

Sosina Abuhay

Azul Board Game User's Manual

CS110 - 11:00am

What I think I have reached – A (because players can play a full game and scores are calculated automatically)

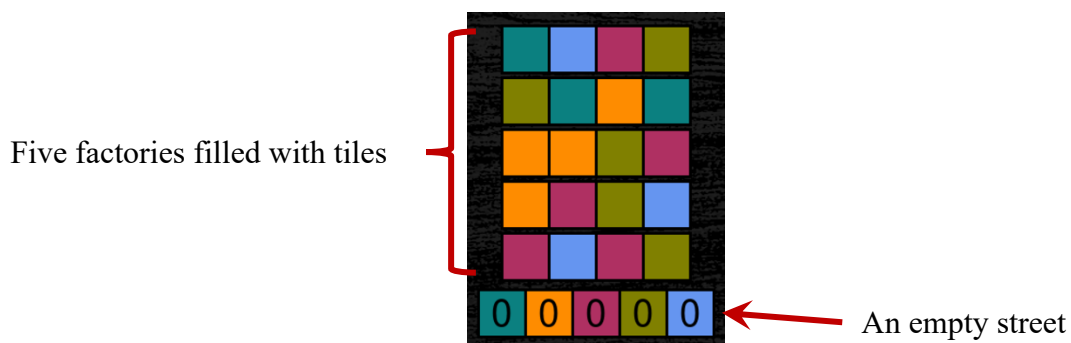
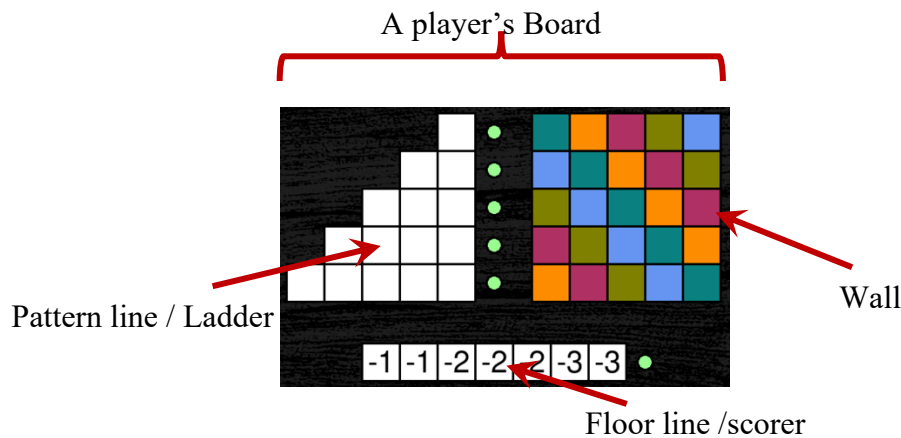
## Starting the Game

Players start by clicking on the circle—which looks like a real board game factory—on the welcome screen. This will change the screen to a game board and fills the factories with randomly chosen tiles.



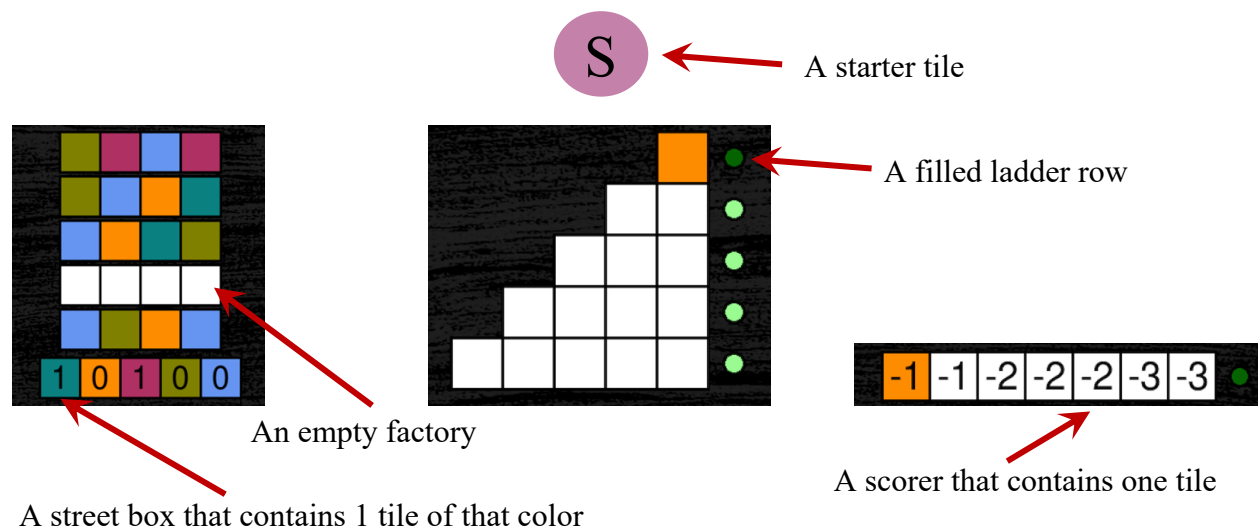
## Game Setup

The game is only for two players and each player has a board (player 1's is on the left and player 2's is on the right.) There are five factories and a street which are clickable for both players.



## Playing a Full Round

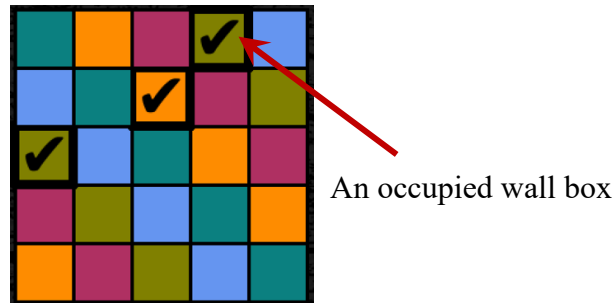
When the game board appears, it is player 1's turn by default. Players pick tiles by clicking on a single tile on one of the factories—this will automatically put all the tiles, in the chosen factory and with similar color as the clicked one, on the player's hand. Then, players choose a row from their ladder on which they want to arrange the selected tiles on by clicking the light green buttons that corresponds to the row. If the number of selected tiles is greater than the available spots on the row, extra tiles will go to the scorer/floor line and the button next to the floor line darkens. When a row is completed, the button that corresponds with the filled row darkens. If players choose not to arrange the picked tiles on their ladder or don't have any spots to legally arrange them, they can arrange the tiles on their scorer by clicking on the buttons. Then, tiles that are in the selected factory, but have different colors than the selected tile, go to a street box of their perspective color and the number written on the street boxes increases by the number of tiles that are placed on it. Finally, the selected factory becomes empty. Tiles on the street are chosen by clicking on the street box with the desired color—this fills the player's hand with all the tiles that are on the clicked street box. When a player picks a set of tiles from the street for the first time in a round, a circle starter tile will appear on the player's side and the player's score decreases by one. A round is over when all the factories are empty and there are no tiles on the street.



## Wall Tiling

At the end of each round, players tile their walls by clicking on the darkened buttons (the buttons could only be clicked when a round is over). A wall box with the same color as the tiles with which a ladder row is filled will have a check mark on it indicating that it is occupied. Then, all the tiles that were on the clicked ladder row are removed from the game screen and scores are calculated simultaneously. Once all the darkened buttons besides the ladder on both player's sides are clicked,

then the darkened button beside the scorers become clickable and players can click on those buttons to finalize their scores for the round. If the game is not over, another round is restarted by filling all the factories. The player that has the starting tile on his/her side starts the new round.



## End of Game

A game is over when all boxes in a wall row are occupied. The final scoring is calculated, and the game celebrates the winner.

## Things that are not Included

- During wall tiling, players should start from the top to the bottom, but my game doesn't restrict the players from doing it in any order.
- In the real game, the starter tile occupies a spot in the scorer but in my game, it stays on the top of the screen (but players would still get -1 for that.)
- When a player picks a list of tiles and clicks on a button which corresponds to a street row that has an occupied box for the clicked tiles, a player can choose another button (however, when a player chooses a different street instead, the code crashes.)
- In my game, I never run out of tiles in the bag because if the bag is empty I automatically refill it with the discarded tiles from previous rounds.