How to Launch/Play

How to Launch

Jar file:

If being launched by the jar file, the process is pretty straight forward. The game is launched into the Main menu, and this is an area that gives clear labels on what game mode is where and the rules button gives a clear idea to the user what to expect from each game mode.

Source Code:

If being launched by the source code there's only one extra step to be taken, if all files and folders are present in the folder. If the main method in main menu is ran this will launch the game and bring you to the main menu of the game where the game can be played as intended.

How to Play

Single Player:

This game mode revolves around the player finding the 6 hidden atoms by the CPU randomly. The player will click the hexagon that he wants to place an atom in or click the corner of a hexagon he wants to shoot a ray from. The score starts from 100, and its -1 for every ray sent and -10 for every wrong guess.

Two Player:

This game mode extends the single player game mode as player 1 acts as the CPU and places atoms in strategic locations that player 2 has to find using rays. Once the 6 guesses are made the roles are reversed and player 2 is the one hiding the atoms and player 1 finding them.
The winner is the player with the highest score overall.

Sandbox:

This mode isn't a game mode per say it gives the user an idea of the rays logic and how the rays interact with the atoms to create certain reflections.