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

*****Make sure to have the game screen running with terminal/ command line in the background.*****
The game is playable on the game screen, however results of rays are printed on the terminal.

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.

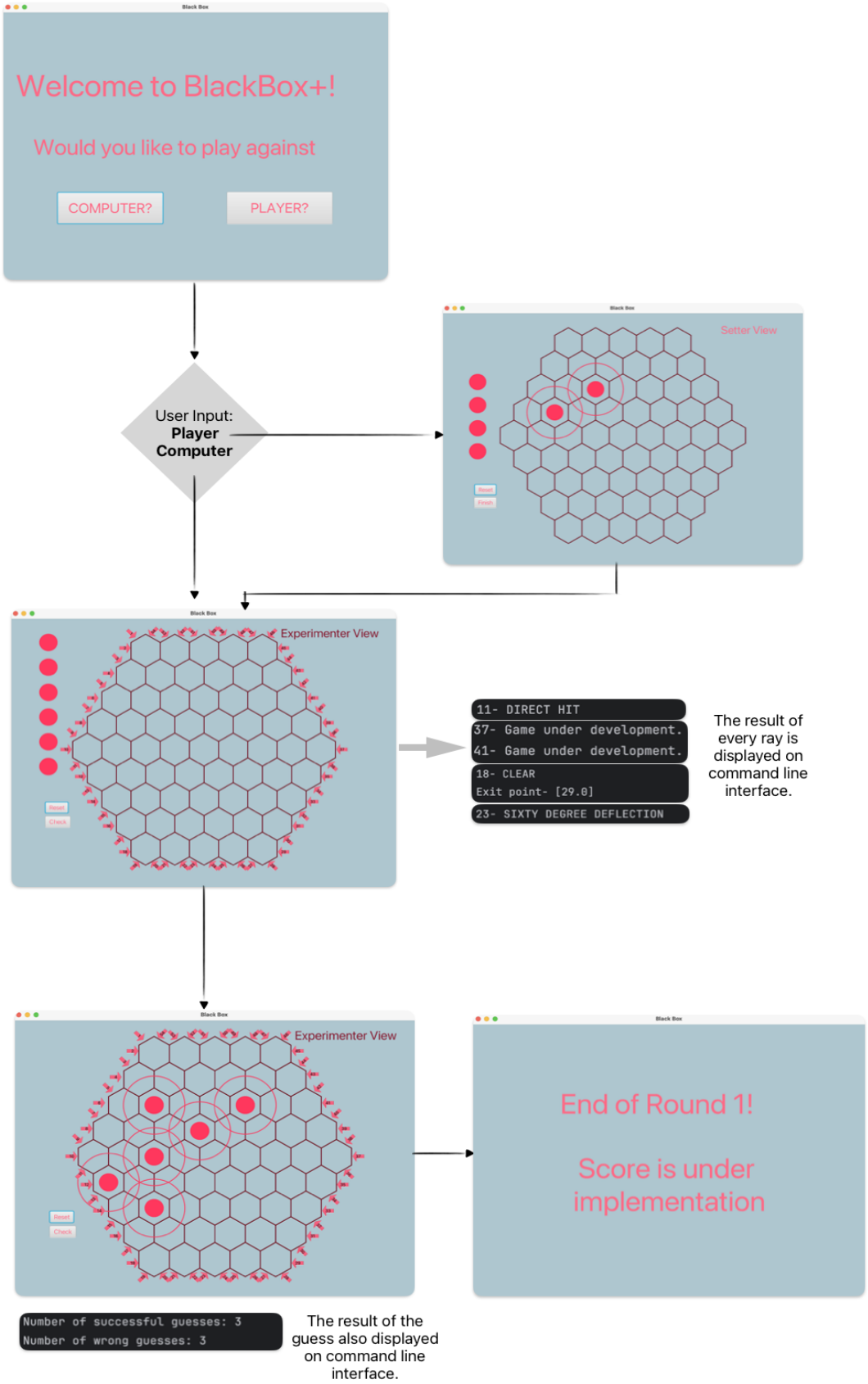
Playing the Game
After running the main method, a UI window should pop up. User has the option to play against 'computer' or play against 'player'.

- 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.

Role of Experimenter:
The experimenter has the option to place atoms by clicking a hexagon. The experimenter presses the button where they would like a ray to be shot. The outcome of the ray is printed on the command line. It prints the entry point of the ray, the analysis of its path 'CLEAR', 'DIRECT HIT' OR 'SIXTY DEGREE DEFLECTION', as well as its exit point (if it has one) and if the ray path hasn't been implemented it prints 'Game under development. Remaining analysis of the rays will be available soon.'.

Game Model


Welcome to BlackBox+!
Would you like to play against
COMPUTER?
PLAYER?
User Input:
Player
Computer
Setter View
Experimenter View
11- DIRECT HIT
37- Game under development.
41- Game under development.
18- CLEAR
Exit point- [29.0]
23- SIXTY DEGREE DEFLECTION
The result of every ray is displayed on command line interface.
Experimenter View
End of Round 1!
Score is under implementation
Number of successful guesses: 3
Number of wrong guesses: 3
The result of the guess also displayed on command line interface.