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CS 230
Final Project
12/17/2013

User's Manual: Cows vs. Monsters

General Gameplay:

- There are two rounds to this game. In the first round, the user chooses three cows to be monsters. On each turn, the user can kill any cow that is next to any of her monsters. Then the user moves the cows that were next to the killed cow to any location that is empty. The computer (who we have named Jeeves Elvis Fergumas! JEF for short) (farmer) then guesses which of the cows are monsters by killing one of them. If JEF is right, he has the choice to guess again (by killing another monster). The round repeats in this fashion until the user kills all of the other cows, or until JEF guesses all the monsters. In the second round, the roles are switched as the user tries to guess JEF's monsters before all the other cows die.
- At the beginning of every game, you will be prompted for your name. This information will be stored, and then your score will be recorded at the end of the game. A box will appear asking if you wish to see the High Scores tab.

Game Rules:

- This game is a two-player game, in which one of the players is the computer.
- There are two roles: the farmer and the monster. The farmer's goal is to keep as many cows alive as he can and guess the location of the monsters, while the monster's role is to kill as many cows as he can.
- The game board is shaped like a graph, and when cows move, they can be moved to any empty vertex.
- When you control the monsters and it is your turn to kill a cow, if there are no live cows connected to any monsters, you must forfeit your turn, thereby allowing the farmer to guess which cows are the monsters again.

Icons:



Cow



Dead Cow



Highlighted Cow



Killable Cow



Scared Cow



Monster



Dead Monster



Highlighted Monster



Scared Monster

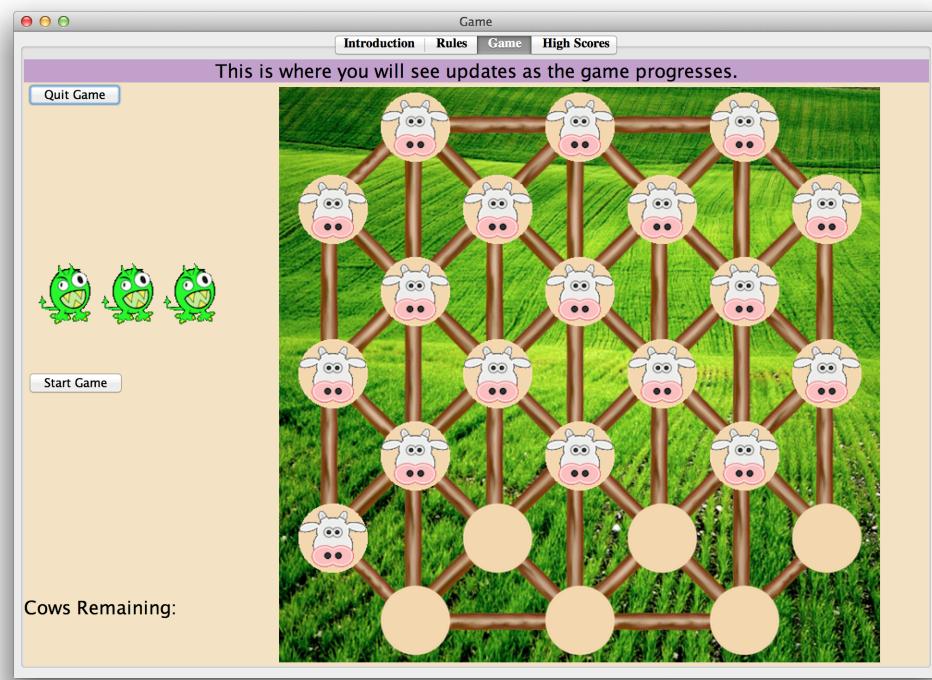


Number of Monsters Alive (Monsters with nay symbol are dead)

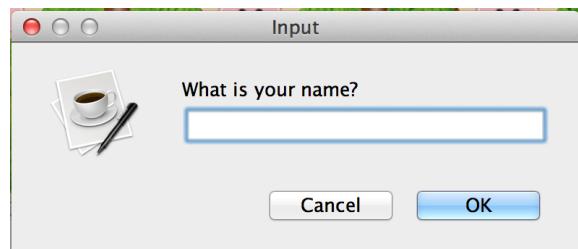
Sequence of Gameplay:

- The user will press the New Game Button to begin the game. They will then be prompted for their name with a dialog box. There is also a Quit Game Button available at all times that will close the window.
- Round 1
 - The user will press the Start Button to begin the round (1) and be asked for her name (2).
 - JEF will randomly move 5-10 cows (3).
 - The user selects 3 cows to become monsters. They can select a monster by clicking on it, or deselect a monster (to make it a cow again) by clicking it again. Once the user has selected 3 monsters, she presses the “Done Choosing Monsters?” button on the left (4).
 - The user kills a cow adjacent to a monster (all cows adjacent to every monster are highlighted in red) (5) by clicking on it. Dead cows have a special icon (X’s through the eyes and a black circle).
 - The user then moves all of the scared cows (highlighted in purple; this includes monsters) one at a time by clicking on the cow they want to move and then clicking an empty spot (6). When the user clicks on a cow initially, the cow will be highlighted blue to indicate the user’s choice (7). Once the user moves the cow, it will return to its natural state (no highlighting) and the cow will be unable to be moved again. The user must move all of the cows before gameplay continues.

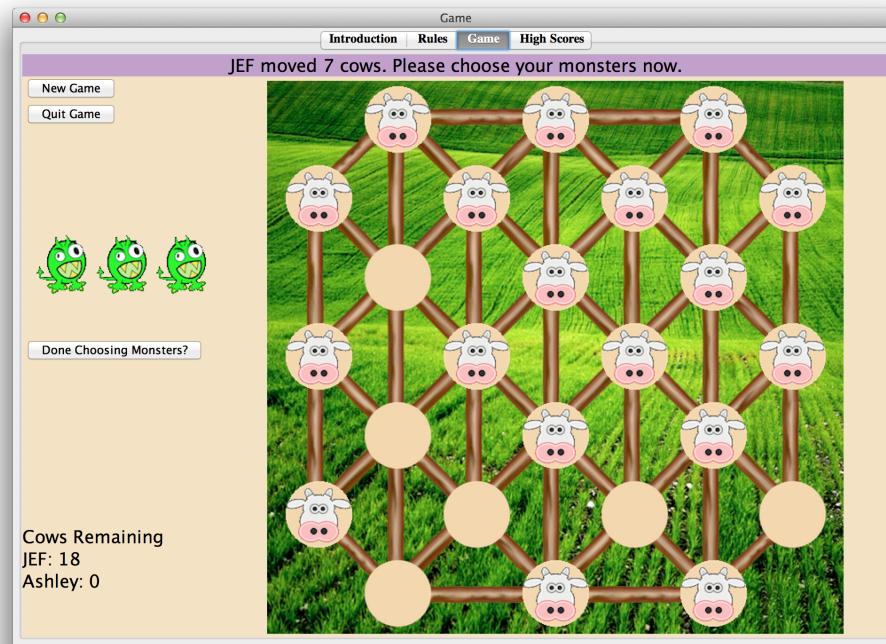
- JEF guesses (kills) a cow that it believes is a monster (8). If he is correct, he guesses again. Dead monsters have X's through the eyes and a black circle background. Whenever a monster is killed, the picture of the three monsters to the left will update, showing how many monsters are still alive. If he is not correct, the user can resume killing another cow.
- The cycle of the user killing a cow, moving scared cows, and JEF guessing the location of a monster continues until either all of the cows have been killed by the user or all of the monsters have been guessed by JEF (9).
- Round 2
 - The user will press the Start Next Round Button (9).
 - The user has the option to move the cows around if she wishes in order to change adjacencies of the cows and provide more strategic gameplay. Once the user is done moving the cows she wishes to move, she will press the Done Moving Cows? Button to continue gameplay (10).
 - JEF chooses 3 monsters. In this round, the user will not be able to see the monsters, so all the cows will have the cow icon.
 - JEF kills a cow and moves all the scared cows (11).
 - The user guesses the location of a monster by clicking a cow she believes to be a monster (12). If she is correct, she guesses again (13). If the user guesses right, the cow she guessed will turn into the dead monster icon.
 - This continues until JEF kills all the cows or the user guesses all three monsters (14).
 - A dialog box will pop up asking if the user wants to go to the High Scores panel (15).



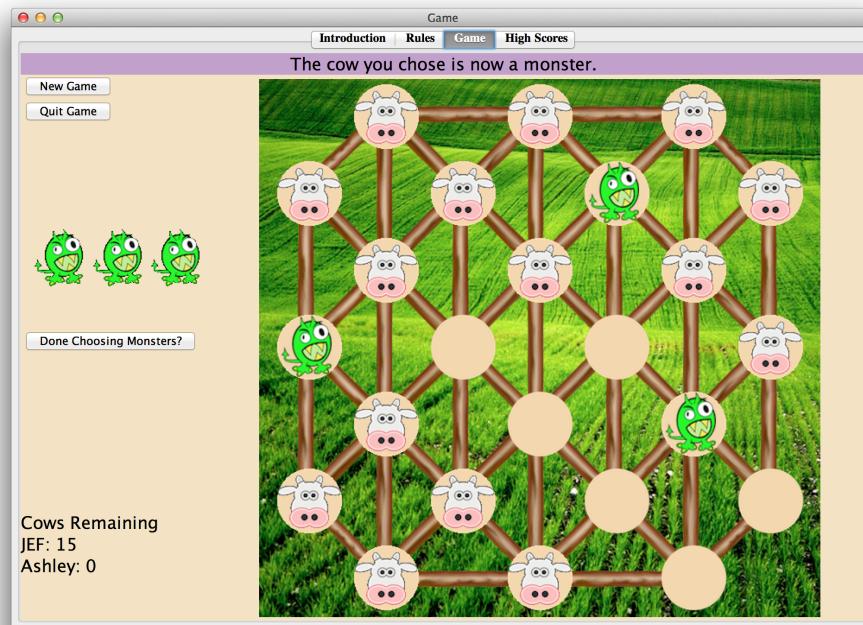
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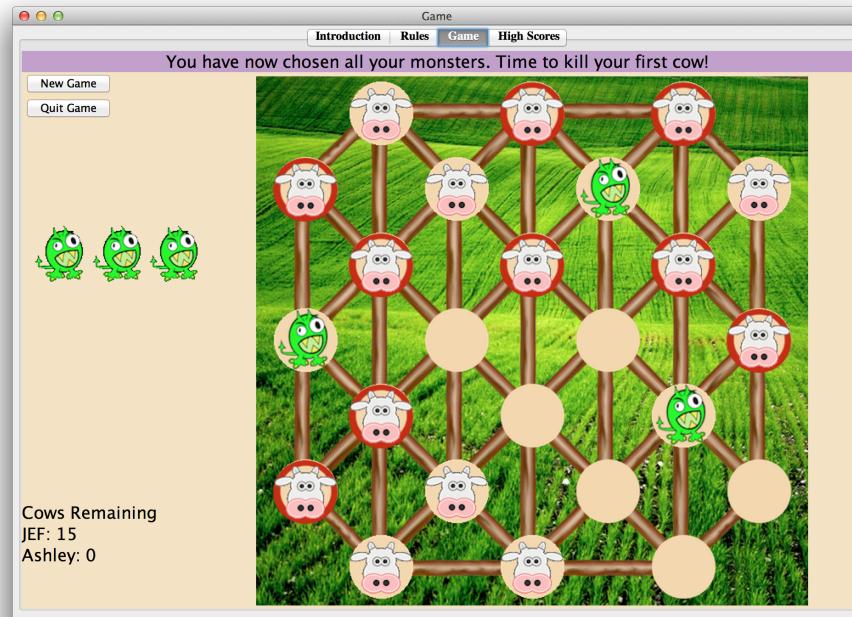
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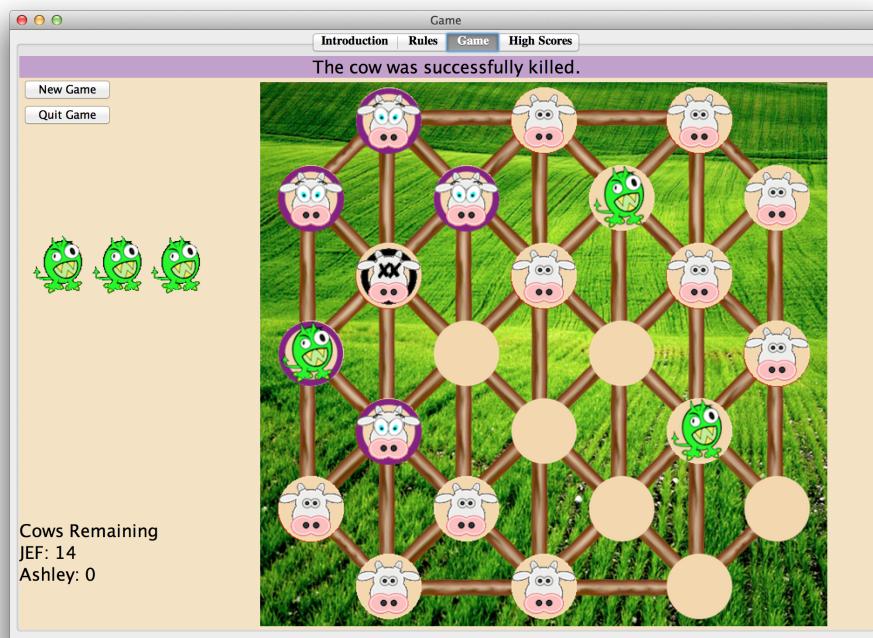
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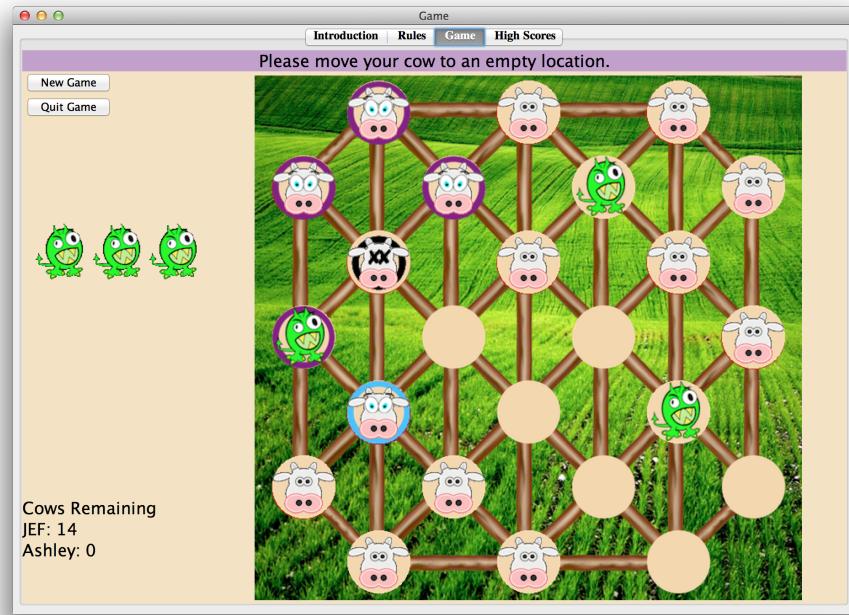
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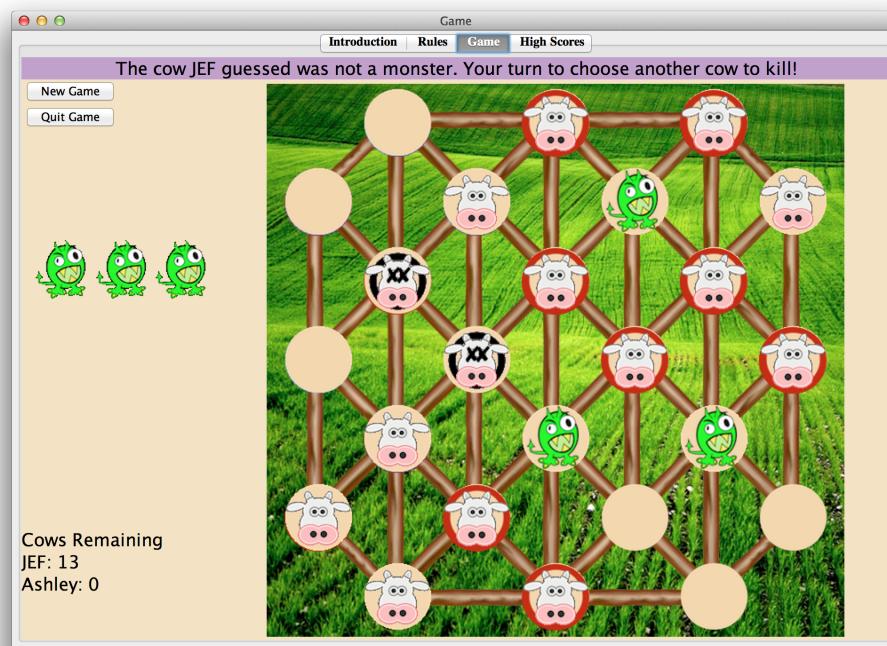
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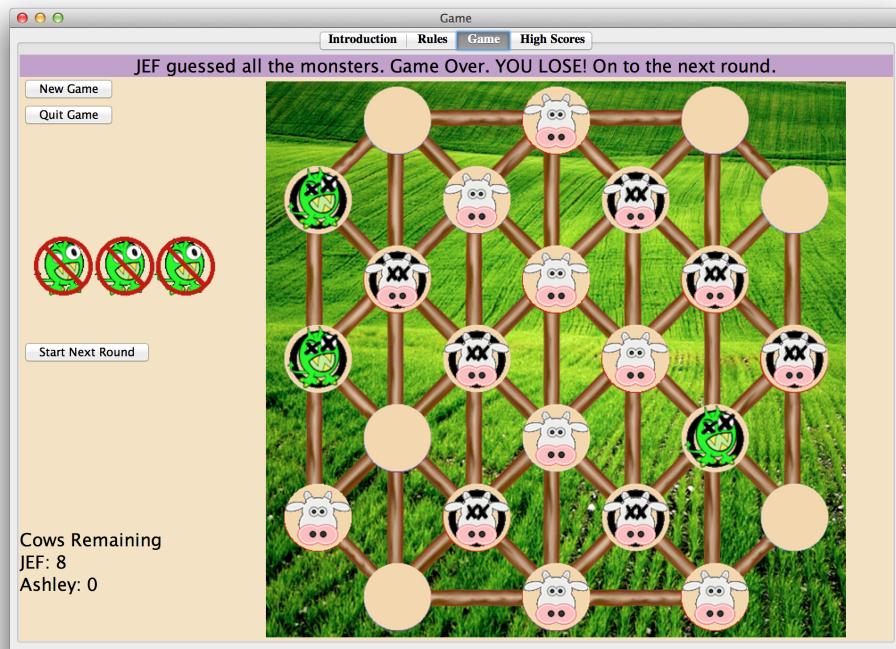
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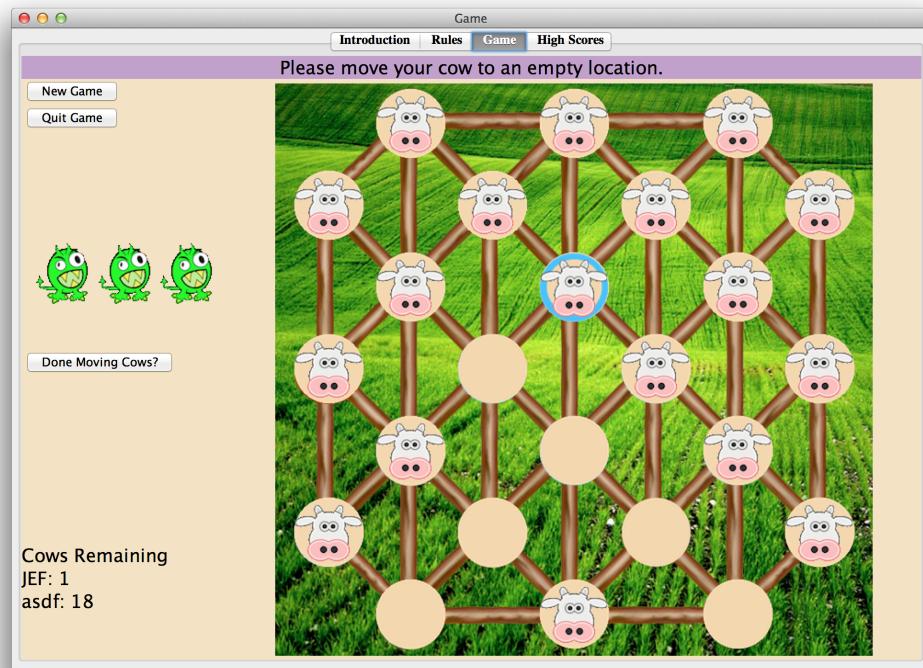
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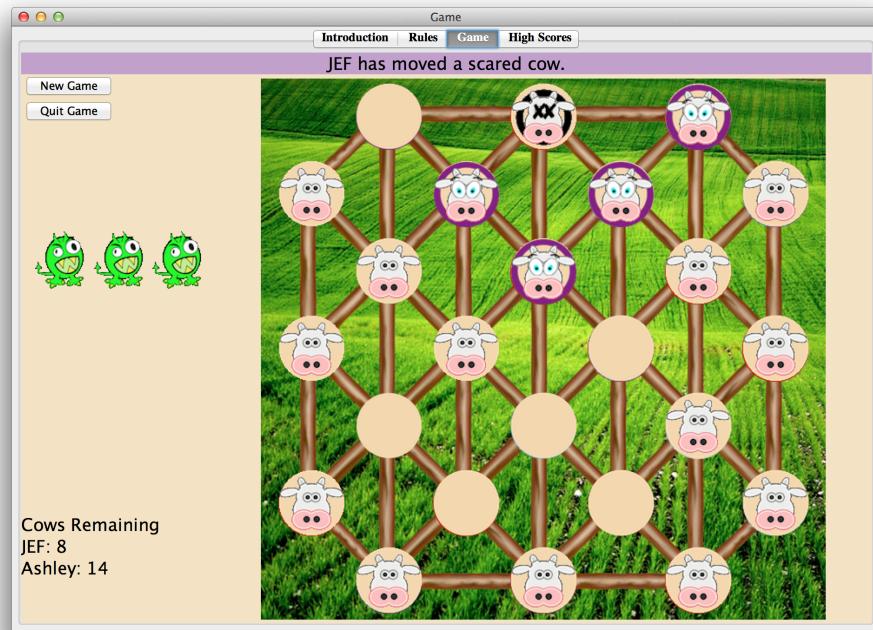
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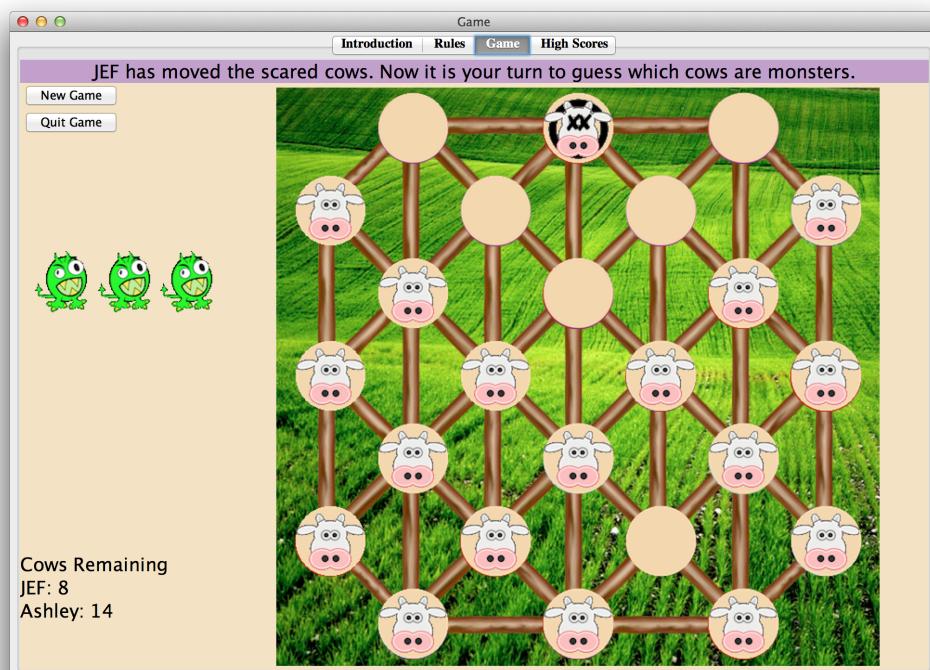
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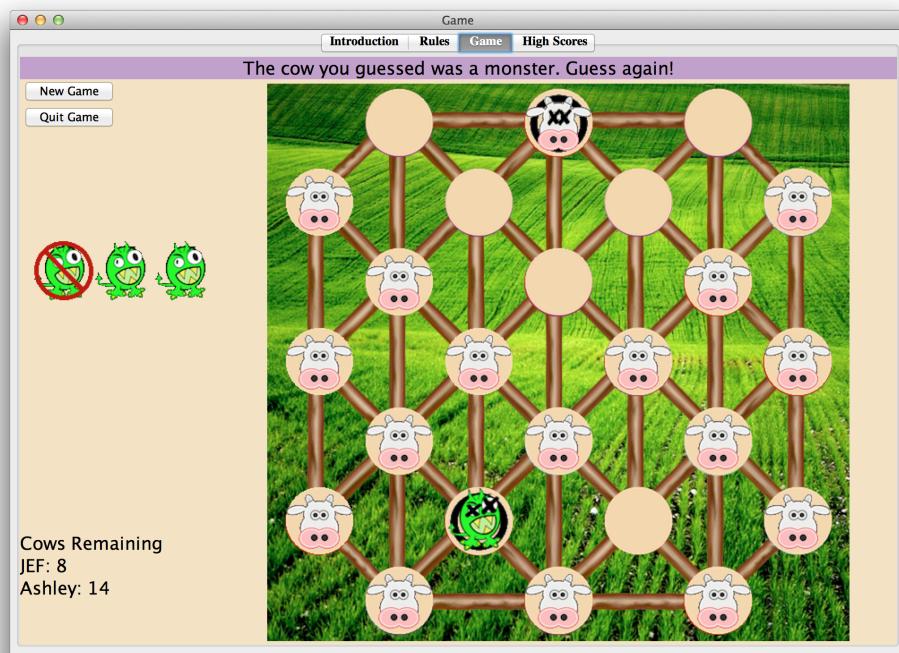
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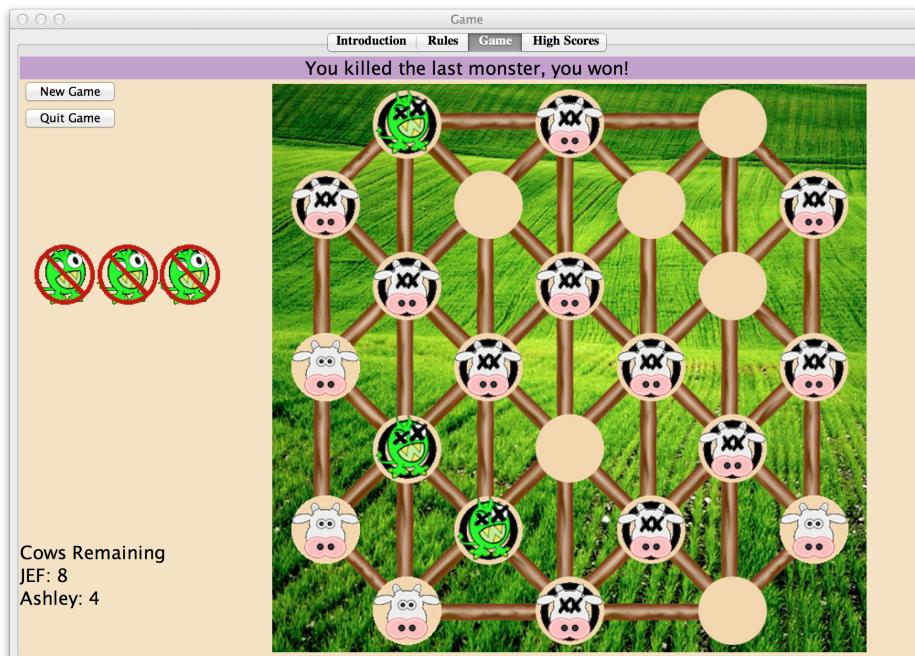
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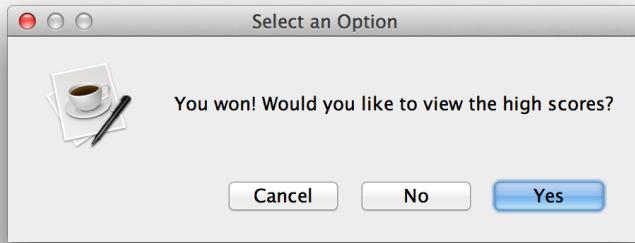
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Controls:

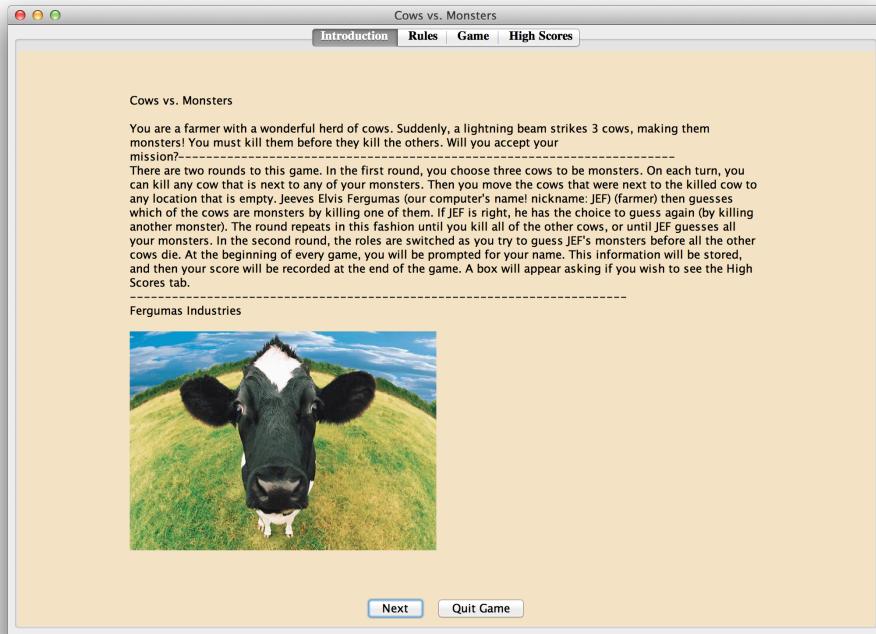
- All gameplay will be done with the mouse.
- To kill a cow, you simply need to click on the cow you want to kill.
- To move a cow, first click on the cow you want to move, and then click on the empty vertex you want to move it to.
- To guess if a specific cow is a monster, click on it.

Scoring:

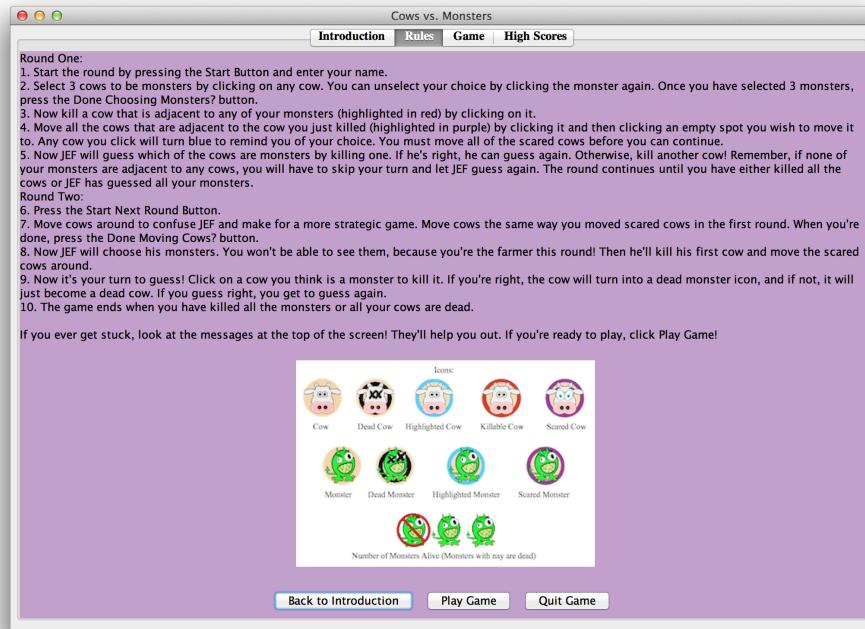
- The score displayed on the screen throughout gameplay represents the number of cows each player has remaining, not including monsters.
- The farmer with the most surviving cows at the end of the two rounds wins.
- The final score will be determined by taking the difference of your score and the computer's score. If the computer wins, your final score will be negative. This is the final score that will be added to the scoreboard, if it is within the top 10 scores.

Appearance of Game:

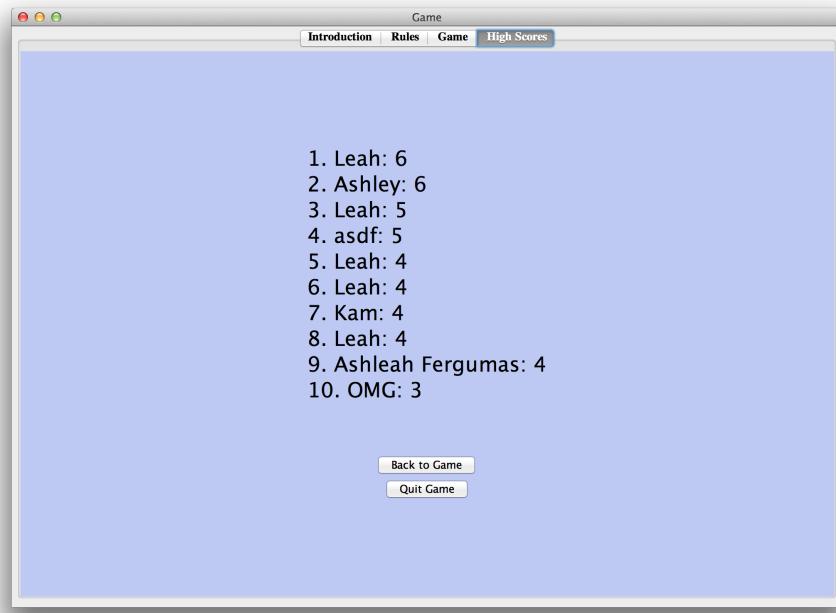
- There will be four tabbed panels: Introduction, Instructions, Game, and High Scores.
- The Introduction panel will give a backstory and include general gameplay (1).
- The Instructions panel will give more specific rules of gameplay (2).
- The Game panel will include the gameboard. On the left side of the screen, there will be a panel. In this panel, there will be another panel that will show how many monsters are left on the board, as well as a scoreboard showing the number of cows remaining for both players, and additional buttons that will be needed for gameplay.
- The High Scores panel will show the Top 10 scores and provide buttons to quit the game or return to the game panel (3).



(1)



(2)



(3)