Read Me – Clarification of Game Details. (Group 7)

Can't Stop is a game played by 2-4 players using a cool shaped grid and plastic pieces. In our implementation of a computer version of the game, we tried to remain true to the classic version as created by Sid Sackson.

When you launch the game, you will arrive at the title screen. Here you will get to decide whether you want to start a new game or load an existing game from your filesystem. If you start a new game, you will be taken to a setup screen where you can specify player's names, the colours of their pieces, and whether you would like to use Computer players, for solitaire play or to make things more interesting with your friends. Once you specify your player names and colours, click start and each player will be prompted to roll 2 dice to determine the turn order. The player with the highest roll will go first, and the turn order will then follow the cardinal pattern [Player1, Player2, Player3, Player4]. Once each player rolls their dice, you can press start to begin the game.

We have included two colour settings, "Classic", featuring red, blue, green, and yellow pieces, and "High Contrast" featuring cyan, magenta, black and gold pieces. High contrast colours provide support for users with most forms of Red-Green and Blue-Yellow colour vision deficiency, however we cannot guarantee that users with Monochromacy (full colour blindness) will be able to differentiate between all pieces. You can change the colour settings by accessing the settings menu of the Setup screen (click the "settings" button).

A game of can't stop consists of each player rolling 4 dice and splitting their dice into two pairs, the sum of which will determine which columns on the board you can advance. During your turn, you place and advance up to 3 runners, and at the end of your turn, you will swap any runners placed with pieces of your colour.
In our implementation, when you click "roll", you will generate 4 dice and be prompted to divide them into 2 pairs, represented by buttons in the space below where your dice appear. When you select a button, the columns in which you advance will turn blue, and you can click the blue columns to advance a runner in the column. New runners are placed one tile above where your piece in that column is.
After you have advanced in your columns, you have the option to roll again. After all 3 runners are placed, you can only advance runners in those columns which you placed your runners. If you end up unable to make a valid move, you will bust, and lose your progress for the turn.
After you place or advance your runners, you can click "end" at the bottom right hand side of the screen to pass your turn to the next player.

We have provided computer players with two difficulty levels, "Easy" and "Hard". You specify whether you want a player to be a computer during the setup phase. The Easy computer is relatively naive and never takes any chances, but the Hard computer will occasionally bust in an attempt to advance it's pieces as far as possible.

In addition, our implementation features a load/save system so that you can access previously stored games to continue where you left off. To save an in progress game, access the settings menu during your turn by clicking the "Options" button of the left hand side of the screen. From the options menu, you can also load an existing game by specifying the location that it is stored. This will delete your in-progress game, so it is advisable to save your current game before loading another.