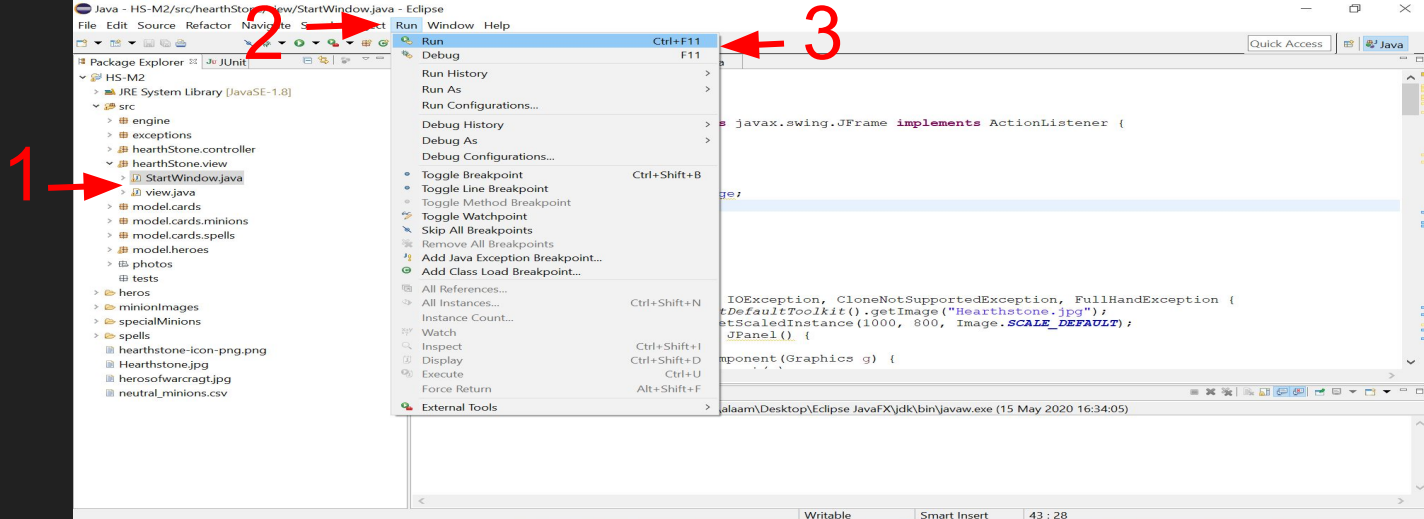




TEAM 265

How to run the game?

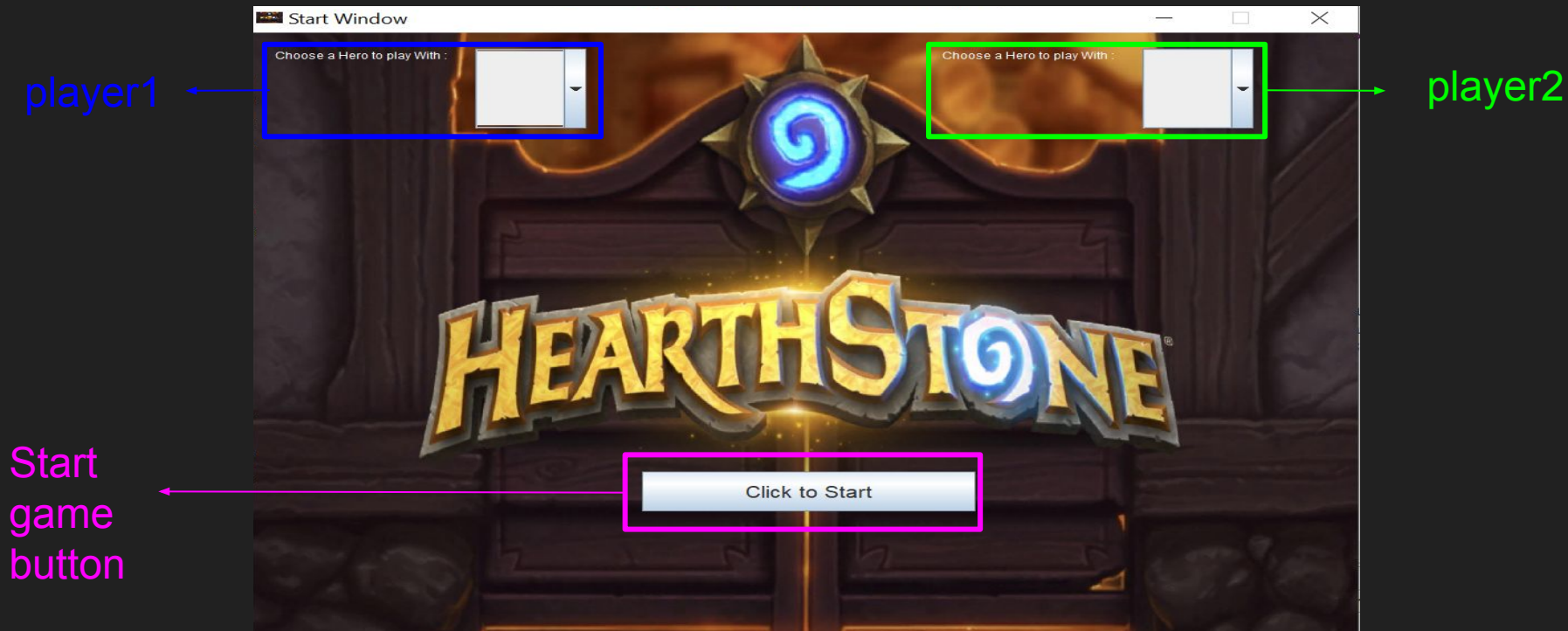
1. Open the compilation unit “StartWindow” from the package “hearthStone.view”
2. While opening it click on “Run” from the
3. A drop down list will appear choose from it “Run”
4. Then the game start window will appear



Start Window

screen orientation

//The screen resolution:
Width: 1920.0
Height:1080.0



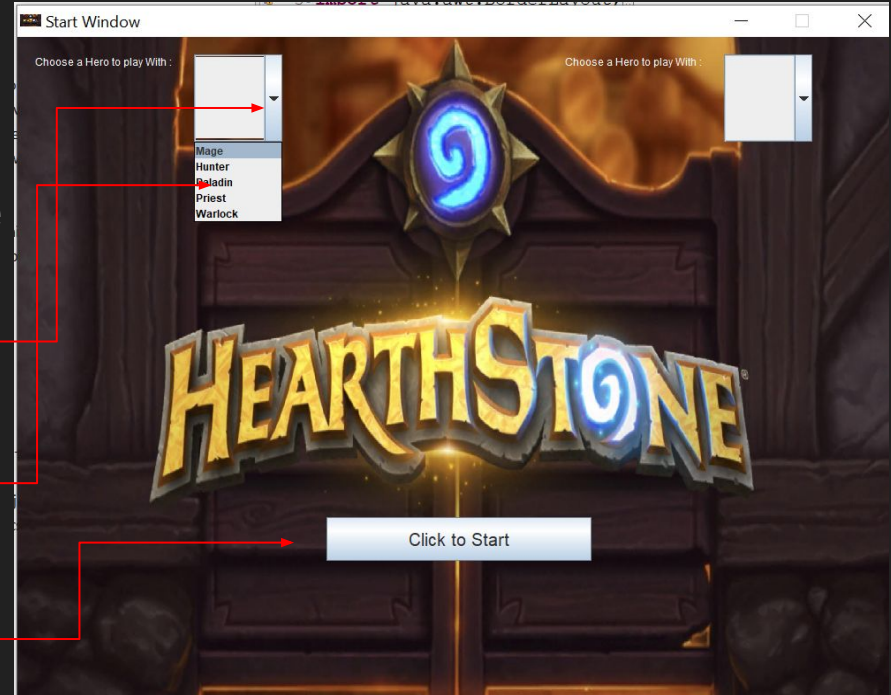
How to select the two heroes ?

1. By clicking on the drop-down lists
2. Choosing the wished hero
3. Then you are ready to start the game

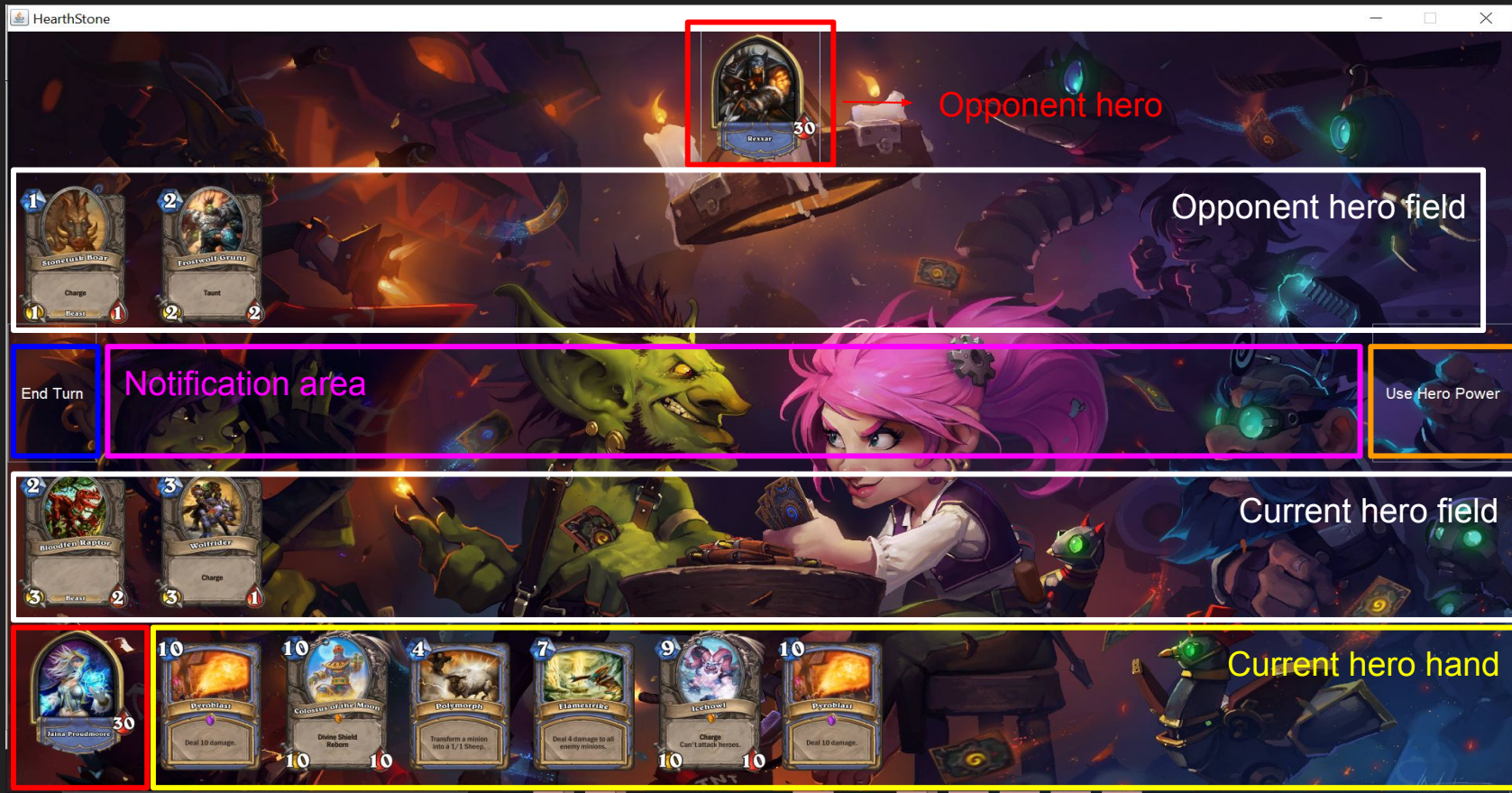
drop-down list

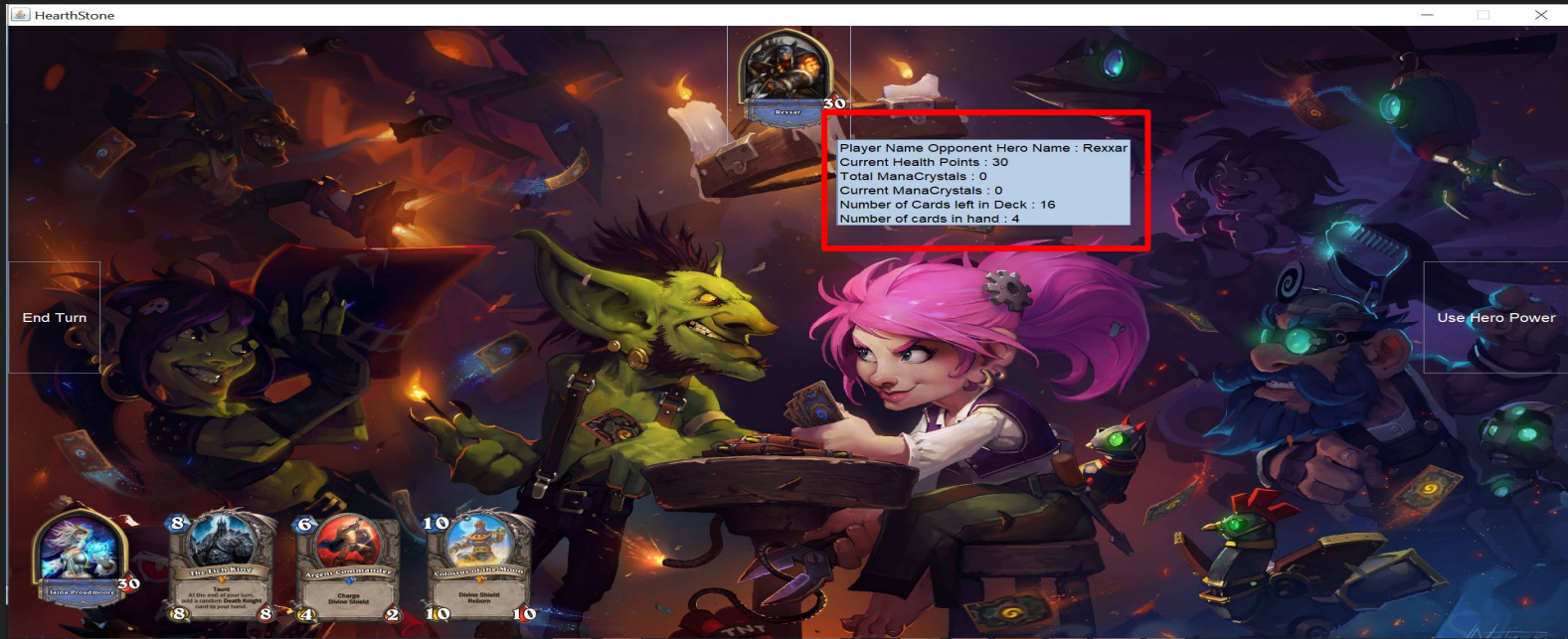
Heros list

Start game button



Playing Window screen orientation

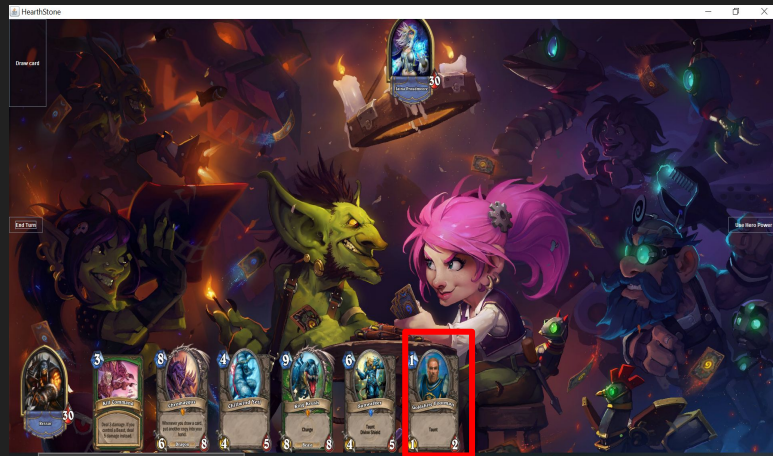
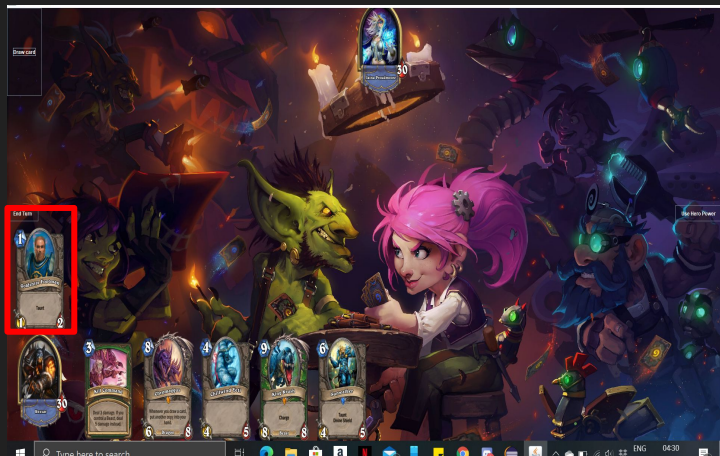




Using mouse listener you can find the needed information about the minions,heroes and spells

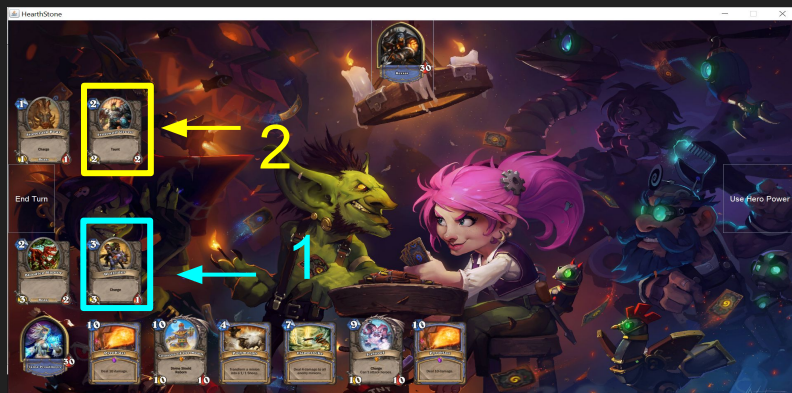
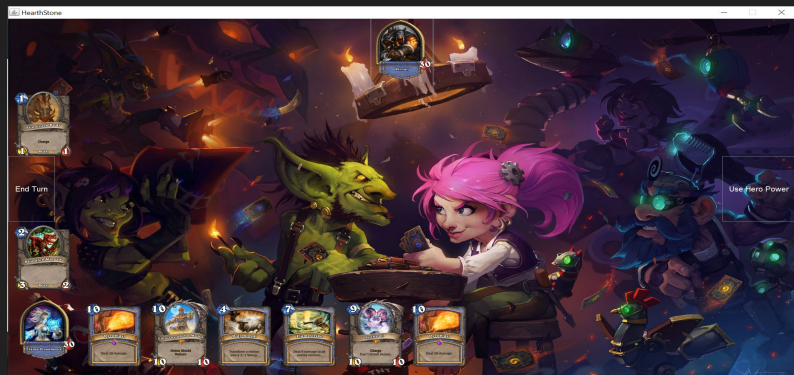
How the current hero plays a minion?

1. Click on the wished minion from the current hero hand
2. If the chosen minion suits the current hero mana crystals the minion will move to the current hero field otherwise an exception message will appear in the notification area



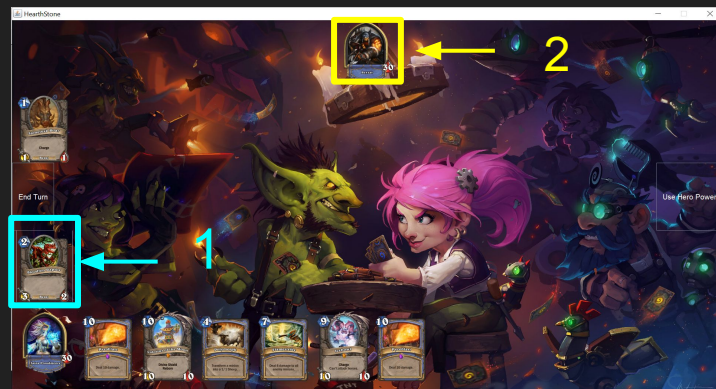
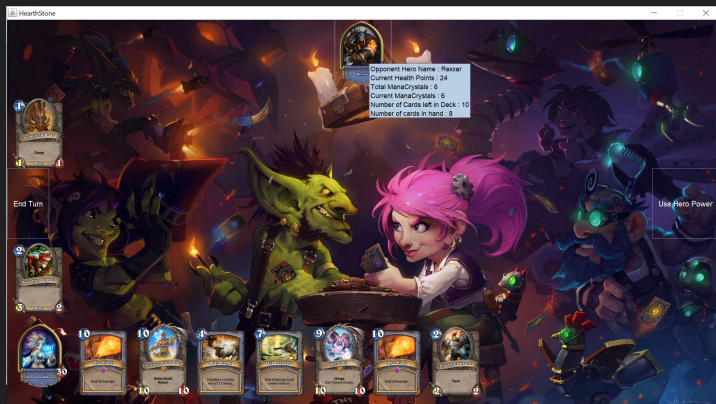
How the current hero uses his minions to attack the opponent's minion?

1. Click on the attacker (minion from the current hero field)
2. Click on the target (minion from the opponent hero field)
3. Then the action will performed if the attacker is charged otherwise an exception message will appear in the notification area



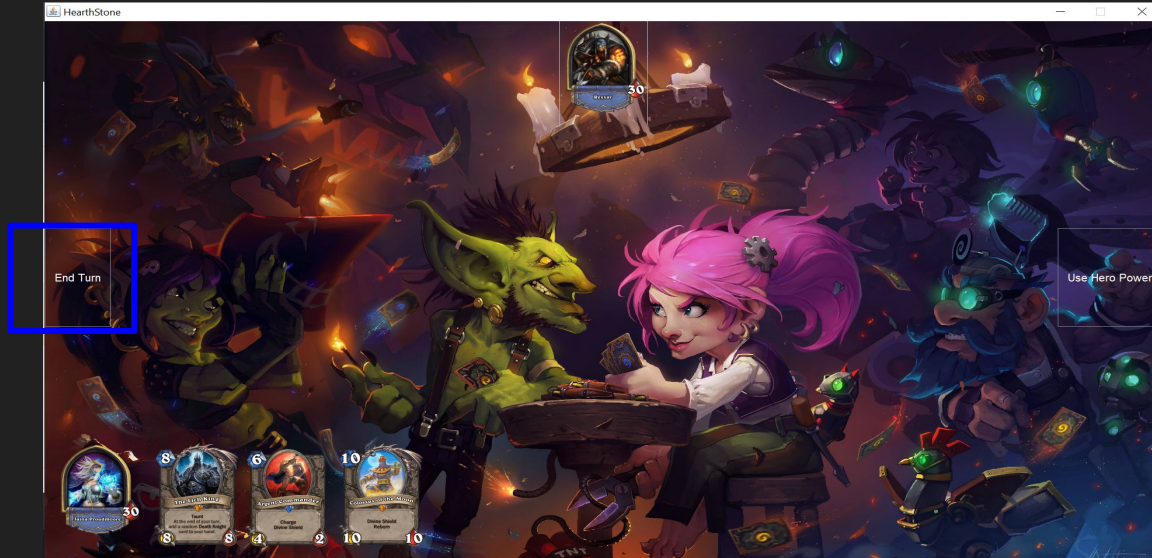
How the current hero uses his minions to attack the opponent hero ?

1. Click on the attacker (minion from the current hero field)
2. Click on the target (opponent hero)
3. Then the action will performed if the attacker is charged otherwise an exception message will appear in the notification area



How to end the turn?

1. Click on the end turn button
2. Then the action will be performed such that the two heroes will switch their positions



How to use hero power?

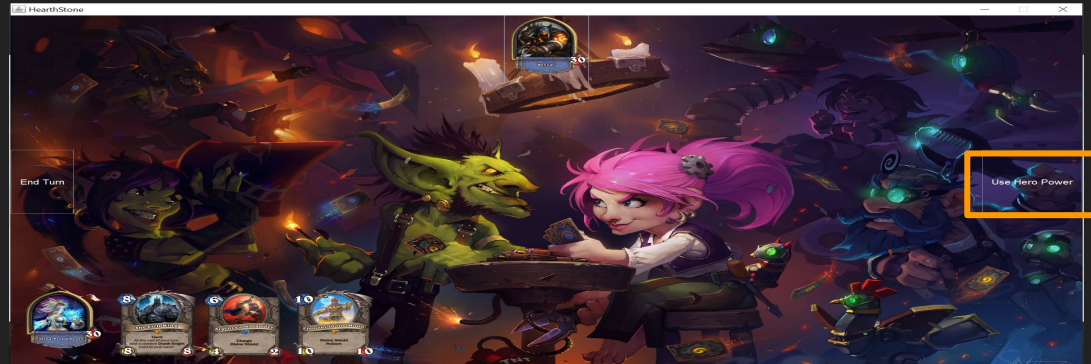
1. Click on the use hero power button

→ **case1:** if the hero is instance of the following heroes then the special effect of the hero will be applied directly

- Hunter: Inflict two damage points to the opponent hero.
- Warlock: Draw an extra card in the current hero hand and inflict two damage points to the opponent hero.
- Paladin: Create a new minion with the following attributes and add it to the field of the current hero: – Its currentHP, maxHp and attack value (all with a value of 1). – Its name is "Silver Hand Recruit". – Its rarity is BASIC. – It is a non-taunt, non-divine and non-charge minion. – It costs 1 mana crystal.

→ **case2:** if the hero is instance of the following heroes an exception message will appear in the notification area asking you to click on a chosen target (a hero or a minion) then click again on the use hero power after that the special effect of the hero will be applied directly

- Mage: Inflict one damage point to a specific target (opponent hero or a minion from the current hero field).
- Priest: Restore two health points to a specific target (current hero or a minion from the current hero field).



How the current hero casts all types of spells ?

1. Field spell: click on the following spell from the current hero hand only if it's suits the current hero mana crystals a special effect will be applied while it disappear from the current hero hand otherwise an exception message will appear in the notification area

- level up: Increase the attack, current, and max HP of all silver hand recruits by 1.

2. Leeching spell: click on the chosen minion from the opponent hero field then click on the following spell from the current hero if it's suits the current hero mana crystals a special effect will be applied while it disappear from the current hero hand otherwise an exception message will appear in the notification area

- siphon soul: Destroys a minion even if it has a divine shield and restores 3 health points to the hero .

3. AOE spell: click on one of the following spells only if it's suits the current hero
mana crystals a special effect will be applied while it disappear from the current
hero hand otherwise an exception message will appear in the notification area

- curse of weakness: Decreases the attack of all enemy minions by 2.
- Flame strike: Deals 4 damage to all enemy minions. Make sure you will pass by all enemy minions.
- Holy nova: Deals 2 damage to all enemy minions. Restores 2 health to all friendly minions.
- multi-shot: Deals 3 damage to two random enemy minions. If the opponent has only one minion, it deals 3 damage once to this minion. If the opponent's field is empty then nothing happens.
- twisting nether: Destroys all minions of both heroes even if any of them has a divine shield

4. Minion target-spell: click on the chosen minion from the opponent hero field then click on one of the following spells from the current hero if it's suits the current hero mana crystals a special effect will be applied while it disappear from the current hero hand otherwise an exception message will appear in the notification area

- divine spirit: Doubles the current and max HP of a minion.
- kill command: Deals 5 damage to a minion.
- Polymorph: Transforms a minion into a minion with the following attributes: – CurrentHP, maxHp and attack value =1 . – Name is "Sheep". – A non-taunt, non-divine and non-charge minion. – Mana cost is 1 mana crystal. Note: If Icehowl got polymorphed, the resultant sheep can normally attack heroes.
- Pyroblast: Deals 10 damage to a chosen minion.
- seal of champions: Increases the attack of a minion by 3 and gives it divine shield.
- shadow word: Destroys a minion that his attack is 5 or more even if it has a divine shield.

5. Hero target-spell: click on the opponent hero then click on one of the following spells from the current hero if it's suits the current hero mana crystals a special effect will be applied while it disappear from the current hero hand otherwise an exception message will appear in the notification area

- kill command: Deals 3 damage to a hero.
- pyroblast: Deals 10 damage to a hero.

Game Over screen orientation

