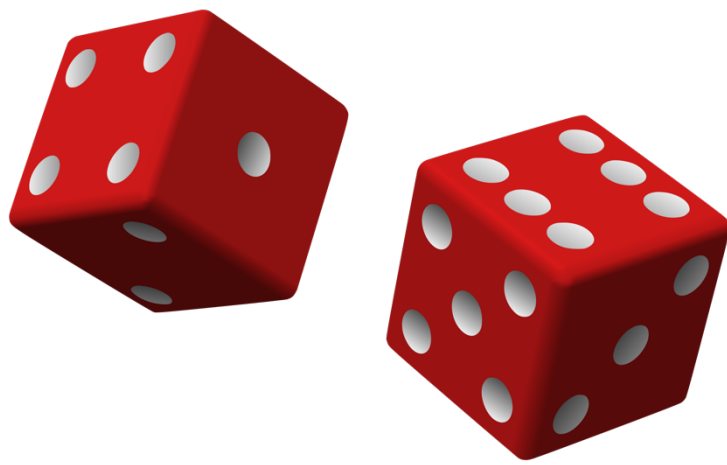


Chance-It

User Manual



Version 1.0

CMMS Systems

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Game Rules

1. A game of Chance-It involves two players. The object of the game is to be the player with the highest score after completing 20 rounds of play.
2. During a round, each player takes a turn. A player's total score is the sum of their turn scores. At the beginning of the game, each player rolls a die: high goes first.
3. At the beginning of their turn, a player rolls two six-sided dice and records the sum, called their first roll.
4. After their first roll, a player must decide whether to stop or continue (i.e., chance-it).
5. If a player decides to stop, then their turn ends and their score for that turn is the sum of all rolls during that turn; if the player decides to continue, they roll the dice again.
6. If in re-rolling the dice, a player re-rolls their first roll (any combination of dice that results in the same sum), then their turn ends and their score for that turn is zero; otherwise, go to step 5.

Launching the Program

Opening the Game

Chance-It is run through 'terminal' on a Linux operating system.

1. Open the terminal for your operating system
2. Navigate to the folder where the Chance-It executable is saved
3. Run the file with the command: `./ChanceIt`

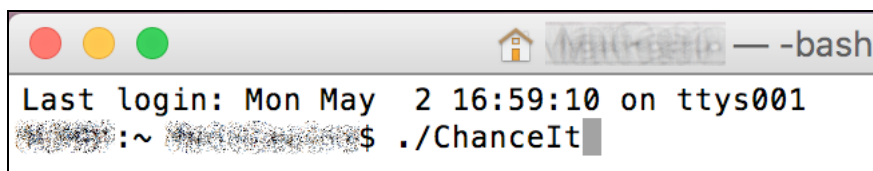


Figure 1—Application Launch from Terminal

Getting Started

When the game loads, the rules will display. Ensure you are familiar with the rules before proceeding. Press enter to show the main menu.

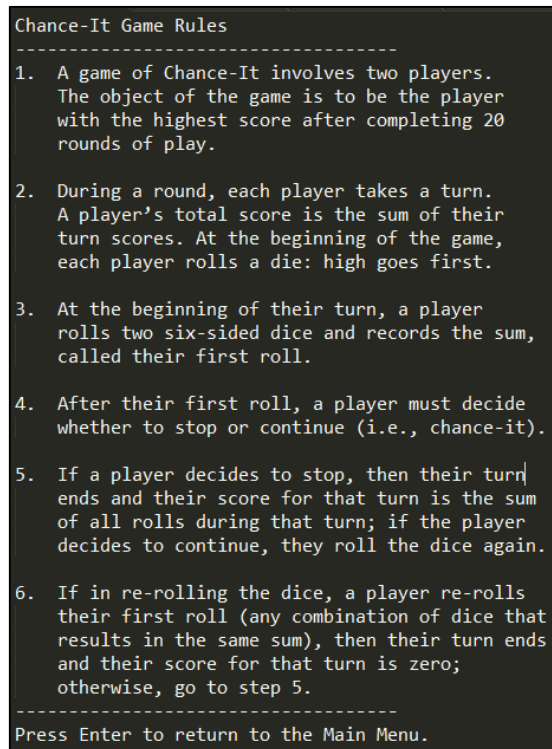


Figure 2—Rules Splash Page

Commands on the main menu include:

- **L** Local Play Mode Play locally against another player or an AI player
- **N** Network Play Mode Play manually or use an AI to compete online
- **V** View High Scores See the top ten highest local human scores
- **R** Rules Display the game rules
- **E** Exit Exit the game application

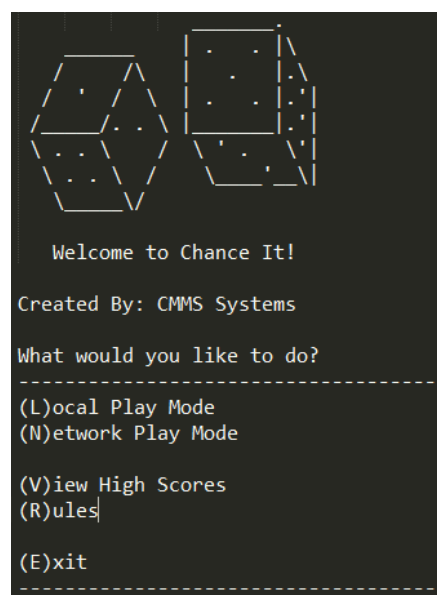
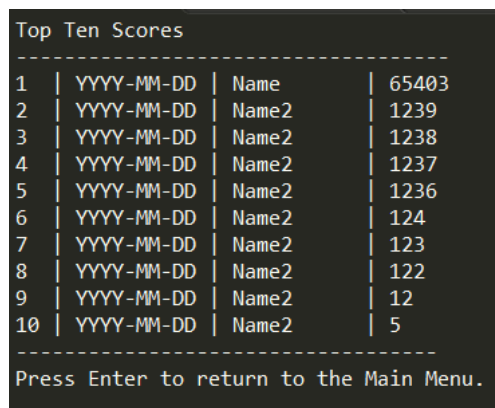


Figure 3–Main Menu

The **V** command will display the high score list:



1	YYYY-MM-DD	Name	65403
2	YYYY-MM-DD	Name2	1239
3	YYYY-MM-DD	Name2	1238
4	YYYY-MM-DD	Name2	1237
5	YYYY-MM-DD	Name2	1236
6	YYYY-MM-DD	Name2	124
7	YYYY-MM-DD	Name2	123
8	YYYY-MM-DD	Name2	122
9	YYYY-MM-DD	Name2	12
10	YYYY-MM-DD	Name2	5

Press Enter to return to the Main Menu.

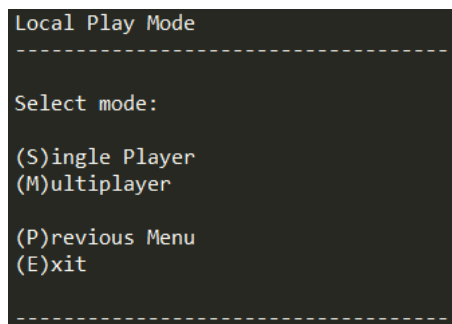
Figure 4–Top Ten Highest Scores List

Starting a Game

Local Play Mode

After selecting a local game, you will choose whether to play against another human opponent, or against a computer-controlled AI.

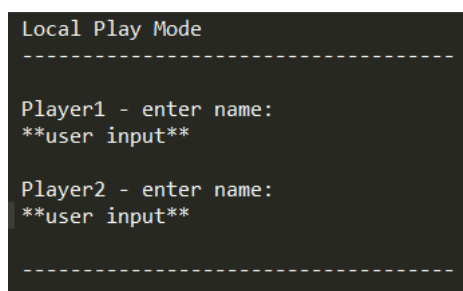
- **S** Single Player Play locally against a computer controlled AI
- **M** Multiplayer Play against another human opponent
- **P** Previous Menu Return to the previous game menu
- **E** Exit Exit the game application



Select mode:
(S)ingle Player
(M)ultiplayer
(P)revious Menu
(E)xit

Figure 5–Local Play Menu

If you select Single Player, you will be prompted to enter your name, if you select Multiplayer, both players will be prompted to enter names. Once names are entered, the game will start.



Player1 - enter name:
user input
Player2 - enter name:
user input

Figure 6–Player Name Input

Network Play Mode

After selecting a network game, you will choose whether to play the game manually, or let a computer-controlled AI play on your behalf.

- **H** Human Player You will control the game decisions
- **C** Computer Player A computer will control the game decisions
- **P** Previous Menu Return to the previous game menu
- **E** Exit Exit the game application

```
Network Play Mode
-----

Who should control the game?

(H)uman Player
(C)omputer player

(P)revious Menu
(E)xit

-----
```

Figure 7–Network Play Menu

If you select Human Player, you will be prompted to enter your name. After entering your name (if required) you will be taken to the network connection screen.

```
Network Play Mode
-----

Enter Server Information:

Port:
**user input**

Address:
**user input**

-----
```

Figure 8–Network Connection Information

Appendix A

Application Forward-Progression Flow Chart

