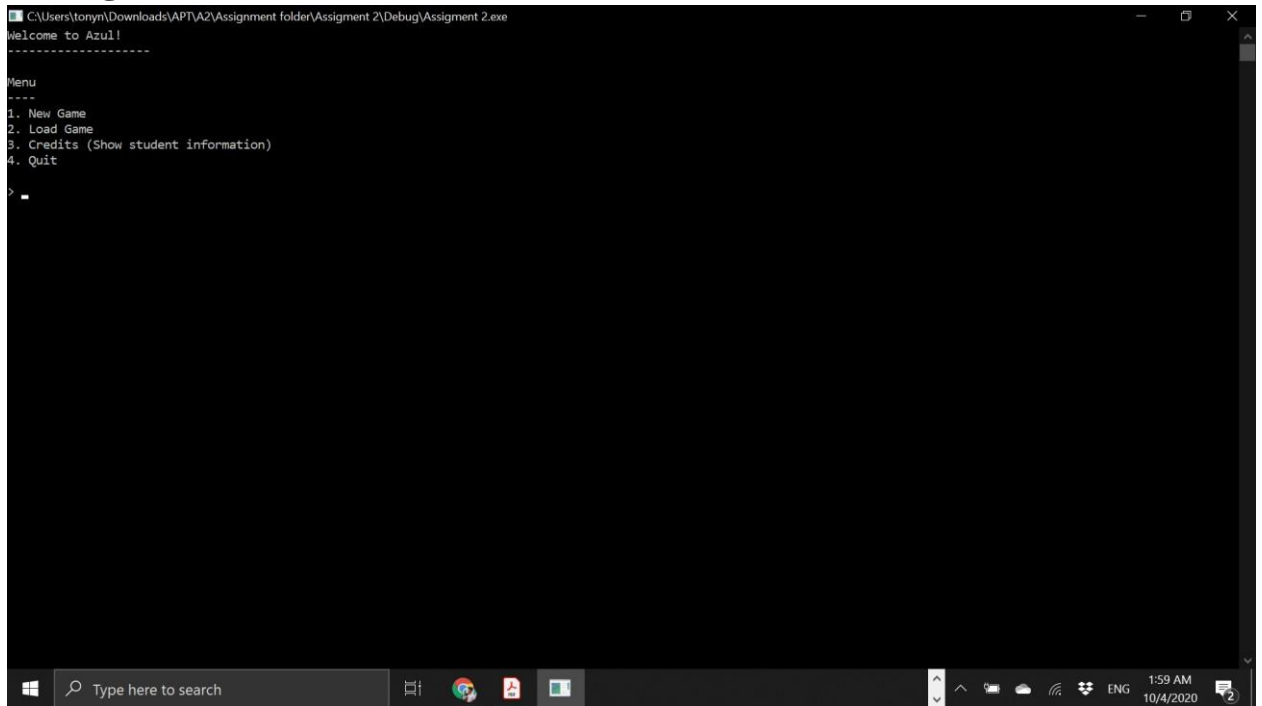


# PROJECT DESCRIPTION

## 1. Menu game



```
C:\Users\tonyn\Downloads\AP1\A2\Assignment folder\Assignment 2\Debug\Assignment 2.exe
Welcome to Azul!
-----

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

The screenshot shows a Windows command prompt window with a black background and white text. The title bar at the top reads "C:\Users\tonyn\Downloads\AP1\A2\Assignment folder\Assignment 2\Debug\Assignment 2.exe". The text inside the window displays a welcome message "Welcome to Azul!" followed by a horizontal line of dashes. Below this is a section titled "Menu" with four options: "1. New Game", "2. Load Game", "3. Credits (Show student information)", and "4. Quit". A prompt character ">" is on the line below the menu, followed by a single dash "-" on the next line. The Windows taskbar is visible at the bottom, showing the search bar, task view button, and several application icons. The system tray on the right shows the time as 1:59 AM on 10/4/2020 and the language as ENG.

Enter number (1-4) to choose section.

## 2. Credits (Enter: “3”)

```
C:\Users\tonym\Downloads\APT\A2\Assignment folder\Assignment 2\Debug\Assignment 2.exe
Welcome to Azul!
-----

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

> 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

> .
```

This section includes all information of team members.

## 3. New Game (Enter: “1”)

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

> 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 name of player 1 (for ex: “Jason”)

```
C:\Users\tonyn\Downloads\AP1\A2\Assignment folder\Assignment 2\Debug\Assignment 2.exe
> 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\tonym\Downloads\APT\A2\Assignment folder\Assignment 2\Debug\Assignment 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\tonym\Downloads\APT\A2\Assignment folder\Assignment 2\Debug\Assignment 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\tonym\Downloads\APT\A2\Assignment folder\Assignment 2\Debug\Assignment 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
FYBURUULLBURRYBYRBBY
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

```
C:\Users\tonym\Downloads\APT\A2\Assignment folder\Assignment 2\Debug\Assignment 2.exe
broken: Y
> turn 0 U 5
Turn successful.
=== END OF ROUND ===

Player Jason score = 5
Player Alan score = 2
Player Jason score = 4
Player Alan score = 1
=== Start Round 2 ===

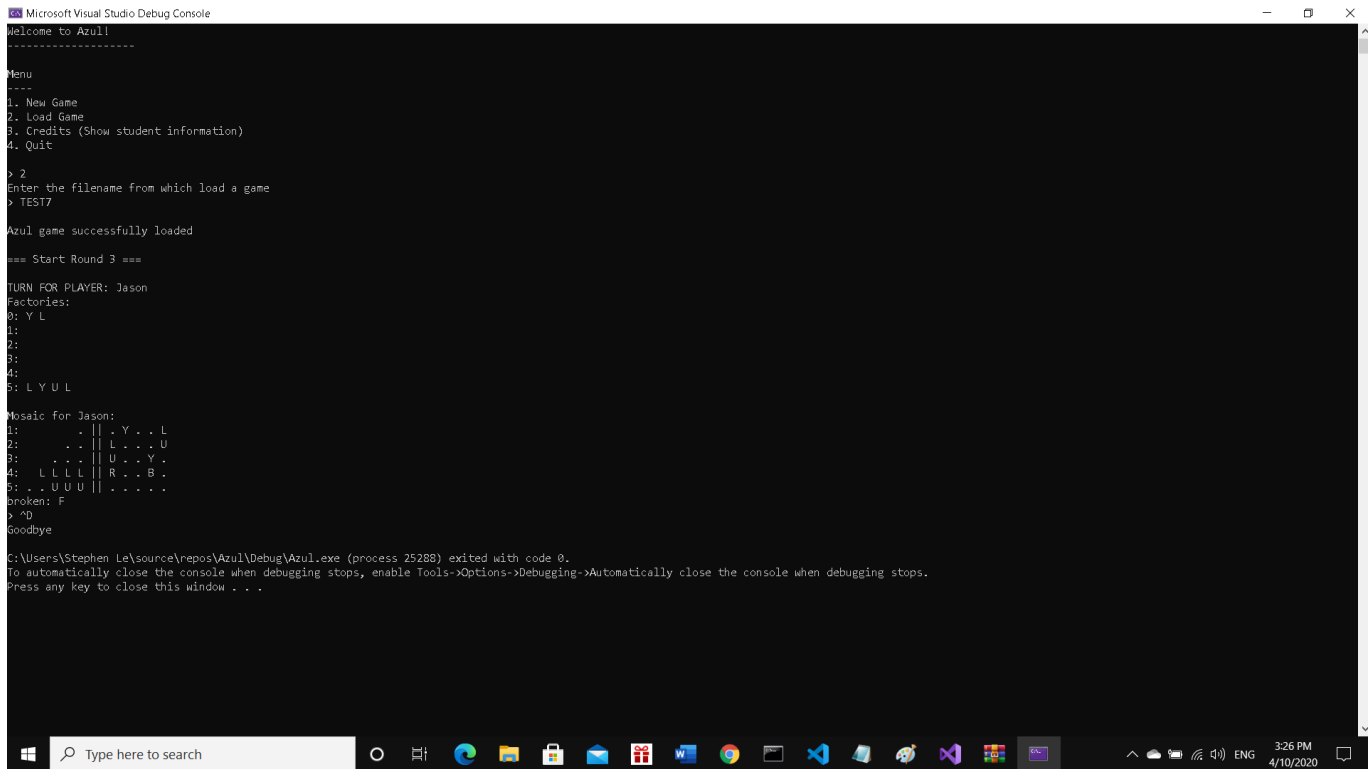
TURN FOR PLAYER: Jason
Factories:
0: F
1: Y U B L
2: B B Y Y
3: L R B Y
4: Y L U B
5: B U R U

Mosaic for Jason:
1: . . . . . B . . . .
2: . . . . . L . . . .
3: . . . . . . . Y .
4: . . . . . R . . . .
5: . . . . . . . . .
broken: Empty

> save SAVED
>
```

```
SAVED - Notepad
File Edit Format View Help
FYBURUULLBURRYBYRRBBY
FYUBLBBYLRBYLUBBURU
Jason
Alan
turn 4 Y 3
turn 2 U 2
turn 0 L 2
turn 5 B 3
turn 3 R 4
turn 0 B 4
turn 1 B 1
turn 0 Y 1
turn 0 R 4
turn 0 U 5
```

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



```
Microsoft Visual Studio Debug Console
Welcome to Azul!
-----

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

> 2
Enter the filename from which load a game
> TEST7

Azul game successfully loaded

=== Start Round 3 ===

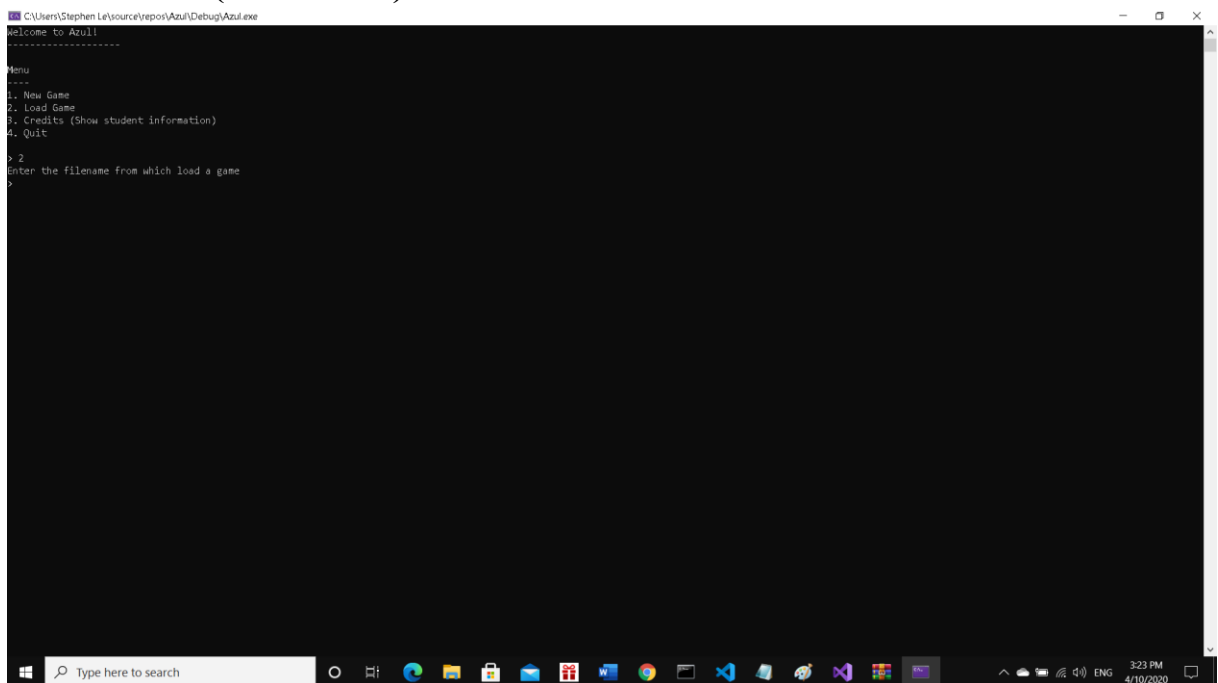
TURN FOR PLAYER: Jason
Factories:
0: Y L
1:
2:
3:
4:
5: L Y U L

Mosaic for Jason:
1:
2:
3:
4:
5:
broken: F
> ^D
Goodbye

C:\Users\Stephen Le\source\repos\Azul\Debug\Azul.exe (process 25288) exited with code 0.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```

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

#### 4. Load Game (Enter: “2”)



```
C:\Users\Stephen Le\source\repos\Azul\Debug\Azul.exe
Welcome to Azul!
-----

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

> 2
Enter the filename from which load a game
>
```

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

```
C:\Users\Stephen Le\source\repos\Azul\Debug\Azul.exe
Welcome to Azul!
-----
Menu
----
1. New Game
2. Load Game
3. Credits (Show student information)
4. Quit

> 2
Enter the filename from which load a game
> TEST77

Azul game successfully loaded

=== Start Round 3 ===

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

Mosaic for Jason:
1: . . | | . Y . . L
2: . . | | L . . . U
3: . . . | | U . . Y .
4: L L L L | | R . . B .
5: . U U U | | . . . .
broken: F

> -
```

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*