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**Prerequisites To Run the Executable Jar File:**

This manual is to play the Dots and Boxes game against computer which is developed in Java. Below are the pre-requisites to run the Java executable jar file.

1. Make sure you have installed java in your computer to run the **DotsAndBoxesGame\_PlayerToMachine\_Java.Jar** file. Follow the below steps if the java is not installed.
2. Go to the URL: <http://www.oracle.com/technetwork/java/javase/downloads/index.html> and select JRE Download. Any version from 1.5 will be fine to run the dots and boxes executable file.
3. After Clicking on JRE download, it will navigate to other screen to select the setup file based on Operating System. Select the respective setup file based on your computer software configuration.

**Example:**

For windows 64-Bit operating system, [jre-7u21-windows-x64.exe](javascript:%20void(0)) is the suitable file.

1. Double click on the java .exe file which is downloaded and complete the setup with default selections.
2. Now click on the **DotsAndBoxesGame\_PlayerToMachine\_Java.Jar** file to play the Dots and Boxes Game.

**Note:** Please drop an email to us if you face any issues during java installation.

**Dots and Boxes Project User Manual**

1) **Player vs. player:**  where two opponent players try to encompass as many boxes as they can to win the game. The opponents will have alternate turns to play the game.

2) **Player vs. computer**:where the player plays with the computer intelligent software to win the game.

We are doing the game using two version of the computer programming language (.Net and Java). This manual is the Java version of the project where the user plays the game against the computer.

**Board:**

The board consists of menus such as Game and Help. The little “java icon” on the left corner of the board consists of various drop down tabs related to the game such as moving the board, resizing the board, minimizing and maximizing the board and closing the board. The game tab contains dropdown menu options where the player can either start a **New Game** or **Quit** the game. The help menu contains dropdown options which explain how the game is played and about tab with the game version and the game name.

**Status of the game:**

The game must have a player who plays the game against the computer. The board shows their scores on the top of the board as they start to play the game simultaneously.

**Selecting the game Dimension:**

The game has different dimension that can be selected by the player. They can choose their dimension whichever they want starting from 1X1 to 20X20 from the game tab below the “java icon” where a dropdown appears which displays a tab as a **New Game**. After the dimension is selected, numerous of dots appears on the board according to the selected dimension by the player.

**Scoring the point:**

A line across the dots must be drawn alternatively by each player turn by turn. A blue line appears if the user selects the lines between the dots while a red line appears when the computer draws a line across the dots.

**Winning the game:**

When any player completes a box, a color appears inside the box indicating which player scored. Besides they can always keep track of the scores present on the top of the game board. When the computer scores a point, a red circle appears inside the box and displays the game result and when a player scores a point a blue square appears inside the box and displays the game result. If the game becomes a tie, the game results appear as the game is a tie along with the scores.

**Quitting the game:**

The dropdown menu in the game tab has an option quit which the user can use in order to quit the game.