# Javatan User Manual

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## Overview

This application is an implementation of the board game Settlers of Catan using Java and JavaFX. It is composed of a separate server and a client application. Clients connect to a server, and can then play the game of Catan.

Going over all of the rules of the game is beyond the scope of this user manual. The rules of the game are published [for free online](#) however, so for specific game related questions check that rulebook. For any questions related to the application though, this is the best place to look!

## GUI Introduction

After loading, you should see a hex board on the left that is the world of Catan, and a list of the resources in your hand on the right. During the course of the game, you will be receiving these cards as players roll. You can then use these cards to build roads, settlements, and cities in order to eventually get enough victory points to win the game.

## The Board

On the left of the screen, you can see the board. It is a hex grid. Each tile is a type of resource. Dark green is for lumber, yellow is for grain, light green is for wool, orange is for brick, and gray is for ore. On each tile there is a number 2-12. This number indicates what roll will "pay out" that resource. For example, in the screenshot below the Blue player (who has a house near the middle right of the board) will receive a Grain card if a 10 is rolled, a Lumber card if a 3 is rolled, and an Ore card if an 8 is rolled.
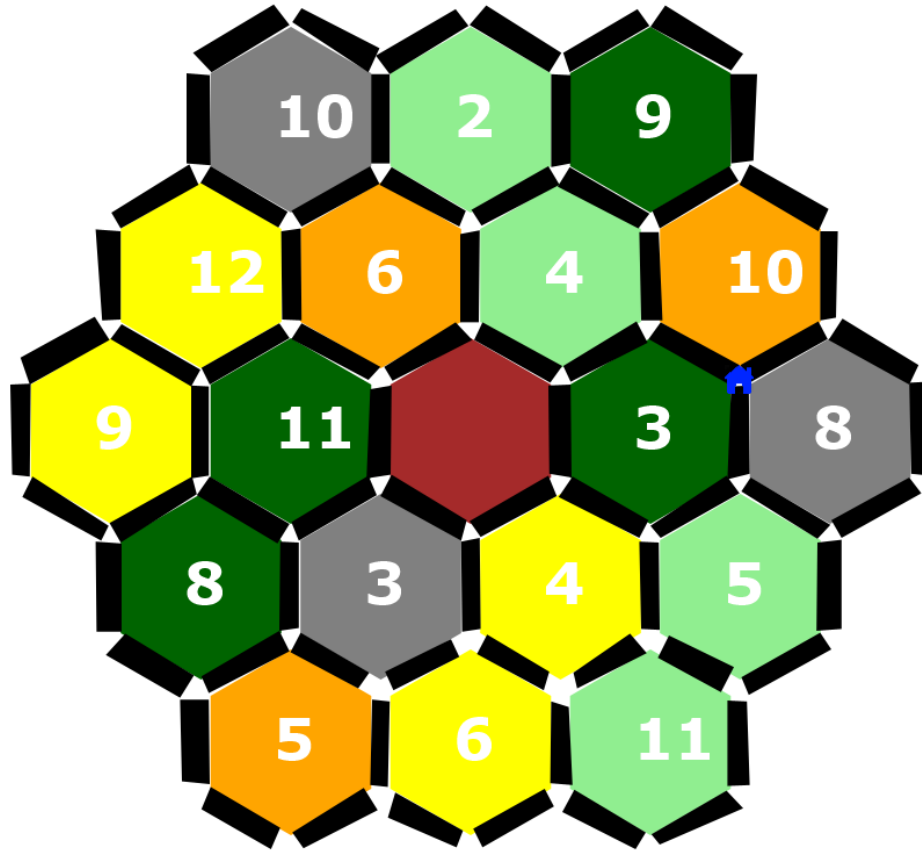
## Your Resource Cards

To the right of the board, you can see the resource cards currently in your hand. There is an image for all kinds of cards including Lumber, Grain, Wool, Brick, and Ore. Below each card you can see the number you have. For example, in the screenshot below you can see that the player has 1 Grain card and 2 Ore cards.



0    1    0    0    2
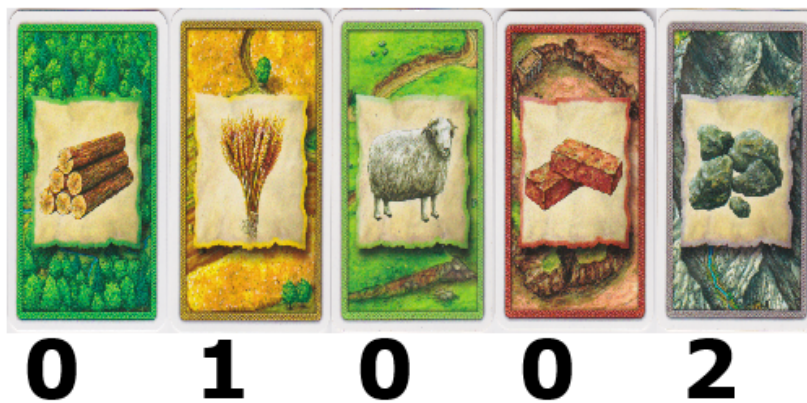
# Rolling for Resources

On your turn, you can click on the gray box below your resource cards (see what it looks like below). This will simulate rolling a die, and distribute resource cards according to who has settlements around the tile numbers rolled. The numbers on the right in the player's hand will update to show resources gathered.

 Click here to roll dice and distribute resources

# Building

There are a few types of building that the application supports. Players can build roads and settlements, as well as upgrade their settlements to cities. The player gets one free settlement, which they can place wherever they want (as long as it doesn't violate the adjacent city placement restrictions). Additionally, players get one free road which they can place wherever they want as well. This road must be adjacent to their starting settlement. After this free settlement and road, the players must pay the normal price to build roads and settlements.

To build a settlement, the player can just click on the empty space in between 3 roads. This will add a settlement. To upgrade the settlement, click on it again. Roads are built the same way, by clicking on the road polygon. Below are examples of where to click for settlements and roads: