount of players to the game, and remove them by clicking the red 'X' button next to their information. When you have added all of the players you want, specify how many world should be generated on the panel at the bottom, by inputting a number. Then simply click on the play button to start the tournament.
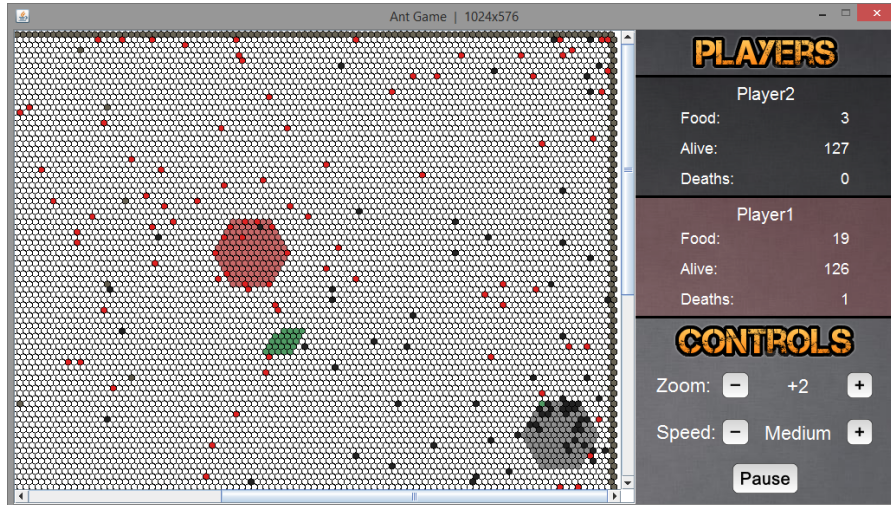
The tournament will begin, and two players will be playing a match against each, on a randomly generated world. You can see who is playing by looking at the information panel on the right of the screen, it will tell you what colour each player is, and their current in game stats. You can also control the zoom level of the map, and the speed of the game using the controls. When zoomed in, use the scroll bars to navigate the
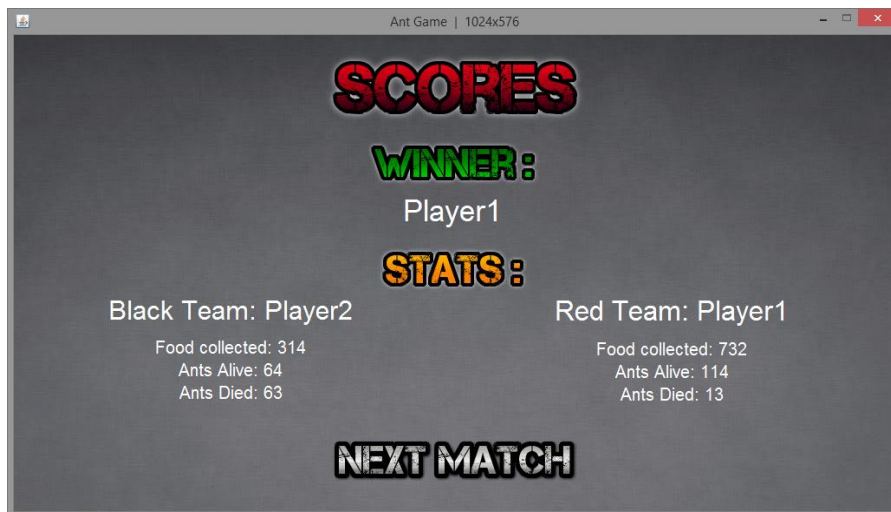
world. If you wish, you can also pause the game, to resume, click on the resume button (will be present in place of pause).

Once the match has concluded, you will be presented with a match results screen, this will display the final stats and the overall winner. Click on next match to continue the tournament, and witness another match.

Once all of the matches in a tournament have been played, you will be shown a result screen for the tournament, here you can see the placements of all of the players, in descending order. The player at the top of the list is the overall winner. Individual scores
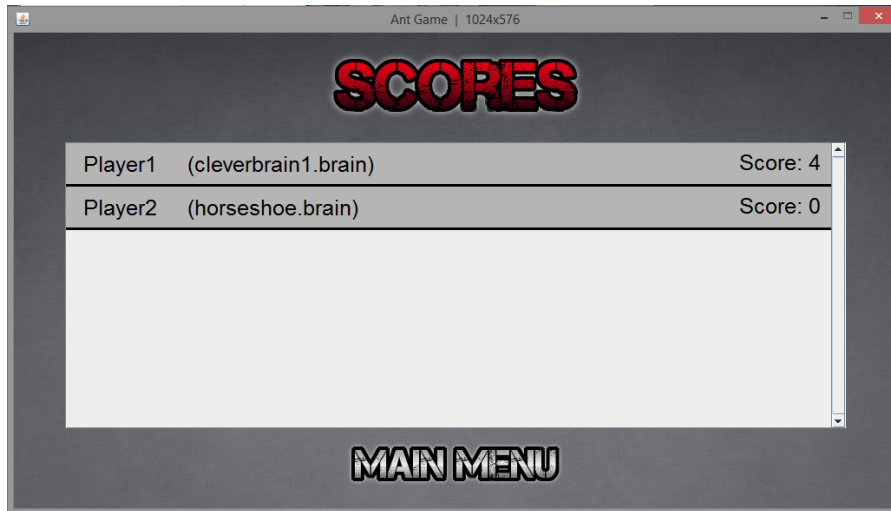
can be seen next to the player information. You can now return to the main menu and play again or exit.

4 Playing a Non-Tournament Match
Click on Single Match from the main menu, this will open up a screen that will allow you
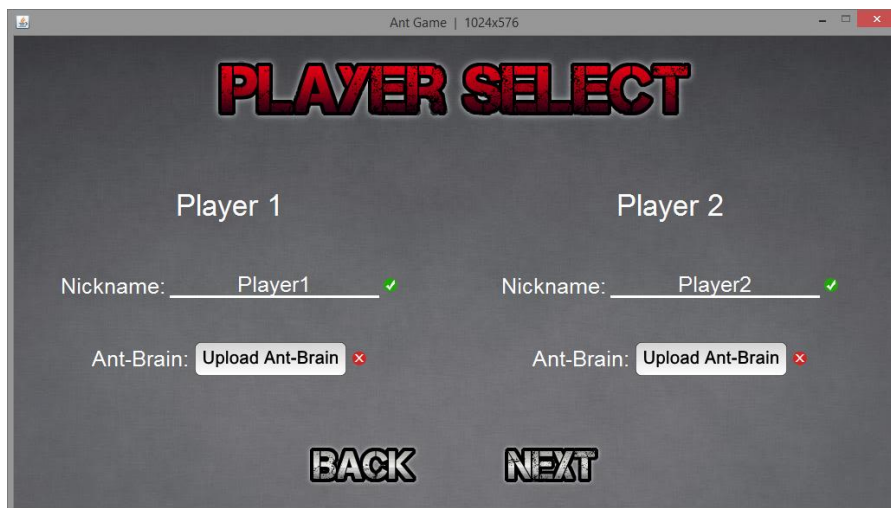
to upload two players to the game
Here you can add nicknames for both player, and more importantly this is also where you will upload the brains for each player. The symbols next to the names and brain upload buttons will indicate the validity of the input, all four have to be ticks to continue.
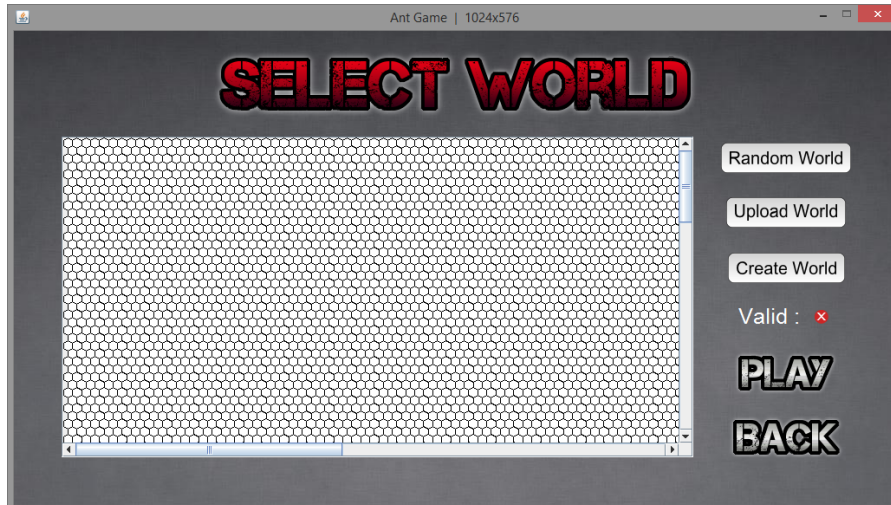
This next screen lets you pick a world to play on. You can hit the random world button and it will show you one to play on in the grid provided, repeated clicks will generate new worlds and display them. You can upload a world; clicking on the upload world button opens a file chooser to upload an ant world into the game. When uploaded, it


will be displayed. The last option is to create a world for this game.

This screen will be displayed if you wish to create a world for the game to be played. Here you can configure how many rocks, how much food, and how big the anthills will be in the game. Click on the plus or minus next to the resource to change the amount that will be in the game. You can also edit the world dimensions, but these are limited to be between 30 x 30 and 300 x 300 in size. Once you are happy, click create, and you will be taken back a page and shown the world. If you choose to not make a world, simply click back to return to the previous screen.

Once you have decided on a world to use and have clicked play, the game will begin. You will be shown the game screen where you can see individual player stats, a
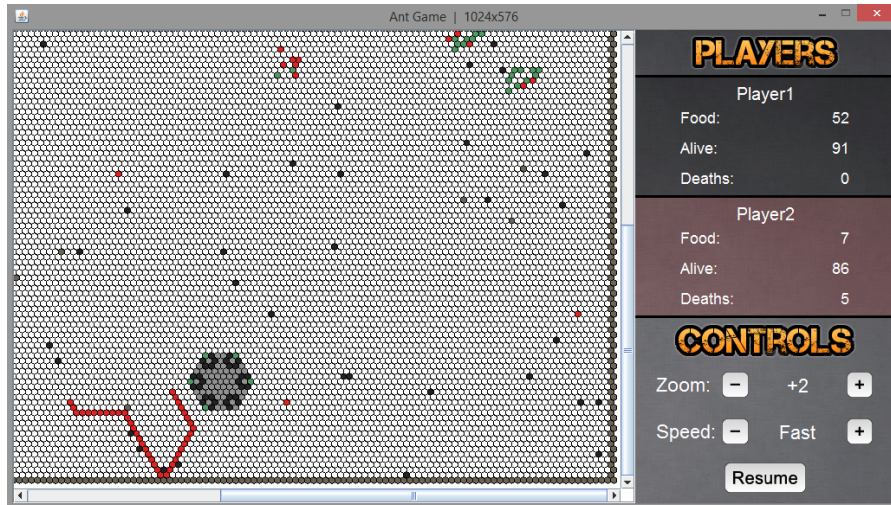
visualisation of the live world, and controls to zoom in on the world and speed up gameplay. When zoomed in, use the scroll bars to navigate the world. You can also pause and resume the game.

Once the match has concluded, you will be presented with a results screen. This will have the final stats of each player on display, and will also display the overall winner. Click on main menu to start again or exit.