

WLIAS USER MANUAL

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Project Details

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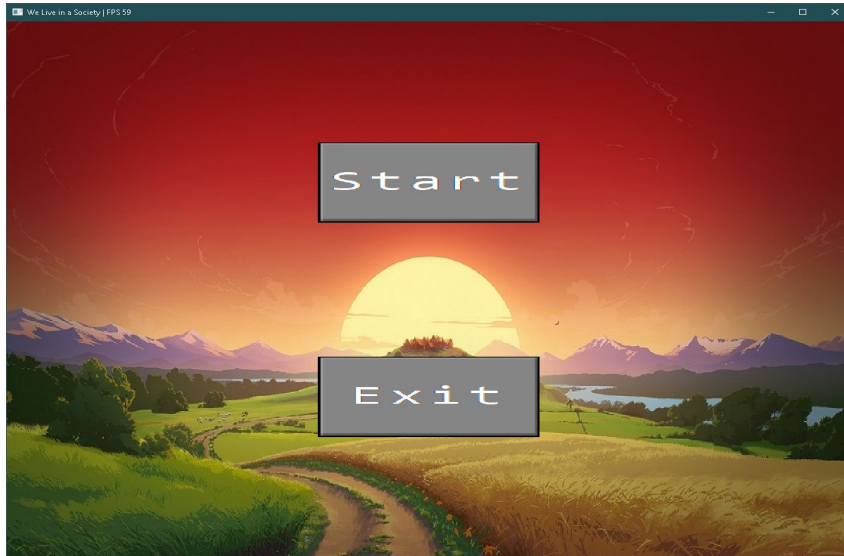
Installation

- From the root go to the src folder , “2020-ca400-mccans32-slowikk2\src”
- From here run “gradlew jar”, this will create the relevant jar file
- Then go to “2020-ca400-mccans32-slowikk2\src\build\libs”
- From here run java -jar WLIAS-1.0-SNAPSHOT.jar

User Guide

Main Menu

Upon starting the application the user will be placed at the main menu



Starting

After clicking “Start” the user will be placed into a live instance of the game. From here the player can click on tiles and societies to view their properties and can also move and rotate their camera. The turn order is displayed on the left and any valid moves that the player can make are enabled as shown in the image below.



Controls

Function	Key Binding
Move camera up	W
Move camera down	S
Move camera left	A
Move camera right	D
Rotate Camera	Hold middle mouse button
End Turn	Spacebar
Activate Button	Left Mouse Button
View Tile Details	Right Click on the Tile
Pause Menu	ESC

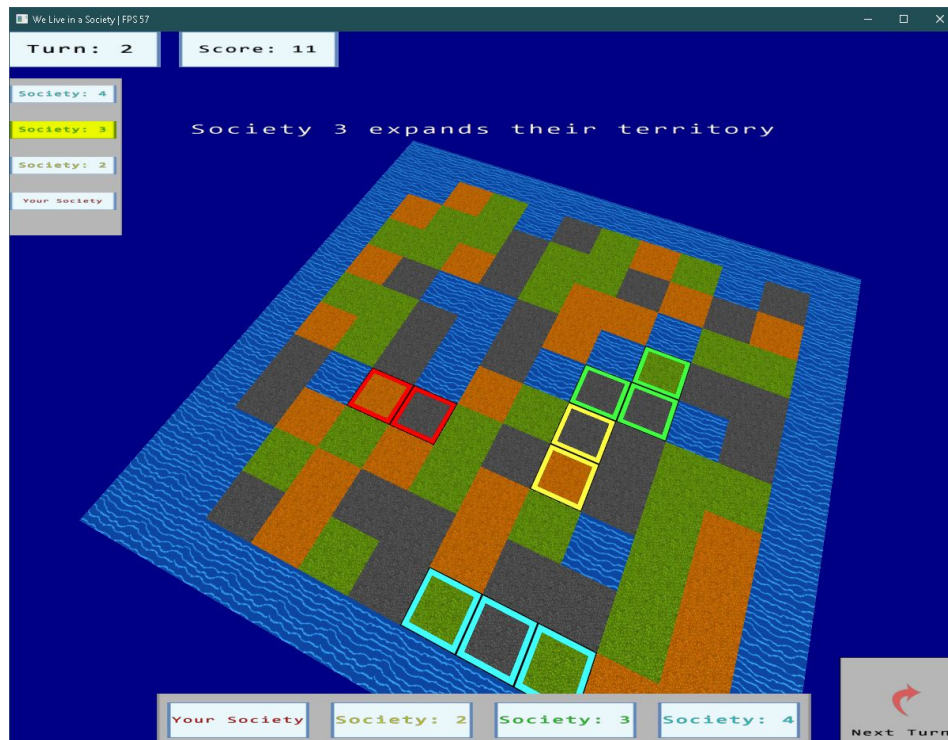
Claiming

Different colours on the map depict the territory that is owned by each respective society, if we were to choose the “Claim Tile” option we would be given the chance to pick a tile in the world to claim. We may only claim tiles that are bordering territory we currently own.



Game Hints

Game Hints appear at the top of the screen whenever a society makes a move in order to inform the player of what is happening around them. For example here we can see that society 3 has expanded their territory.



Warring

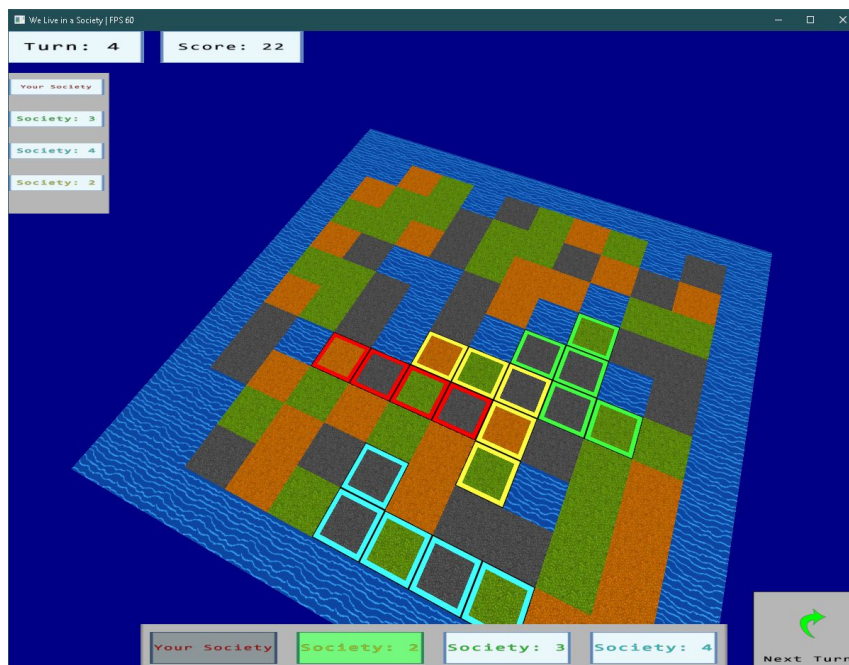
Societies can also war with each other. In order to war a society must be bordering another society. In war the attacking society chooses which tile to attack with and which tile to attack. Based on factors involved which each society a winner is determined and the winning society gains a new piece of land while both societies whether increase or reduce in happiness.

Trading

Another option is for societies to trade resources with each other. Each tile on the map contains either food or raw material resources and these are required to uphold a population. If a society cannot gain enough from the surrounding land they can trade with a society to gain that resource while also giving away some of their own.



Upon choosing a society the trade menu will appear. A play can propose a deal to a society and the society can either accept or reject depending if it suits their needs. If a society accepts a deal a trade agreement is formed for three and neither society may war with each other for that duration. We can see here that we are in a trade agreement with society 2 indicated by the green highlighting.

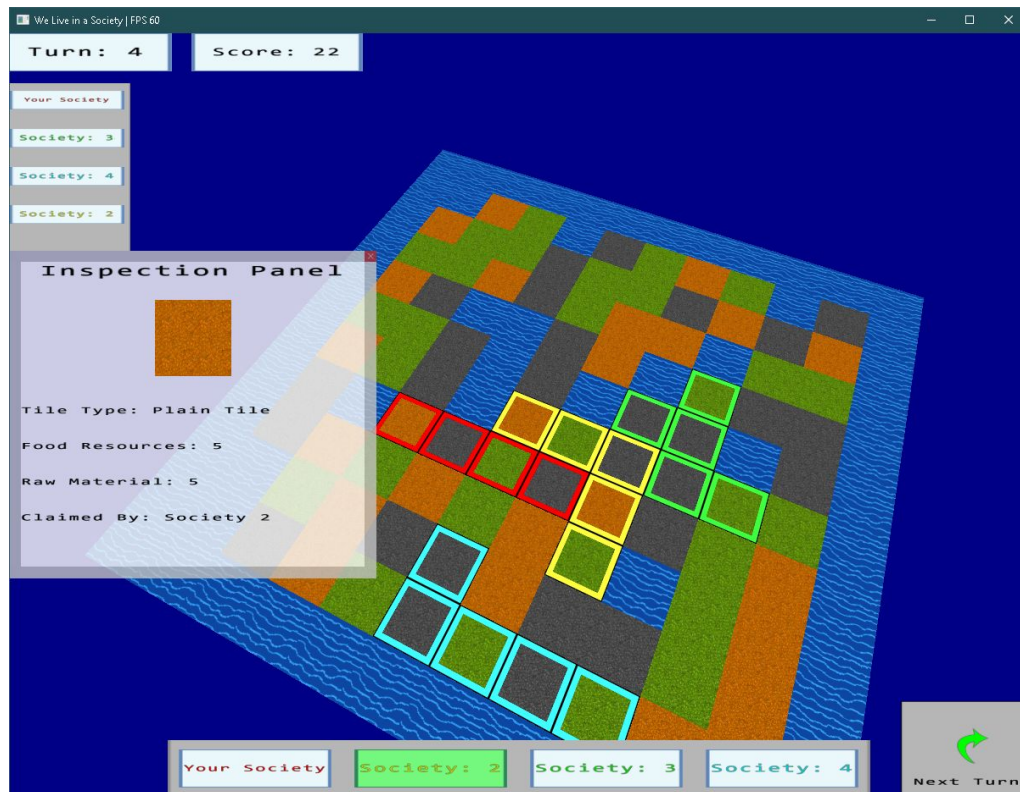


End Of Turn

Once all societies have made their move the indicator in the bottom right will become green and animate to indicate so. The player can then either inspect the world more or if they wish, click on the arrow/ press the spacebar key to begin the next turn.

Inspection Panels

The user can view inspection panels for both tiles and societies which describe the relevant information for both by either clicking a tile or a society button.

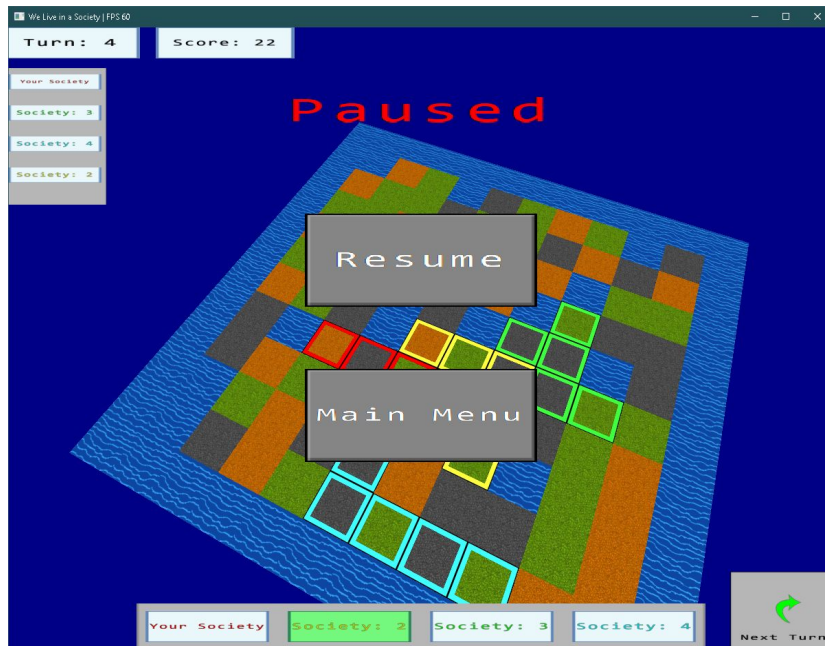


Reproduction

Every two turns each society reproduces its population. This will increase their population in accordance with their resources. Societies with more resources will be healthier and reproduce more while societies with less resources will reproduce much less in order to maintain a stable population.

Pausing

At any point in the game the user can pause by pressing the escape key which will give them the option to either resume or quit to the main menu prematurely.



End Game

The game continues until either one society remains, the player is removed from the game or the turn limit is reached. The player will win if they are the remaining society or if they have the highest score among surviving societies at the end of an instance. A game over screen will appear indicating whether the player has won or lost and will give them the option to either restart a new game or return to the main menu.

