Locomotion Commotion
TEAM HEC

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1.Installing and Running the Game

1.1 Downloading the game

1.1.1 Downloading the packaged game
You can download the game pre-packaged from:
https://github.com/CallumHewitt/LocomotionCommotion/releases/

1.1.2 Downloading the source
Clone the repository https://github.com/CallumHewitt/LocomotionCommotion/ into a directory.

1.2 Running the packaged game
If you downloaded the pre-packaged .jar file, simply double click to run it.

1.3 Running the game from source
If you're running it from the source, you must import it into Eclipse using Gradle.

1.3.1 Installing Eclipse
To download Eclipse 4.4 go to their downloads page here and download the appropriate files for your machine under the "Eclipse IDE for Java Developers" section. Even if you have a version of Eclipse you are best off downloading the latest update for everything to run smoothly.
1. After downloading your zip file extract it to your preferred location (I recommend under C:. You can sometimes have problems if you try and put it under C:\Program Files or C:\Program Files (x86) when it comes to installing Plugins).
2. Create a Desktop Shortcut by right clicking eclipse.exe -> Send to -> Desktop (create shortcut).
3. Double click the Desktop shortcut to launch eclipse.
4. Set your preferred Workspace folder

1.3.2 Installing Gradle
1. Open Eclipse
2. Go to Help -> Install New Software...
3. Paste "http://dist.springsource.com/release/TOOLS/gradle" into the "Work With:" text box.
4. Select the drop down next to "Extensions / Gradle Integration" and tick the box next to "Gradle IDE".
5. Press Next a few times and accept the license to install.
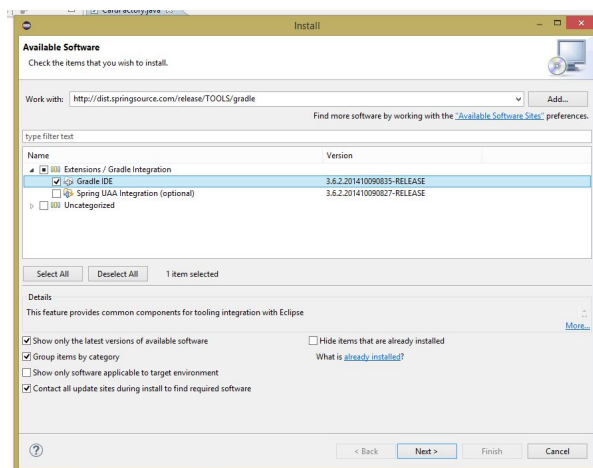
1.3.3 Importing Project

Finally you are all set up to import the latest version of the project. To do this we will use the GitHub desktop client which can be downloaded for Windows or Mac if you are using Linux you will have to use traditional Git commands as described here. You will also need to login with the GitHub account which has permission to access the project.

1. After installing the client the first thing to do is to make a clone of the project. To do this go to the LocomotionCommotion homepage and select Clone in Desktop on the right hand side and allow it to launch the application. This will create a clone of the repository. Email Callum Hewitt at ch1194@york.ac.uk if you are having difficulty making changes.
   2. You will then have the option to specify a directory to store the clone in. DO NOT clone into the same directory you are using as your Eclipse workspace, this causes problems when importing the project later.
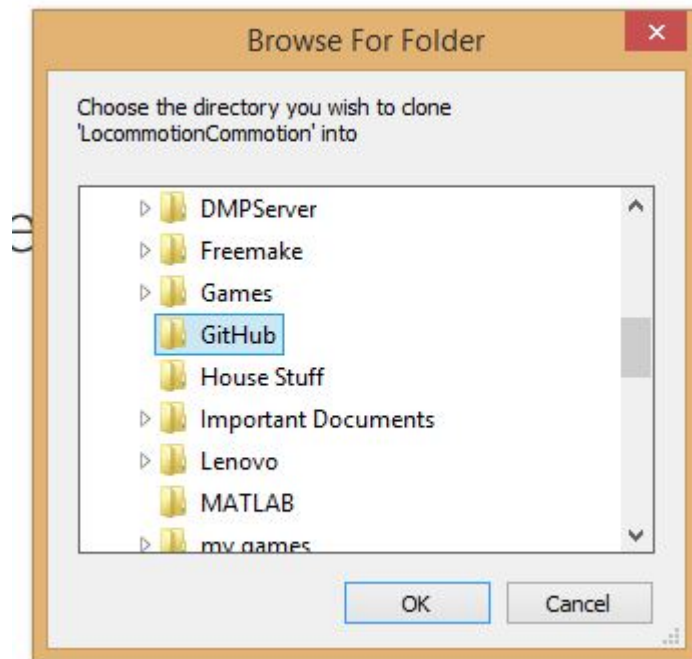

3. Wait for the GitHub client to finish cloning the repository and then open Eclipse.
4. If you are using the Computer Science machines you will need to set the .gradle directory. First find the existing .gradle directory and delete it. It will normally be in your H:\ drive (assuming Windows). Then you will need to go to Windows -> Preferences -> Gradle and change Gradle User Home to C:\Users\yourusername.gradle.
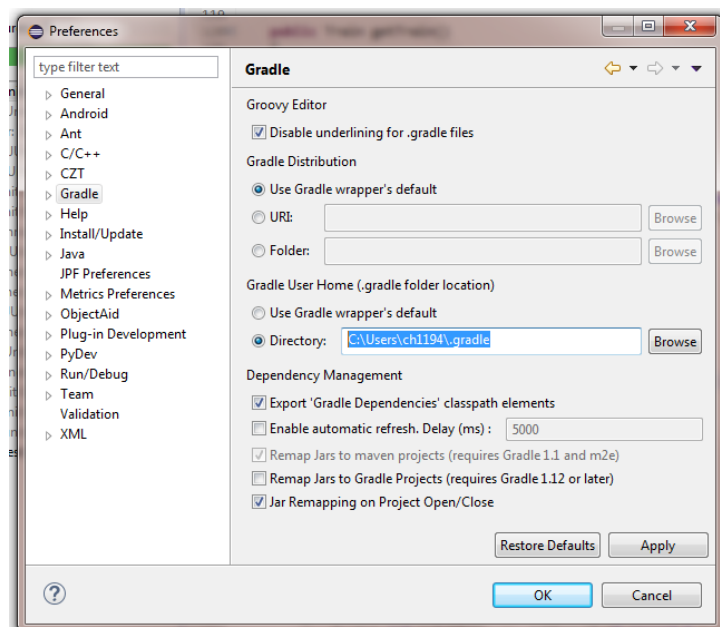

5. In Eclipse go to File -> Import
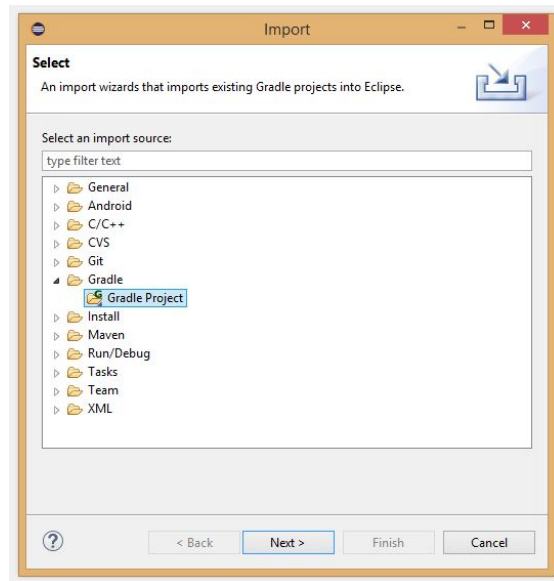
6. Go to Gradle -> Gradle Project and then press Next.
7. Browse to the location of the LocommotionCommotion directory and then select Build Model.
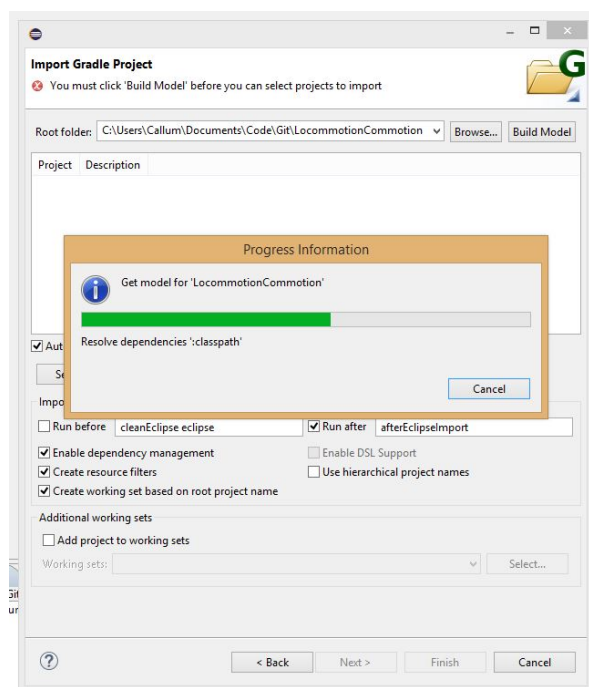
8. If the model builds successfully select the root LocommotionCommotion directory and select Finish.
9. If the model does not build successfully consult our FAQ.
10. Congratulations! You have imported the project and can now start working on it.

To run the project you will need to use LocommotionCommotion-desktop. Right click the project in the Package Explorer -> Run As -> Java Application. Then select DesktopLauncher. If this run does not work then you will most likely need to change the run configuration's working environment. Go to Run -> Run Configurations… then select DesktopLauncher and pick the arguments tab. Now select workspace and find LocomotionCommotion-core/assets.
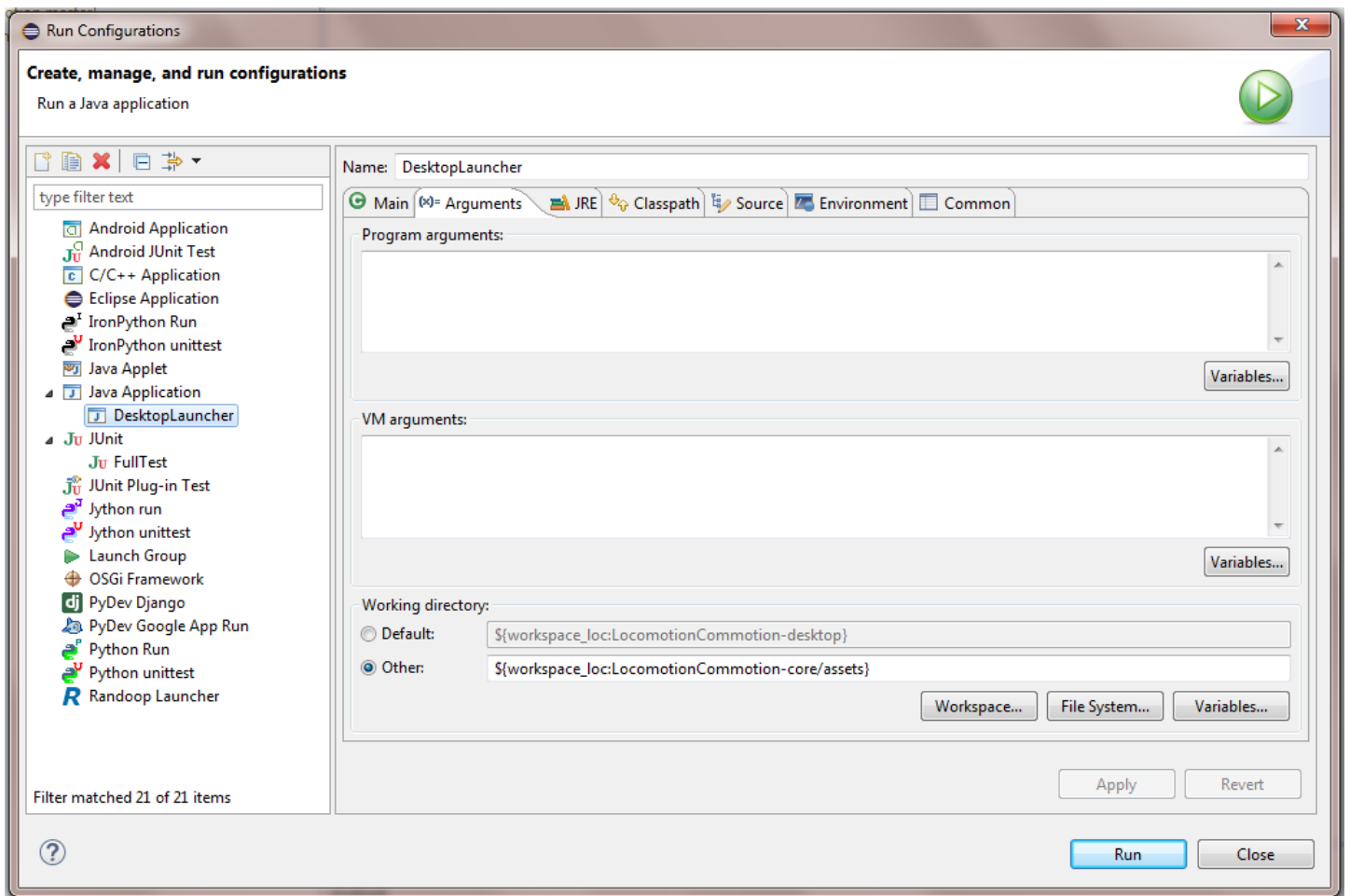
Now select Run. This will run the project and the DesktopLauncher option should now appear in the drop down next to the Run button in the Eclipse hot-bar.
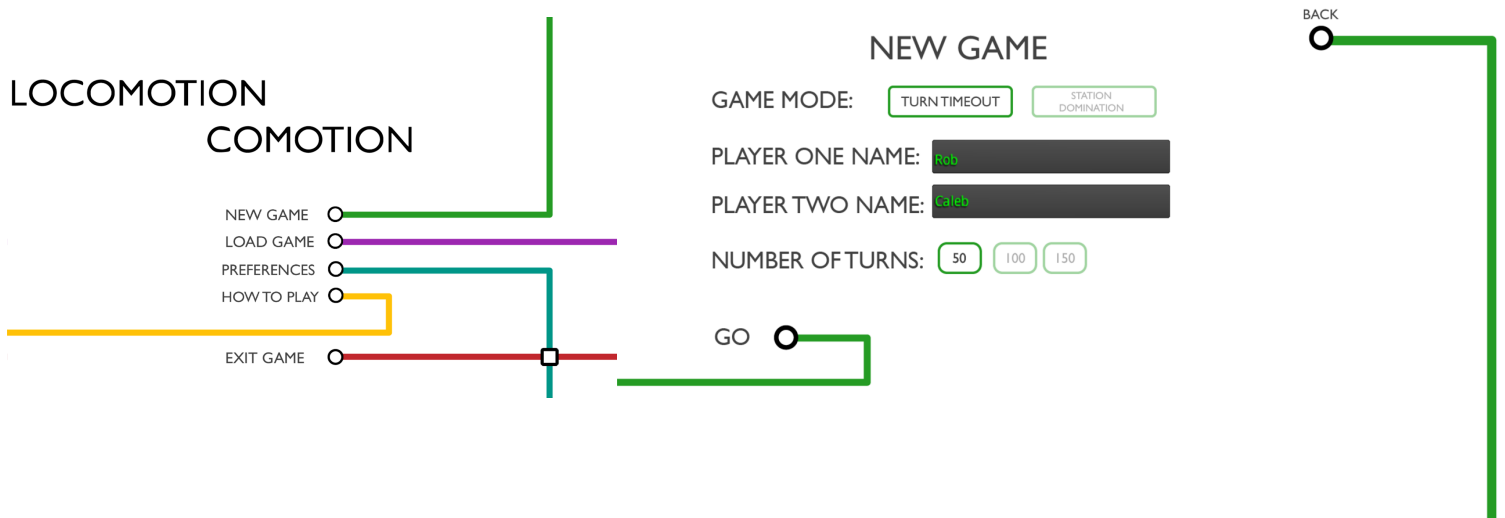
1.3.4 Project Structure
The project has 3 folders in the Package Explorer.
- LocommotionCommotion
- LocommotionCommotion-core
- LocommotionCommotion-desktop

The core project is where the vast majority of the code goes. This builds first and is central to the desktop project.

2. Playing the Game

2.1 The Start Menu
The Start Menu allows you to navigate between following screens:
1. New Game - Where you can start a new Game.
2. Load Game- Where you can load a saved Game.
3. Preferences- Where you can change the settings of the game
4. How To Play - A tutorial screen that goes through the basics.
5. Exit - Exits the game.

2.2 Starting a New Game
To Start a new game by pressing "New Game" at the start menu. Choose your game mode, player names and turns option and Press that GO Button!

When you enter the game the first thing you will see is a GET STARTED box telling you and your opponent to choose a starting station.

2.3 Selecting Stations

Each player is prompted to select their starting station. You do this by clicking on any of the ⭕ symbols and you will be shown the station information box as shown in the screenshot below. Stations are where you will receive resources from and where your train will start from so it is important to pick the right one! After it is selected, the station is highlighted on the map by the circle being stroked by the player's colour, one person blue, the other orange.
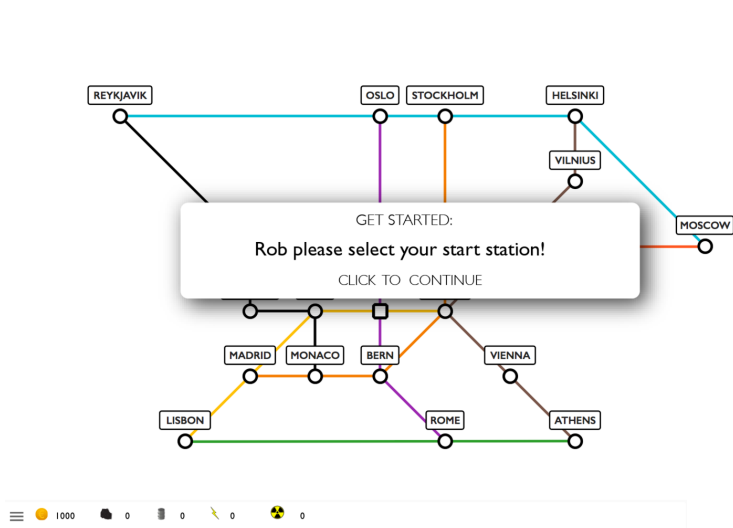
After you and your opponent pick stations the game will toss a coin and select one of you to go first. The current player will now be prompted to select their first goal.
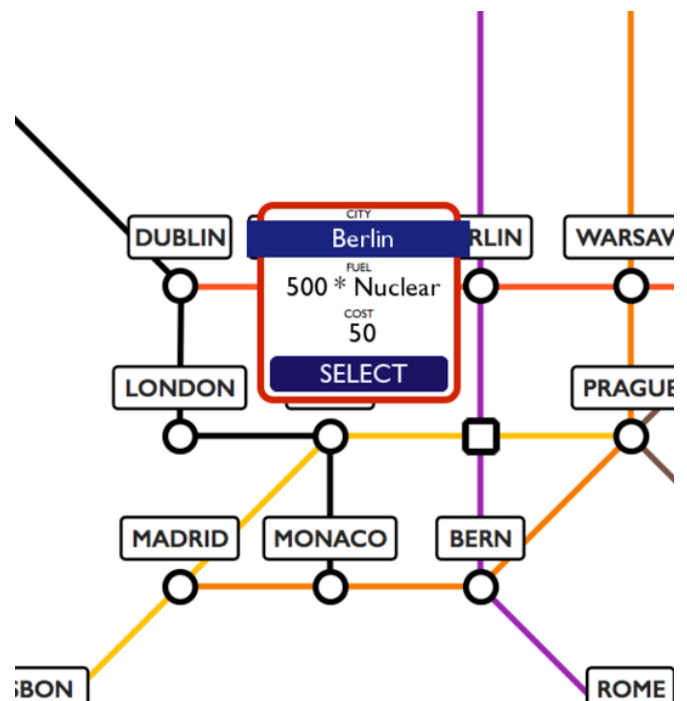
2.4 Selecting Goals
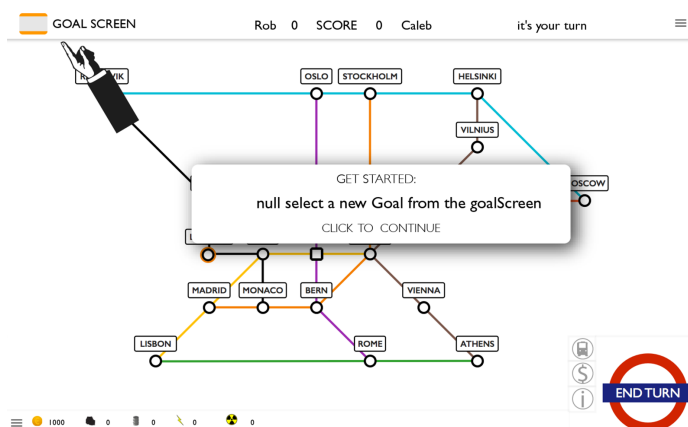
You are then prompted to open the goal menu to select a new goal; you can do this by clicking the "GOAL SCREEN" text to access the goal menu.

Your owned goals to the left will be empty but no fear! You can have your pick of any of the 9 random goals on the left just simply hover over them and click the add goal button that pops up. This will add that goal to your goals. If you make a mistake and want to put one back you can AS LONG AS you haven't left the goal screen.

You are only allowed 3 goals at one time!

Rob 0 SCORE 0 Caleb

Goal Screen

BACK

Your Goals

TICKET NO: 1234-5678-90A

TYPE	REWARD
Passenger	-I
FROM	START DATE
Paris	-I
TO	ROUTE
Warsaw	Any

New Goals

TICKET NO: 1234-5678-90A

TYPE	REWARD
Cargo	-I
FROM	START DATE
London	-I
TO	ROUTE
Athens	Any

TICKET NO: 1234-5678-90A

TYPE	REWARD
Cargo	-I
FROM	START DATE
Oslo	-I
TO	ROUTE
Moscow	Any

TICKET NO: 1234-5678-90A

TYPE	REWARD
Passenger	-I
FROM	START DATE
Oslo	-I
TO	ROUTE
Moscow	Any

TICKET NO: 1234-5678-90A

TYPE	REWARD
Passenger	-I
FROM	START DATE
Oslo	-I
TO	ROUTE
Amsterdam	Any

TICKET NO: 1234-5678-90A

TYPE	REWARD
Cargo	-I
FROM	START DATE
Vilnuis	-I
TO	ROUTE
Dublin	Any

TICKET NO: 1234-5678-90A

TYPE	REWARD
Passenger	-I
FROM	START DATE
Reykjavik	-I
TO	ROUTE
Bern	Any

TICKET NO: 1234-5678-90A

TYPE	REWARD
Cargo	-I
FROM	START DATE
Bern	-I
TO	ROUTE
Monaco	Any

TICKET NO: 1234-5678-90A

TYPE	REWARD
Cargo	-I
FROM	START DATE
Oslo	-I
TO	ROUTE
Helsinki	Any

You can access your goals quickly by just clicking the ticket icon in the top left!

2.5 Assigning goals to train

To assign a goal to a train, press "Plan Route". You will then be prompted to select a train. After you have selected the train you can then proceed to routing it.

2.6 Routing Trains

You can enter routing mode by selecting a train and pressing the "Plan Route Button". You can enter the route by selecting a series of cities. The route is highlighted by dots, with the animated red dot indicating direction of movement. The route information is displayed in the bottom left hand corner. This includes total route length, how much of that route is remaining and fuel type & cost. There are also 4 button: "Confirm", "Undo", "Cancel" and "Abort". "Confirm" sets the route and exits the routing mode. "Undo" undos the last added station. "Cancel" exits the routing mode without setting a route. "Abort" cancels the route in progress, at the cost of the resources consumed.
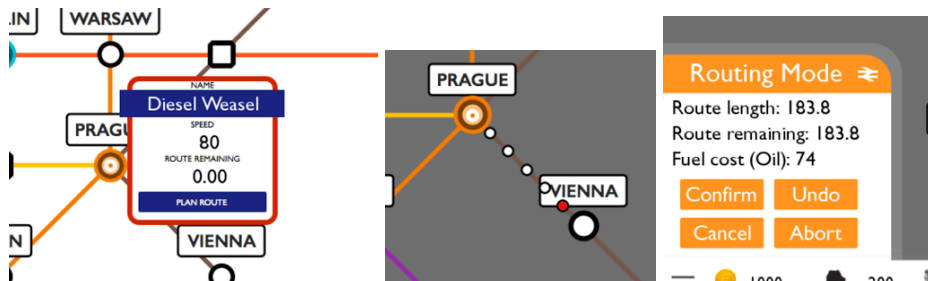

2.7 The Map

The map is an abstract map in the style of a subway map, with different coloured lines. With more stations owned on one line, the more resources rewarded, with each station adding 5% to the resources generated. Unowned stations are represented by circles, and junctions by squares. When a station is owned it gains a stroke in the player's colour, blue for player 1 and orange for player 2. Trains are represented by semi transparent circles on the map, and can be selected for specifying route.

2.8 Score and turns

Player's score is displayed on the top bar in the middle. When players have completed all the actions they wish to on their turn, the can end their turn by pressing the "End turn button found in the bottom right corner, below where the person whose turn it is is displayed.
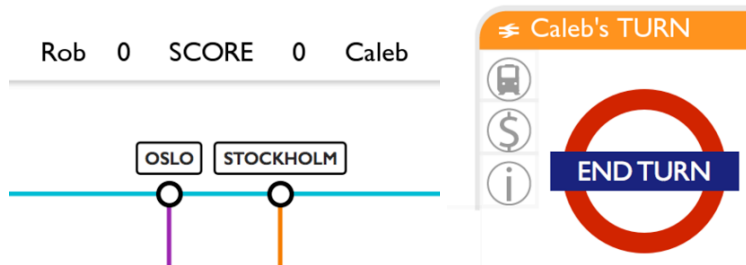

2.9 Resources and Shop

The player's current fuel, money and cards are displayed at the bottom of the main game screen:

The number of resources you has left are displayed on the bottom bar, with money; coal, oil, gas, & nuclear fuels; and cards shown. The visibility of cards can be toggled with show cards button. Money is obtained as a reward and can be traded for other resources in the store. The fuels are used to allow for train movement, and you must have enough fuel before setting the route. Fuels are generated by your stations each turn and can be bought and sold in the store with money. Cards are purchasable with money.
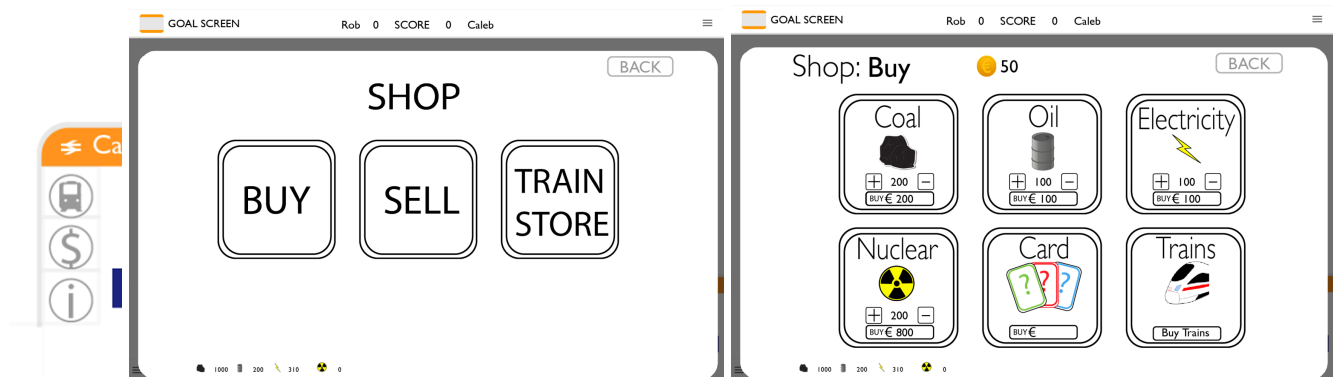
2.10 In-game Menu

The in-game menu can be accessed by pressing the menu icon in the top right of the screen. This pauses the game and allows the you to return to return to the main menu as well as providing similar options to the main menu: