### **Instruction Document**

Although this isn't all implemented we have a good idea of what we want to do and how we want to do it.

- 1. When Run is pressed an 800x800 window will open on your computer with the option to run a single-player game or a two-player game.
- 2. A second option would be there to explain the game and the rules

### One-player game:

- 1. After selecting the single-player game the window will be overwritten with the hexagon board with the atoms already placed in the array.
- 2. The user will shoot rays into the hex at whatever angles they desire leading to up to 12 different reflections based on where it's coming from.
- 3. There will be a score starting at 100 and -5 for every guess the higher the score the better the result. This idea is based on the black box game found in the Python games(<a href="http://www.pythononline.co.uk/blackbox/">http://www.pythononline.co.uk/blackbox/</a>)
- 4. With every guess, the user's arrow will have a different color, the color indicating how close they were to their target.
- 5. Once the user makes his 6 guesses he has the option to end the game or keep guessing
- 6. When the game is finished a Well done message is displayed including his final score.

#### Two-player game (CPU):

- 1. After selecting the two-player game the window will be overwritten with the hexagon board with the atoms already placed in the array.
- 2. The user will shoot rays into the hex at whatever angles they desire leading to up to 12 different reflections based on where it's coming from. The only difference with every guess the CPU will also have a guess. This is to help the user make a more accurate guess while not losing any score.
- 3. There will be a score starting at 100 and -5 for every guess the higher the score the better the result. This idea is based on the black box game found in the python games(<a href="http://www.pythononline.co.uk/blackbox/">http://www.pythononline.co.uk/blackbox/</a>)
- 4. With every guess, the user's arrow will have a different colour, the colour indicating how close they were to their target.
- 5. Once the user makes his 6 guesses he has the option to end the game or keep guessing
- 6. When the game is finished a Well done message is displayed including his final score.

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# Two-player game (Two players):

- 1. After selecting the two-player game the window will be overwritten with the hexagon board with a prompt to place 6 atoms strategically or at random.
- 2. From there the game would continue as normal.