

COMP1110 Assignment2
Tue11v



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SOLO game

Against Computer !

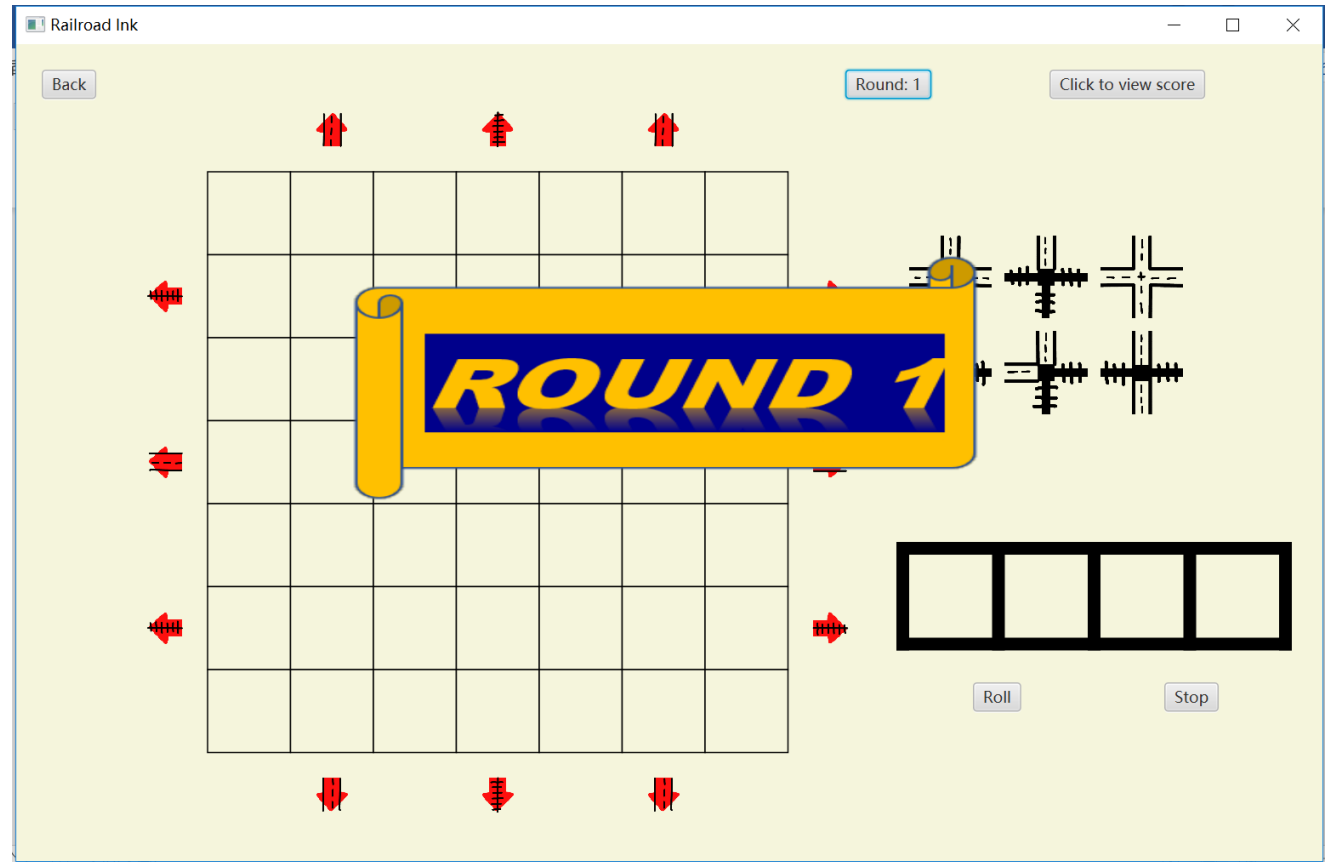
Placement Viewer

Three Game Modes

- SOLO Game
- Against Computer
- Placement View

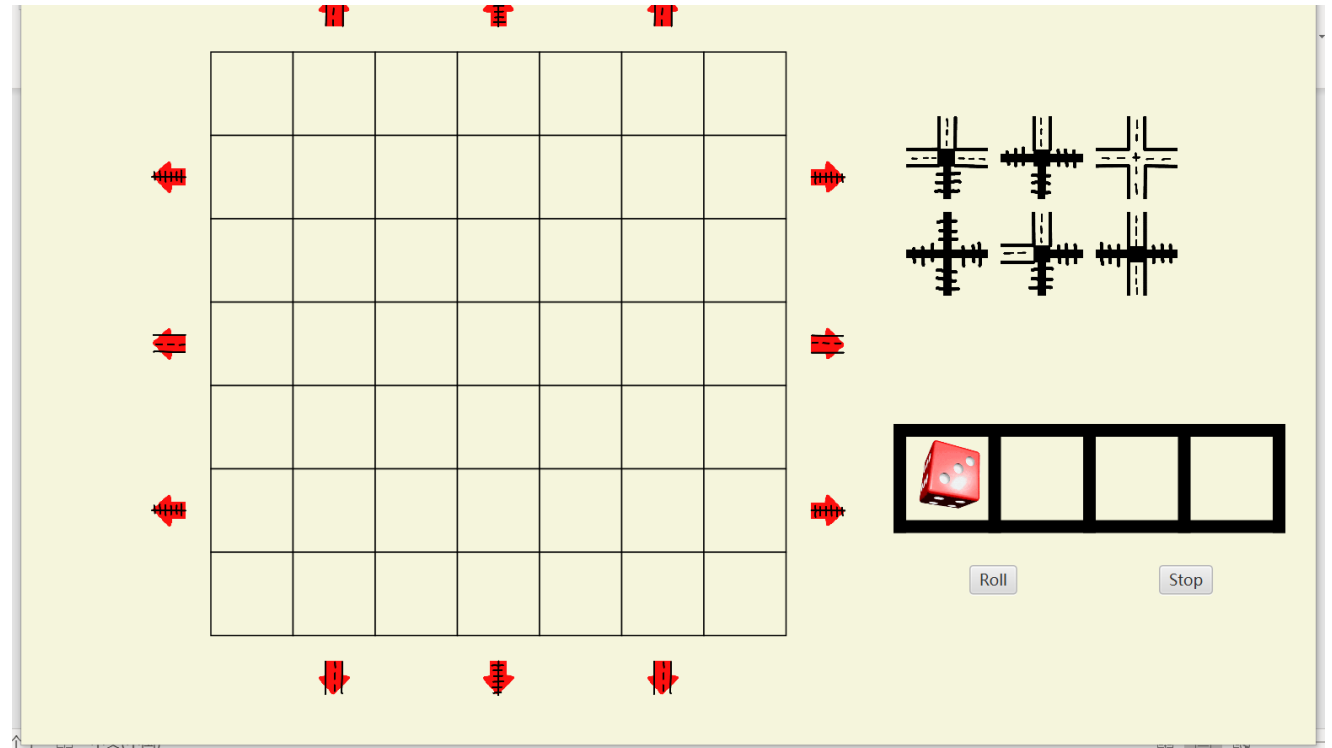
SOLO Game

- At the beginning of each round, there is a round animation



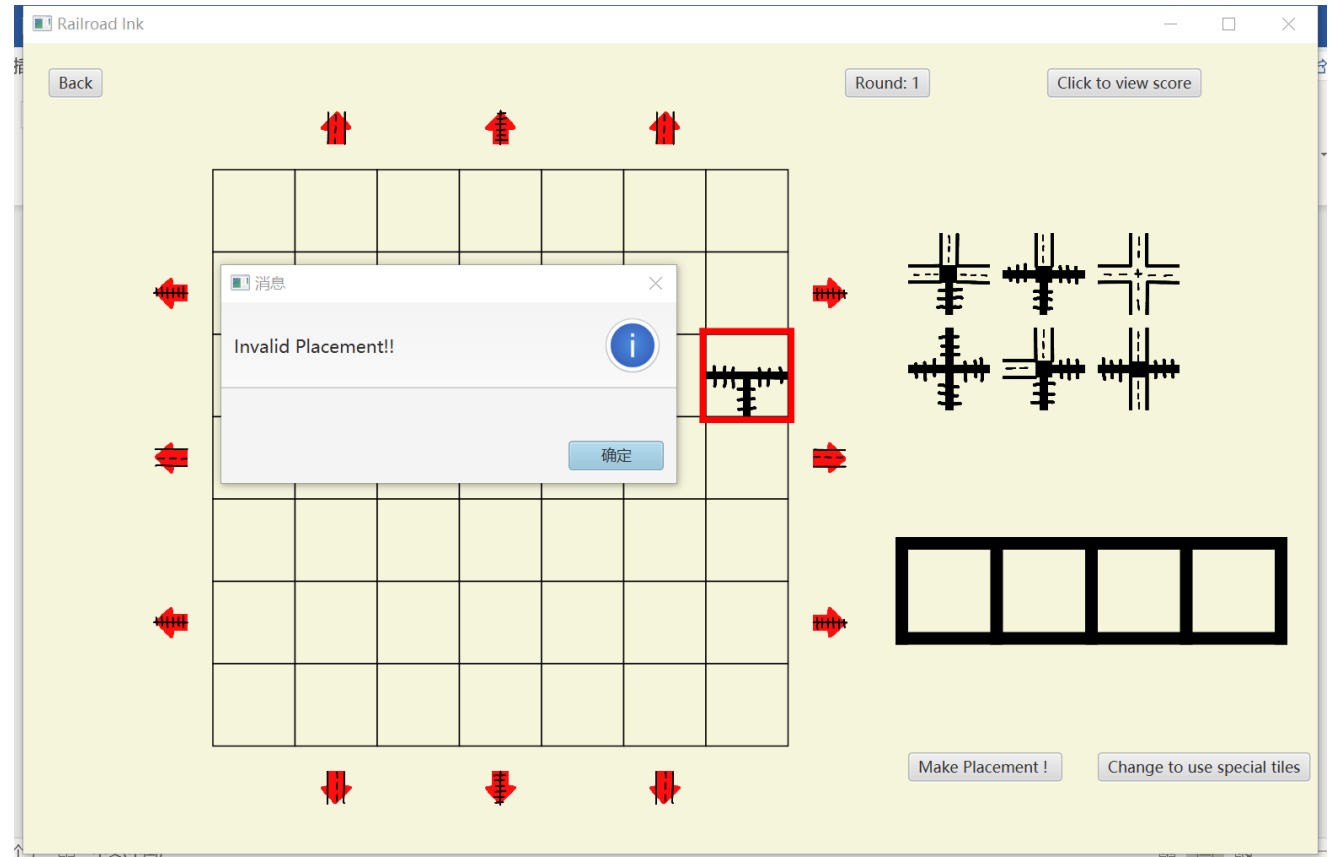
SOLO Game

- Press “Roll” to roll the dice (a rolling dice gif will be shown)
- Press “Stop” to stop rolling and get a tile



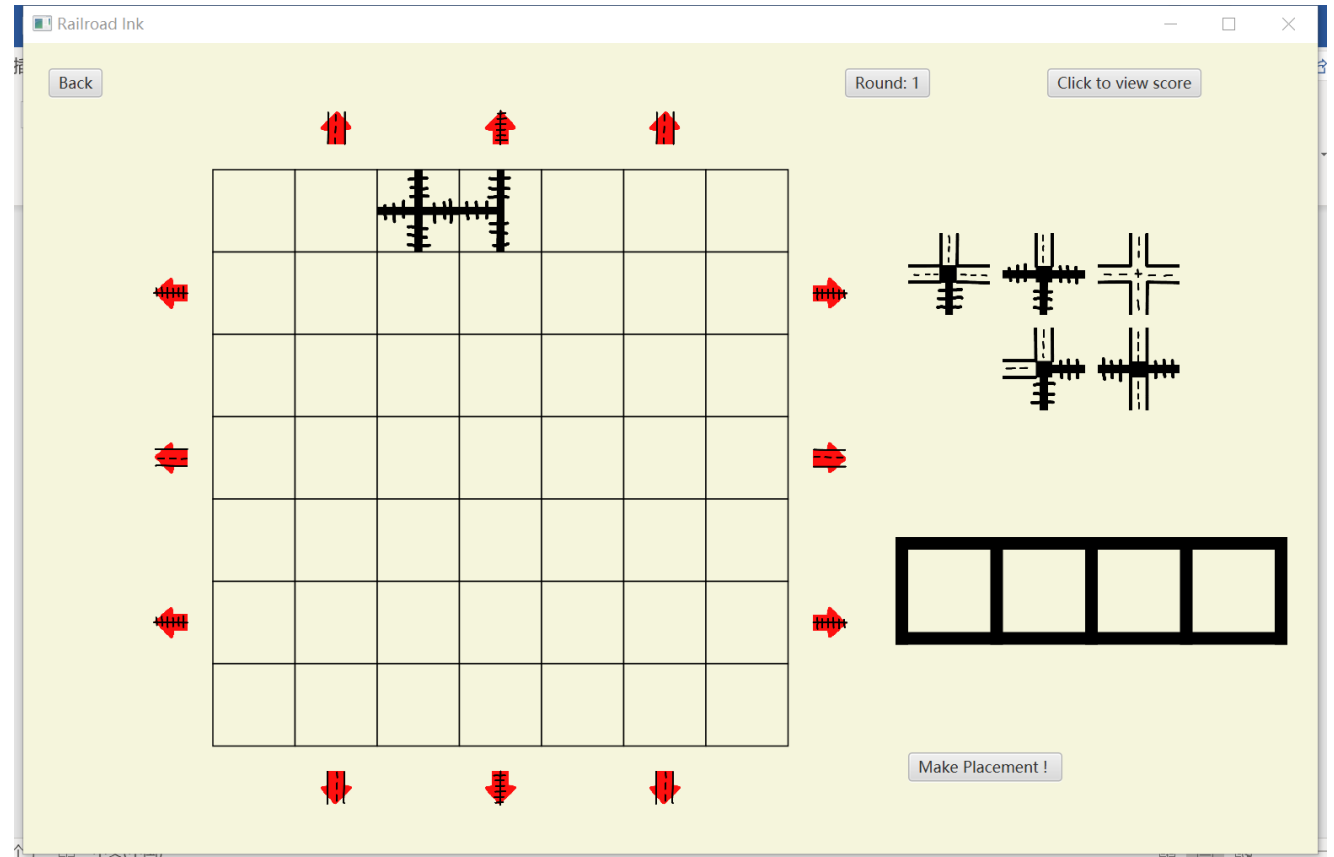
SOLO Game

- Drag the tile to the board, the tile will automatically fit into the nearest grid.
- Click “Make Placement”, if your placement is invalid, an alert dialog will pop up, and the tile will be surrounded by a red square.
- Now you can click any button in the dialog and replace the tile.



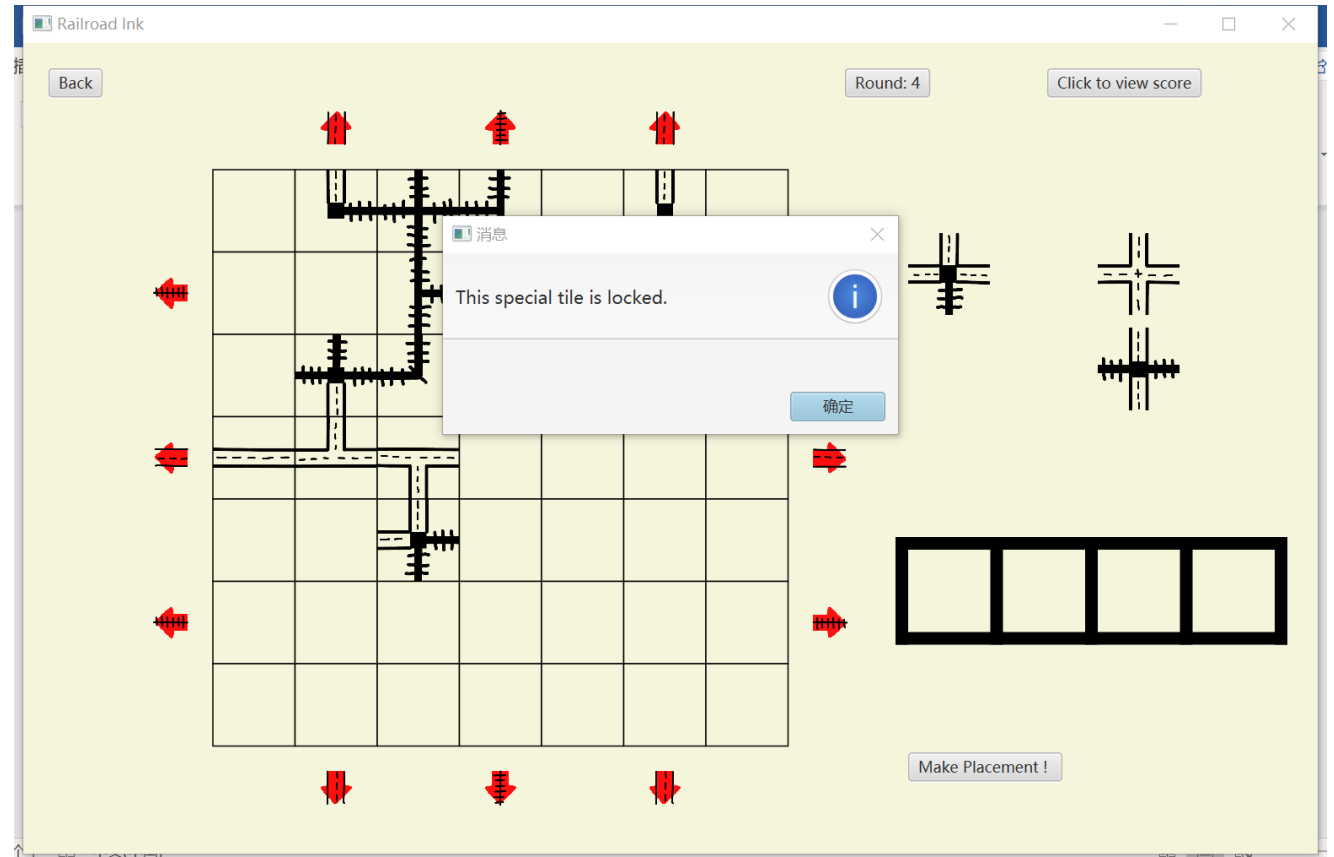
SOLO Game

- If you would like to use a special tile instead of a normal tile, click “Change to special tile”, the given normal tile will be deleted, and the six special tiles will be unlocked.
- Now you can place a special tile, click “Make placement” to move on.



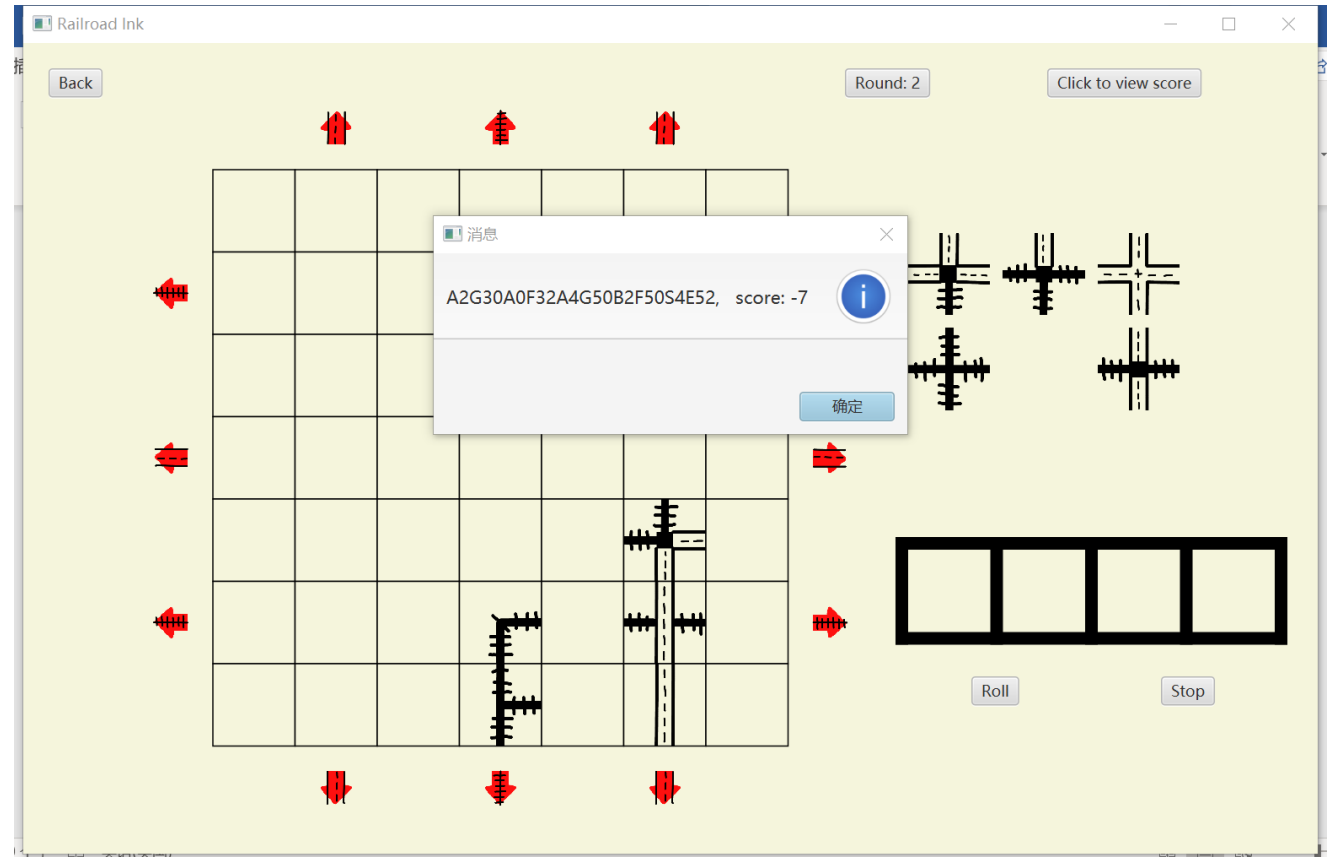
SOLO Game

- Once when you dragged a special tile into the board, you cannot drag another special tile. If you click on others, the dialog will remind you that the tile is locked.
- Also, when you have used three special tiles, the remaining special tiles will disappear, and the “Change to special” button will not show again.



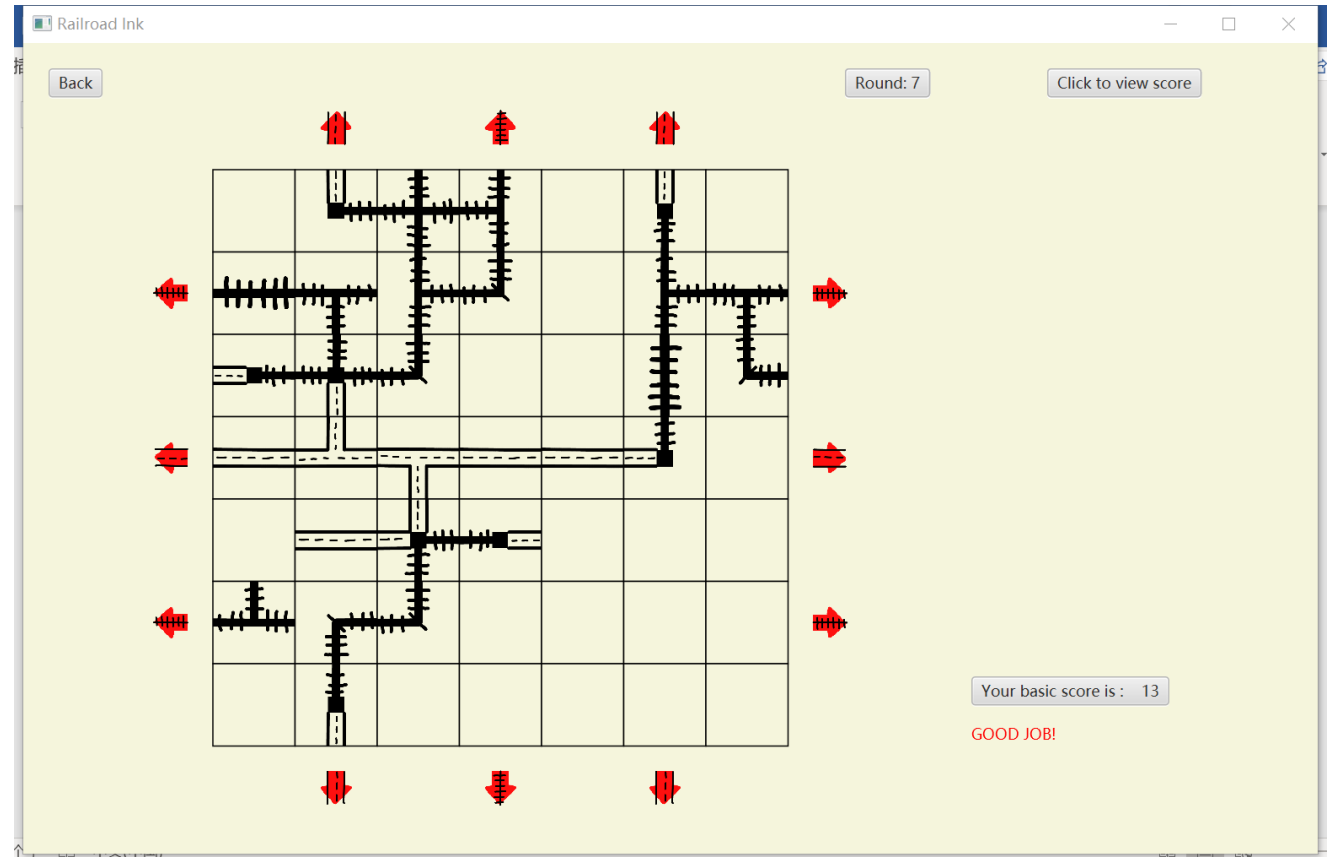
SOLO Game

- In the top right corner, there are two buttons.
- The first button shows the round you are currently in.
- The second button, you may click it to view the board string and your current basic score.



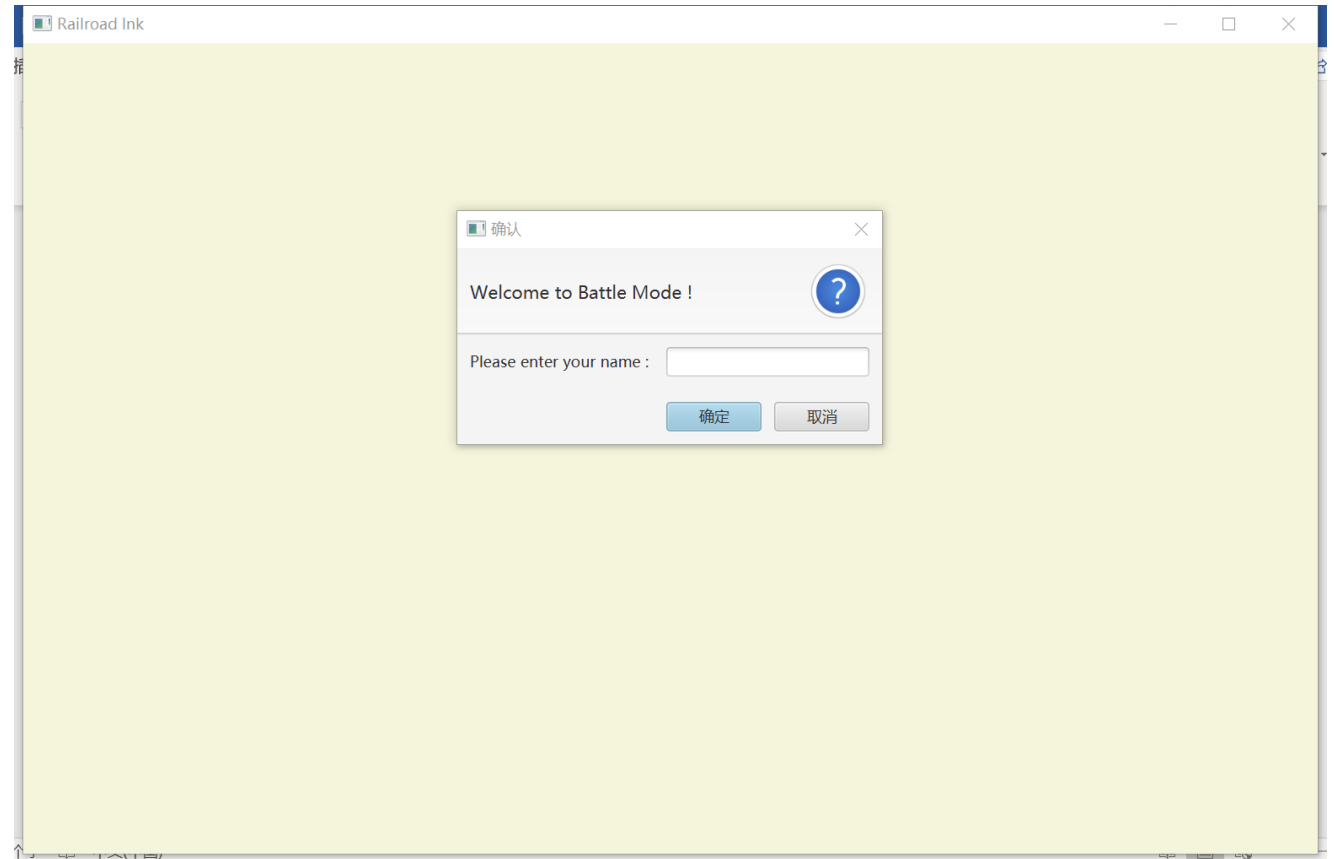
SOLO Game

- After 7 rounds, the game ends.
- First there will be a dialog to remind you the game has ended.
- Close the dialog you can also see your score on the game page.
- Click “Back” in the top left corner to return to the homepage.



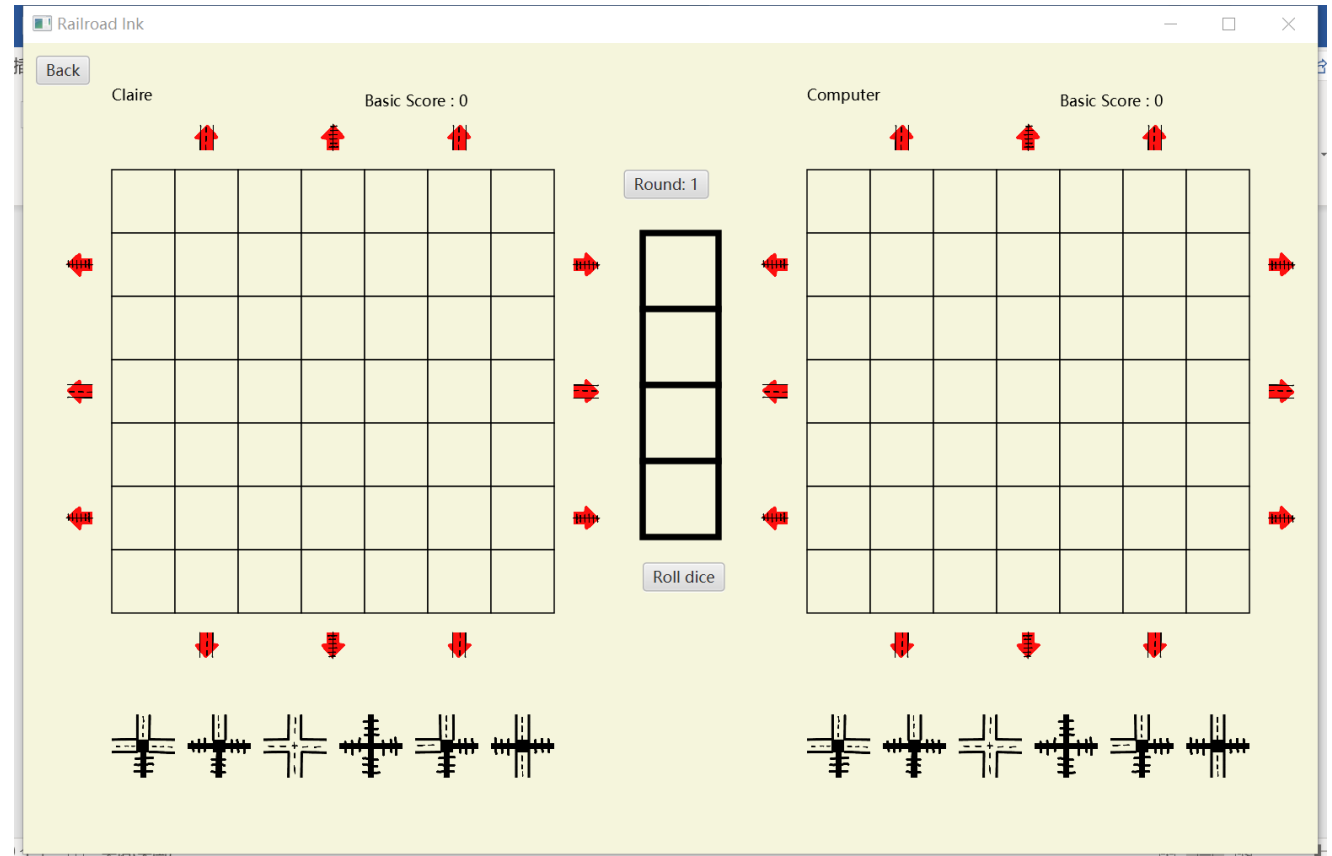
Multiple players

- At the beginning of a multiple players game, you need to enter your name.



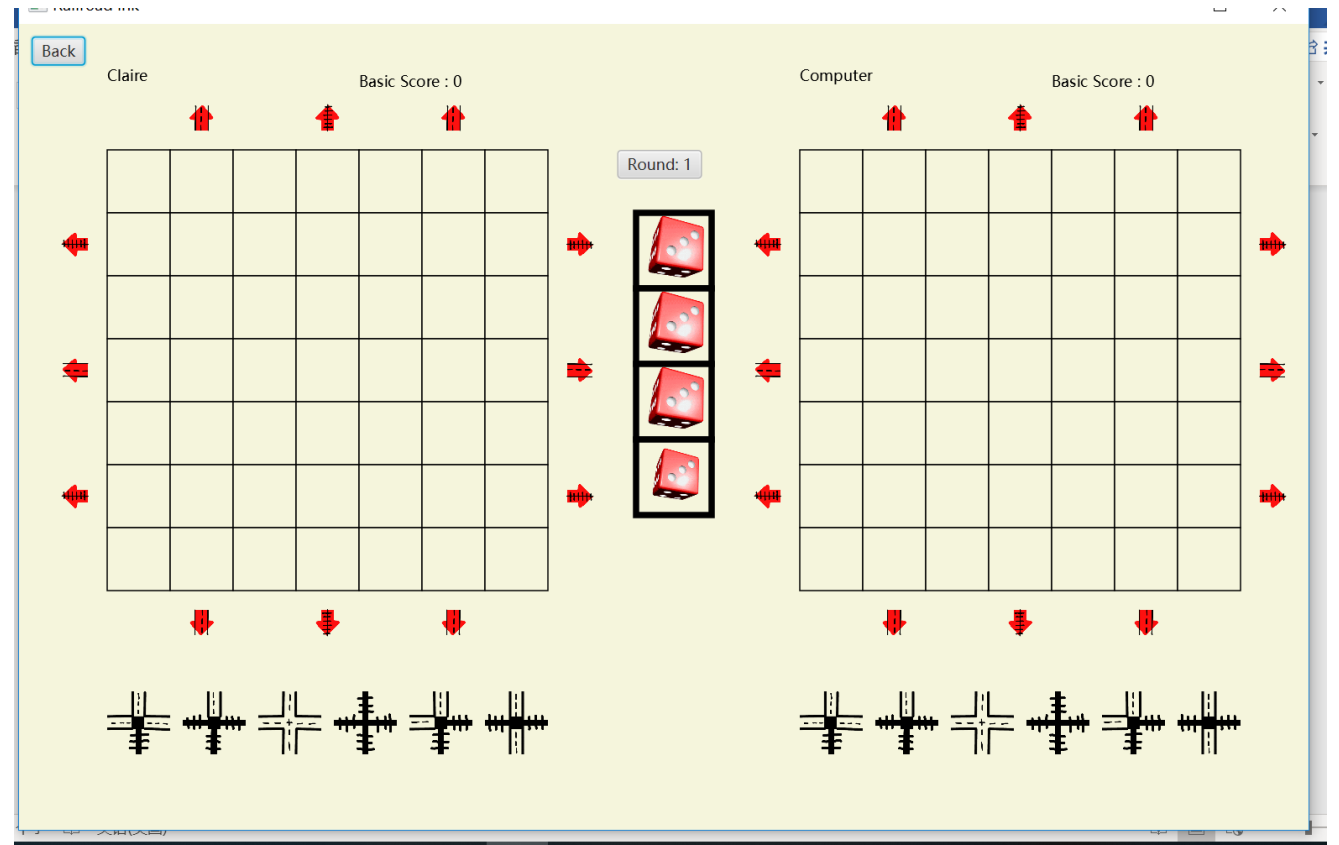
Multiple players

- The left board is yours, with your name above. The right board belongs to the computer, AI player.
- Click “Roll dice” to begin the first round.



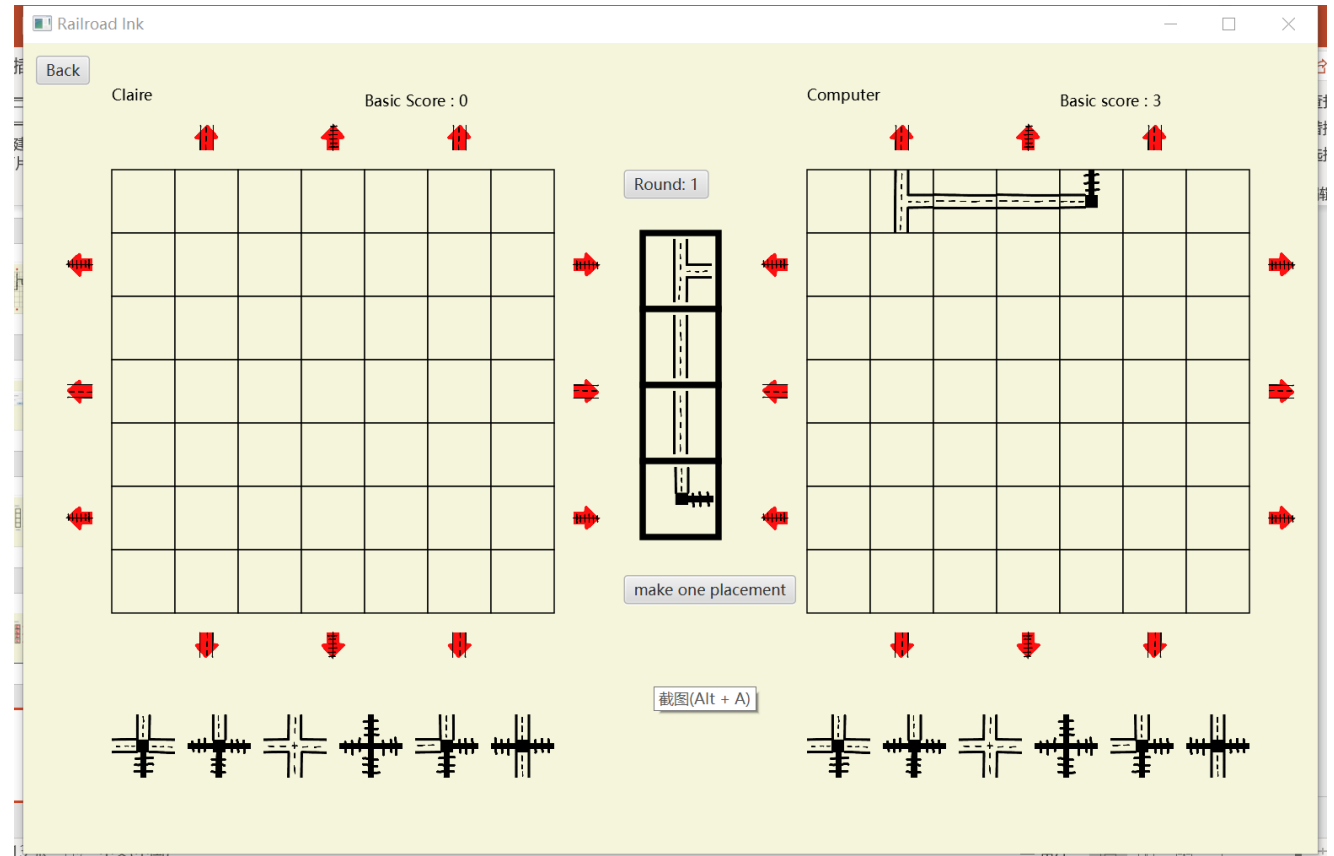
Multiple players

- Unlike SOLO game, four dices rolled together in this mode.
- Four tiles will be given at the same time.



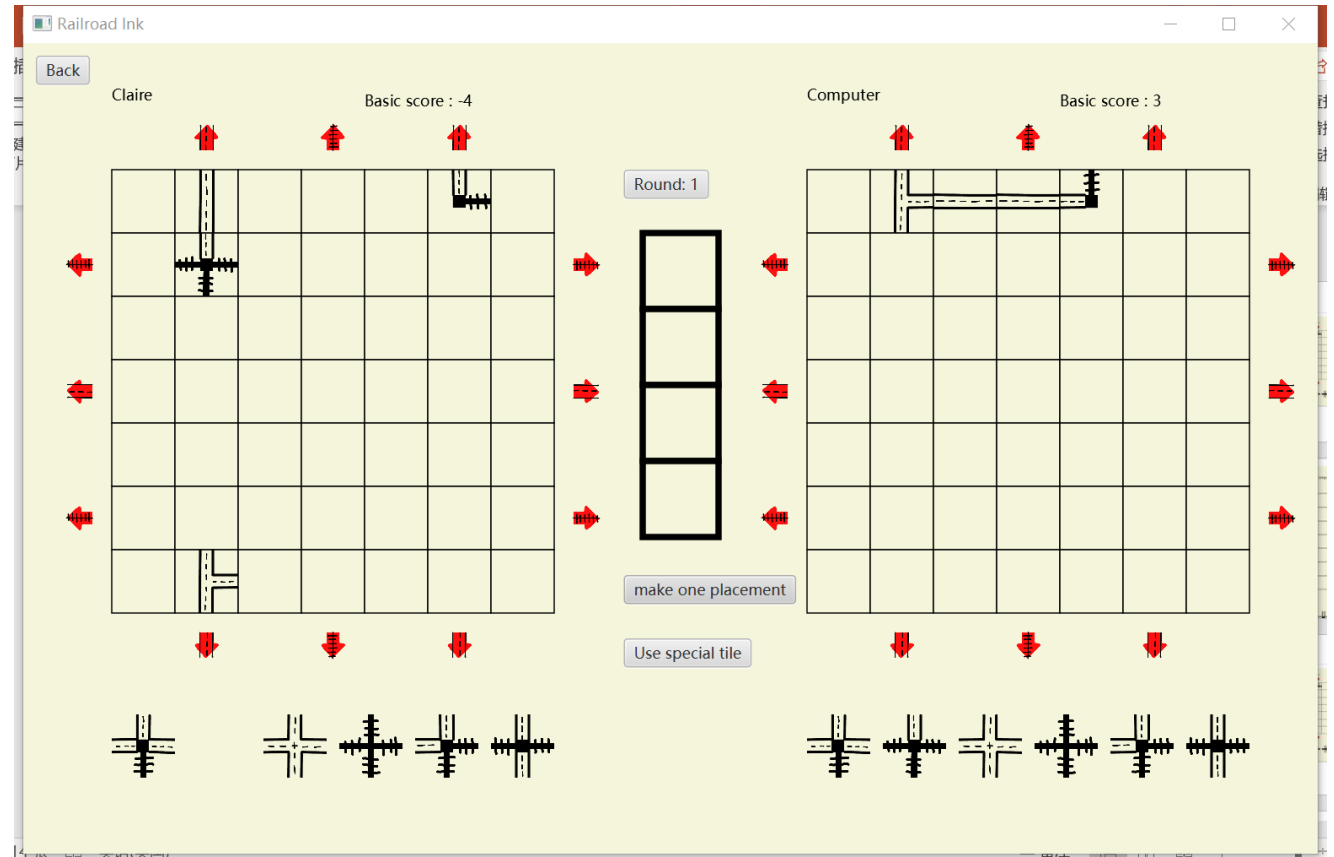
Multiple players

- When dices stop rolling, the computer will immediately make four placements.
- Don't worry~~ You have enough time to drag the given tiles in your board.
- The order of tile choosing doesn't matter.



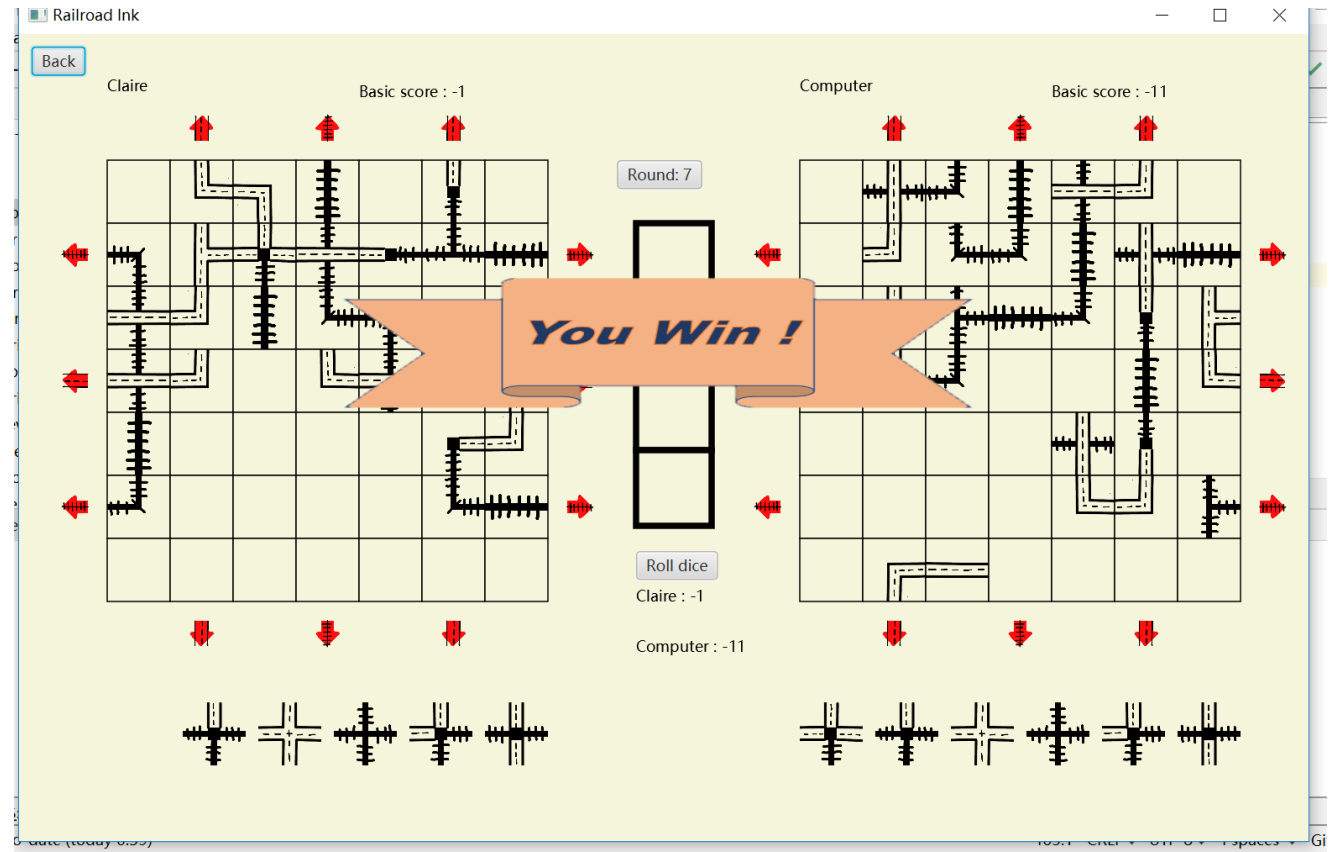
Multiple players

- Same as SOLO mode, you can use special tile by clicking “use special tile”.
- Note: special tiles only for replacing, which means the “use special tile” button only shows after you have tried to place a normal tile but failed.



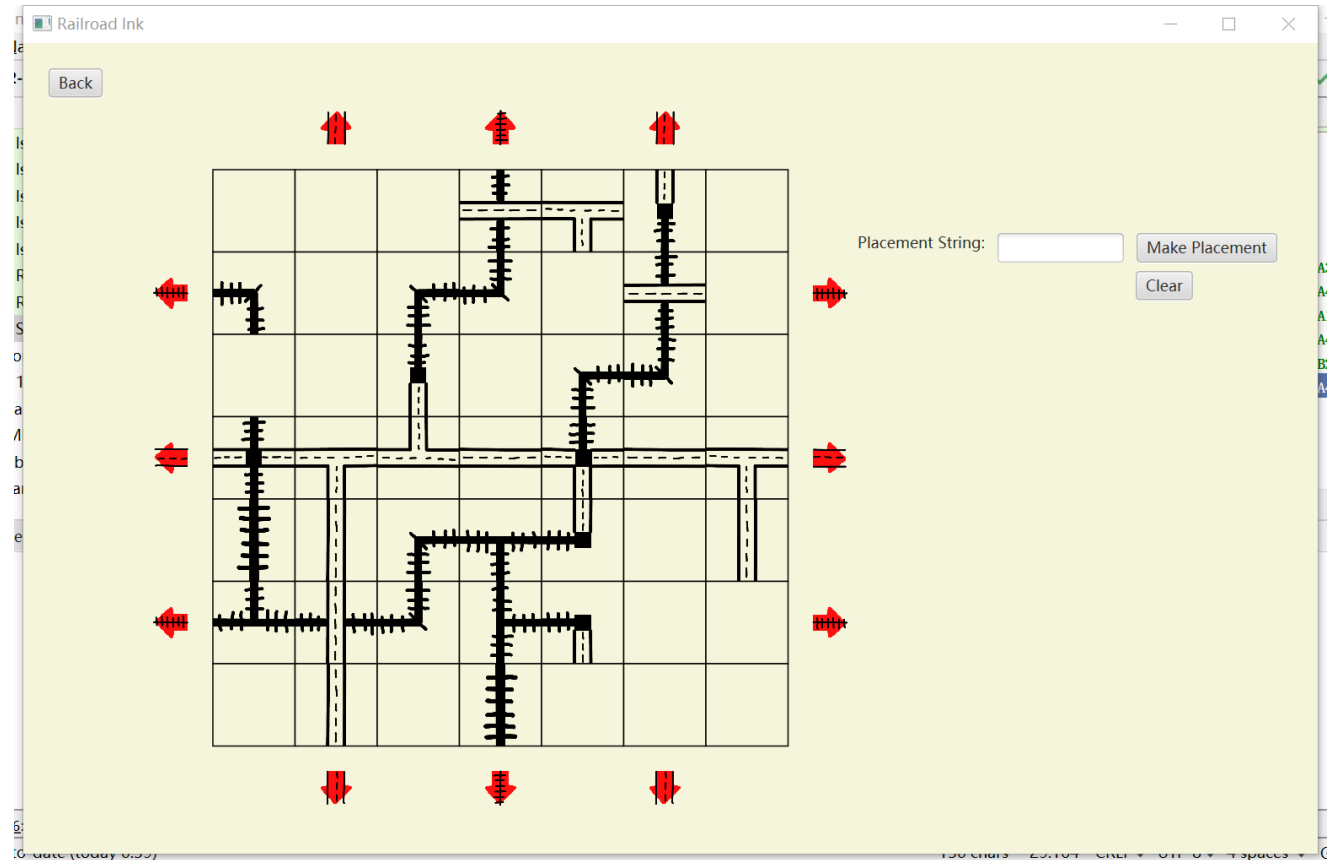
Multiple players

- After seven rounds, the game will compare the scores of you and the computer, and show "You Win", "Your opponent won...", or "End in a draw".
- Now you can click "Back" to return to homepage.



Placement Viewer

- A very simple viewer for tile placements in the Railroad Ink game.
- Enter a placement string or a list of placement strings, press “Make Placement”, OK!!
- Press “Clear” to clear the board.

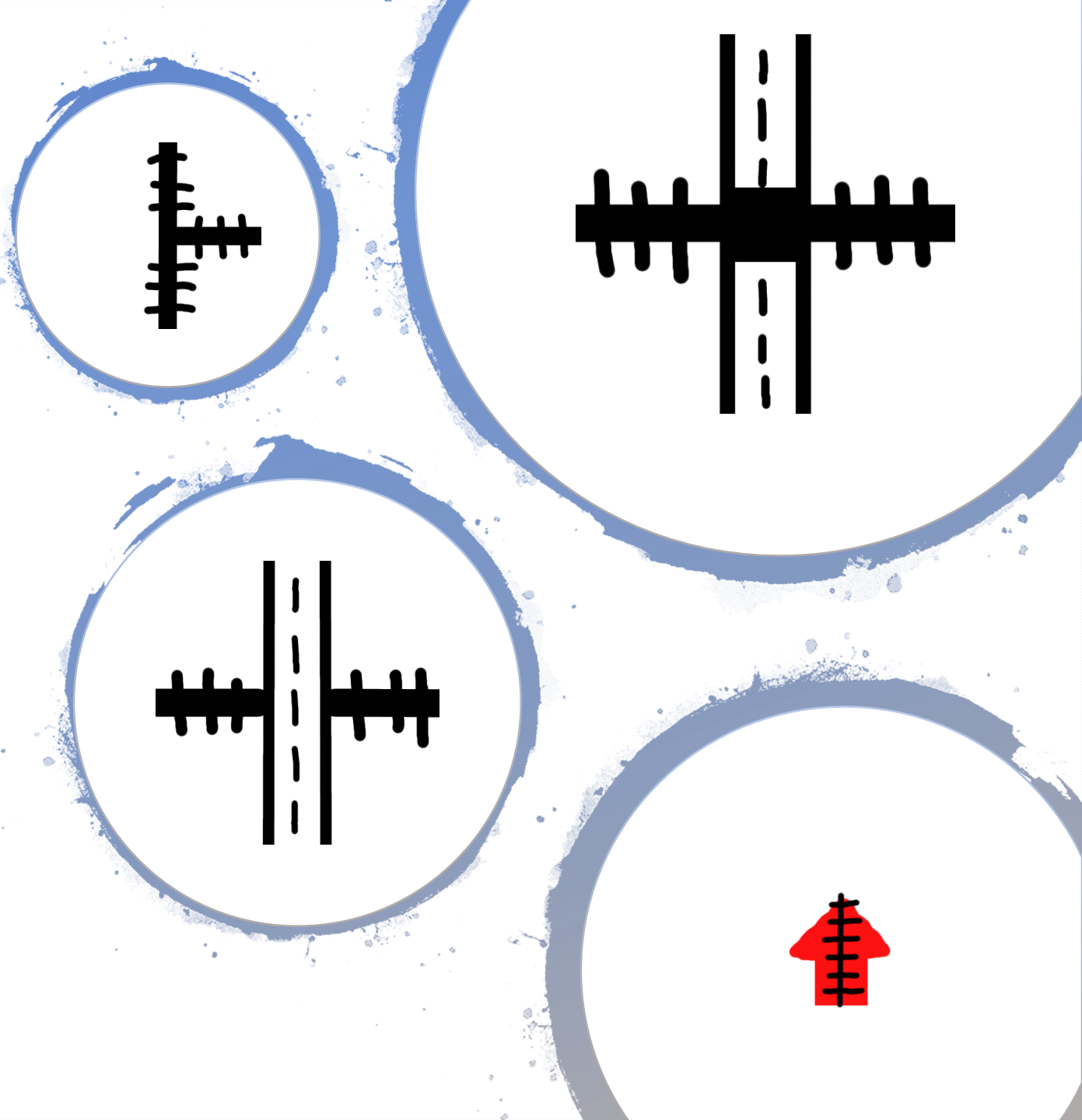


Most proud of: DraggableTile()

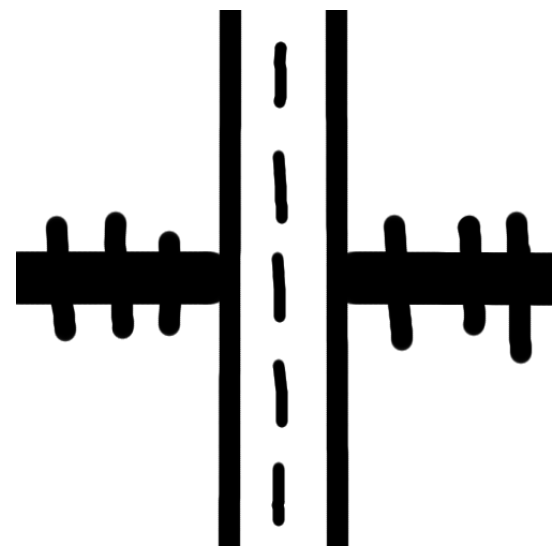
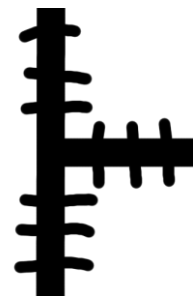
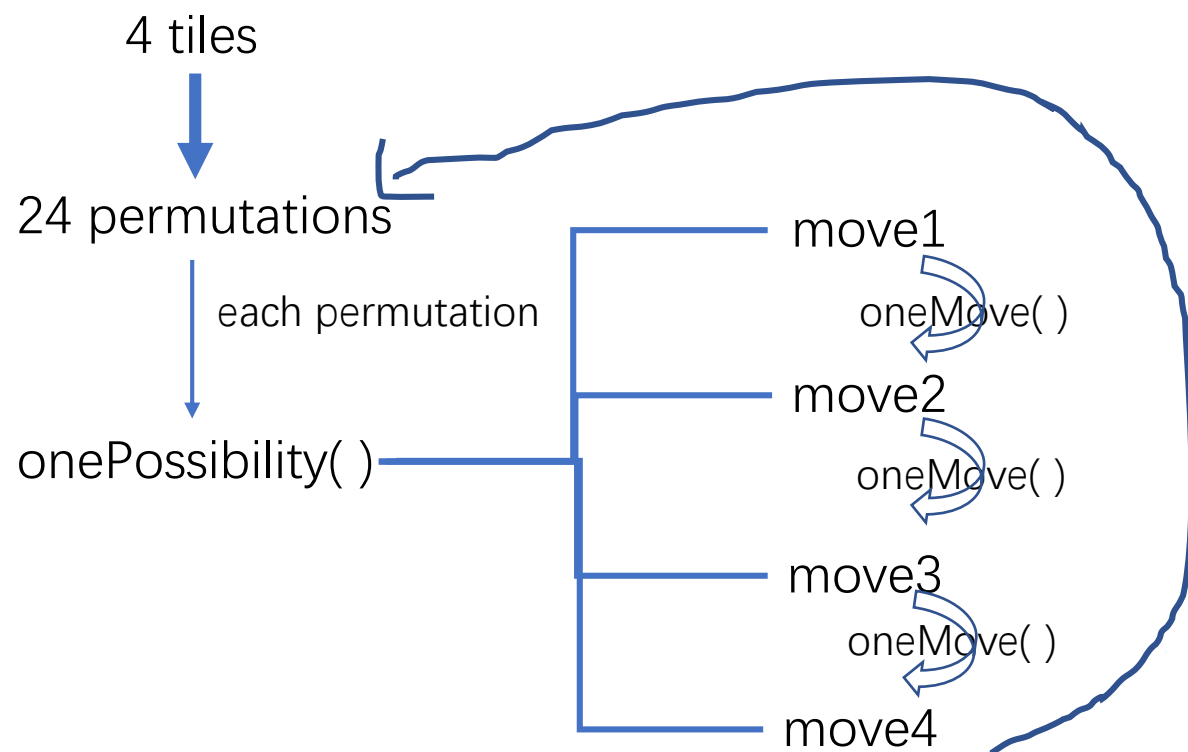
<class DraggableTile extends Tile>

<class Tile extends ImageView>

- String getPlacementString()
- void rotate()
- void backToOrigin()
- **void lockOthers()**
- void alertError()



Computer Opponent



What can be improved...

- AI opponent
- JavaFX code conciseness
- Advanced scoring



You Win !

Your opponent won....

End in a draw !



THANK YOU~