README

作者

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內容

1. source/

2. Take6.c

3. Take6

4. Game.h

5. Game.c

6. makefile

安裝必備套件

(本程式僅供 Linux 用戶使用)

如果是 Ubuntu 使用者，可以輸入 make install 來安裝會用到的 SDL 相關套件

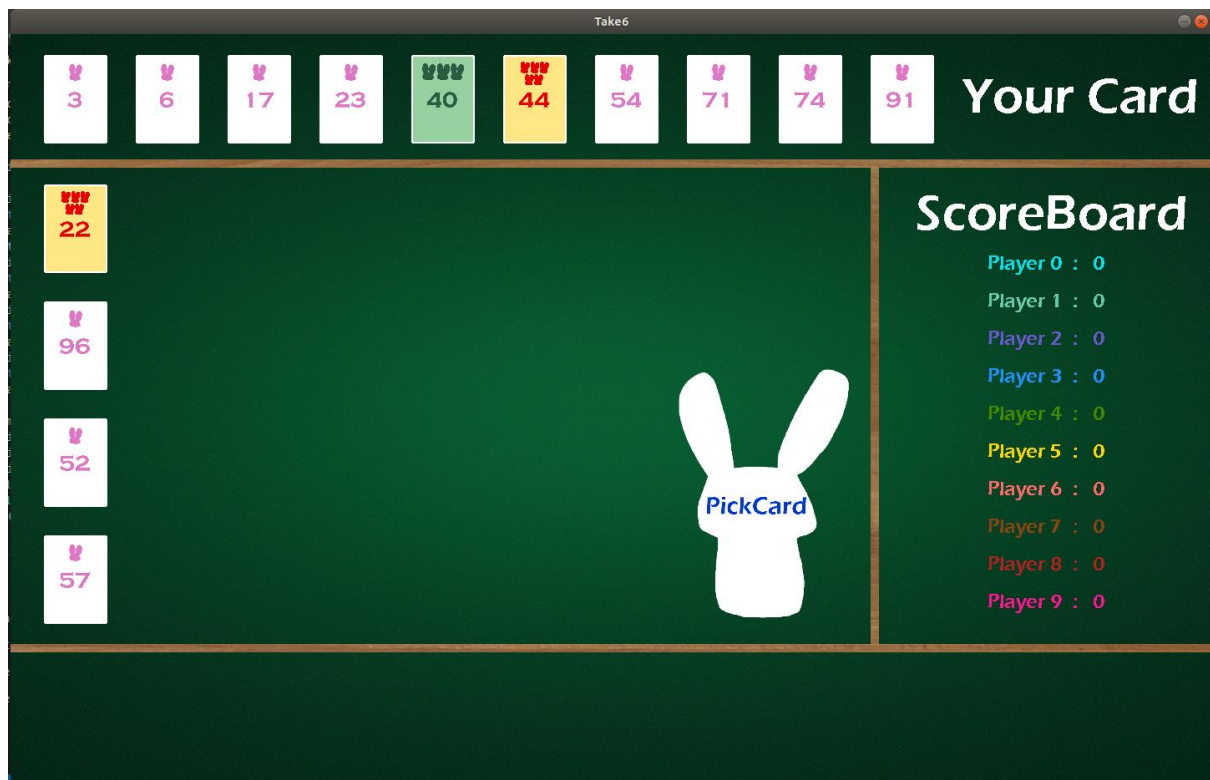並非 Ubuntu 使用者，請自行上網安裝 libsdl2-dev, libsdl2-image-dev, libsdl2-ttf-dev 這三個套件

編譯

在 Take6/目錄裡輸入 make

遊戲設定

在使用./Take6 啟動遊戲後請依照提示輸入遊戲設定參數

- Enemy 敵人數量：允許範圍是 1~9

- Difficulty 難度：允許範圍是 0~2(簡單、正常、困難)

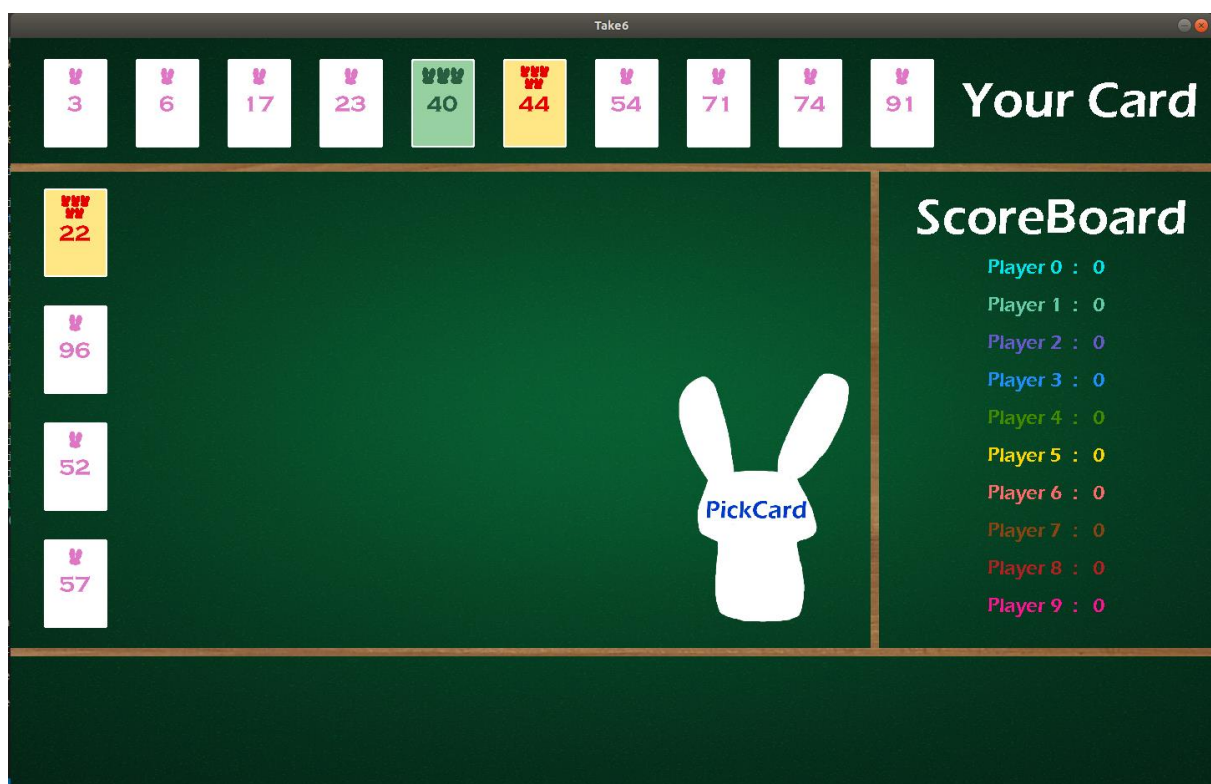- Card used 使用的卡的範圍：變體規則，改變牌的範圍，允許範圍是 0~1

- Speed 動畫速度：允許範圍是 0~2(快、中、慢)

遊戲設定

遊戲畫面

- 右下角的兔子是階段指示物，提示玩家現在該做什麼

- 上方欄是手牌

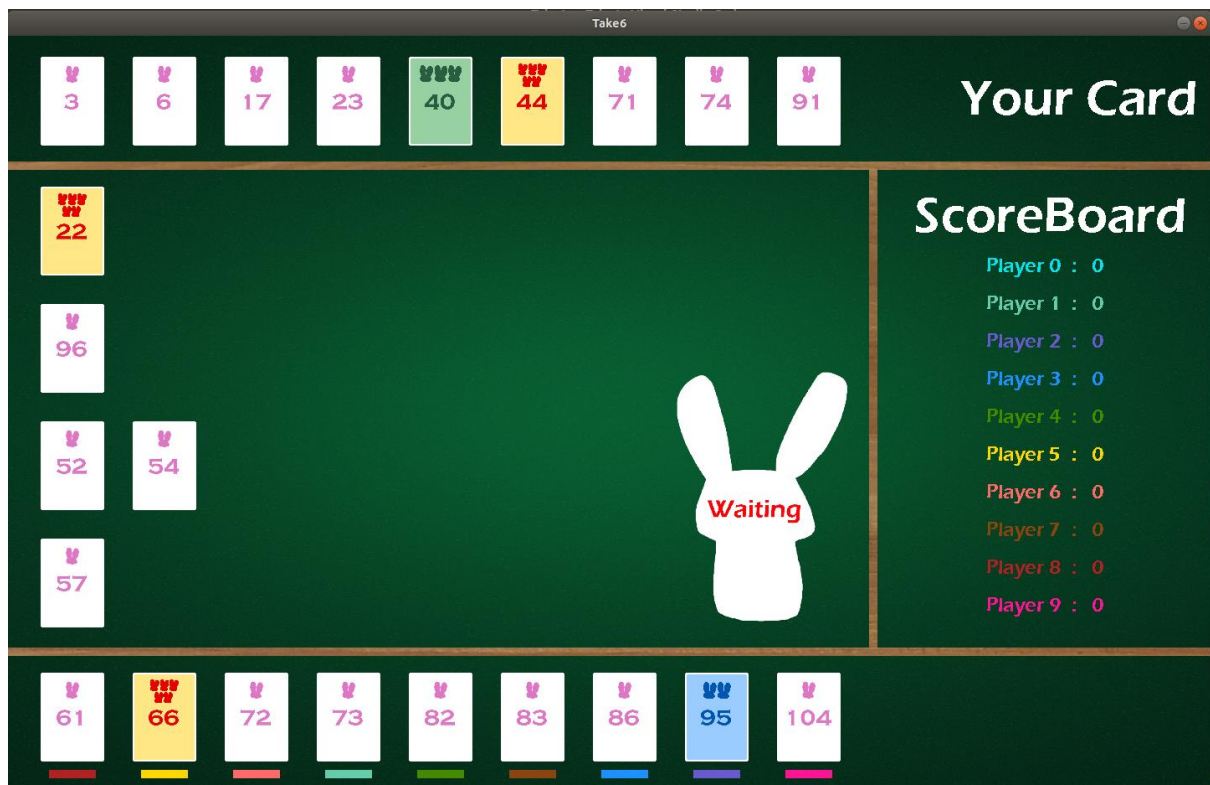- 右方欄是排行榜，使用者是 Player 0

- 中間欄是檯面

- 下方欄是序列，出完牌後，所有玩家的牌會進入序列並一張一張放上檯面
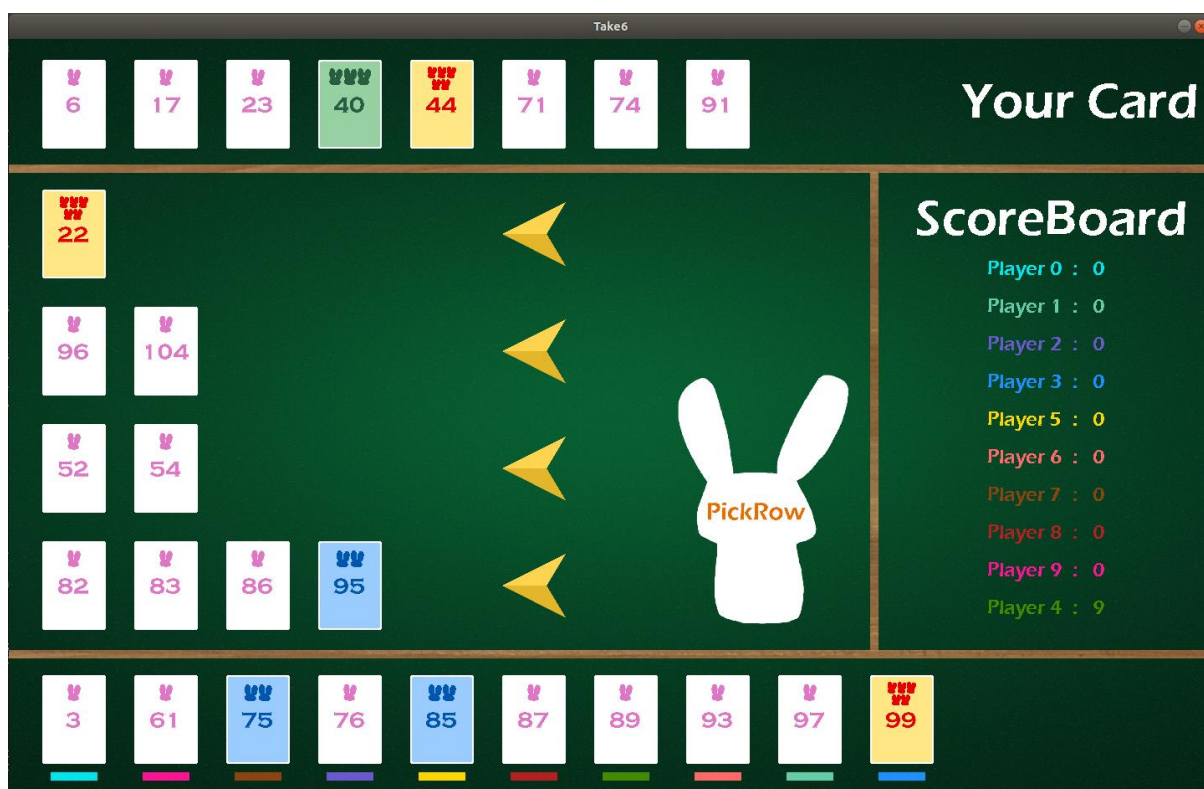
(詳細規則請自行搜尋 Take6 or 誰是牛頭王規則書)
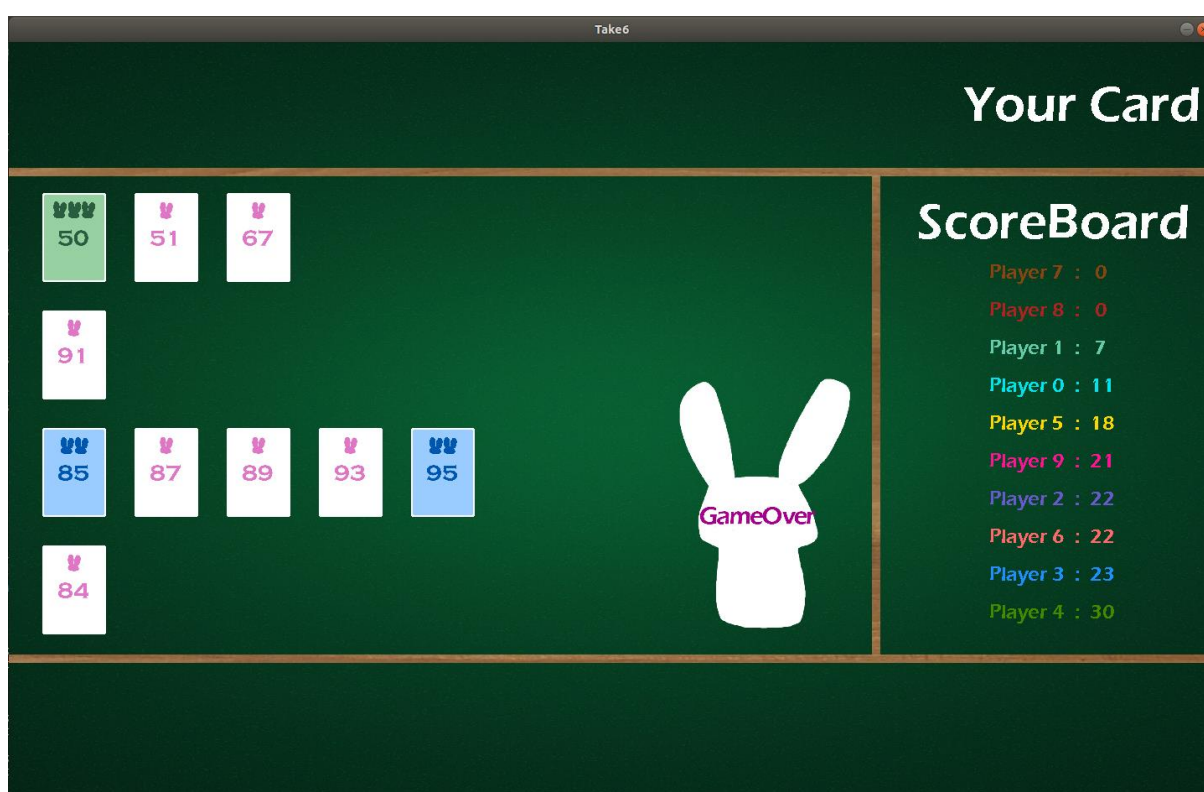
PICKCARD 階段

請從上面的手牌點選一張進行出牌

WAITING 階段

請靜靜看著系統把序列裡的牌放上檯面的動畫

PICKROW 階段

你需要拿走一整排的牌，請點選黃色箭頭選擇你要拿走的排。

GAMEOVER 階段

遊戲結束了，請關掉頁面吧。

GAME LOG

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Game log :

Round 1
Player 0 pick (54) to play.
Player 0 play (54) to the table.
Player 8 play (61) to the table.
Player 5 play (66) to the table.
Player 6 play (72) to the table.
Player 1 play (73) to the table.
Player 4 play (82) to the table.
Player 4 has to take row 3.
Player 4 get 9 cattles
Player 7 play (83) to the table.
Player 3 play (86) to the table.
Player 2 play (95) to the table.
Player 9 play (104) to the table.

Round 2
Player 0 pick (3) to play.
Player 0 play (3) to the table.
Player 0 choose to take row 1.
Player 0 get 2 cattles
Player 9 play (61) to the table.
Player 7 play (75) to the table.
Player 2 play (76) to the table.
Player 5 play (85) to the table.
Player 5 has to take row 2.
Player 5 get 6 cattles
Player 8 play (87) to the table.
Player 4 play (89) to the table.
Player 6 play (93) to the table.
Player 1 play (97) to the table.
Player 3 play (99) to the table.
Player 3 has to take row 3.
Player 3 get 6 cattles
```

　　在啟動程式時，您的終端機會變成 Game log，如果動畫太快沒看清的話，可以來這裡回顧之前發生的事。