

# Presentations

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JAVA Project  
Game Metro

Group Members

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# Overview

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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

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# 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.
- Visualize Placement:  
Enter the placement string and see tile placement.

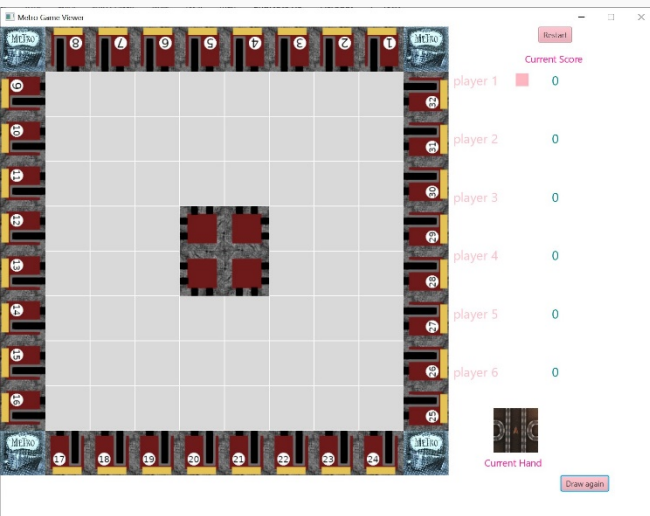
# GUI Design and Game Play



## Game Page:

- Board Layout
- Different Players
- Current Score
- Draw Button
- Restart Button

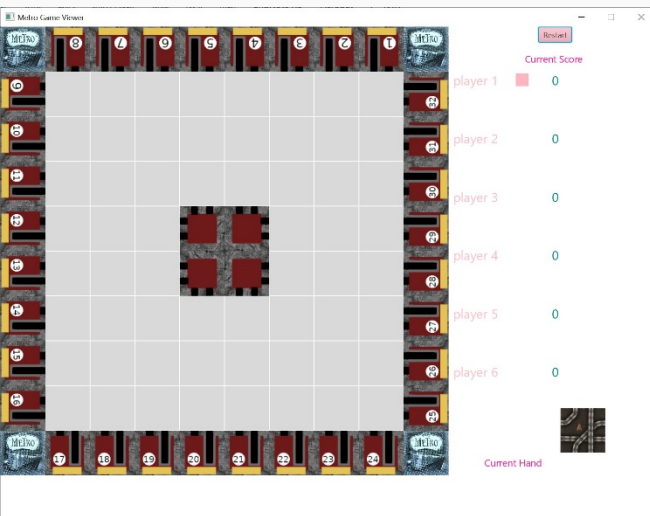
# GUI Design and Game Play



## Game Page:

-  
Current Hand

# GUI Design and Game Play

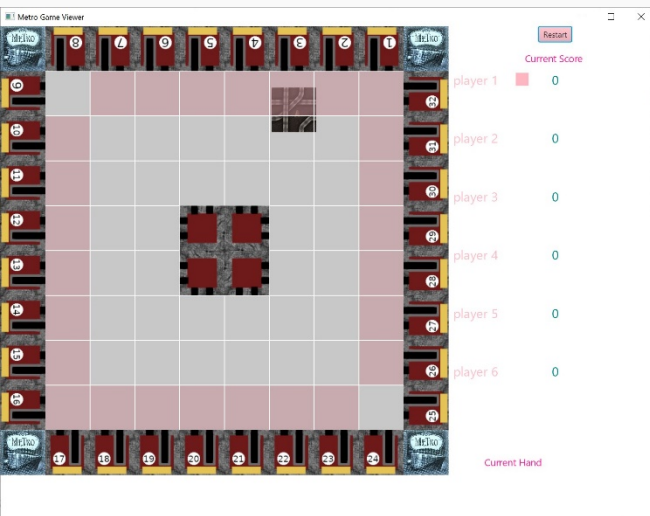


## Game Page:

-  
Draw Again



# GUI Design and Game Play



## Game Page:

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Drag and Place

# GUI Design and Game Play



**Game Page:**

-  
Game Over

# AI Design

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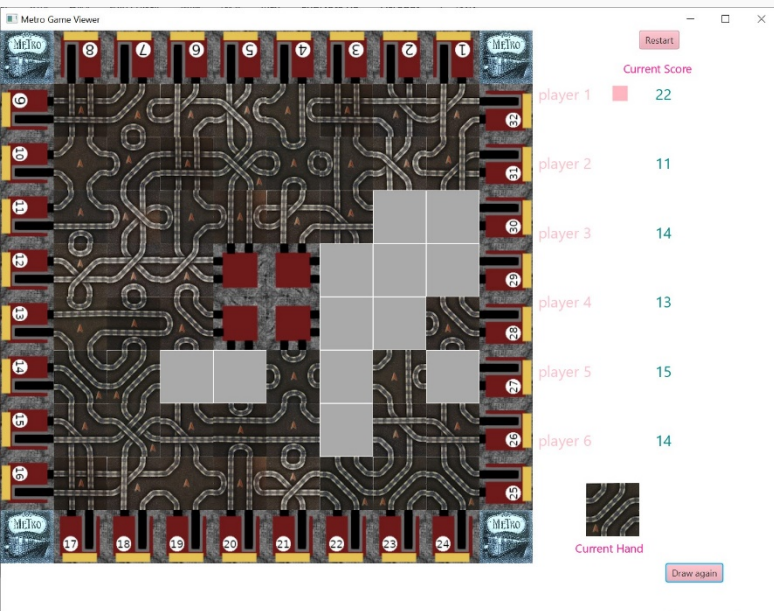


## **Animation:**

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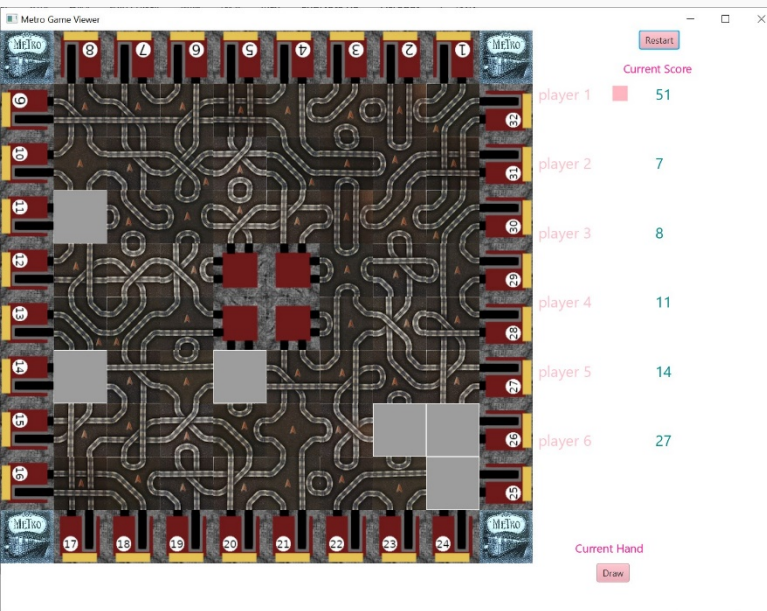
Showing Movement of  
Computer Player

# AI Design



## Simple AI Design

# AI Design



**Advanced  
AI  
Design**

# End of Presentation

*Thanks for listening.*

If you have any question,  
feel free to ask.