

User Guide

1 Getting Started

Welcome to the magnificent game of Jeopardy! To start a new game, please enter the names of all three players and press start. If you are unsure of how to play, please refer to the instructions, which can be accessed from the starting game panel.

2 Brief Instructions

Once in the game board screen, Player 1 will pick a question. The player will attempt to answer the question. If they are wrong, it is the next players ($1 \rightarrow 2$, $2 \rightarrow 3$, $3 \rightarrow 1$) turn to answer the question. If all three players get it wrong, the correct answer will be revealed and the question will no longer be available for picking. The correct answerer will be awarded with an amount of money (indicated on the question button) and will be able to select the next question. There is a special double jeopardy question that is assigned by random. If a player selects this question, they will get a chance to wager an amount (from \$5 to either their current score or \$1000, whichever is higher) and answer the question. They are the only player that can answer (players don't take turns answering if the previous player was wrong). If they are correct, they win the amount of money they wagered, and they lose if they are wrong. When all the questions are answered, the player with the highest score wins, and the game is over.

3 Features

- Instructions on starting panel for those who don't know who to play
- Custom button graphics specific to `Question` objects
- Dynamic frame/component resizing: finds the size of the screen and makes the frame as large as possible while maintaining a 4:3 aspect ratio
- Daily doubles randomly on one question
- Questions that are buttons: the class holds question data but acts like a button in the GUI
- Several classes that extend `JPanel`
 - Create better organization
 - Have some code that is unique to each object
- `GameUtils` class

- Utilities used in other classes
 - Reduces code duplication
- Reads questions from a file
 - File in an easy-to-extend CSV format
 - Uses a **Scanner**, used to create **Question** objects
- Flexible file locations
 - All files that the code can read are in one folder
 - The code that finds searches more than one place and can be easily extended to search more
- Dialogues
 - Used when there is an error retrieving a file
 - Used for the instructions
 - Used for daily double wager

4 Limitations

- Limited number of topics - any given topic will likely come up two games in a row
- Only one round, TV Jeopardy! games have 3
- The code that parses the question file will break if it has errors

5 Bugs

- Buttons for answers sometimes change sizes when the player answers a question incorrectly