

## User Guide

### *Harry Potter Board Game*

#### Installation Guide:

Downloading *NetBeans Java* (8.0.2) 64-bit software (if necessary):

1. Use this link to download *NetBeans Java* directly:  
<http://www.oracle.com/technetwork/java/javase/community/jdk-7-netbeans-download-432126.html>
2. Click “Accept License Agreement”
3. Click the appropriate download link, after checking your computer operating system
4. Open and Run the file to download
5. Follow the instructions to complete download

Opening *Harry Potter Board Game* Application:

1. Download the zip folder named “HarryPotterBoardGame.zip”
2. Go to the Downloads folder on your computer and right-click on the zip folder
3. Click “Extract All”
4. Open *NetBeans Java* (8.0.2) 64-bit software
5. Click “File” > “Open Folder”
6. Find the location of “HarryPotterBoardGame.zip” and open project
7. Expand the project > under “Default Folder” > click “IntroScreen”
8. Right-click and click “Run”, or press “Shift + F6”.

#### Reference Manual:

The following is a list of key features of the program, along with their descriptions.

1. Playing Board - A colorful, image-filled 7x7 board containing tiles that let the user advance forward, move back or answer a trivia question. The board also displays Harry Potter characters, Harry Potter and Voldemort, as counters to keep track of player's progress



2. Quidditch Cup Tile: If a player lands on this tile, they are allowed to move one more tile forward.



3. Death-Eater Tile: If a player lands on this tile, they have to move back one tile.



4. Spellbook Tile: If a player lands on this tile, they have to answer a Harry Potter related trivia question, that allows them to earn one point if question is answered correctly.



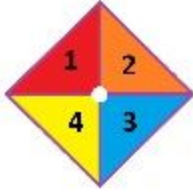
5. Plain Tile: A normal tile; no change occurs if this tile is landed on.



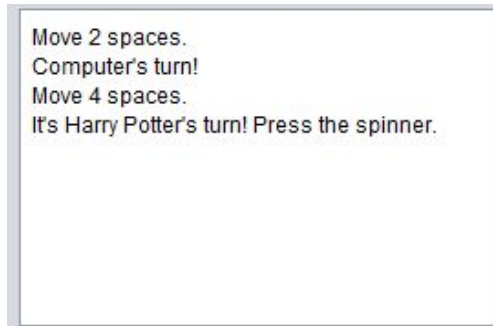
6. Start Tile: The tile where the players begin



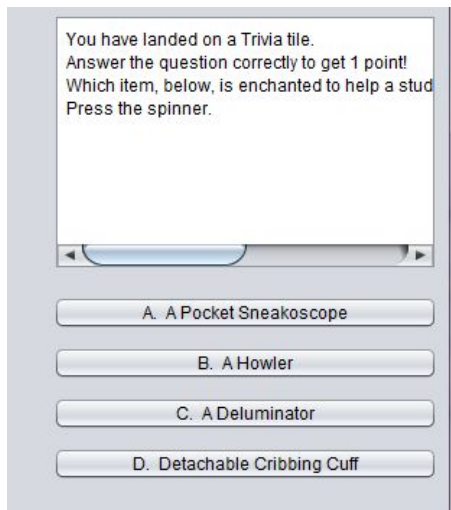
7. End Tile: Once landed on by both players, the game ends. The player who lands on this tile first, receives 3 bonus points.



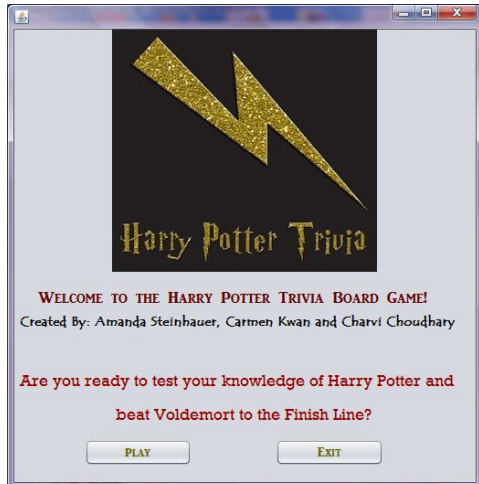
8. Spinner: A 4-sectioned diamond; once clicked on, it determines how many spaces each player moves on the board. Changes image to show number of spaces to be moved.



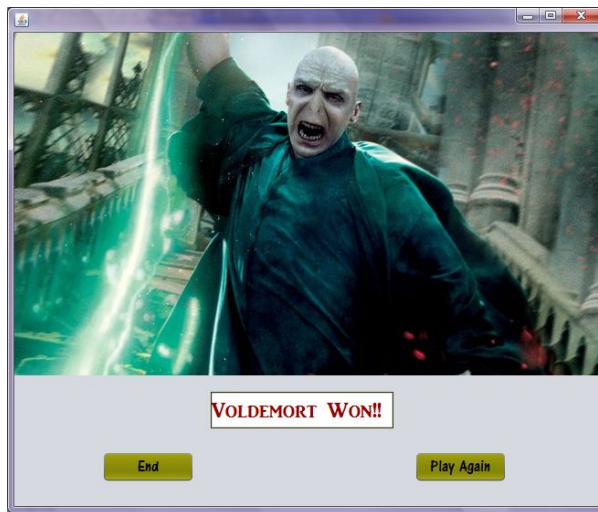
9. Output Screen: Displays instructions, trivia questions, and messages to provide an interactive game experience.



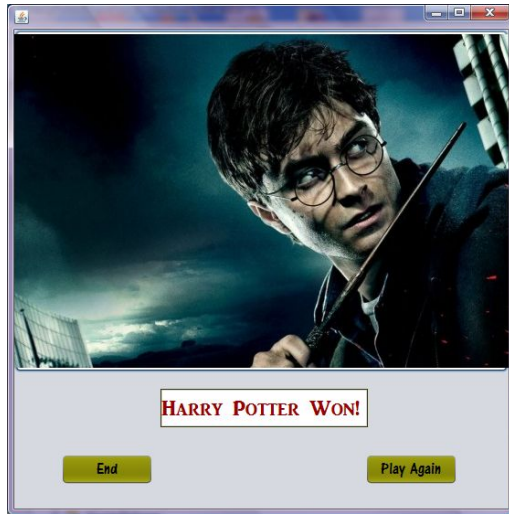
10. Trivia Buttons: Displays the answer options for the trivia questions.



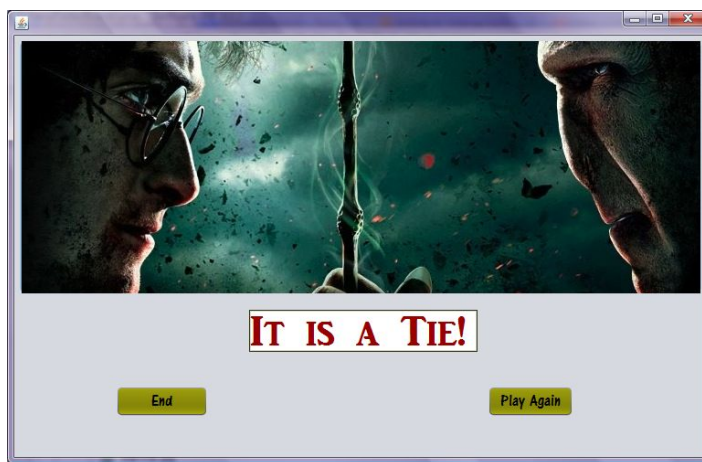
11. Intro Screen: First screen that the users see. They can press play to begin the game, or exit the application



12. End Screen: Displays Voldemort as winner. Allows user to play again or quit the game.



13. End Screen2: Displays Harry Potter as winner. Allows user to play again or quit the game.



14. End Screen3: Displays that the game ended in a tie. Allows user to play again or quit the game.



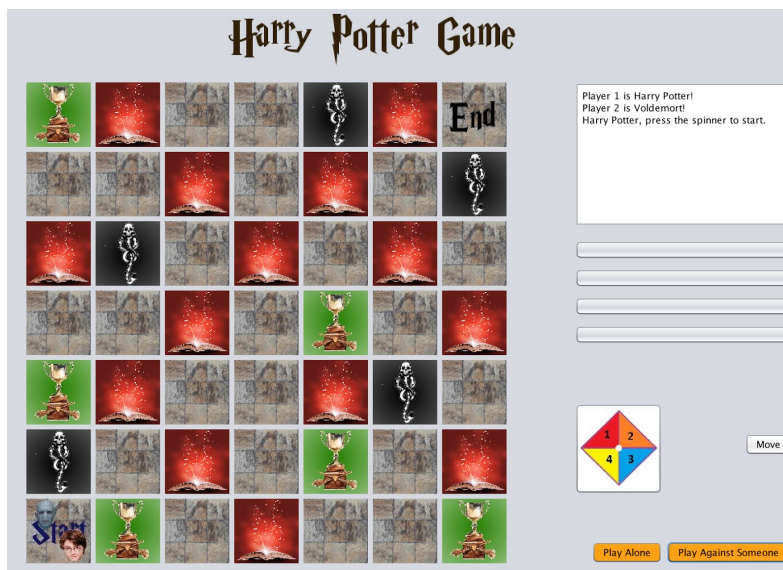
15. Exit Screen: The final screen seen by the user. Thanks the user for playing the game.

### **Tutorial:**

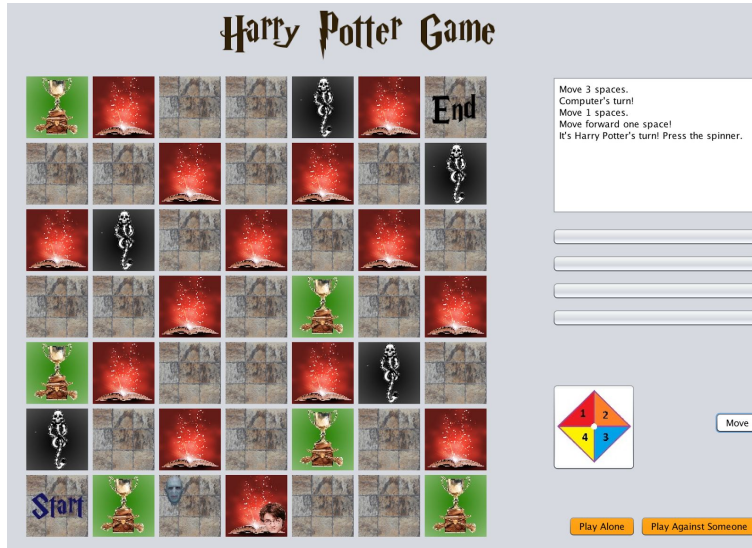
Purpose: The purpose of the program is to provide a virtual, Harry Potter themed board-game experience to its users, mostly tweens and teens of ages 10-18 and the project client.

Following are the instructions for how to use the program.

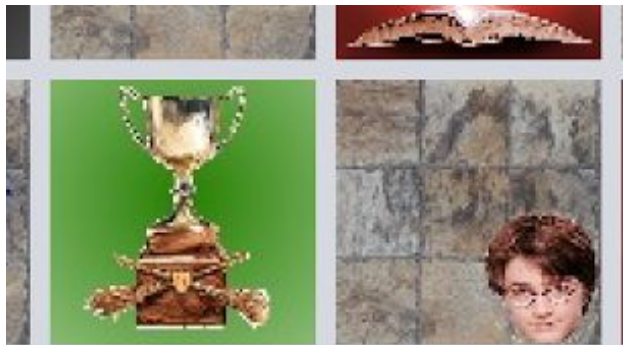
1. Click "Play" on the Intro Screen to begin the game.
2. To play against the computer (1 player), click "Play Alone".
3. To play against another user (2 player), click "Play Against Someone".
4. Both players will begin at the Start Tile



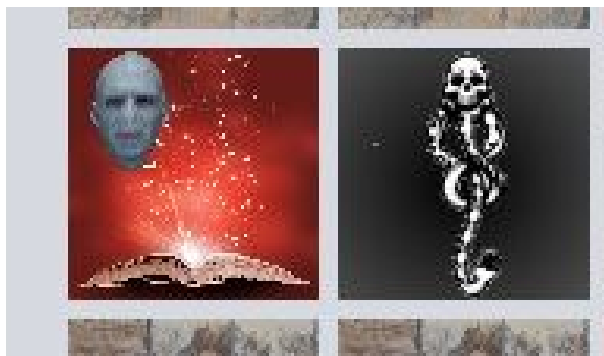
5. Player 1: Click the spinner icon to determine number of spaces to move. Click “Move” to advance that many number of spaces.
6. If 2 player game, Player 2 repeat step 3 after player 1 finishes his/her turn. If 1 player game, wait for computer to finish its turn, before proceeding.



7. If a player lands on a Quidditch Cup Tile, player will advance one tile forward.

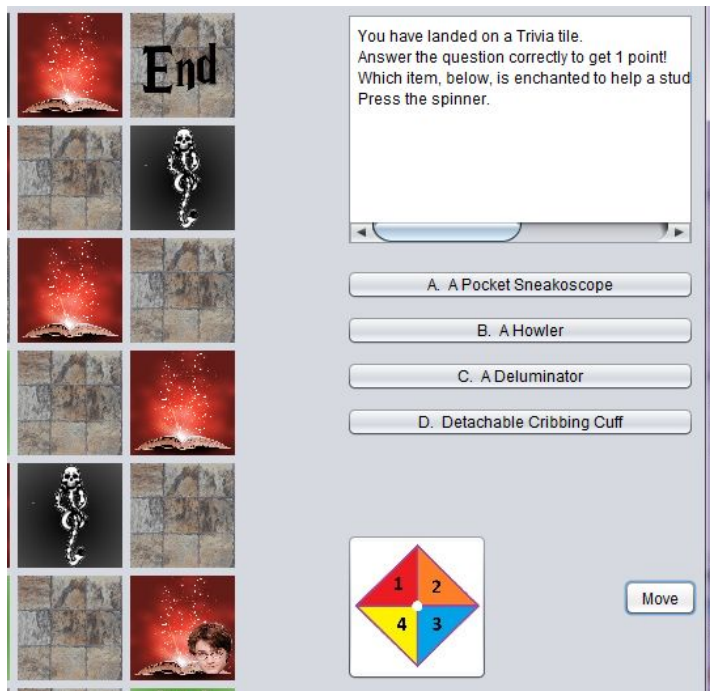


8. If player lands on a Death-Eater Tile, player moves back one tile.

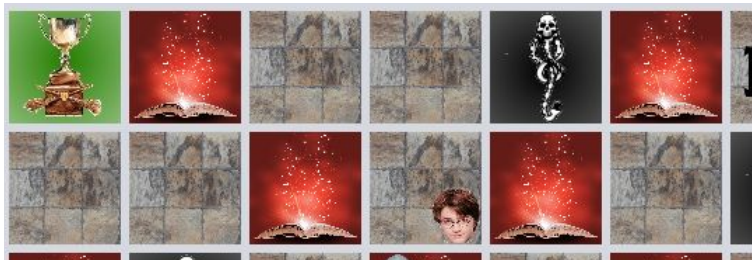




9. If player lands on a Spellbook Tile, the player needs to answer a trivia question. If the player answers correctly, one point is added to their total points.

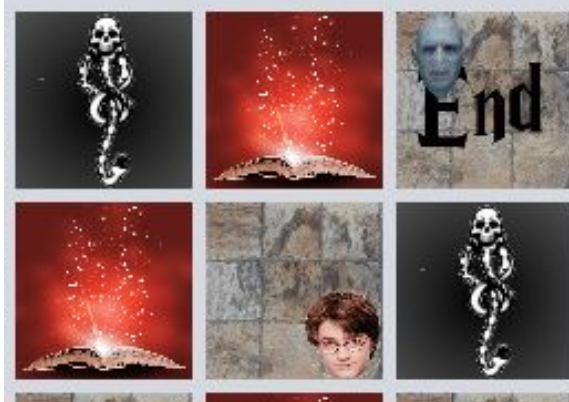


10. If player lands on a Plain Tile, no action is taken, and the other player proceeds with their turn.



11. The player that reaches the End Tile first, receives 3 extra points, which are added to their total points.





12. The player with the greatest number of points, wins.

13. To play again, click “Play Again”

14. To exit application, click the “End” button.

