

# Jatchwork

## Description

**Jatchwork** is the reproduction of the board game “Patchwork”.

## How to play

All the rules are here : [patchwork rules](#)

To start to play, just run `java -jar patchwork.jar` in a terminal and choose your version (see versions section)

After the game started, all commands are explicitly displayed, with there descriptions.

## Versions

There is 2 version of the game :

- **Version 1** : It is a simplified version of the original game, without the full quilt board bonus, leathers patches and only 2 different patches on console.
- **Version 2** : The full playable version in console, like in the patchwork rules.
- **Version 3** : The full game with a window. Only the mouse is required to play, and all possible actions are described on the window. To quit the game, press “Q”.
- **Version 4** : Same as version 3. but before the game start you must write the path of a file containing a custom list of patches.

## Custom patches

If you want to play the version 4 of the game, you must create your own list of patches. Here is how to do it.

A patch is written in the format

```
3 2 1
```

```
##.
```

```
##.
```

```
##.
```

- The first number is the time cost
- The second number is the button cost
- The third number is the button income
- “#” and dots are the shape of the patch. “#” Are filled squares and “.” are empty squares. Each line of the shape must have the same number of characters.

To add more patches, just add an empty line in the file, then create a new one using the format specified before.