

# Instructions

At this point in our project we have implemented Rays and Atoms to the board, the Jar file will open up with a main menu where it will prompt you **to start the game**.

As users haven't been yet implemented (sprint 3) the project works in a "Sandbox" mode where you can place atoms and rays simultaneously to be able to visualise ray movement/ deflection.

**To place an atom** simply click anywhere on the internal board, this will place an atom showing its circle of influence.

**To send a Ray** simply click anywhere along the border (to the side from which you want to send the ray). This will send a ray and show its path.

For direct reflections the path is invisible as the ray path is placed on the way to and removed on the way back, this isn't a design flaw as in the real game path won't be shown and ray exit point is calculated correctly. (except for absorption – also in sprint 3)