

Code-Presentations

JAVA Project Game Metro

Group Members

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Overview



Metro is a tile placement board game, made by games developer Dirk Henn.

Our project uses Java and JavaFX to implement a working Metro game.

We can enter the game's GUI by running the game.jar file. The JAR file was built on Viewer.java, which is the JAR file's main class.

GUI Design and Game Play

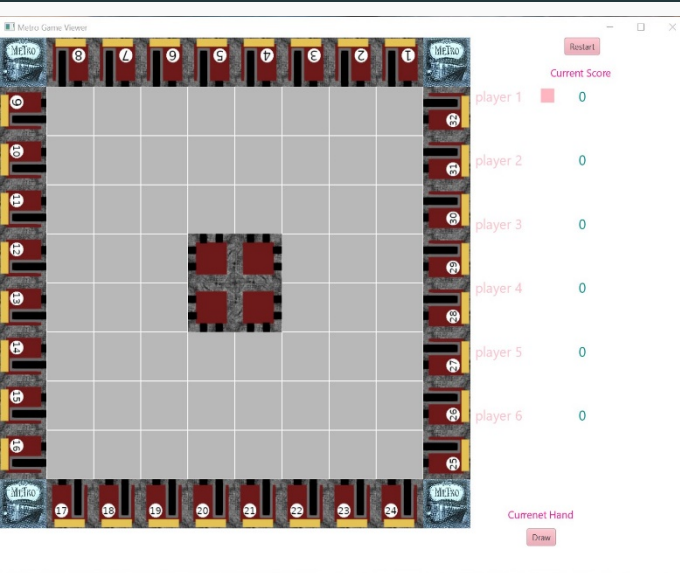
GUI Design and Game Play



Welcome Page:

- Choose to play with real players, AI players or advanced AI players.
- Type the number of players to start the game.

GUI Design and Game Play



Game Page:

- Board Layout

- Different Players

- Current Score

- Draw Button

- Restart Button

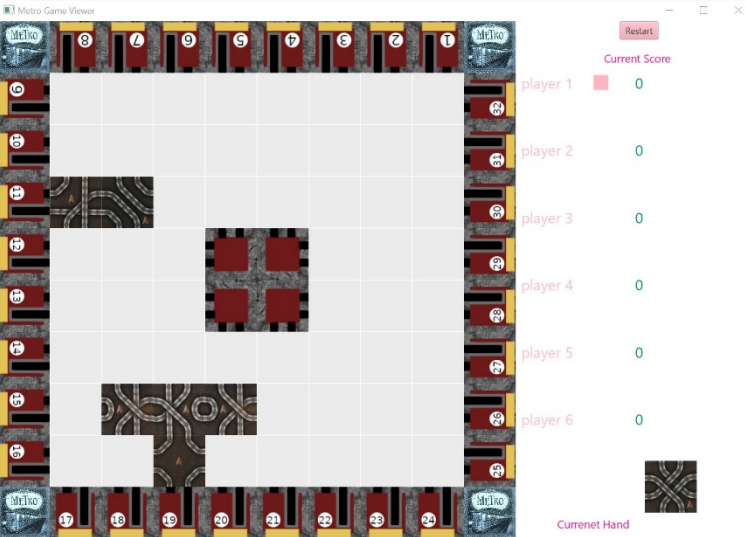
GUI Design and Game Play



Game Page:

-
Current Hand

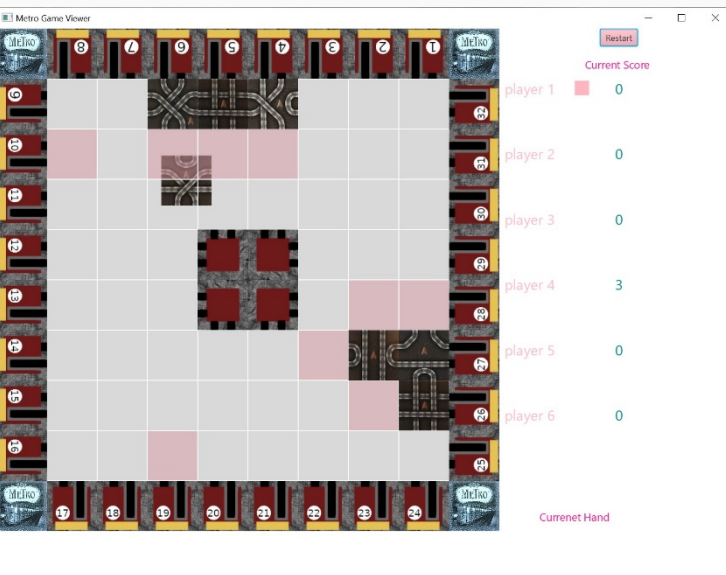
GUI Design and Game Play



Game Page:

-
Draw Again

GUI Design and Game Play

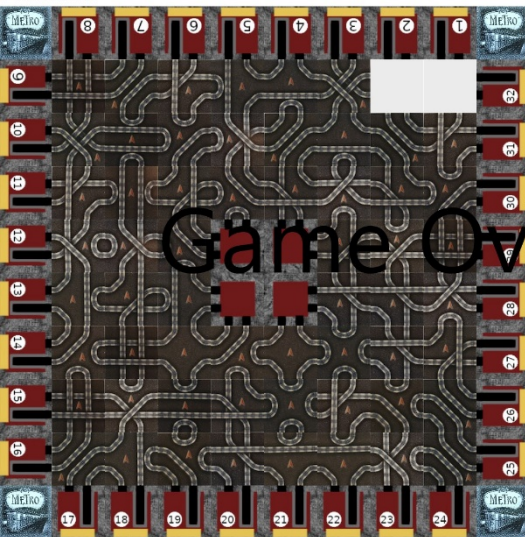


Game Page:

- Drag and Place

GUI Design and Game Play

Metro Game Viewer



Restart

Current Score

player 1

25

player 2

16

player 3

32

player 4

28

player 5



13

player 6

24

Current Hand

Game Page:

Game Over

AI Design



Animation:

-

Showing Movement of
Computer Player

AI Design

Metro Game Viewer

The game board is a 10x10 grid with a circuit pattern. The top and bottom edges are labeled with numbers 1-8 and 17-24 respectively. The left and right edges are labeled with numbers 1-8 and 17-24 respectively. The board is divided into four quadrants by a central 2x2 grid of red squares. The quadrants are labeled with numbers 1-8 and 17-24. The board is currently empty, with only the central 2x2 grid of red squares filled.

Restart

Current Score

player 1	17
player 2	5
player 3	0
player 4	6
player 5	2
player 6	2

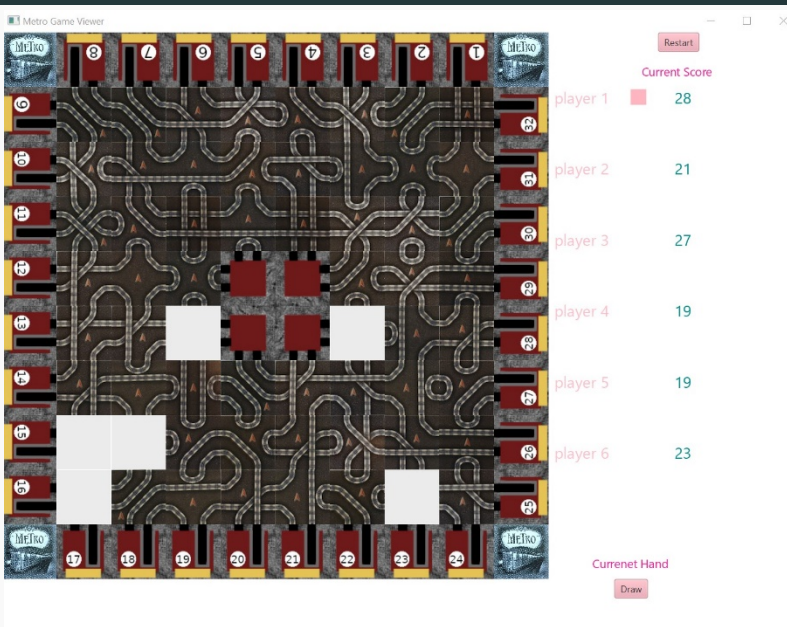
Current Hand

Draw

**Simple
AI
Design**

AI Design

Metro Game Viewer



The game board is a square maze with a central 3x3 area of red squares. The board is surrounded by a border of red squares with numbers 1 through 24. The maze contains several paths and dead ends. The central area has a 3x3 grid of red squares, with the center square being white. The board is surrounded by a border of red squares with numbers 1 through 24. The maze contains several paths and dead ends. The central area has a 3x3 grid of red squares, with the center square being white. The board is surrounded by a border of red squares with numbers 1 through 24. The maze contains several paths and dead ends. The central area has a 3x3 grid of red squares, with the center square being white.

Restart

Current Score

player 1	28
player 2	21
player 3	27
player 4	19
player 5	19
player 6	23

Current Hand

Draw

**Advanced
AI
Design**

End of Presentation

Thanks for listening.

If you have any question,
feel free to ask.