

Coding Coders Who Code Things

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EECS 448 Project 4 User's Manual

Welcome to Egyptian Rat Slap!

1. Welcome Page

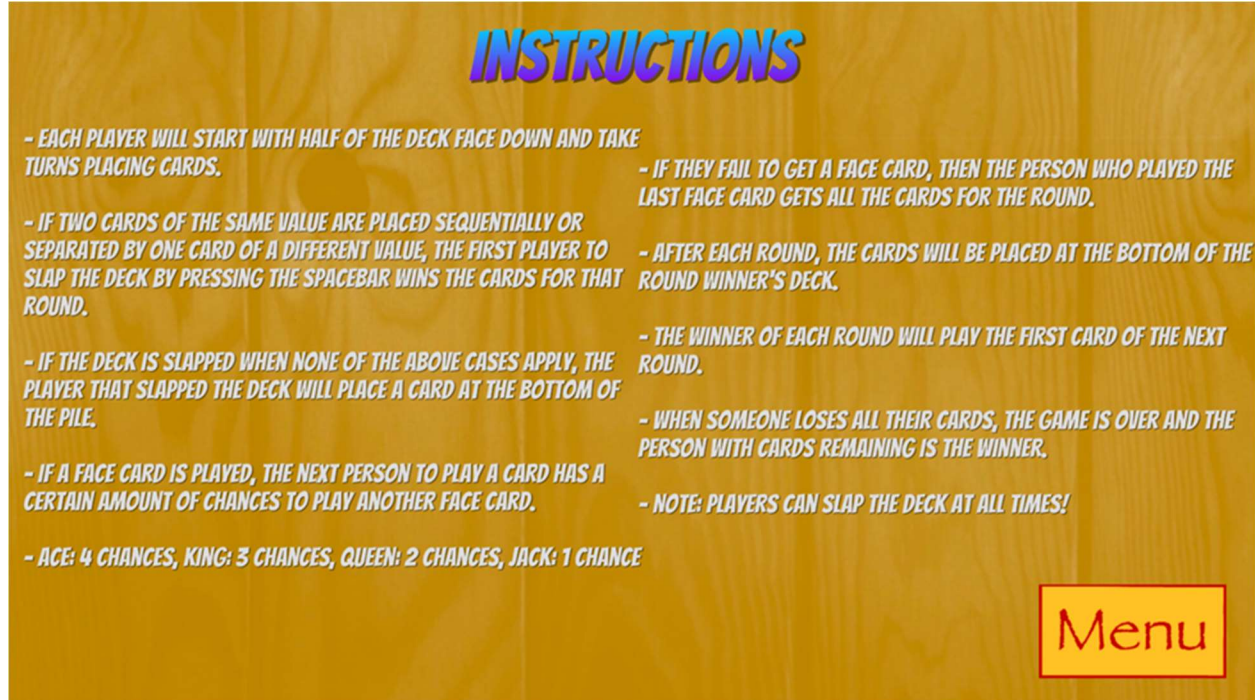


Upon launching the program, the user will see the main welcome screen and music will play.

There are two buttons. When clicked, the “Start” button will take the user the gameplay screen.

If the “Instructions” button is clicked, the user will be taken to the instructions page to learn how to play the game.

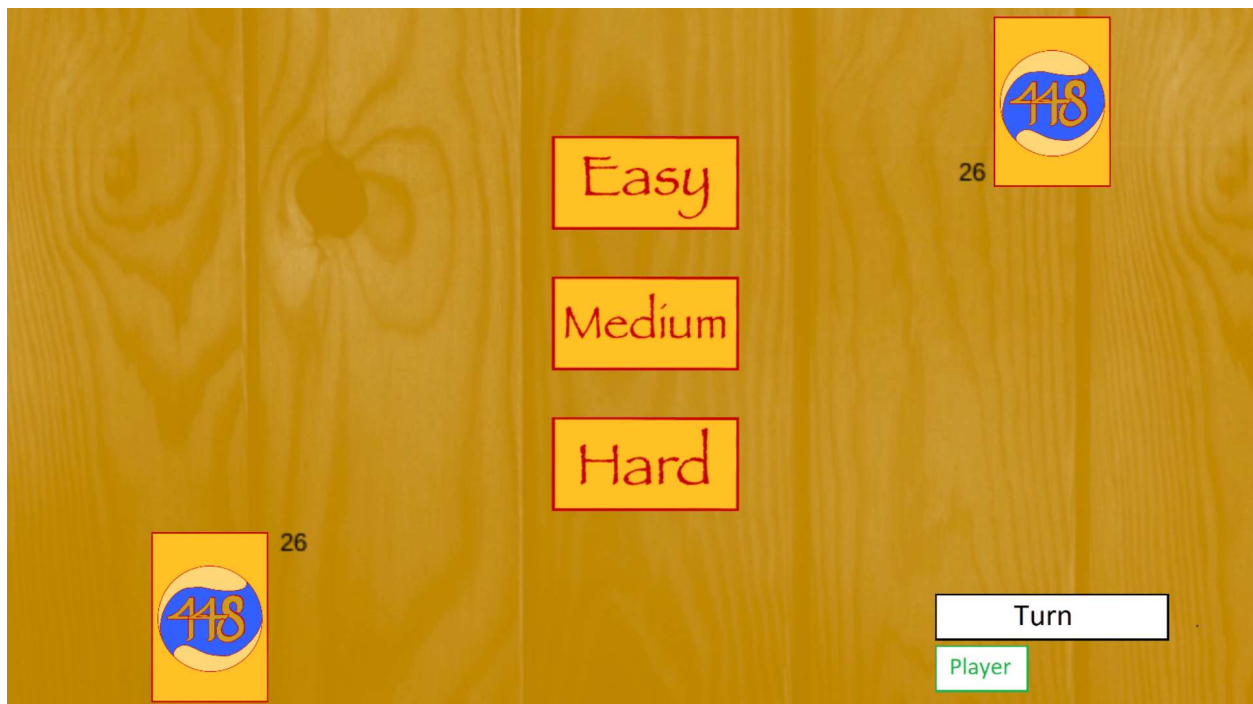
2. Instructions Page



When the instruction button is clicked, the user will be taken the instruction page. This page teaches the user how to play the game. The rules for the game can be endless, but only the main standard rules are included in this version. The object of the game is to acquire the entire 52 card deck. To acquire cards, each player will play the top card of their respective decks. If two cards of equal value are played sequentially, the first player to click the “slap” button will receive the cards played from that round. This is called a “double”. Similarly, if two cards of equal value are separated by only one card of a different value, the first player to “slap” the deck will receive the cards. This is referred to as a “sandwich”. If one player places a face card (Ace, Jack, Queen, or King), the next player will then have a certain amount of chances to place one of the four face cards. If no face card is produced, the player who originally placed the face card wins the round and receives the cards. If an Ace is played, the next player will have four chances to play any of the four face cards. Similarly, a King card indicates three chances, a Queen indicates two

chances, and a Jack indicates one chance. It is worth noting that that “slapping” both “doubles” and “sandwiches” is still possible when the face card cases are encountered. This means that the players must always be vigilant. After each round is completed, the won cards will be placed on the bottom of the round winner’s deck. Whichever player won the round will then play the first card of the next round. The game is over when one player’s card count reaches 0 or one player’s card count reaches 52.

3. Choose AI Difficulty Page



After the “Start” button is clicked, the user will be taken the “Choose AI Difficulty page”. There will be three options to chose from: easy, medium, and hard. The only difference between the difficulties is how fast the AI will “slap” the deck.

4. Game Play Page

35

9	3	7	J	A	4	7	8
9	3	7	A	4	7	8	8

9

Turn

Player

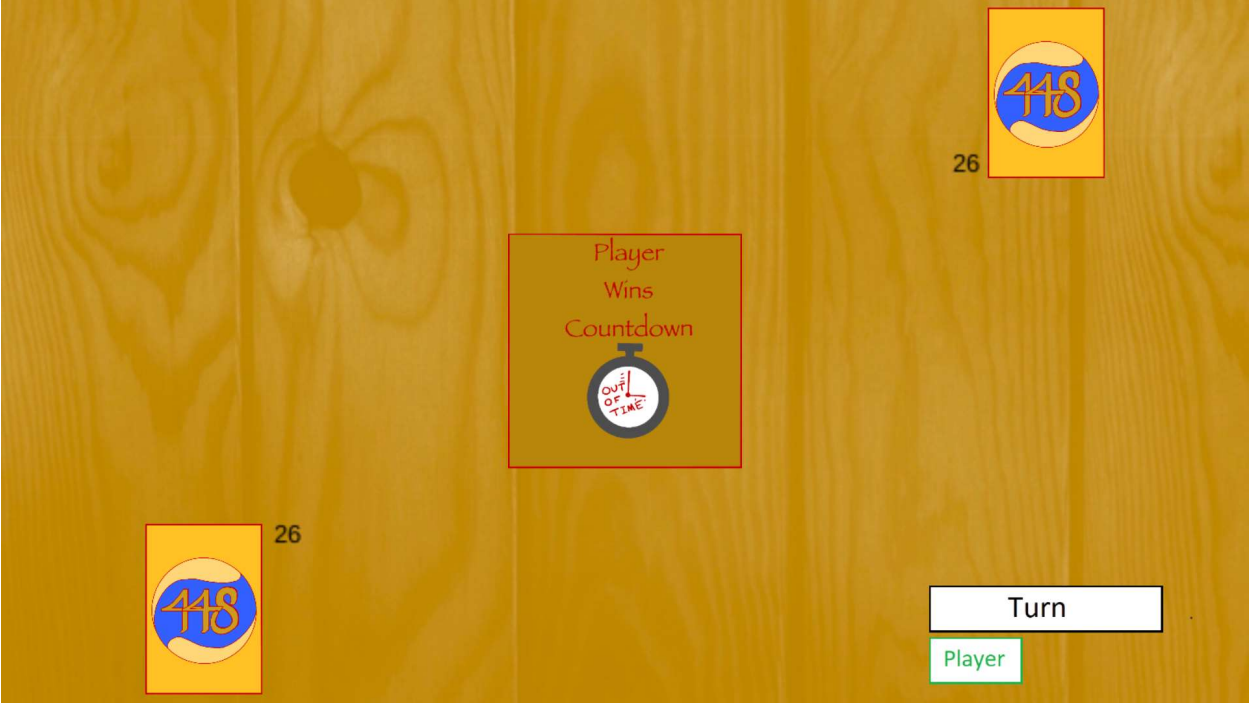
29

AI Wins Countdown

23

Turn

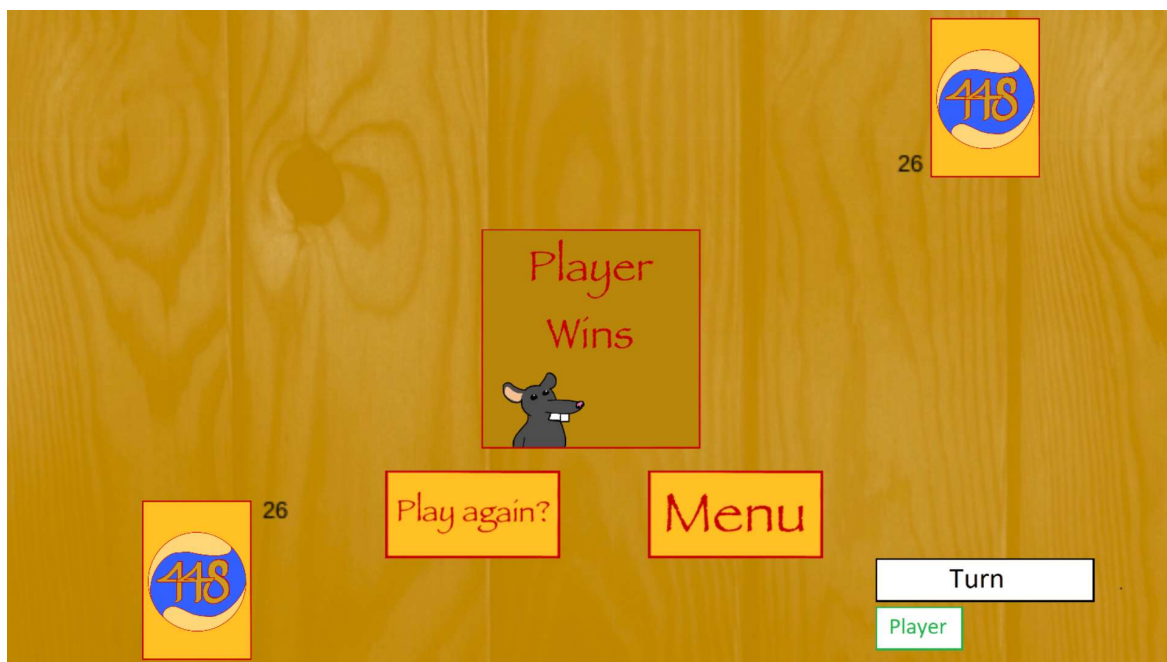
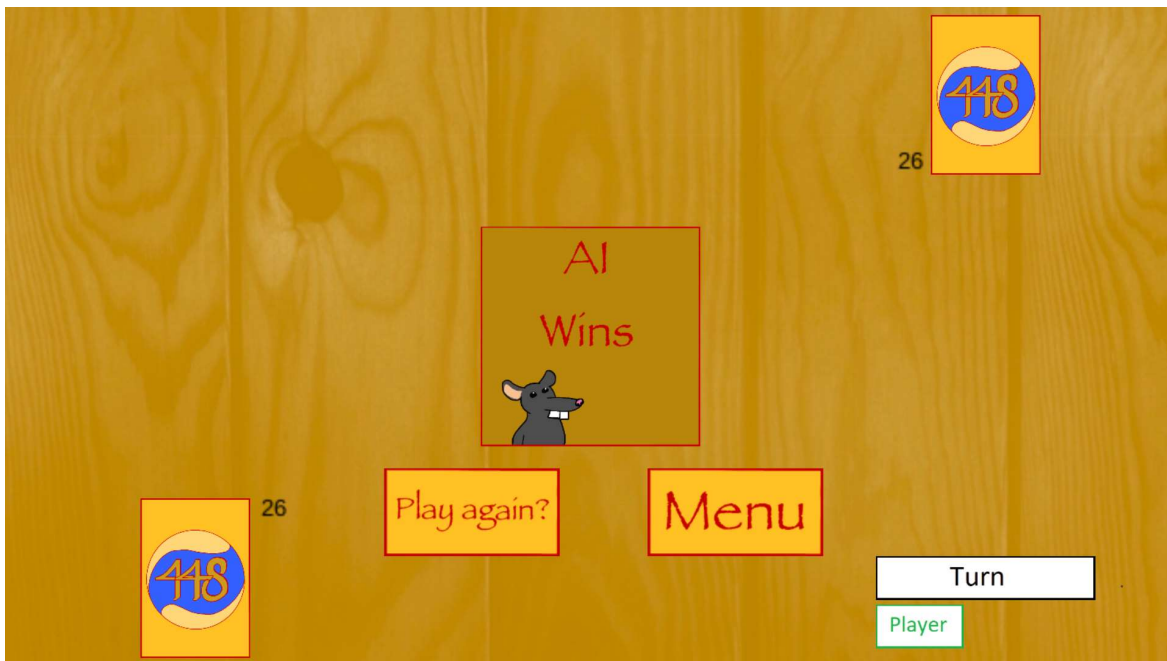
AI





Upon starting the game, the cards will be randomly divided amongst the two players. The user's cards are located on the bottom-left of the screen. The computer's cards are located on the upper-right of the screen. Each deck also has a counter located near each deck that keeps track of how many cards both players currently have. Located in the bottom-right of the screen is a turn indicator. It will either appear as "Turn: Player" to indicate the user's turn or "Turn: AI" to indicate the computer's turn. Once the deck has been divided, both players will take turns playing the top card of their respective decks. The user will always play the first card of each new game. The cards in play will be fanned out along the midline of the screen. Once a round is won, the cards will be awarded to the round winner and the round winner will begin the next round. At the completion of each round, a message will appear on the screen indicating whether the user or the computer won the round. Once the game is over, the user will be automatically taken to a screen indicating who won the game and the option of replaying the game or going back to the main menu.

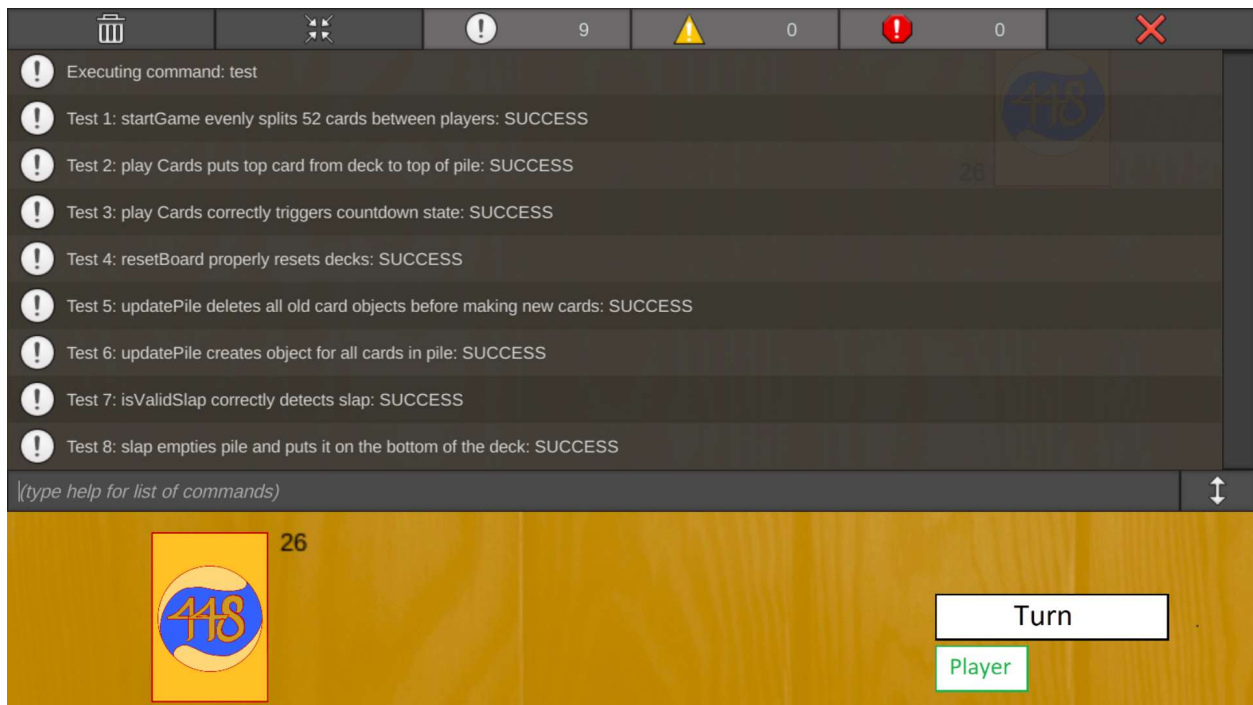
5. Game Winner Page



At the conclusion of each game, the user will be taken to this screen. Depending upon the winner of the game, a message saying, “AI Wins” Or “Player Wins” will appear. Located under the message will be two buttons labeled “Play Again?” or “Menu”. When the “Menu” button is

clicked, the user will be taken back to the Welcome Page. When the “Play Again?” button is clicked, another game with the same AI difficulty is started.

6. Testing Page



To test the code, on the “Game Winner Page” type the “~” followed by the word “test”. This will open the console and run a series of tests to assess whether the functions are performing correctly by using a randomly generated deck. This must be done after selecting a difficulty but before placing the first card.