COMP20050 – Software Engineering Project II

GAME INSTRUCTIONS

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GROUP 20

Game Instructions

Note: The JAR file submitted requires the needed dependencies to be set in the IDE and system. (The JAR file worked as expected in IntelliJ during testing stage!)

Software Specifications:
JDK20
J-UNIT4
JavaFX
SceneBuilder
CSS

Launching the Game
Download the jar file as submitted under assignments.
Use a suitable IDE to run the JAR file (during development, IntelliJ was used) or run it on command line.

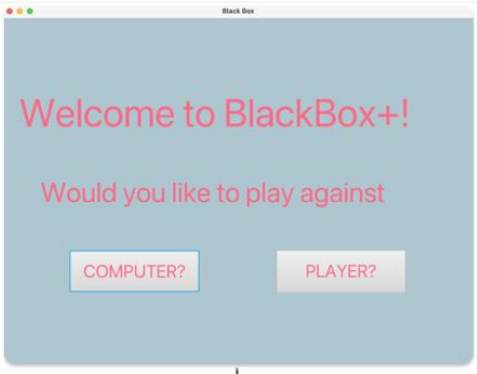
Playing the Game
After running the main method, a UI window should pop up. User has the option to play against 'computer' or play against 'player'.

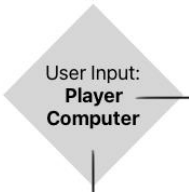
- If play against 'computer' is chosen, atoms are placed randomly and experimenter view is shown to the user.
- If play against 'player' is chosen, setter view is shown to the user. The idea is for one player to set the atoms and for another place to guess where the atoms have been placed.

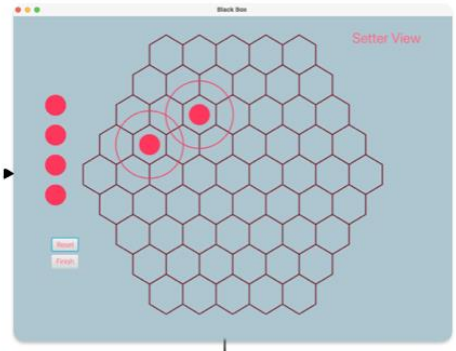
Role of Setter:
Atoms can be placed anywhere on the board by clicking a hexagon. If you are not happy with the placement of the atoms, press the 'reset' button and all the atoms will be reset to their original position. When you are finished placing all 6 atoms, press the 'finish' button. It will switch to the experimenter screen to allow the experimenter to guess the placement of the atoms.

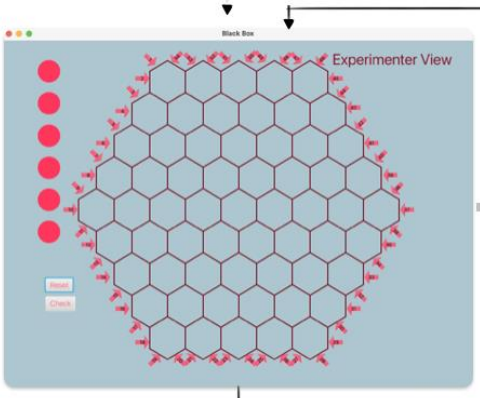
Role of Experimenter:
The experimenter has the option to place atoms by clicking a hexagon. If you are not happy with the placement of the atoms, press the 'reset' button and all the atoms will be reset to their original position. The experimenter presses the button where they would like a ray to be shot. The ray markers are placed at the entry and exit points of the ray. There is a key on the side indicating the colours for the ray, red = absorbed, green = clear path and blue = entry and exit points are the same. For other rays, the colour is different for each ray but the same for the entry and exit points of the ray.

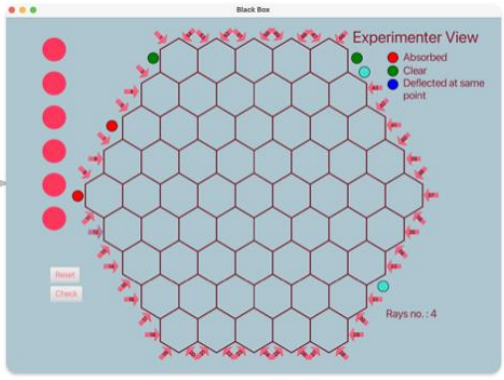
Game Model



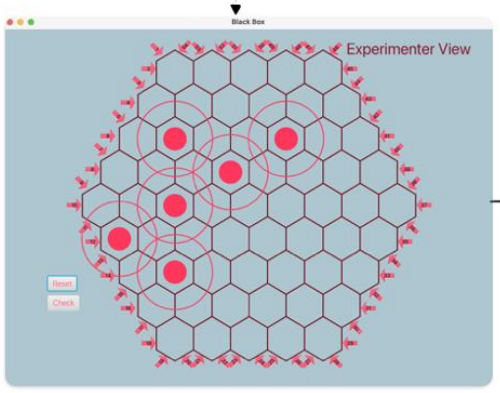








The ray markers implemented.

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Number of successful guesses: 3
Number of wrong guesses: 3
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The result of the guess also displayed on command line interface.