



RailRoadInk

by (Group 11t)

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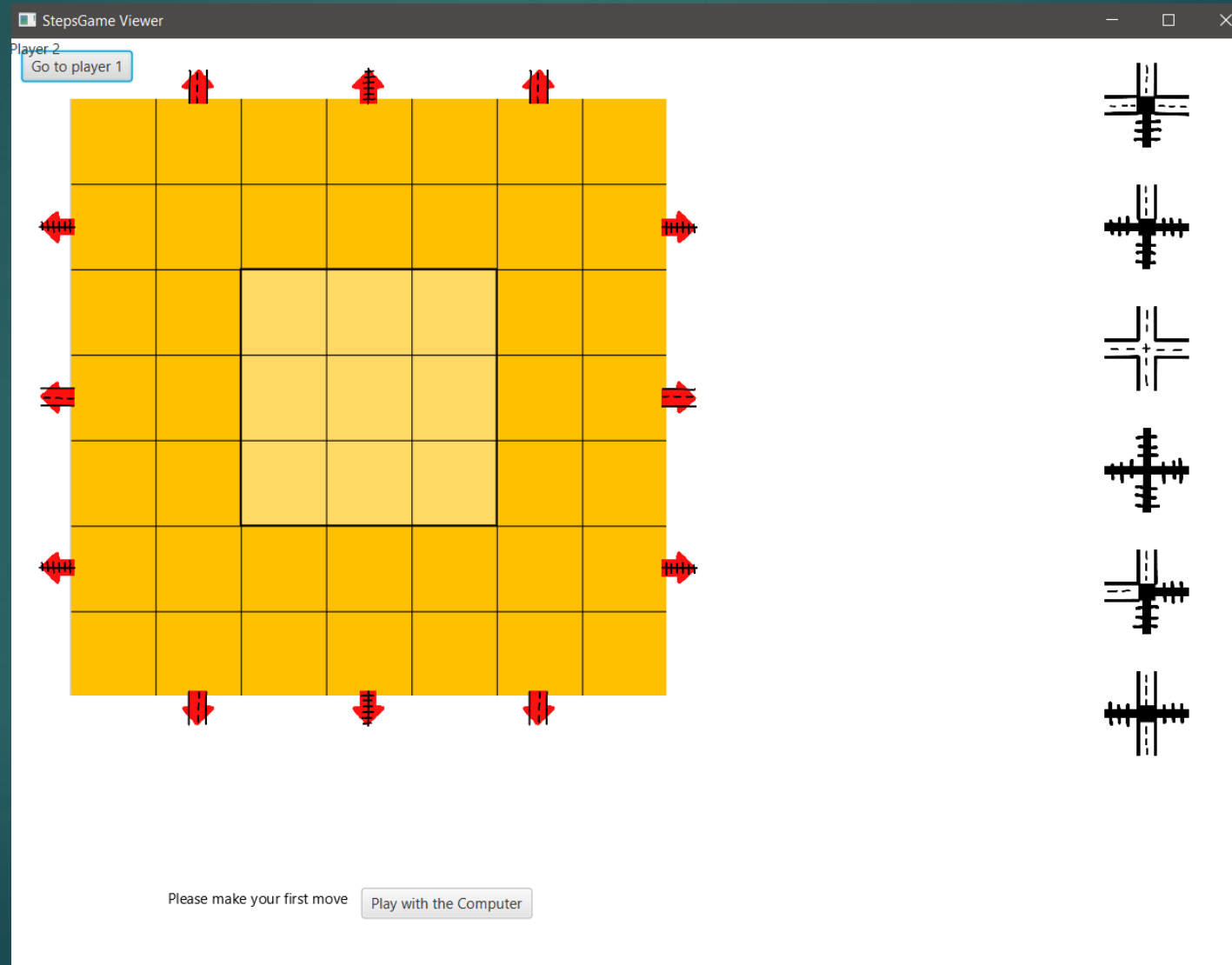
Summary

- ▶ The game is based on class `tiles()`, which defined all tiles of dice and all ends of tiles.
- ▶ `RailRoadInk()` contains most codes used for the logic of the game to make valid moves, scoring, generate move .etc.
- ▶ `Viewer()` is the visualizing part of the game, which input all the Images used and calls logic functions designed in class `RailRoad.Ink()`

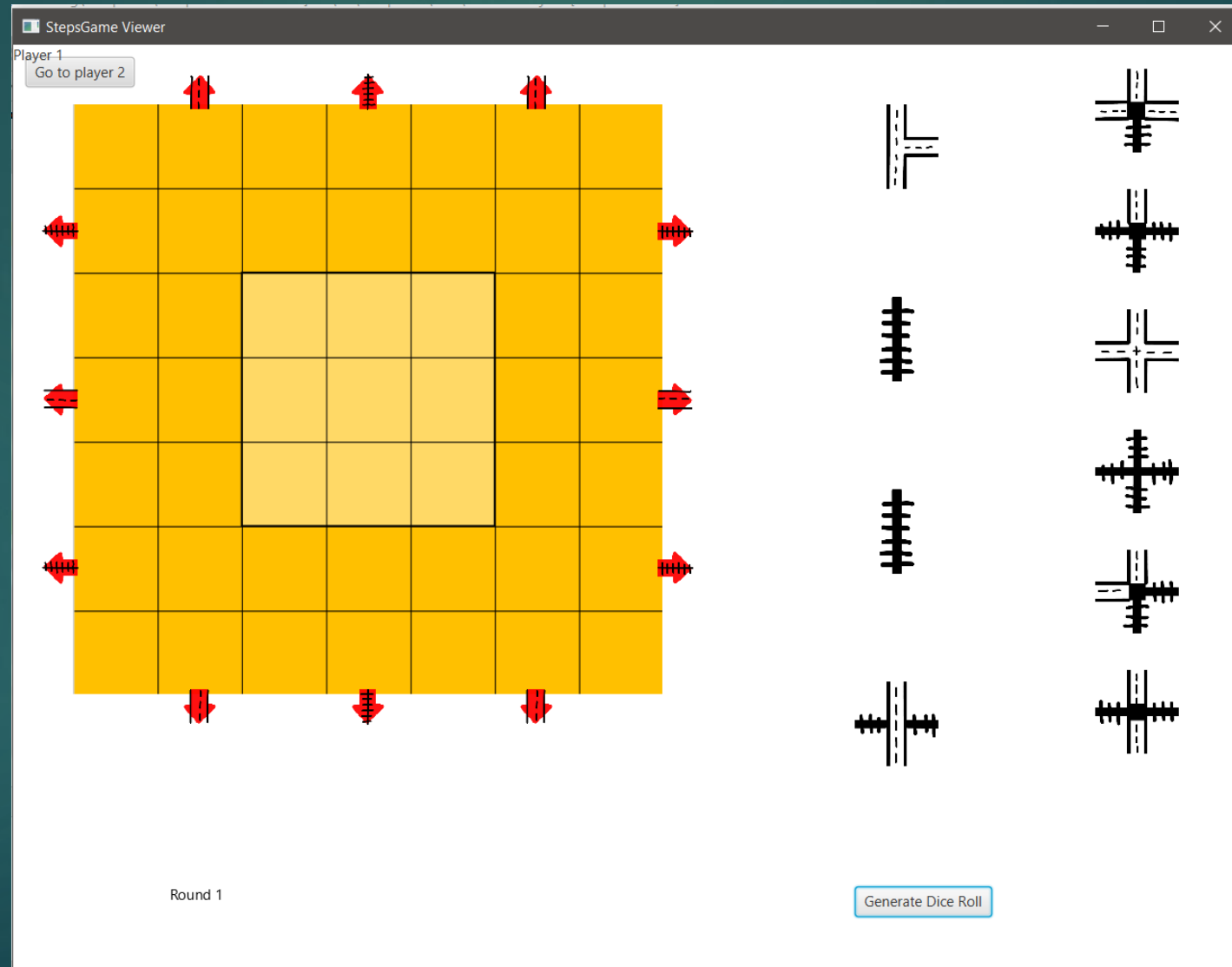
Start up page



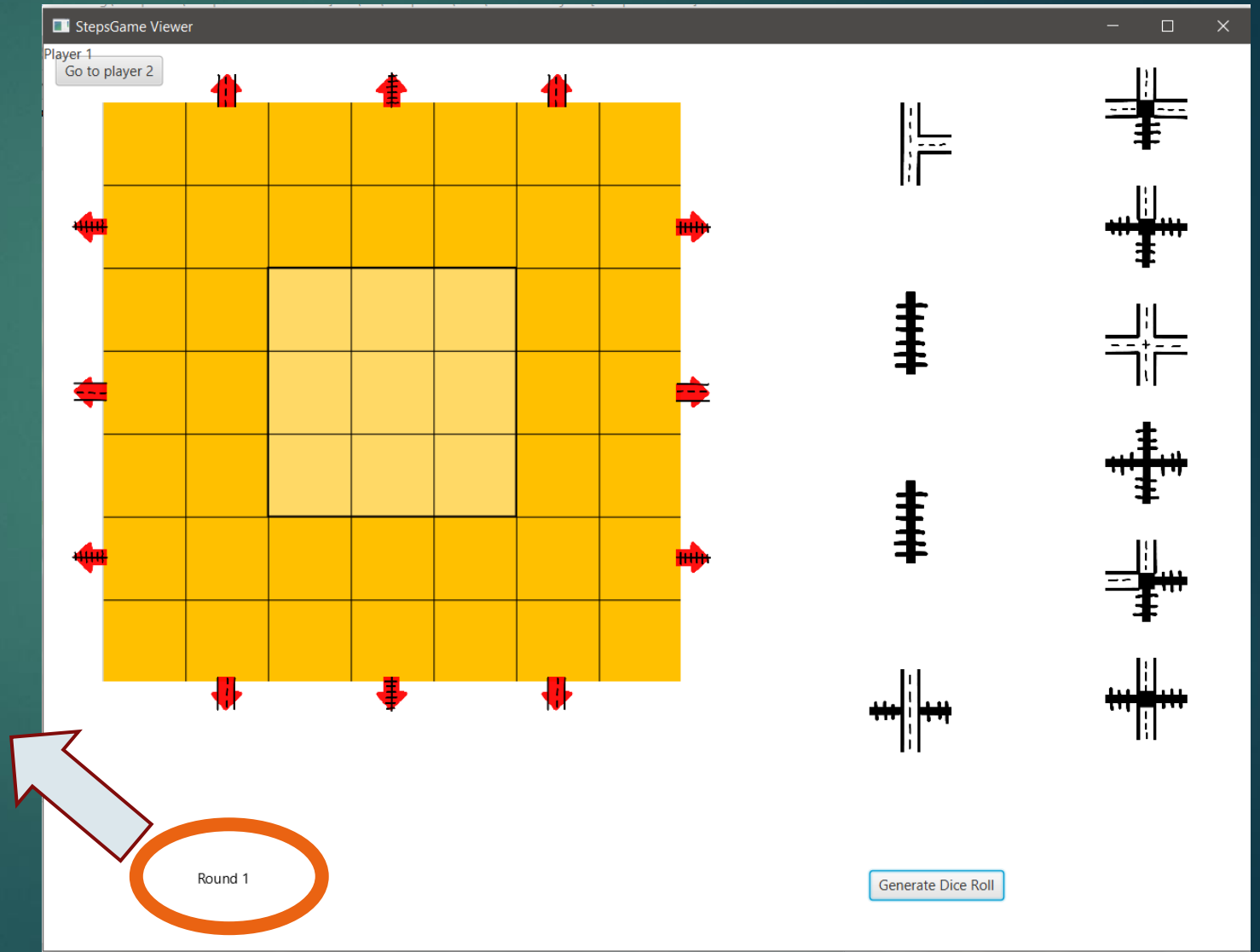
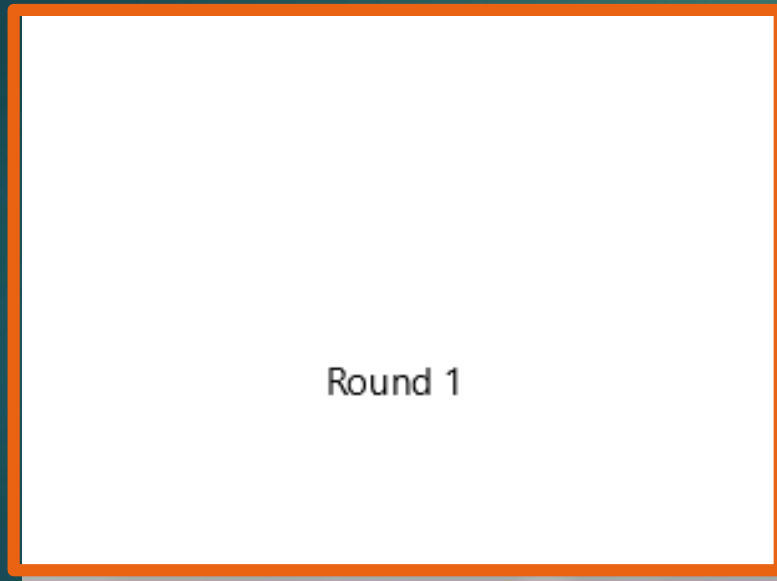
We click “Play with the Computer” to enable the bot



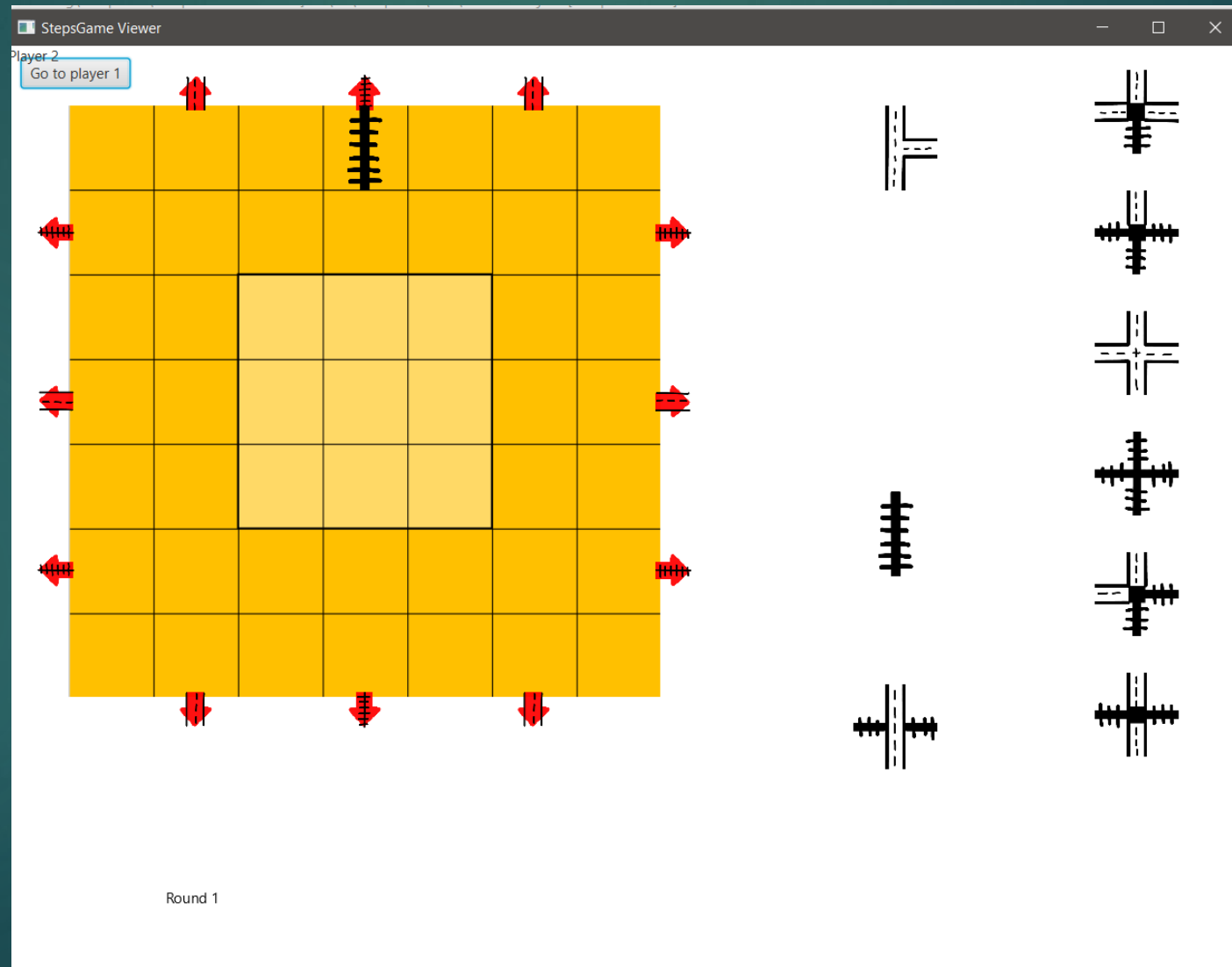
Then we click “generate dice roll” to only generate dice roll



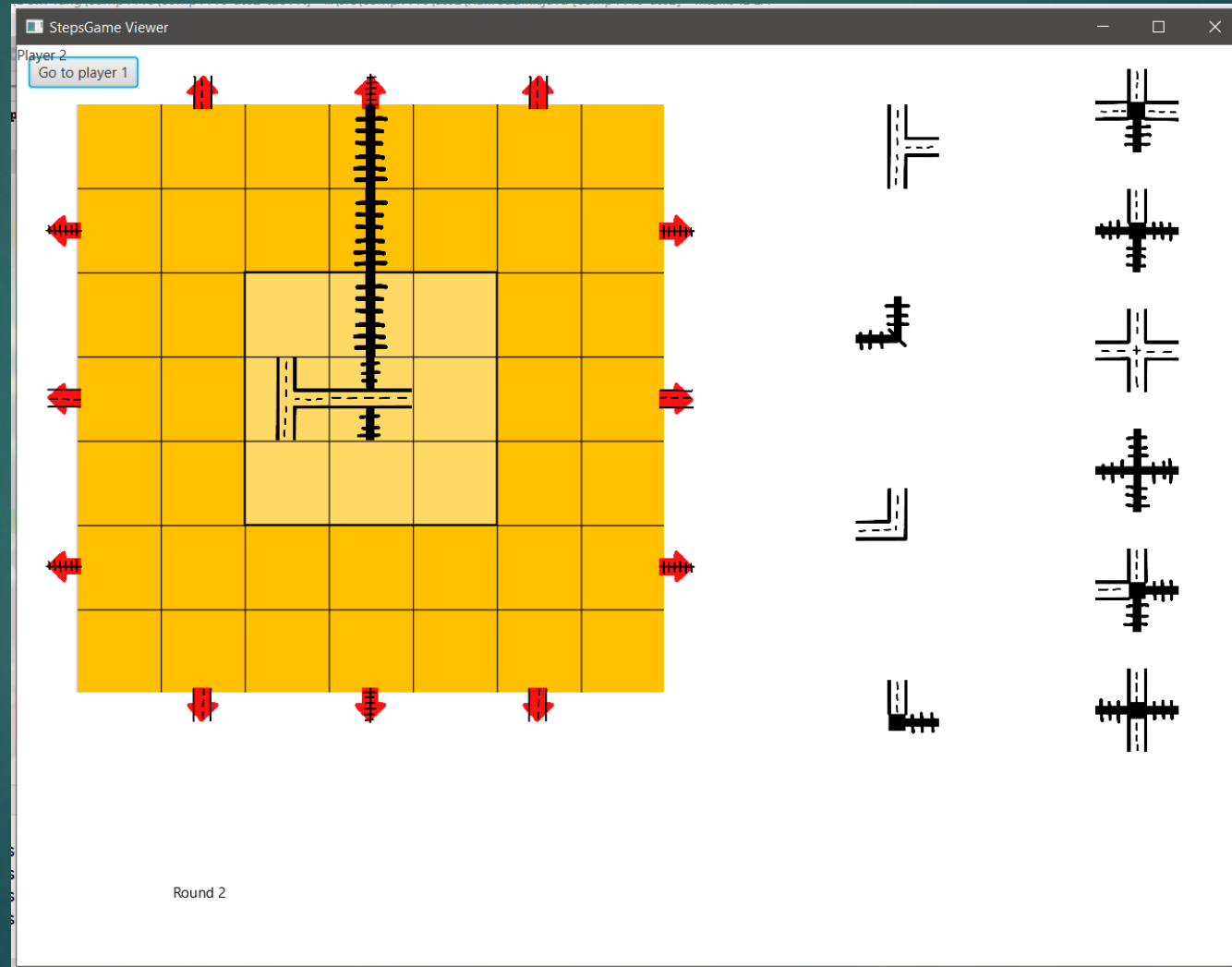
Here we can see which round we are in



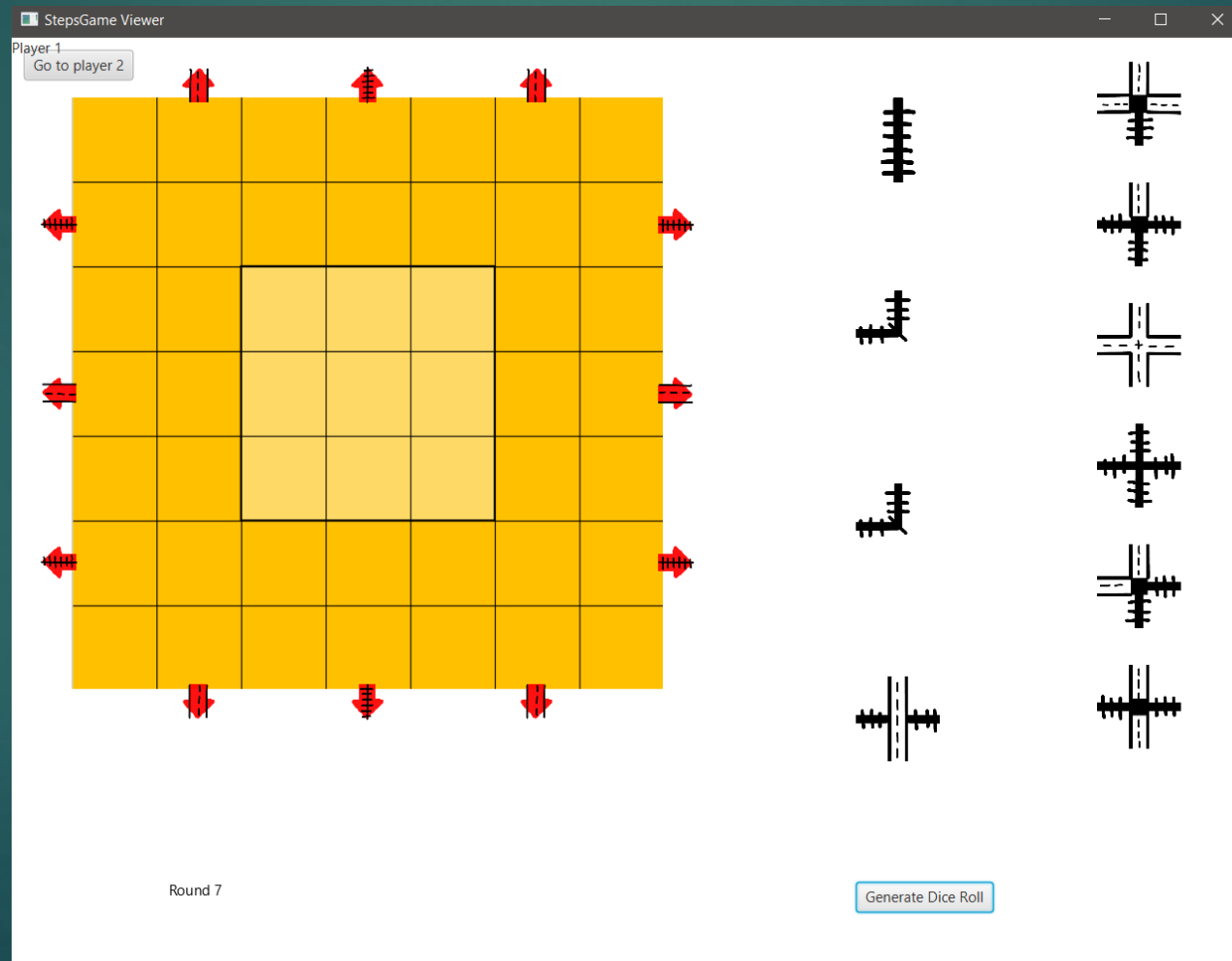
Here it's a bit disabled, we will need to generate the first move for the bot



After the first round every time we click “Generate Dice Roll” we go to the next round and the bot will make its own moves



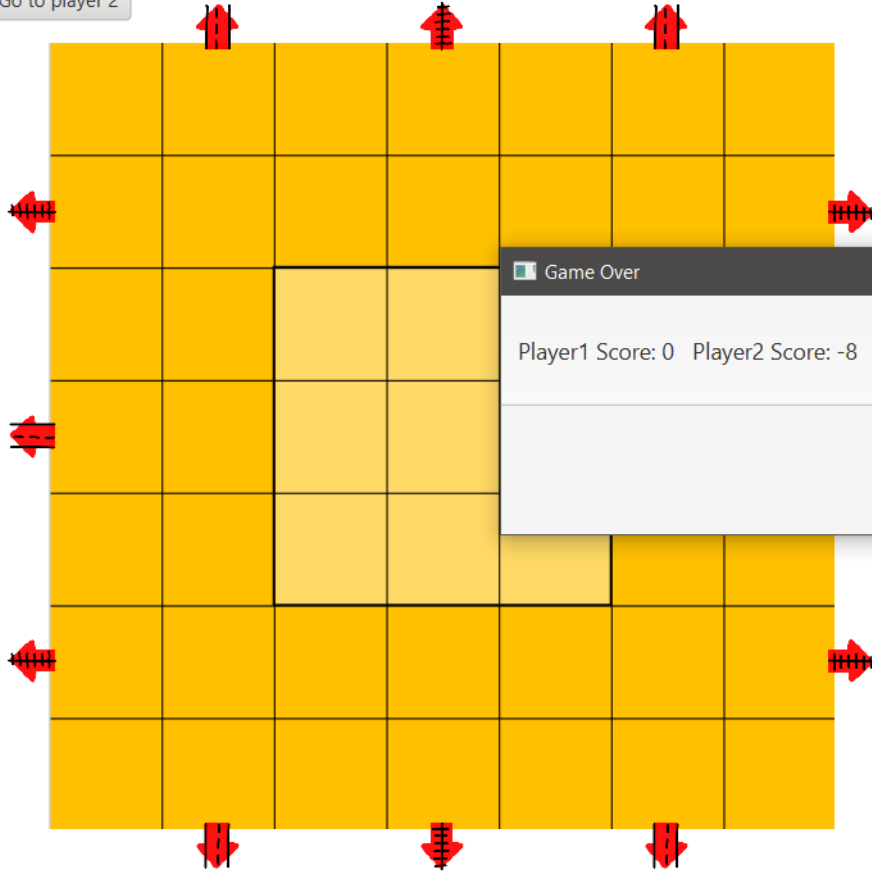
Let's come to round 7 straight away without making any moves in player1, now if we click “Generate Dice Roll” we are will end the game and trigger the scoring



StepsGame Viewer

Player 1

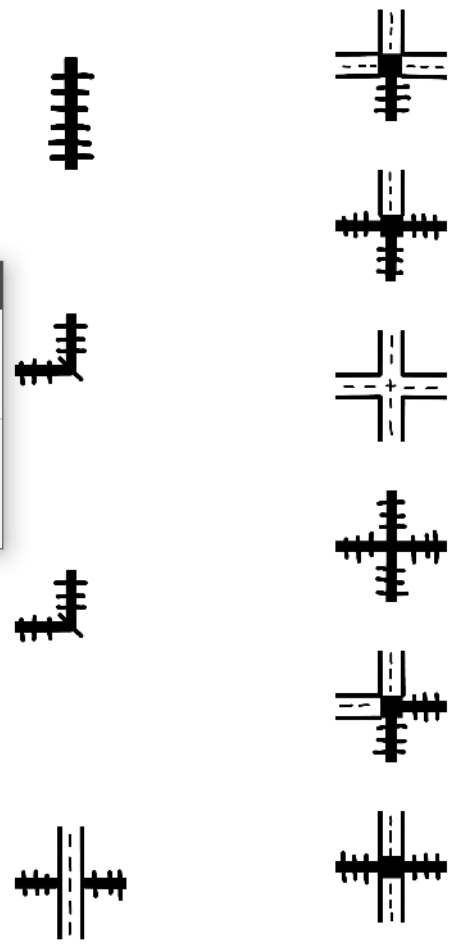
Go to player 2



Game Over

Player1 Score: 0 Player2 Score: -8

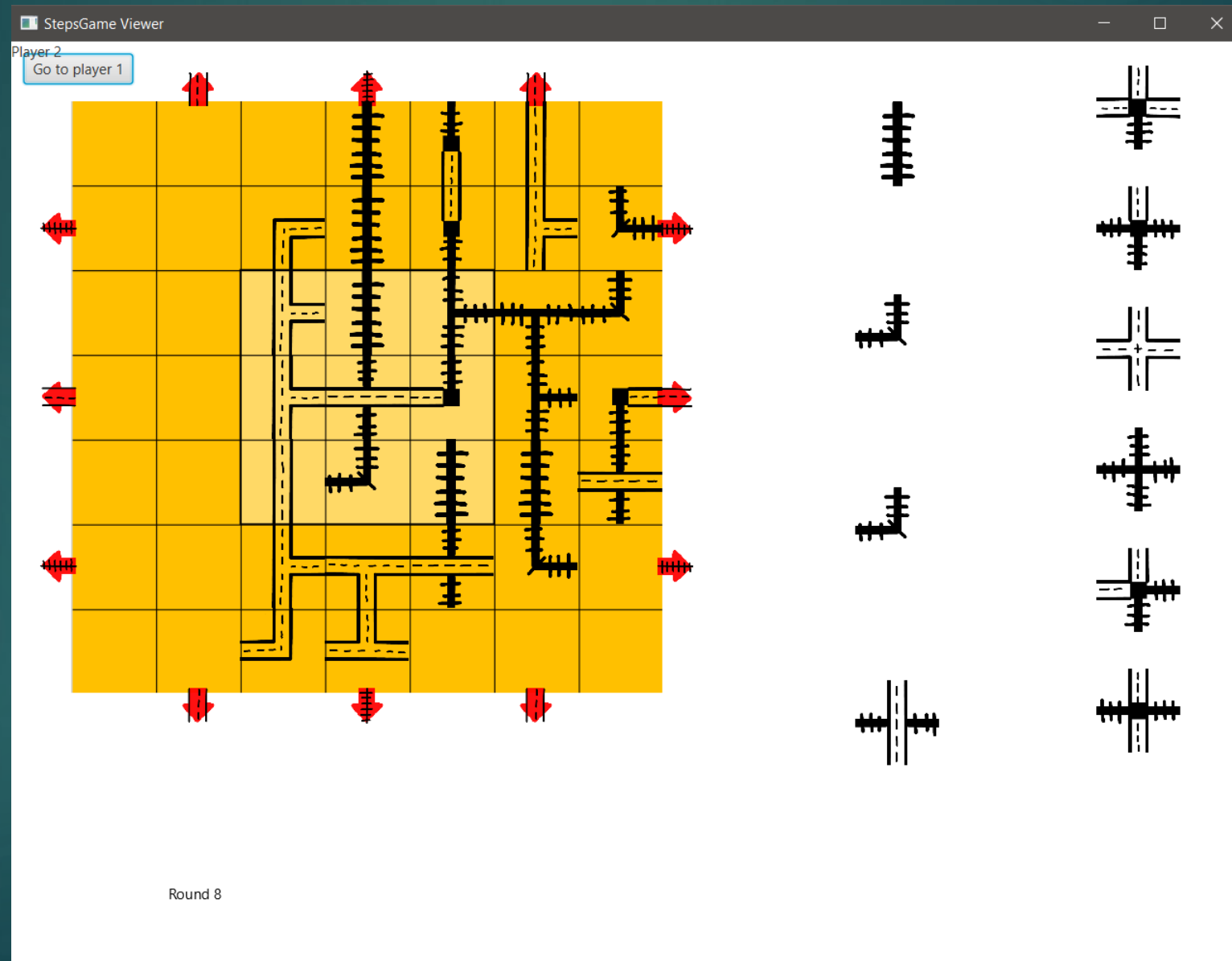
OK



Round 8

Generate Dice Roll

Now let's come to our player2 scene to have a look



Problem we met:

- ▶ During we work on task 5 and 6 we noticed it's hard to show the dice.
- ▶ When we complete task 10 we find that although we pass the test of task 6 it's not absolutely right.
- ▶ Placing a image on a scene and being able to move it is not applicable to class `image()` in Javafx
- ▶ When adding the computer as player2 we have two choices: either copy the code and past it and rename all of the method and parameters, or reused the code we wrote for player1

And here is what we did

► Problems:

- 1. During we work on task 5 and 6 we noticed it's hard to show the dice.
- 2. When we complete task 10 we find that although we pass the test of task 6 it's not absolutely right.
- 3. Placing a image on a scene and being able to move it is not applicable to class image() in Javafx
- 4. When adding the computer as player2 we have two choices: either copy the code and past it and rename all of the method and parameters, or reused the code we wrote for player1

► Solution:

- 1. We created a two dimensional array to store the information of dices and show it as a 4byte array which 0 express blank 1 express railway 2express highway.
- 2. Use printout method check the variable in task 5, 6 and 10 to find out and fix the bug.
- 3. We used class ImageView() which allowed images to be scaled, rotated and shifted .etc
- 4. We reused the code and for all the parameters that are called in the same methods we created another inner class Player() in class Viewer() that stores all these parameters as its fields. Then we created two instances of class Player(): player1 & player2 to specify which parameter we are referring to.

Thank you!