


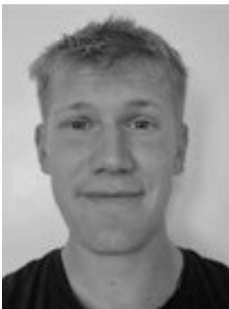
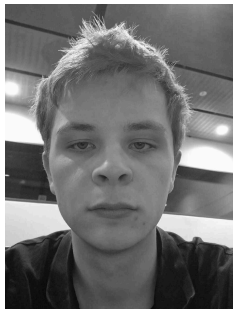

A3 - Roborally

Group 3

Authors

				
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How to run Roborally

Currently, Roborally can be run by using an IDE, such as IntelliJ. To do so, you must find the StartRoboRally class, and press the run button. We have attempted to generate an executable jar file, however the jar file currently cannot be executed

Action fields

During the course of the game the players have to move around the board to win. In doing so they will encounter action fields with various functionalities that may change the players heading or location. As of right now we have implemented the gear. This feature rotates the player clockwise when it is landed upon. Its location remains the same but the robot is now facing another direction.

Walls

The game board has some walls, which robots cannot go through. The walls are currently pre-defined in the Space class.

Checkpoints

The game requires a checkpoint the robots need to pass to collect checkpoint tokens, which ends the game when all checkpoint tokens are collected. A robot can enter the checkpoint space from every direction, unless there is a wall or another player in front. The robot must land on the checkpoint at the end of the turn to get the token. When all the tokens have been collected the game will be over and the robot with all tokens will win.

Pushing other robots

In the game, Roborally, robots have the ability to push one another. The robot that pushes will finish his move, unless there is a wall. The pushed robot will be moved to the space after, where the robot that pushes finishes, and the direction the pushed robot is facing, will not be changed. If a robot pushes another robot into a wall, both their movements will immediately be stopped. When a robot pushes another robot, that might result in the pushed robot, also pushing another robot, and so on.