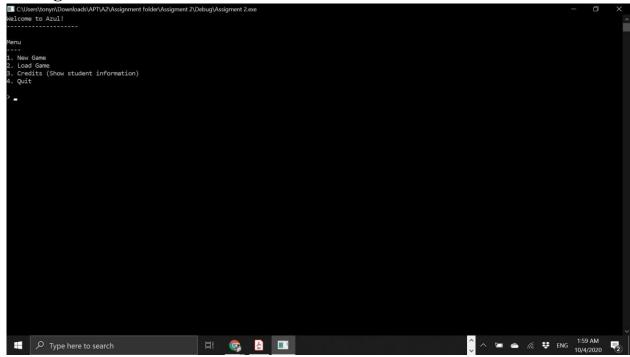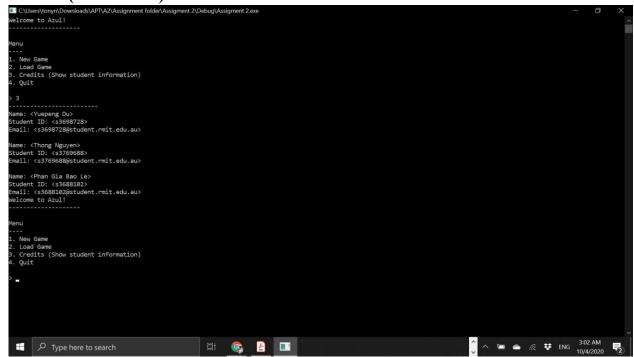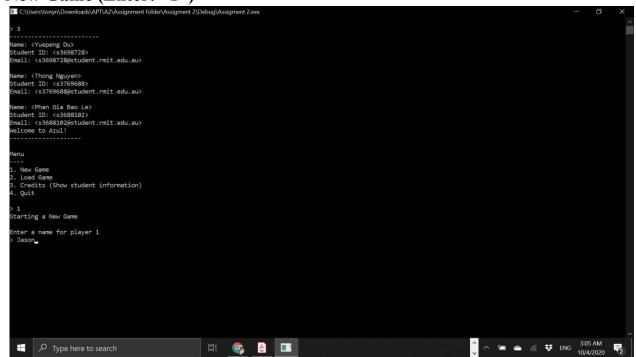# PROJECT DESCRIPTION

1. Menu game

Enter number (1-4) to choose section.

2. Credits (Enter: "3")

This section includes all information of team members.

3. New Game (Enter: "1")

Enter name of player 1 (for ex: "Jason")


```
> 3
------------------------
Name: <Yuepeng Du>
Student ID: <s3698728>
Email: <s3698728@student.rmit.edu.au>

Name: <Thong Nguyen>
Student ID: <s3769688>
Email: <s3769688@student.rmit.edu.au>

Name: <Phan Gia Bao Le>
Student ID: <s3688102>
Email: <s3688102@student.rmit.edu.au>
Welcome to Azul!
--------------------

Menu
----
1. New Game
2. Load Game
3. Credits (Show student information)
4. Quit

> 1
Starting a New Game

Enter a name for player 1
> Jason

Enter a name for player 2
> Alan
```

Enter name of player 2 (for ex: "Alan")

LET'S PLAY

```
C:\Users\tonyn\Downloads\APT\A2\Assignment folder\Assigment 2\Debug\Assigment 2.exe                          —    □    ×

Menu
----
1. New Game
2. Load Game
3. Credits (Show student information)
4. Quit

> 1
Starting a New Game

Enter a name for player 1
> Jason

Enter a name for player 2
> Alan

Let's Play!
=== Start Round 1 ===

TURN FOR PLAYER: Jason
Factories:
0: F
1: Y B U R
2: U U L L
3: B U R R
4: Y B Y Y
5: R B B Y

Mosaic for Jason:
1:          . || . . . . .
2:         . . || . . . . .
3:        . . . || . . . . .
4:       . . . . || . . . . .
5: . . . . . || . . . . .
broken: Empty

> turn 4 Y 3_
```

Make sure that you enter the command **in the right order**: "turn *Factories Line* space *Title code* space *Mosaic Line*" (For ex: "*turn 4 Y 3*")

To add titles to Broken Line: please add "0" to the last (For ex: "*turn 4 Y 0*")


```
C:\Users\tonyn\Downloads\APT\A2\Assignment folder\Assigment 2\Debug\Assigment 2.exe                          —    □    ×

Mosaic for Alan:
1:          . || . . . . .
2:         . . || . . . . .
3:        . . . || . . . . .
4:       . . . . || . . . . .
5: . . . . . || . . . . .
broken: Empty

> turn 2 U 2
Turn successful.

TURN FOR PLAYER: Jason
Factories:
0: F B L L
1: Y B U R
2:
3: B U R R
4:
5: R B B Y

Mosaic for Jason:
1:          . || . . . . .
2:         . . || . . . . .
3:      Y Y Y || . . . . .
4:       . . . . || . . . . .
5: . . . . . || . . . . .
broken: Empty

> turn 0 L 3
Invalid input, please input again
> turn _
```

If you enter it wrongly, you still have chances to re-enter

■ SAVE GAME


```
C:\Users\tonyn\Downloads\APT\A2\Assignment folder\Assigment 2\Debug\Assigment 2.exe

3: B U R R
4:
5:

Mosaic for Jason:
1:        .  || . . . . .
2:      L L || . . . . .
3:    Y Y Y || . . . . .
4:  . . . . || . . . . .
5: . . . . . || . . . . .
broken: F
> turn 3 R 4
Turn successful.

TURN FOR PLAYER: Alan
Factories:
0: B R Y B U
1: Y B U R
2:
3:
4:
5:

Mosaic for Alan:
1:        .  || . . . . .
2:      U U || . . . . .
3:    . B B || . . . . .
4:  . . . . || . . . . .
5: . . . . . || . . . . .
broken: Empty

> save SAVED
```



```
SAVED - Notepad
File Edit Format View Help
FYBURUULLBURRYBYYRBBY
Jason
Alan
turn 4 Y 3
turn 2 U 2
turn 0 L 2
turn 5 B 3
turn 3 R 4
```

You can still save the game while playing by entering **in the correct order** "*save *File_name**"
(for ex: "*save SAVED*")
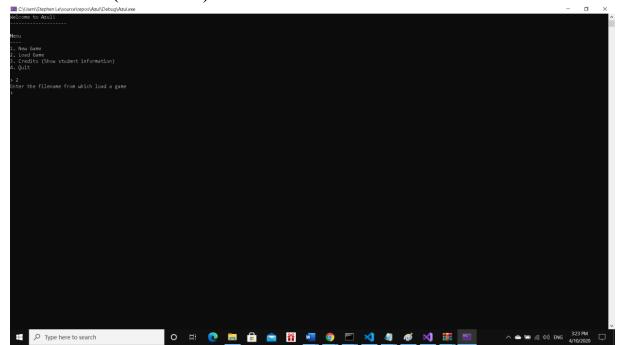After SAVE, you can go on with the game

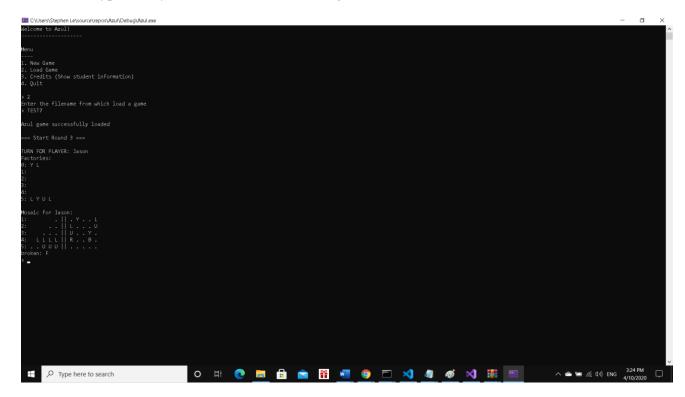Game allows users to re-save the game to new file or old file

Enter: Ctrl + d to exit game ("Good bye")

4. Load Game (Enter: "2")

You need to type exactly <save-file> to continue this game

When you see the notification that "Successfully loaded" and you can resume this game
including (Name, Factory, Mosaics and Scores for 2 players) for round specifically that you saved

Document by Thong Nguyen and Phan Gia Bao Le