How to play RoboRally

The game is started from the class called StartRoboRally.

Right now, the game has walls on its squares and four board elements, these include:

- Checkpoint
- Conveyer belt
- Energy space
- Gear
- Pit
- Reboot token

The board elements now trigger at the end of each register. This will be changed later such that the elements trigger after each step and in the right order.

Furthermore, the features energy cubes, right now you can't use them but that is coming.

The game has a series of programming cards, the only standard programming card not yes implemented is power up.

Generally, robots can be moved around the board and interact with board elements.

When a player has reached all checkpoints, the game finishes.

Instructions on how to play:

Roborally is played by moving programming cards into the program line of registers. When all players have programmed their robots press finish programming, next press "Execute program".

Continue doing so until one player has reached all checkpoints