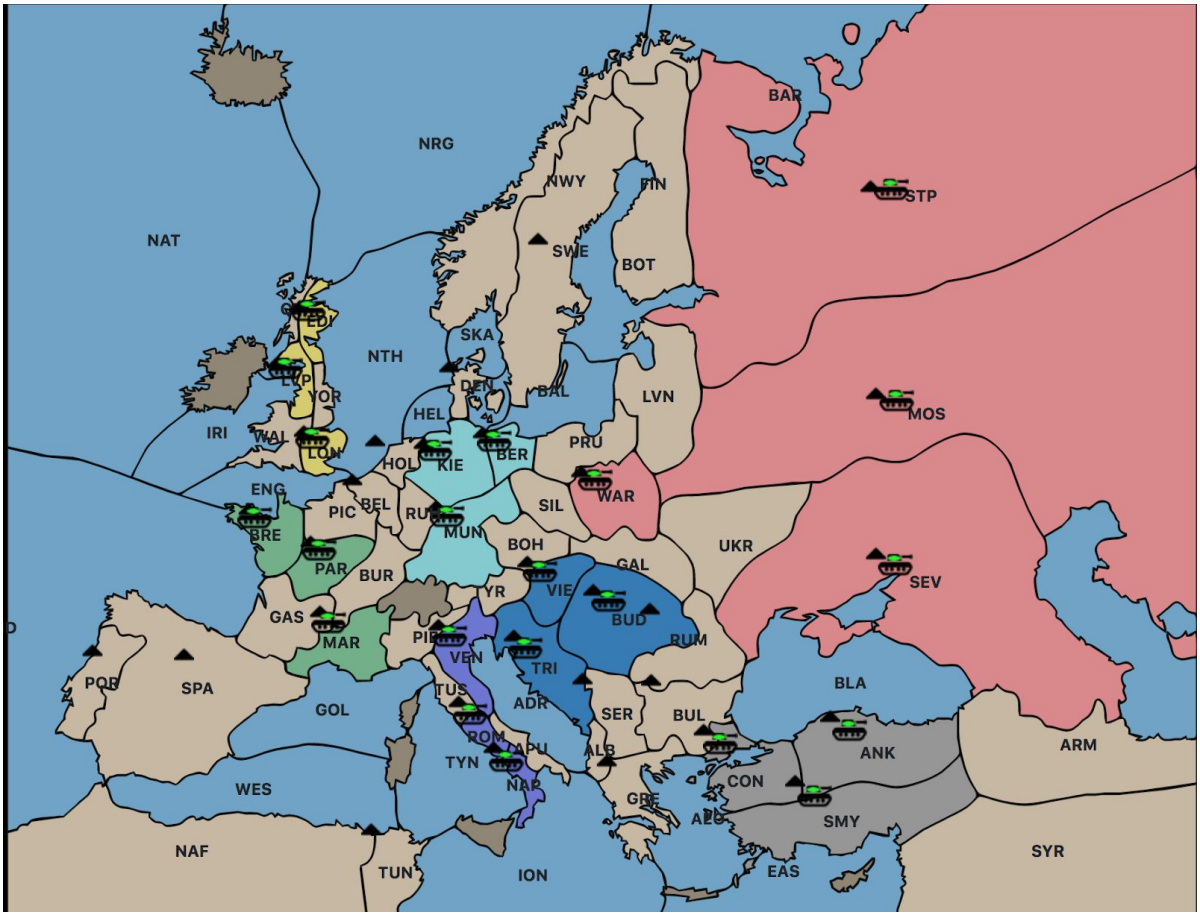
Diplomacy

User Manual



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Revision History

Date	Version	Description	Author
2/28/2019	1.0	Initial draft.	Benson Gao, Vincent Tran, Justin Terry, and Eli Gomez
05/05/2019	2.0	Updated draft.	Benson Gao, Vincent Tran, Justin Terry, and Eli Gomez

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Introduction

Welcome to Team B's implementation of the board game Diplomacy! In this game, you will take on the role of one of the 7 Great Powers during the early 20th century to rule all of Europe, Western Asia, and part of North Africa through battle and diplomacy. You may support other Great Powers to obtain a shared victory, or you may conspire against everyone to be the sole ruler. Will you change the course of history and be remembered for your quest for domination or will you be destroyed and forgotten?

About Diplomacy

Diplomacy, the board game, is a classic strategy game originally created in 1954. The main appeal of the Diplomacy board game is that there is no random system that allows players to rely on luck. Instead the main strategy in this game is to form alliances or betray your alliances with other Great Powers to further yourself and improve your chances of victory and domination.

This version of Diplomacy recreates the classic board game on a desktop computer environment where you can experience the indignation of betrayal and joys of victory at your desk.

System Requirements

Requirements:

OS: Windows 10 64 bit, macOS 10.14, 10.12
Processor: Any processor that can run a modern OS and chrome should be sufficent
Memory: 4 GB RAM
Hard Drive: 1 GB or more
Video Card: Any/Integrated graphics is sufficient as well

Running the Application

The application can be run by first downloading all required files and then it can be initiated using a console command.

Login and Registration

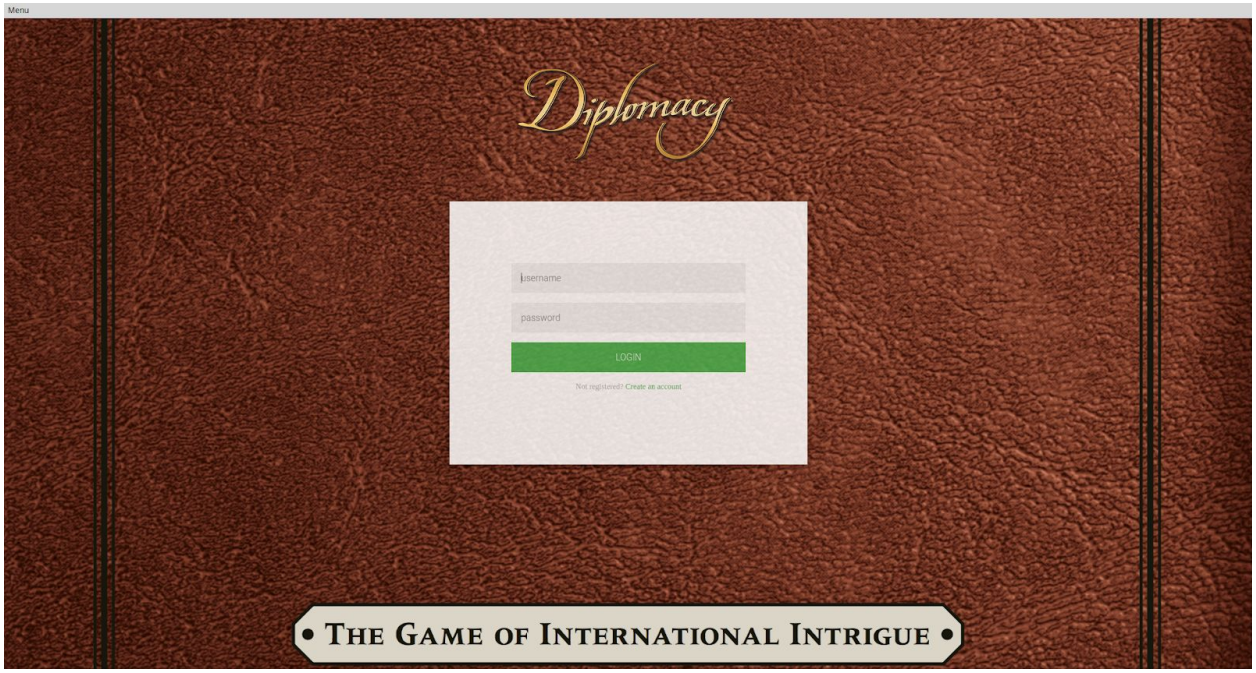

Figure 1. Image of the login screen.

Upon starting the application, you are presented with the login/registration page. In order to login simply enter your username and password then click the button labeled “Login”. If you have no created an account prior to reaching this screen, click on “Create an Account” to be taken to an account creation screen.

After logging in you will be directed to the Diplomacy game lobby screen.

Game Lobby

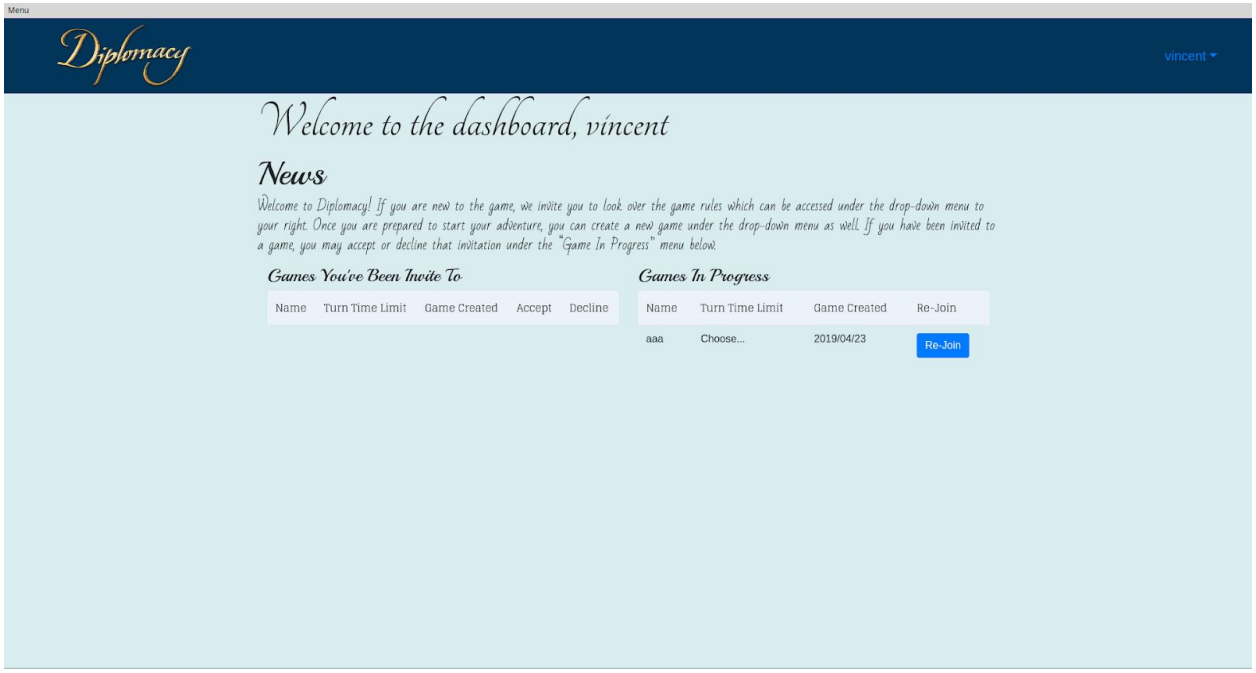

Figure 2. A snapshot of the game lobby screen.

Navigation Bar

The navigation bar is a consistent element that persists through all pages other than the Login and Registration Page. First, the Diplomacy logo in the top left corner indicating what game you're playing. On the top right corner, your username drops down to reveal a small menu of three options. New game takes you to a page where you can create new games and invite friends to play. Rules takes you to a page where all the rules of the game are shown. Logout signs out the account and takes you back to the Login and Registration page.

Game Lobby

The game lobby is the page that you see directly after logging in or registering. This page serves as a dashboard for the rest of the application with relevant information and links to appropriate pages. The top half of the page contains any relevant news.

Existing Games

The bottom half of the game lobby shows two tables of existing games. The left table displays any games you've been invited to while the right table shows any games you've

already joined. Both tables show each game's name, settings, and a button to accept or re-join that game.

Creating A Game

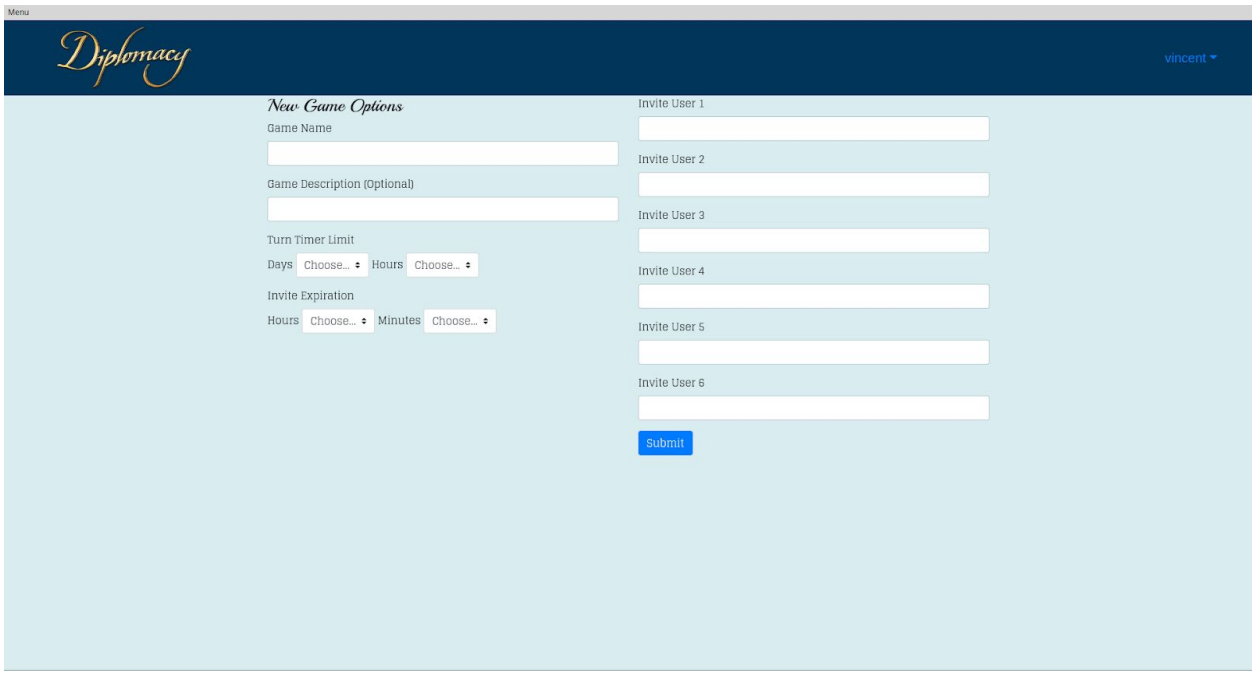

Figure 3. A snapshot of the game creation UI.

The Game Creation page contains all the settings and options for creating a game. These include the game's name, description, and turn timer limit. Additionally there are fields for up to 6 other players' usernames to send invites to the game to. Hitting the button in the bottom right finalizes the creation of the game and sends invites if all entered options were valid. If any required fields were invalid or empty, then you'll be notified of which fields must be changed.

Playing The Game

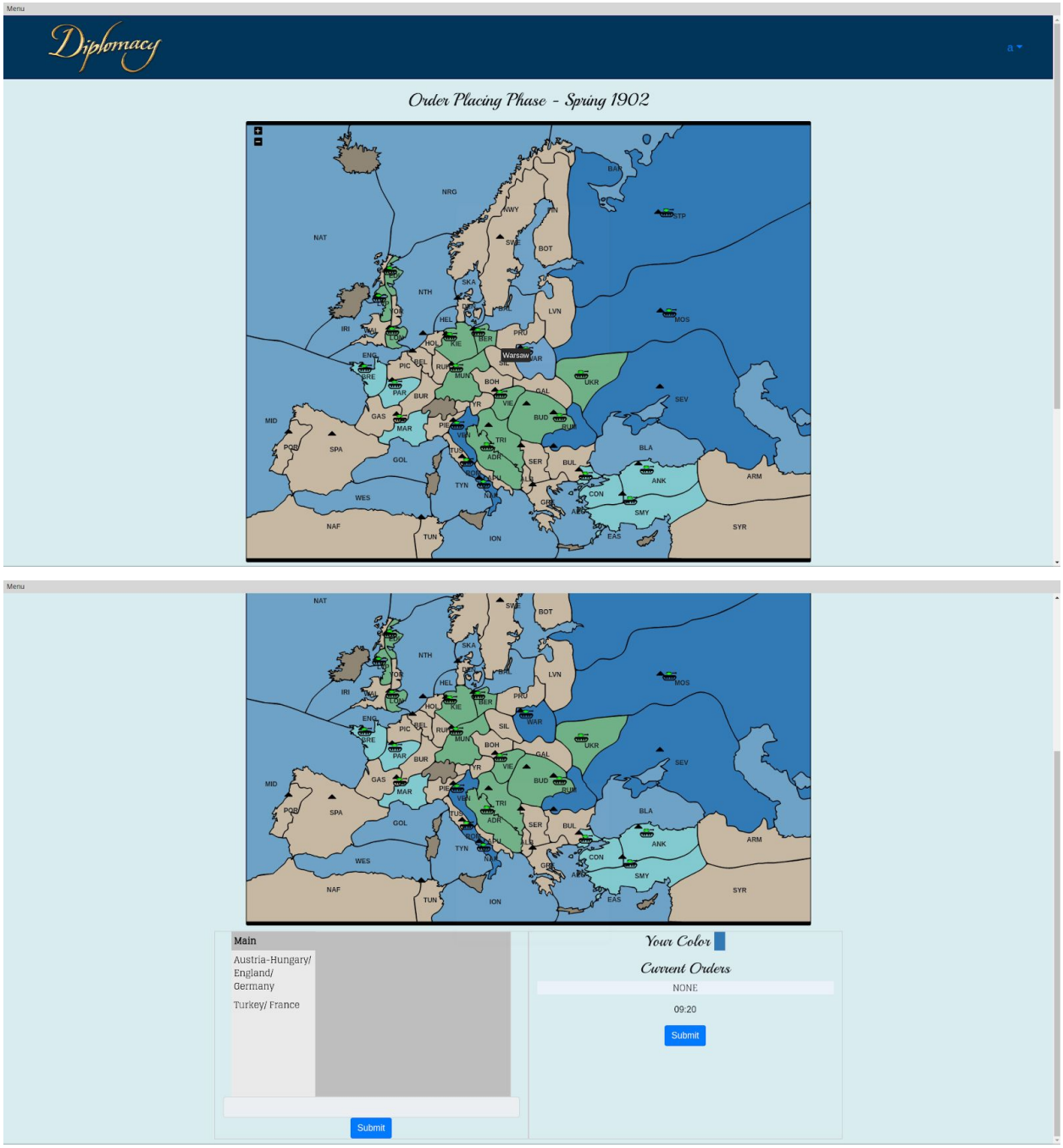

Figure 4. A snapshots of the in-game UI.

Rules of the Game Overview

How to Win

In order to win a game of Diplomacy a player must control 18 supply centers. Use the chat to communicate with other players to discuss their surrender when you control a sufficient number of supply centers.

Unit Types

Army - Army units are relegated to land and coastal provinces unless convoyed across water provinces by a fleet.

Fleet - Fleet units are relegated to coastal and water provinces only.

Note: All units have the same strength, because of this any unit attacking another unit must have help. See support move below.

Types of Moves

Hold - Attempt to keep a unit in its current province.

Move - Moving a unit from a province to an adjacent province.

Support - Using a unit to strengthen another unit's attack or defense against an opponent.

Convoy - Using a fleet to escort an army from one coastal province to another.
Note: Only fleets can be ordered to convoy.

Ordering Moves

Moves for both armies and fleets are ordered during the Order Writing Phase. For more information about phases see sections below.

Detailed Game Rules

The rules of this game are the same as the rules of the board game. If you require more detailed rules than outlined in this document, please follow the link below to view the rules of the board game.

https://www.wizards.com/avalonhill/rules/diplomacy.pdf

Game Phases

Diplomatic Negotiations

On the bottom left, there is a chat box with a private chat between each country and a global chat with all other players. This will be used for diplomatic negotiations where players may make deals and plot with and against other players. Different from the board game, diplomatic negotiations will be available during the order giving phase.

Giving Orders

Above the chat box is the game map where you may see everyone's units and their locations and what kind of units they are. Giving orders to your own armies and fleets is done by selecting a region containing one of your units. This opens a pop-up window with move-building dropdowns. Extra dropdown selections are given depending on what order type is given with options being limited to only technically valid moves. By default, all units will be given a "Hold" order. After creating a move, the move will be displayed under the current moves panel.

Move History

At the top of the orders panel is an indicator showing which color represents your country/armies. Below that is a list of all the orders built for this round.

At the bottom of the orders panel there is a timer indicating how long until the current turn is over. When the time is over, all currently selected moves will be submitted as if the player had pressed the "Submit Moves" button. Options for turn length and ending the turn early when all players submit their moves are available upon game creation.

Retreat and Disbanding

At the end of a turn, if any units in the game need to retreat or be disbanded, there will be a retreat and disbanding phase. At this time, the orders panel will update to reflect which units you control, if any, need to retreat or be disbanded. By default, all affected units will be given a disband order.

There will also be a timer and submit moves button and both will function as described in the "Giving Orders" section.

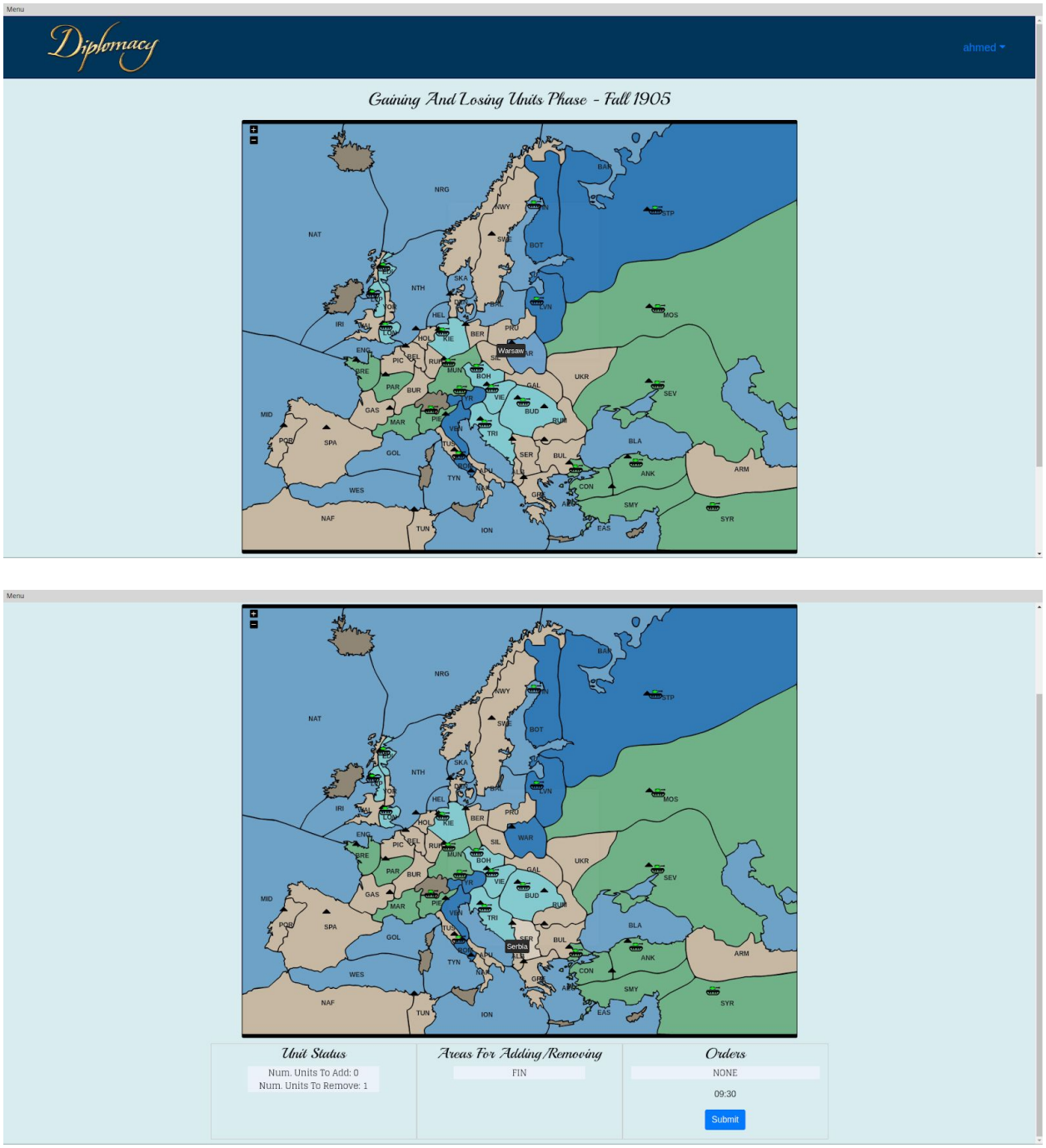

Figure 5. Snapshots of in-game UI of Gaining and Losing Units

Gaining and Losing Units

At the end of a Fall turn, and after any retreat or disband orders, there will be a gaining and losing units phase. At this time, the orders panel will update to reflect if units can be gained or units must be lost based upon how many units you have and how many supply centers you control. If you must lose some number of units, by default some units chosen in alphabetical order will be selected to be lost. If you may gain some number of units, by default none of your supply centers will be chosen to gain units on.

There will also be a timer and submit moves button and both will function as described in the “Giving Orders” section.

Credits

Software Engineers

Database Administrator:

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