Welcome to RobotGo!!!

Before we head into all the fun of playing the game, it is recommended the user should read through this user manual carefully so future confusion could be avoided as much as possible.

1. Introduction of the Game.

This game is brought to you by a group of passionate programmers called team B3 from class CMPT370 in University of Saskatchewan as a class project.

This is a computer-based board game. In contrast to traditional board game, we take advantage of computer to realize some functions that cannot be realized by physical board game and also we added AI option for people who just cannot find partner to play with.

2. Game Requirement and Installation
Our program can be executed using terminal by Java –jar RobotGo.jar

3.Rules of the Game

Scout	Sniper	Tank	
A:1	A:2	A:3	Attack
H:1	H:2	H:3	Health
M:3	M:2	M:1	Movement
R:2	R:3	R:1	Range

Figure 1: The attack, health, movement point and range

3.1 About the number of players and the corresponding color.

With two players, red and green are used, and the board has 5 spaces on a side. With three players, red and yellow and blue are used. With six players, all colors are used. The colors are assigned randomly. All robots enter in their home space.

3.2 About multiple robots occupying the same tile.
Any number of robots, including ones from opposing teams, can occupy the same space.

3.3 About the order of play

A turn begins with Red team playing its robot with greatest movement; then orange plays its robot with greatest movement, …, finally blue plays its greatest-movement robot — this completes one round. Then a second round is played where Red plays its next-highest movement robot, then orange, ..., up to blue. Then a third round where Red's lowest-movement robot plays, ..., finally blue's lowest-movement robot plays. Thus, every robot gets one play per turn, and fastest robots move first. Note that, Red's highest-movement robot might not be its scout, because that robot might be dead.

3.4 About the action you can take in you turn.

If a team does not have a robot to play during a round, skip to the next color. A play consists of moving, shooting, and moving again. One movement point to enter a space. If a robot runs out of movement points, it cannot move any further during that turn. Different robots have different movement amounts. At the end of every turn, robots regenerate their movement points—i.e. they can move again next turn.
Robots can only see and shoot at robots in range. As they move, new spaces become visible.

3.5 About shooting

Shooting at a space means selecting a range and direction causes the shooting-robot's attack-rating to be subtracted from the health of all robots in that targeted space. If a robot's health drops to (or below) zero, the robot is dead and removed from play. Until a robot is dead, its movement and damage ratings are unimpaired. Note that range=0, direction=0 is valid.
If more than one team's robots are still alive, another turn starts with Red's highest-movement robot.

3.6 About winning

If only one team's robots are still alive, that team wins the game.
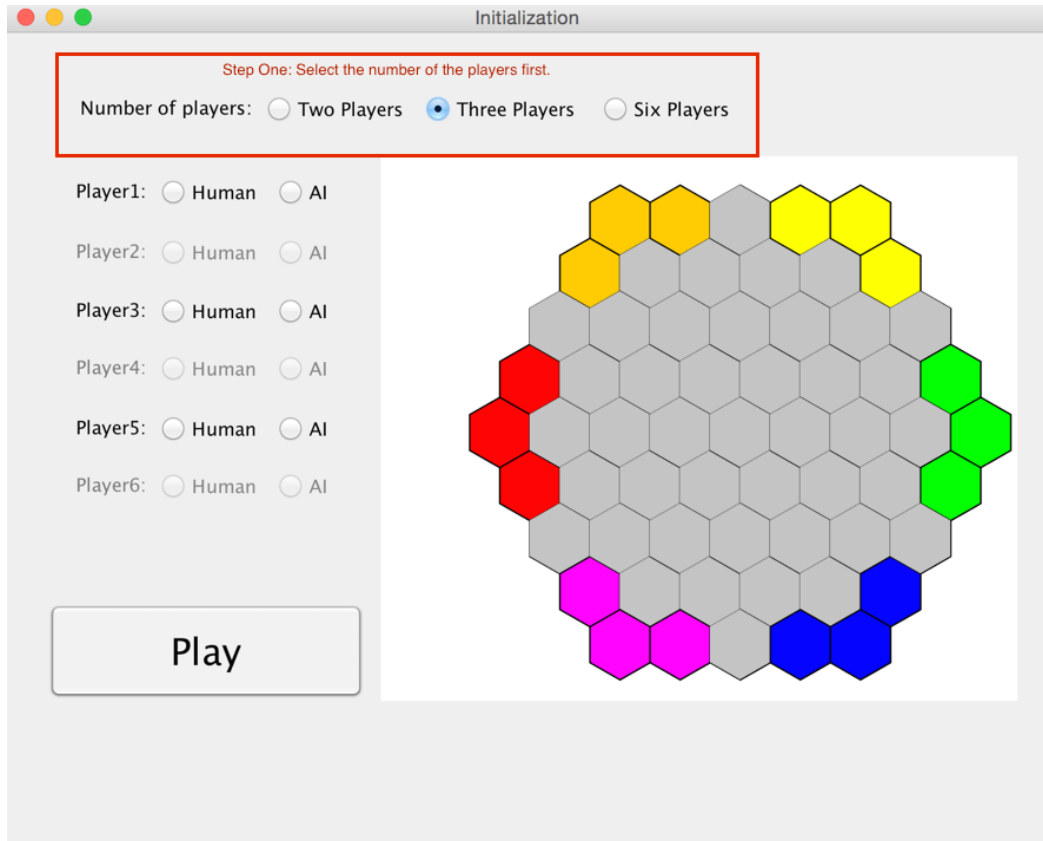
4 How-To

4.1 How to start the game

Figure 2: Step One of Starting a Game

Step One: Select the number of the players first.

This has to be chosen, otherwise the game will not run correctly. The number of players can be chosen from two players, three players or six players. Those options were designed for the fairness of the game. Every time the number of players were chosen, their location on the game board and their color were fixed. Unfortunately, players don't get the right to make those decisions but it could be a feature we may add in the future upgrade.

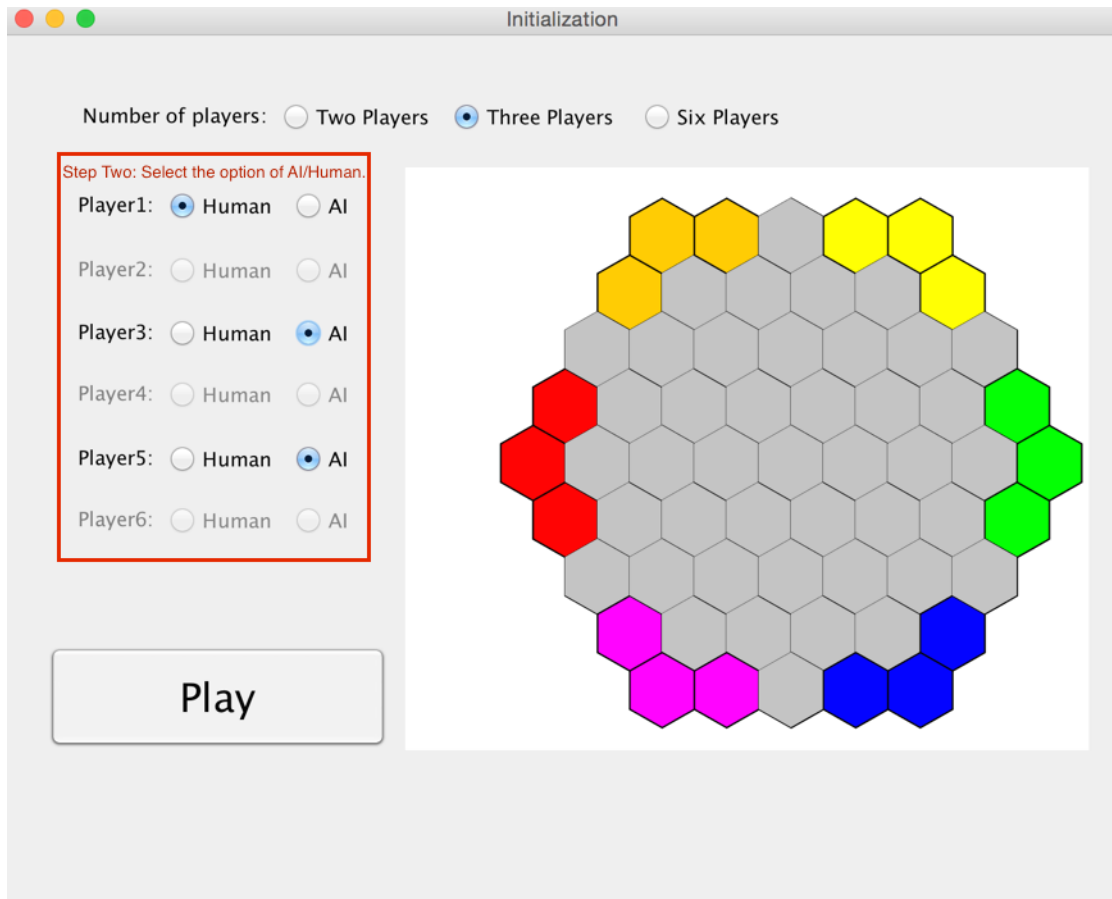For example, the figure above shows that two players are chosen.

Figure 3: Step Two of Starting the Game

Step Two: Select the option of AI/Human.

After the number of the players were chosen, for each player, we need to select AI or Human. They could be all Human, all AI or mix of AI and Human. In previous step, if two players were chosen, play1 and player4 were open for AI/Human selection. If three players were chosen, play1, player3 and player5 are open for AI/Human selection. If six players were chosen, all players are open for AI/Human selection.

For example, the figure above shows that player1 is Human, player3 is AI and player5 is AI.

Figure 4: Step Three of Starting the Game

Step Three: Click the "Play" button.

After all the necessary selections have been made, click "Play" to go to the main game board. Initially the game board was shaded and after the player1 is in position, he can click "start" button to start the game.

The figure one following is the screenshot after the "Play" is clicked and figure two below is the screenshot after the "start" button is clicked.
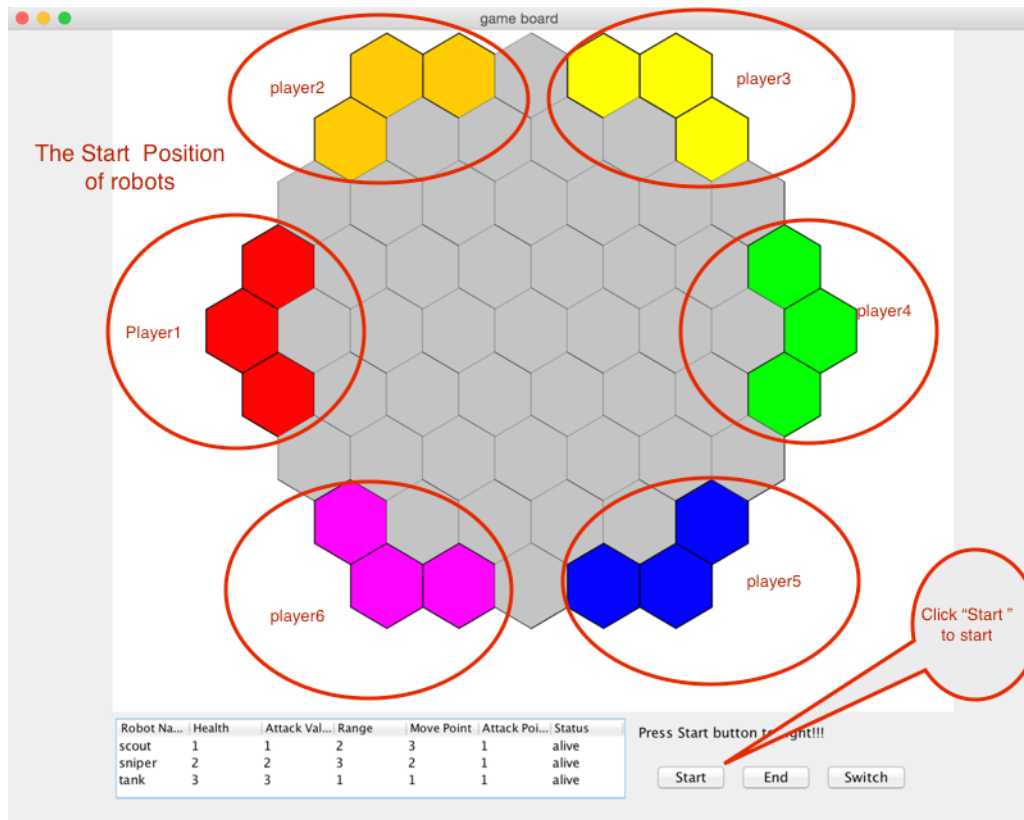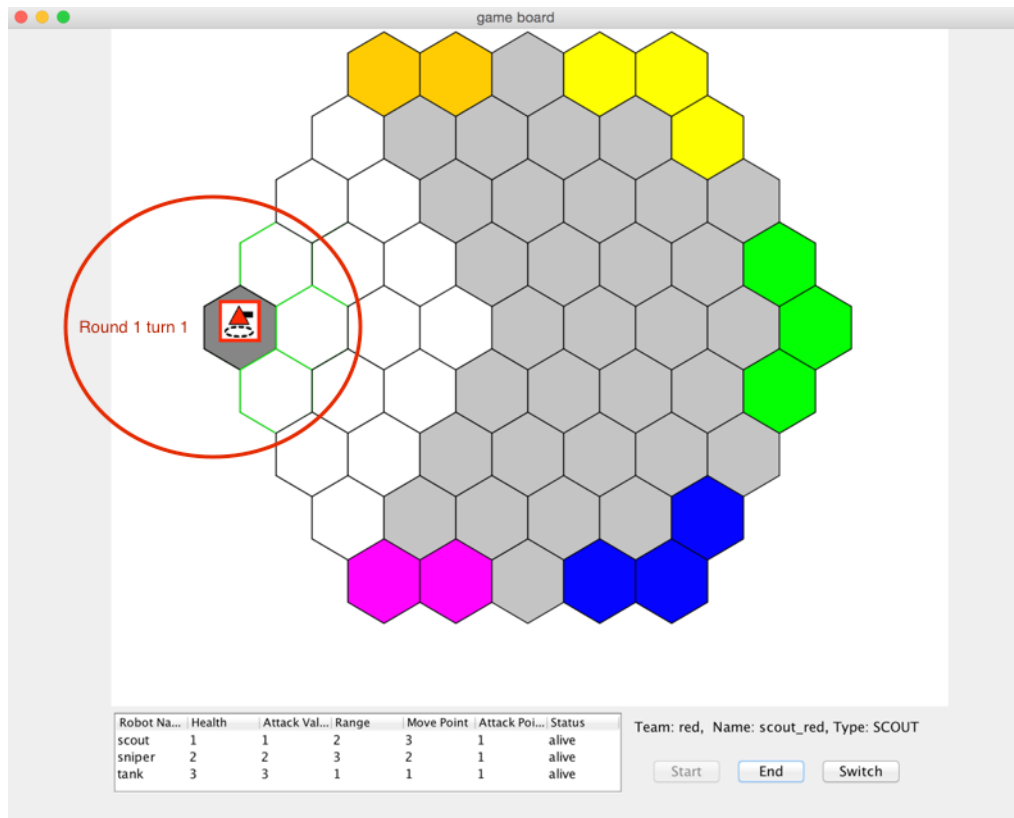
Figure 5: The Start Position of All the robots

Figure 6: After "Start" button is clicked

4.2 How to play the game

Step One: Click any one cell around the current robot.

So for each of the robot, when it is their turn, the maximum step they can move once is one. Player click the cell they want their robot to move to and there will be three buttons popped up which is move, attack and cancel. If they click the move button and there is still move point left, they can achieve that attempt otherwise they will ignore the move button click. If the attack button is clicked and it will check if there is any attack point left. The figure below shows what happens when the cell was clicked.
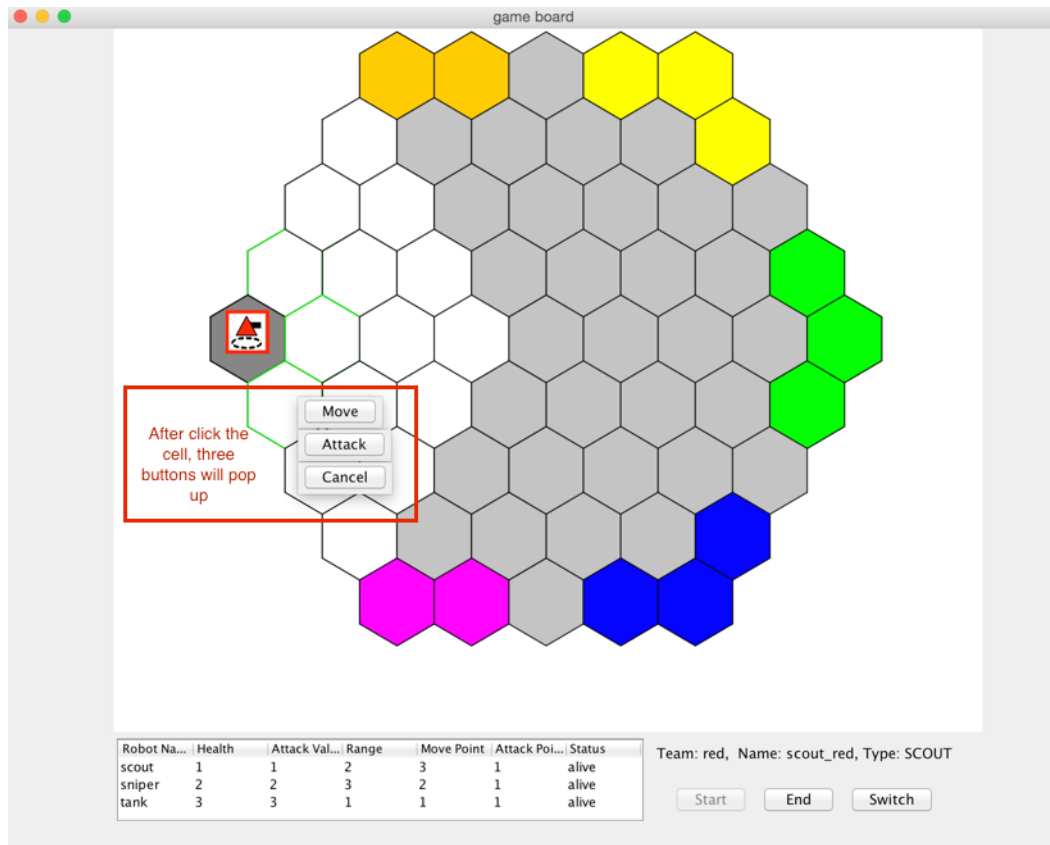
Figure 7: Click the Cell

So after the cell is clicked, and if you want to redo the click you can always click cancel button to cancel it. No point will be consumed.
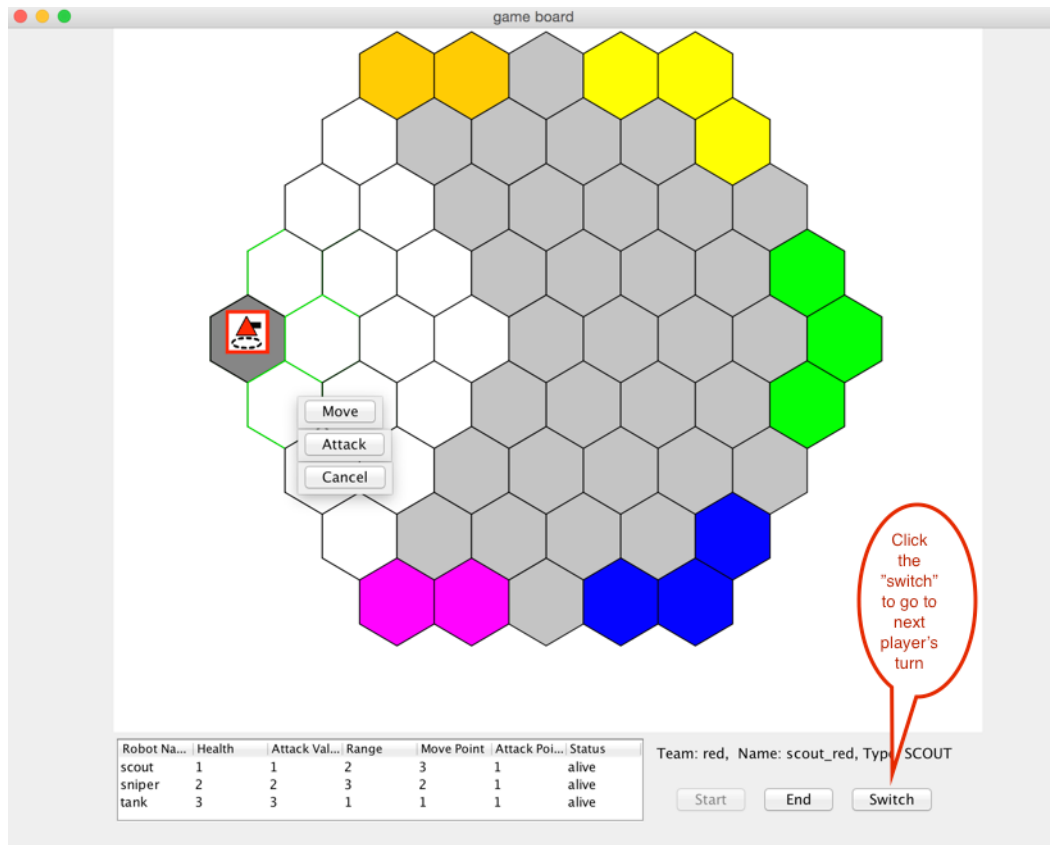
Figure 8: Click the Switch Button

Step Two: Click switch button

After finish you turn, you can click switch and transfer the screen to next player. The order goes clockwise.

Step Three: Shoot the robot.

Whenever the robot is in range, just click on the cell and click the "Attack" button to fire as following figure shows.
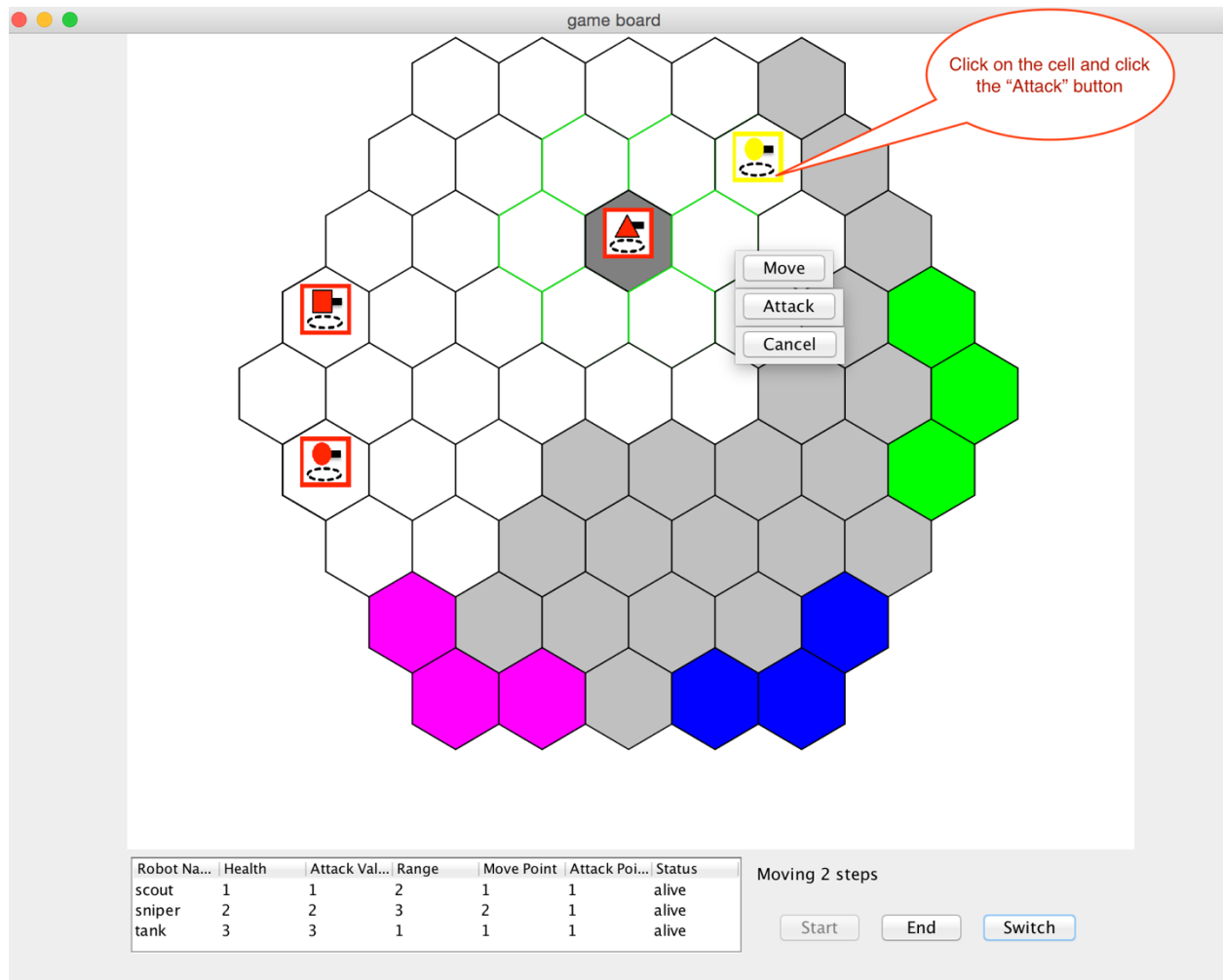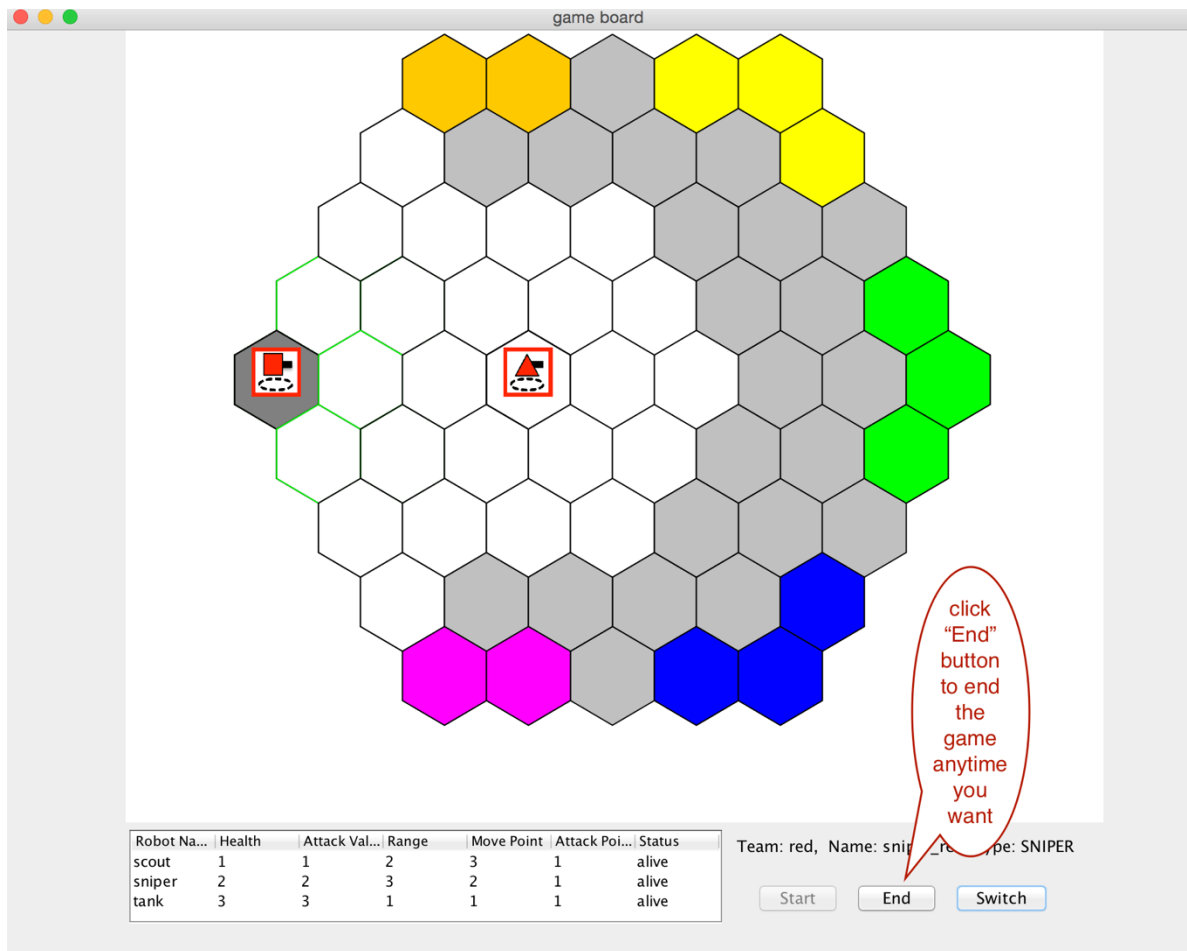

Figure 9: How to Attack

Figure 10: How to End the Game

4.3 How to end the game.
No matter you want to end in the middle of the game or all other players were killed.
Just click the "End" button to go to the selection interface.