“Jungle” command-line-based Board Game User Manual

**INTRODUCTION:**

The game is a Chinese abstract strategy board game of battling animals with varying abilities played with two players counter each other on a 7×9 square board game command-line-based.

**game rules:**

**Board:**

The board consists of seven columns and nine rows of squares, eight pieces represent eight animals, and their will appear on each side of the board to indicate the initial placement of the game pieces and three type of special squares and areas dens, Traps and river are set on board. After start and initial setup, the gameboard should be like this:

一張含有 文字 的圖片

自動產生的描述

**Pieces:**

Eight pieces representing different animals and their ranking on the following table

一張含有 桌 的圖片

自動產生的描述

**Movement:**

* Players must alternate moves their chess on their turn.
* Each piece moves one square horizontally or vertically (not diagonally)
* A piece may not move to its own den

Using command e.g.”AE U” to perform move in A’s turn   
“A“ stand for player A, change to “B” when player B’s turn

“E” stand for elephant chess, change to another alphabet representing animal

一張含有 文字 的圖片

自動產生的描述

“U” stand for move up one square, can change to other “D” mean down; “L” mean left ; “R” mean right

If user enter invalid command to move, the system will not accept that command and show corresponding error message and remain his turn and let him to input again.

special rules related to the water squares:

* The rat is the only type of animal that is allowed to go onto a water square.
* The rat may not capture the elephant or another rat on land directly from a water square. Similarly, a rat on land may not attack a rat in the water.
* The rat may attack the opponent rat if both pieces are in the water or on the land.
* The lion and tiger pieces may jump over a river by moving horizontally or vertically. They move from a square on one edge of the river to the next non-water square on the other side. Such a move is not allowed if there is a rat (whether friendly or enemy) on any of the intervening water squares. The lion and tiger are allowed to capture enemy pieces by such jumping moves.

**Capturing:**

Animals can capture the opponent pieces by “eating” them when capture any enemy piece which has the same or lower rank, with the following exceptions:

* A rat may capture an elephant (but not from a water square)
* A piece may capture any enemy piece in one of the player's trap squares regardless of rank.

**Objective:**

How to win? Two methods

1. Move a piece onto the den on the opponent's side or
2. capture all the opponent's pieces

**Other useful command:**

“EXIT” : exit and close the game

“RESTART” :restart the game

**error messages handle:**

* “Incorrect command entered.” usually player input wrong format of move command the correct format should be like this “AE U”
* "Incorrect chess entered." Player input does not exist chess like “AK U”
* "Incorrect movement position entered." Player input does not wrong direction like “AE S”
* “Movement unsuccessful.” Player tries to move the chess out of the boundary of the game board
* “This is not your turn.” Player continuous move chess in consecutive turn
* “Game Ended, please restart or exit.” Game ended