**“TreasureHunter” User Manual**

**Introduction**:

Treasure Hunter is a simple game in which a user clicks on a square to “Dig” for treasure. Clicking on the square either reveals a random quantity of treasure, or a trap. If there is treasure, the amount of treasure is added to the user’s total score for this game. If there is a trap, it is game over.

**Instruction**:

1. Compile all the java files in the folder “src”, and run the java file ”TreasureHunter.java” to start the game.

[In ExtraCredit] You are expected to enter command like “java TreasureHunter 5 3”, which means generating 5x3 grid of squares, to launch the game. If user didn’t input the number of row or column, the program would ask you to input.

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1. After reading the welcome message, click ”OK” to start the game.

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1. Click the button to dig your treasure. If it is the treasure, the button will reveal the value of the treasure. You could continue to dig until you are caught by a trap.

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1. [In Task2 and ExtraCredit] You are expected to enter your name, and click “OK” to check the high score.

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1. After the high score list is shown, you will be ask whether you want to play again. If click ”NO”, you would quit the game, while you click “YES”, the game will restart.

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