COMP20050 – Software Engineering Project II

GAME INSTRUCTIONS

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GROUP 20

Game Instructions

Software Specifications:
JDK20
J-UNIT4

Launching the Game
Download the jar file as submitted under assignments.
Use a suitable IDE to view the JAR file. (During development, IntelliJ was used)
Have path variables set up for JavaFX.
Run the program in IntelliJ.
In the Main class, there is a main method which must be run to start the game.

Playing the Game
After running the main method, a UI window should pop up. Click 'START GAME' and the hexagonal board layout will pop up.
*Note this window is currently only static and hasn't implemented the functionality. It's to give user the idea of what the board looks like.

Close the pop-up window which contains the board. This will allow you to play the game on command line.
The game now begins on command line for user to play.
The player is prompted to enter their name. The player is then prompted to choose an option between being either the setter or the experimenter.

1) If setter is chosen, the player has the option to place the atoms.
2) If experimenter is chosen, then the computer is assigned the role of the setter. The computer randomly places the 6 atoms, and then the game begins.

Role of Setter:
The player is prompted to insert the co-ordinates of the hexagons where they want to place the atoms. This is done by typing the coordinates "x y". E.g. "3 3" or "5.5 4". You can use the coordinate grid below to map out where you would like to place the atoms.
Input will be taken 6 times – 1 input per atom.
In the case of invalid input, an error message is printed on command line - "Invalid coordinates entered. Re-enter coordinates.".

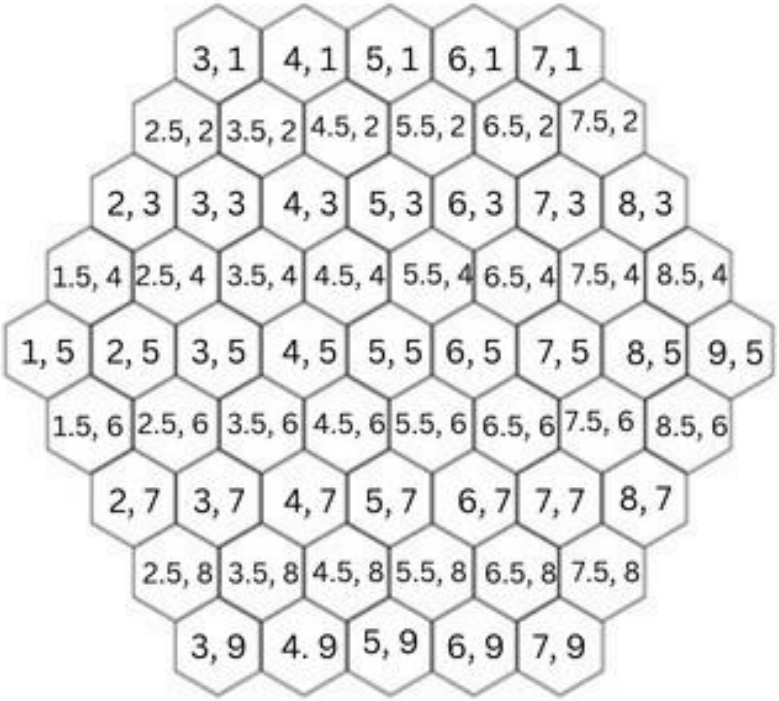
After the role of the setter is completed. The game mode switches to the experimenter mode.

Role of Experimenter:
The player is prompted to input the entry point through which they want to insert a ray. They should follow the image with the entry points labelled below.
After one ray has been inserted, the result of that ray is displayed on the screen.
The player is then asked to input another ray, until they would like to stop by pressing ' 0' or all entry points are used.

Once ray input has finished, round 1 is over and atoms with their circles of influence are displayed as arrays on the textual interface. Then round 2 begins.

After both rounds, game is over.

Coordinate Map:



The possible ray entry points: