

# Kivi Board Game

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Java Board Game with AI opponents.

## About The Project

- Kivi Board Game is a digital version of the existing board game called Kivi.
- For the COMP 2005: Software Engineering course at the Memorial University of Newfoundland, our class was tasked with grouping up in teams and building a digital version of the board game Kivi. This is where I partnered with 4 other classmates to build this game.
- Game was awarded as the **best** in class with a **perfect** score

## Code

- Built with Java (Java Swing)
- Due to the course requirements, unfortunately, we were not allowed to share the code online but I have uploaded the live game executable and code documentation

## Game Features:

- Pattern-Based Gameplay: Match dice to tile patterns to score.
- Roll & Match: Roll six dice each turn and choose tiles matching the roll.
- Robot Opponents: Play against Normal or Evil AI characters.
- Up to 4 Players: Mix of human and robot players.
- Colorful Characters: Choose from Pico, Luna, Byte, Milo, and more.
- Easy-to-Use Interface: Point-and-click style interaction.

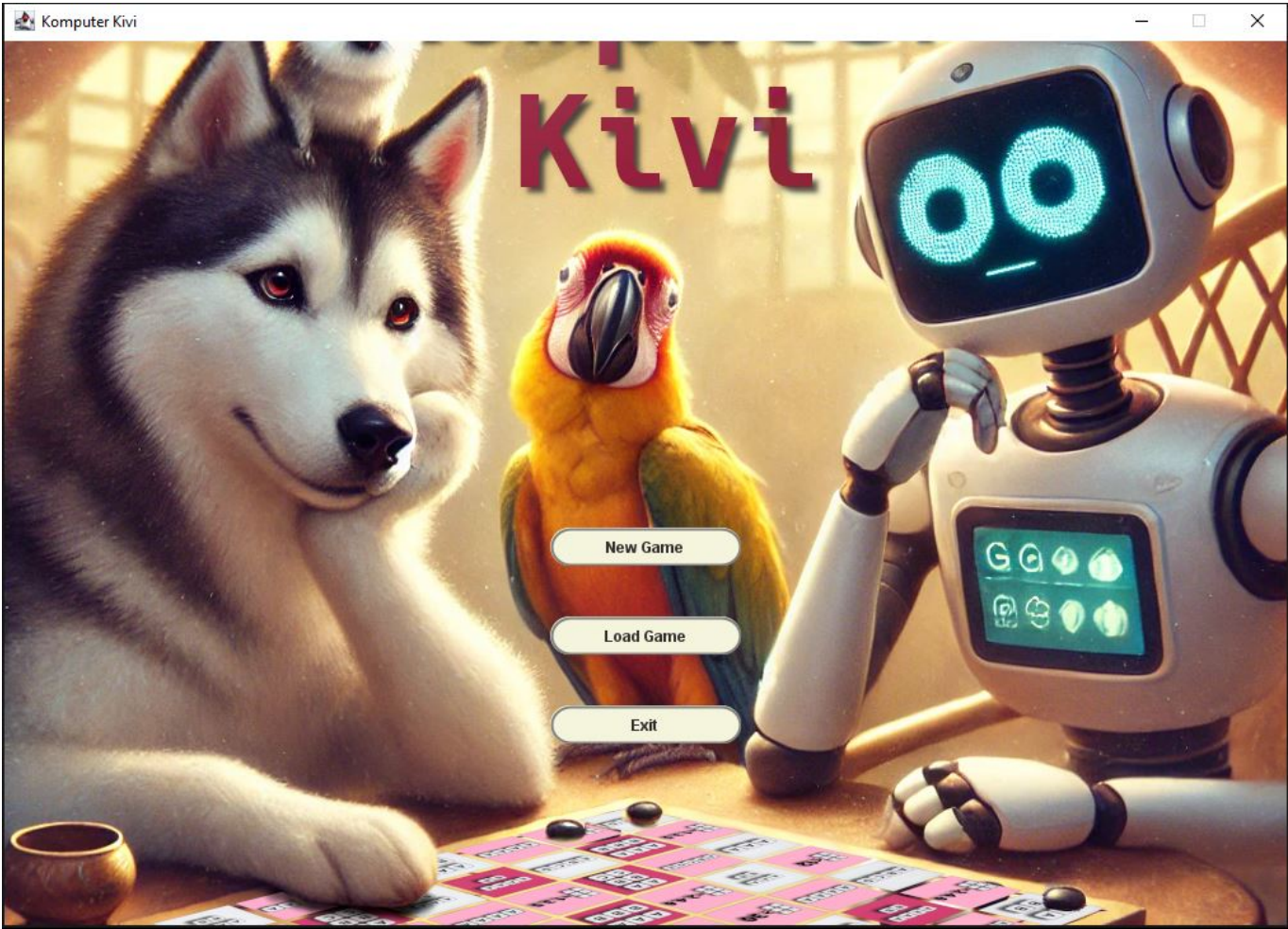
## Usage

Pre-requisite: Have the latest version of Java installed

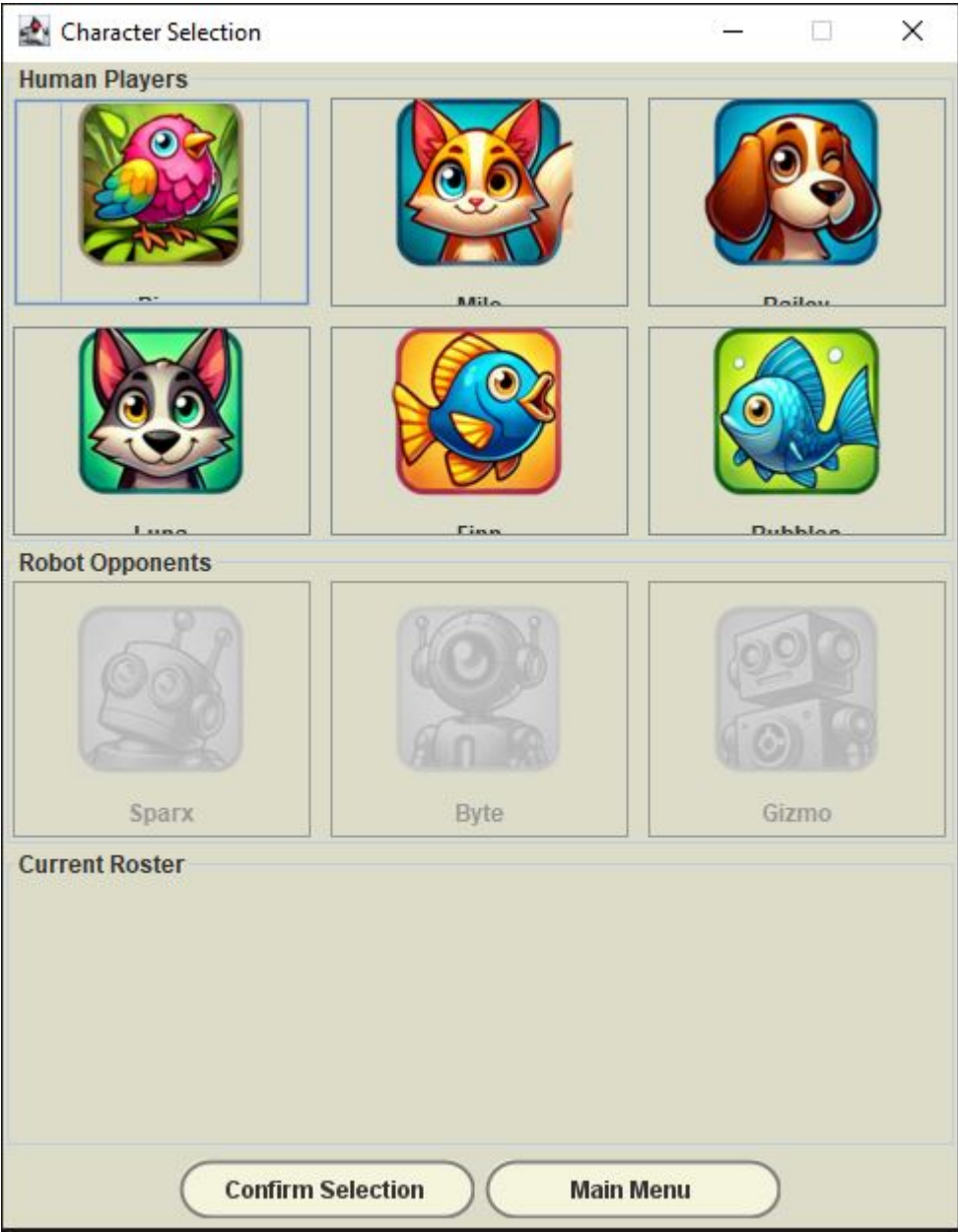
1. Download `KomputerKivi.jar`
2. Open a command terminal in the same folder as the `.jar` file
3. Type `java -jar KomputerKivi.jar` and press Enter
4. Game should open up and work!

## How to Play

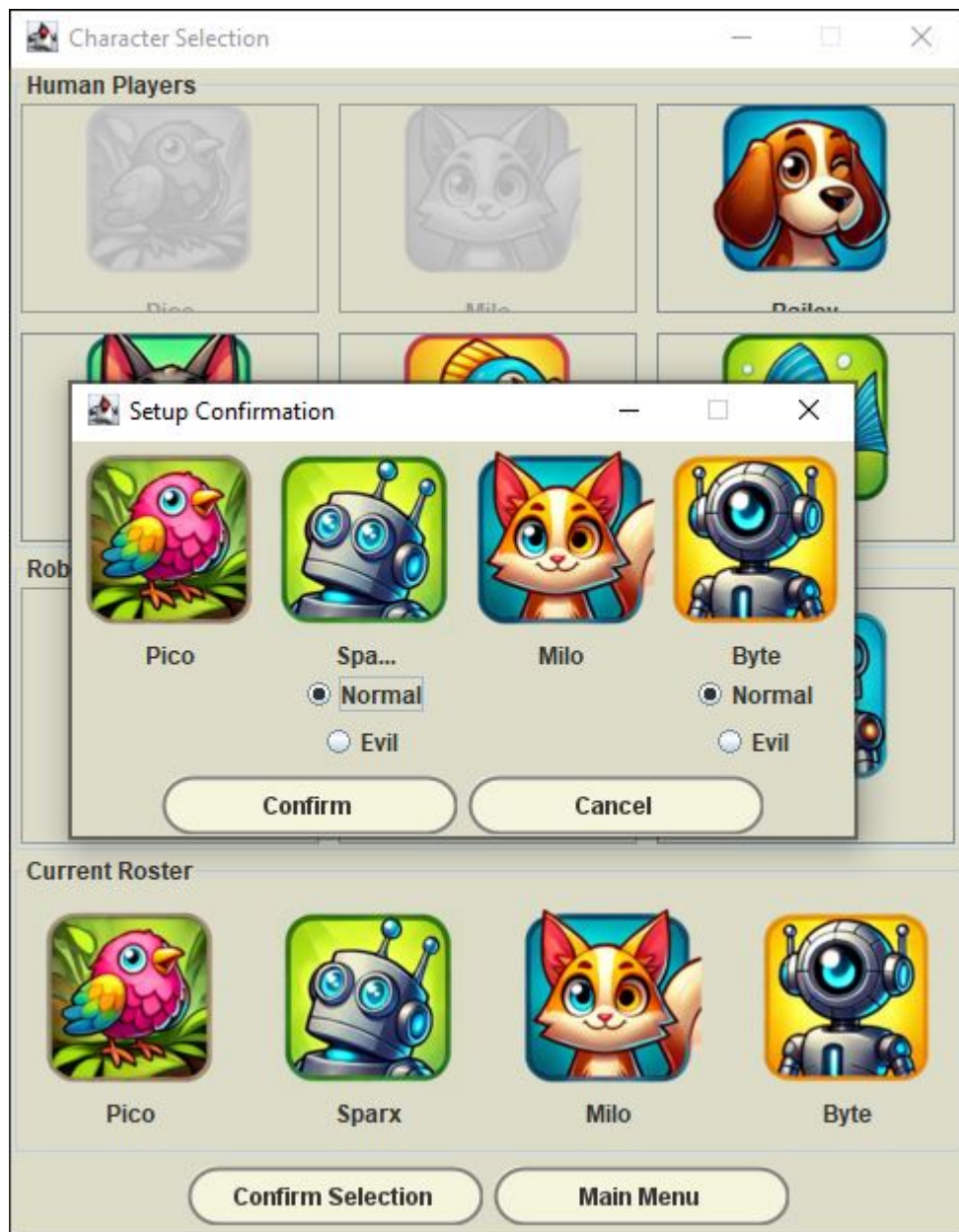
**Start the Game:** Launch the game and choose "New Game" from the main menu.



Select Players



Choose up to 4 players (any combination of humans and robots). Robots can be set to “Normal” or “Evil” difficulty.



## Gameplay

On your turn, click "Roll Dice".

Use the roll to match tiles on the board.

Valid tiles will be based on patterns (e.g., AAA BB, =1,3,5, or total dice sum).

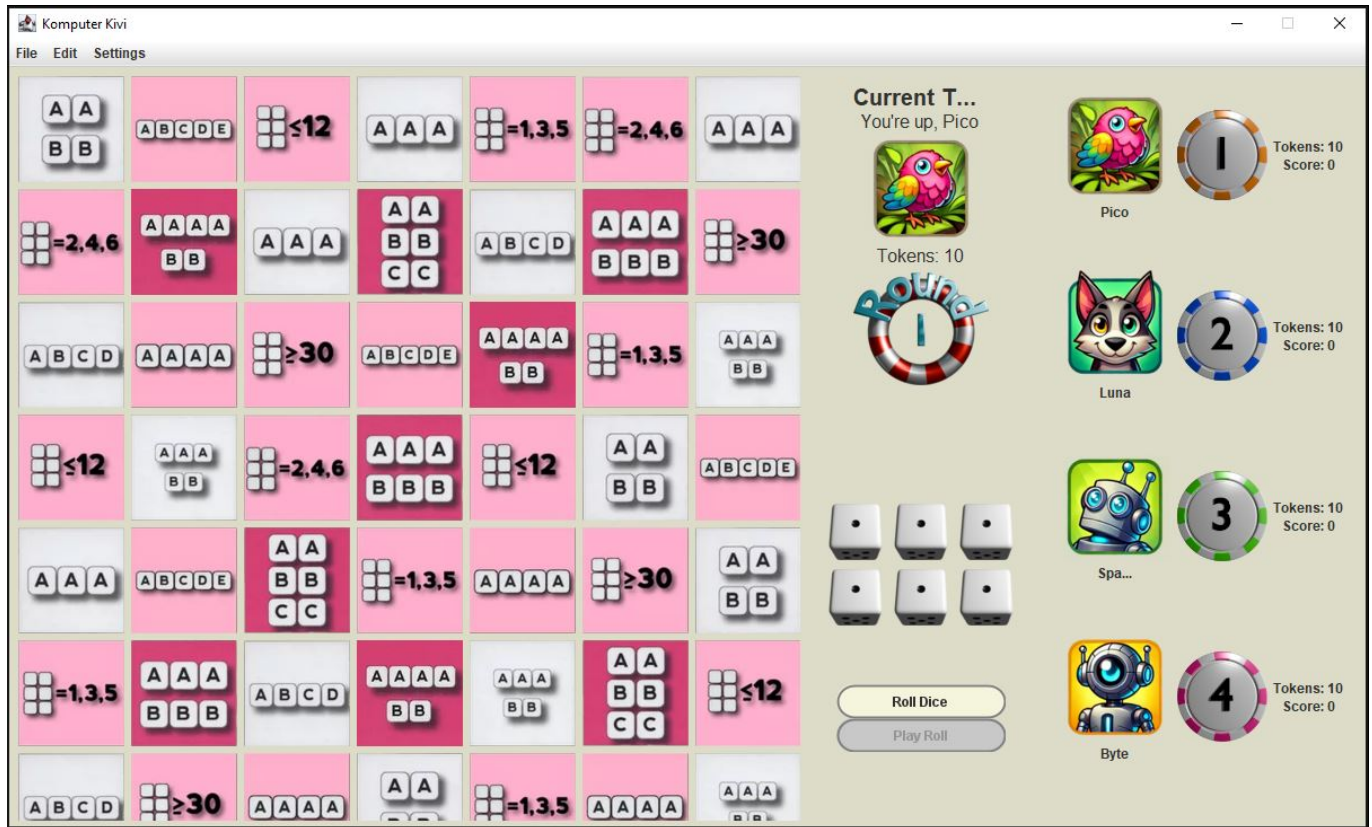
Spend tokens to claim tiles and score points.

### Scoring & Rounds

Each tile gives points based on difficulty.

The game continues in rounds until all tiles are claimed or a predefined round limit is reached.





## Documentation

- All documentation can be found in the [docs](#) folder or [deployed on GitHub Pages](#).

**Color Vision Accessibility:** The game was designed with color accessibility in mind. Examples of what the game would look like for different color sensitivities can be found in the [color\\_vision\\_examples](#) folder